Monty Python's

Cocurricular Mediaeval Reenactment Programme

BRIAN SAUBA & CRAIG SCHAFFER

Tables

d20	Type
1	Coffee
2	Dinner
3	Side
4	Bedside
5	Conference

d20	Type
6	Work
7	Cocktail
8	Operating
9	Multiplication
10	Card

d20	Type
11	Snooker
12	Picnic
13	Ping Pong
14	Periodic
15	Vege

d20	Type
16	Billiard
17	Idea
18	Time
19	Cons
20	The Round

Answers

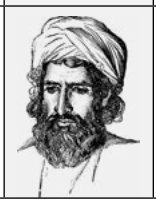
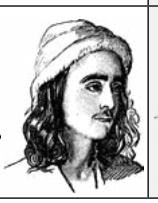
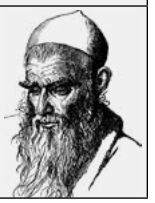
d4	Answer
1	Yes
2	No
3	The primary challenge lies in addressing the non-renormalisability of gravity, which leads to divergences and renders the theory non-predictive. One approach posits that the fundamental constituents of the universe are not point-like particles but rather one-dimensional extended objects called strings, which vibrate in different modes, yielding particles with varying properties, including their mass, charge, and spin. The interactions among these vibrating strings naturally encompass gravity, resulting in a consistent quantum theory of gravity. However, this necessitates the inclusion of additional spatial dimensions, often compactified, to ensure mathematical consistency. Alternatively, one might posit that the gravitational field itself is quantised, instead of introducing new entities like strings. In this framework, the gravitational field is described as a network of interwoven loops, and its dynamics are encoded by discrete structures known as spin networks. The quantisation of the geometry of spacetime at the Planck scale reveals a discrete and granular structure, which underpins the quantum behaviour of gravity. Causal dynamical triangulations, asymptotic safety, and the holographic principle have been explored in the pursuit of a coherent quantum theory of gravity, but the employment of non-perturbative methods, renormalisation group flow, and the correspondence between gravity in higher-dimensional spaces and lower-dimensional field theories has thus far yielded fuck all.
4	I should hope not!

People-Name Generator

Roll separately on one or more columns until you've assembled a historically accurate sobriquet.

d10	First Name	Last Name (part 1)	Last Name (part 2)	And a Dash of…
1	The first really stuffy-sounding name you can think of (Reginald, Nigel, Fitzpatrick, Petunia, Miranda…).	The first fuzzy animal you can think of, badger-sized or smaller.	The first extreme weather event you can think of.	emPHAsis on the wrong sylLAble.
2	The most boring name you can think of that hasn't already been used.	Any plant whose Latin name you know.	The first animal you can think of, badger-sized and larger.	Roll twice more on the 'Last Name (part 2)' column and add them, with hyphens.
3	A famous movie monster, but change the first letter.	What you had for breakfast.	The last thing you sat on.	Paprika.
4	A word to describe an item of children's clothing (mittens, duffel coat, romper).	A building material.	Your favourite author, but without the first letter.	Deep-throated, phlegmy pronunciation.
5	An affectionate nickname for a pet.	A piece of sporting equipment.	An Italian dish.	Throat-clearing.
6	That kid from school. When you were eight. You remember.	A kitchen utensil.	The second philosopher you can think of.	Pixie magic.
7	Your mother's best friend.	The first planet you can think of besides Earth.	An aromatic herb.	Woefully extended vowel sounds.
8	A common parlour game.	An article of clothing.	An obscure body part.	Sniffling pronunciation.
9	A plant, flower, or tree.	An unnecessary luxury purchase.	A piece of furniture.	It's pronounced 'Throatwobbler Mangrove'.
10	The first or last name of your least favourite poet.	A communicable disease.	A species of bird.	Pzazz.

Thoughtful Expression Selector

d8	1	2	3	4	5	6	7	8
								

Shoppe Names

If you need a historically accurate name for a Shoppe, consult the table below, the contents of which are derived from extensive historical research. The name on the shingle need not match the Shoppe type.

d72	The Shingle Says
1	Pig Chops & Polecats
2	Camel Lot
3	Strapping Lad's
4	Stiffy's Spiffy Smithy
5	Shrew's Brewery
6	Roots, Shoots & Fruits
7	Chuck's Woodshed
8	Cut's & Scrape's
9	Our Lady of Blue Belts
10	Jack Tackles Thy Tax
11	Toot Your Own Horn!
12	Grain or Shrine
13	Darle's Chickens
14	Close, Close Cut's
15	Coy & Cozy
16	Maurissee's Hot Croiss't Buns
17	Kettle's On!
18	Beatty's Meats, Finest in the District Since 865 AD
19	Strudel House
20	McNaughton's Naughtical Equipment
21	Mick Slipper's
22	Turn's Tables
23	Stiff Upper Lip's
24	Saint Dikken's Sanctuary
25	Bunn, Whackett, Stubble, Buzzard & Boot
26	Dibley Road Joke Merchant (Second shingle reads 'No Papists'.)
27	All Creatures Grated and Small
28	Tobacconist (Second shingle reads 'We speak Hungarian'.) (A third shingle reads 'Proper ID Required for Purchases Made by Czechs'.)
29	Ricky Pule's Hair Salon and Climbing Equipment
30	Toy Vey
31	Squeegee's Panettone
32	The Dinky Tinker's Shoppe
33	Freddy's Familial Familiars
34	Rezolt Czar Inn
35	Town's Hall
36	Like a Nice Tune (Second shingle reads 'Two Sheds for the price of one!')
37	Hypothetically Speak Inn
38	Tome's Wee Tome
39	Ivan's Hoes
40	Red Star's ~~Smithy~~ Hammer and Sickle
41	Sky's the Limit
42	Defective Blason's
43	Flotsam & Jetsam
44	Miss Dimple's Wimples
45	Arthur Frampton's Shingles
46	Mum the Tart's Pies
47	Post & Pick Quick Papers
48	It's a Dog's World
49	David Coppersmith's Palindrome Emporium
50	The Questing Beast's Lair
51	Knickerless Knickleby's
52	Great Expectorations
53	A Sale of Two Titties
54	Abuse & Fawning Ltd.
55	Brondar's Bedding & Bathe
56	Red's Maps to the Stars
57	Topknotch
58	WHERE?!? WHERE!?!
59	Hee's & Haw's Stickwick Tapers
60	Sharp & Pointy's
61	Tiramisu!
62	Skin's Olives Alive-o
63	Harold's Horns and Heraldry
64	The Inn of the Beginning
65	What's All This, Then?
66	Mungo's Inn
67	Take Your Pick!
68	Four Footers, Gibbons, Wombats & Tobacco
69	Curd's & Weigh's
70	The Widening Gyre
71	Jehovah's Place
72	Finest in the District!

Dogs

d10	Type
1	Lap
2	Pug
3	Terrier (barks when Vikings are near)
4	Poodle (sniffs the air when the French are near)
5	Mutt (scratches when Scots are near)
6	Dachshund (whines when Saxons are near)
7	Basset Hound (howls when the English are near)
8	Spaniel (wags tail when twits are near)
9	Goat (has eaten its way here from another book; bleats when Greeks are near)
10	Cat (get back to 'Pussies', you!)

Pussies

d11	Pussy
1	[Only a hairball remains]
2	Willow
3	Toe
4	Footing
6	Tail
7	Bow
8	Hat
9	In Boots
10	Galore
11	Robin

More People Names

d1	Name
1	Cedric

Mount Selector

d8	1	2	3	4	5	6	7	8

Monty Python

Cocurricular Programme Design & Distribution Division
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Argentina SW10

2nd October 2023

To Whom It May Concern

RE. MONTY PYTHON'S COCURRICULAR MEDIAEVAL REENACTMENT PROGRAMME

We the undersigned wish to complain in the strongest possible terms about the unconscionable distortion of our material vis-à-vis *Monty Python's Cocurricular Mediaeval Reenactment Programme*. Besmirchment of our legacy will be unavoidable and irreparable should this endeavour be allowed to proceed.

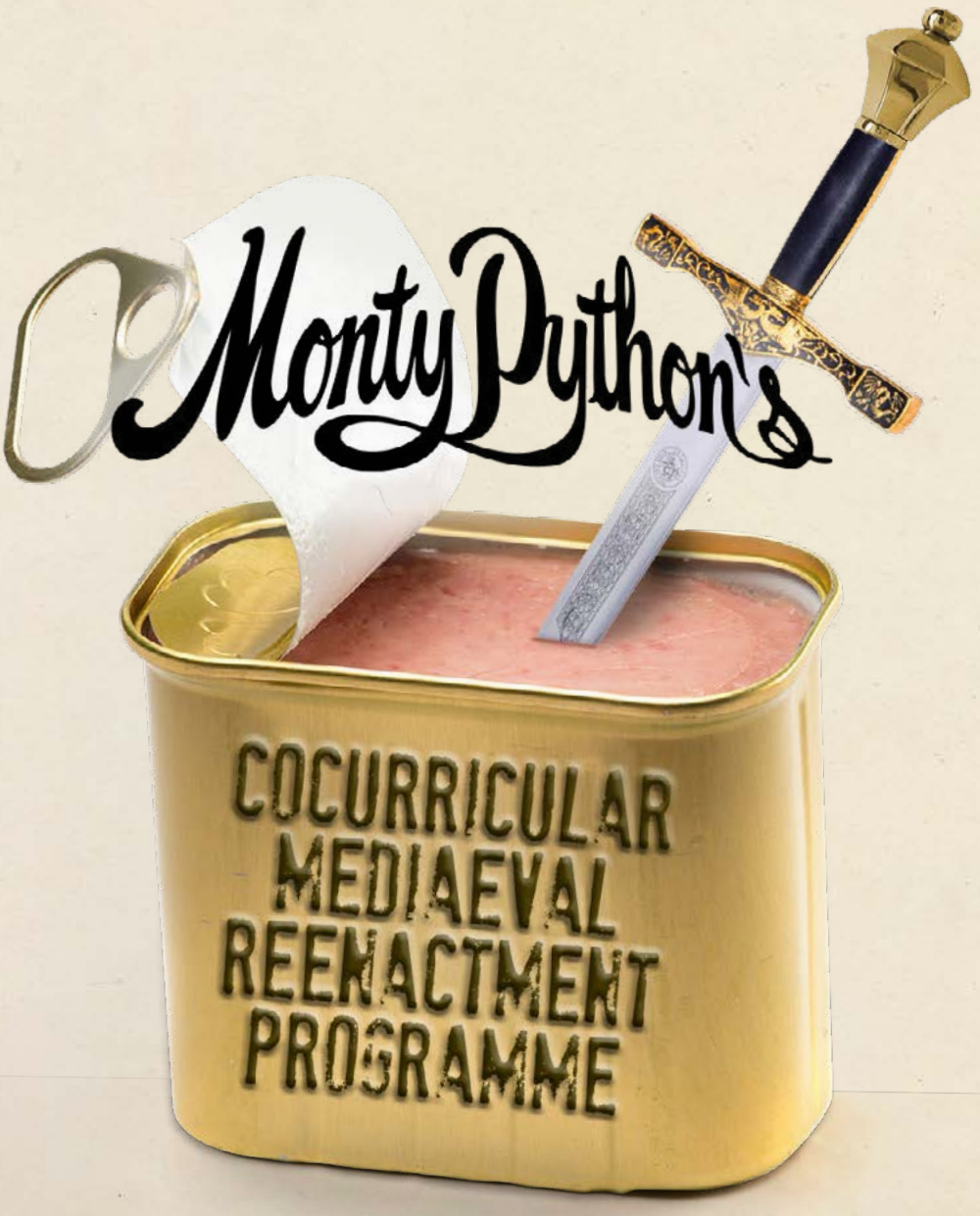
We've been known to go in for a bit of tasteful ripping off from time to time, provided that it's done lovingly, but we really must draw the line in this instance. Not only have you taken egregious liberties with the toweringly iconic Monty Python canon, you've treated British History with all the sensitivity of a Halluxian Mammoth in rutting season. Wait a moment! What in God's name is an Halluxian Mammoth? We didn't create that. Did we? Hold on a moment. Upon reflection, we are quite certain we didn't. Surely you've not taken that illustration Gilliam bashed together fifty years ago and are attempting to pass it off as an historically accurate, verisimilar animal? And what have you done to Ann Elk (Miss)? Has she devised a theory for time-travelling to the Middle Ages? Who in blazes is Anusius Prolapsus? Where is the Old Man from Scene 24? Why are there no dead parrots? Have you ever stopped to consider the effect this will have on apparel and coffee mug sales? It's appalling. Really.

Clearly this undertaking is a deliberate attempt to subvert, undermine, sabotage, corrupt, and counteract our serious labours at making people laugh. This is not at all what was agreed. The project was meant to be a shameless attempt to cash in on the doubtless fleeting popularity of some depraved, inane activity known as 'role-playing', not a complete and total ransacking of our back catalogue. Either that, or you're taking the piss, which is just as awful of you.

This nonsense must stop at once. We demand grovelling apologies and propitiations. What? The blasted thing has gone to press? Well, we hope you are proud of yourselves. The very least you can do is demand that anyone, upon finding this product in their local bookshop, immediately collect all copies, march them to the counter, and instruct the manager to shred, torch, or feed to the llamas every last one.

Yours faithfully,

Monty Python (Mrs.)


Monty Python's
COCURRICULAR
MEDIAEVAL
REENACTMENT
PROGRAMME

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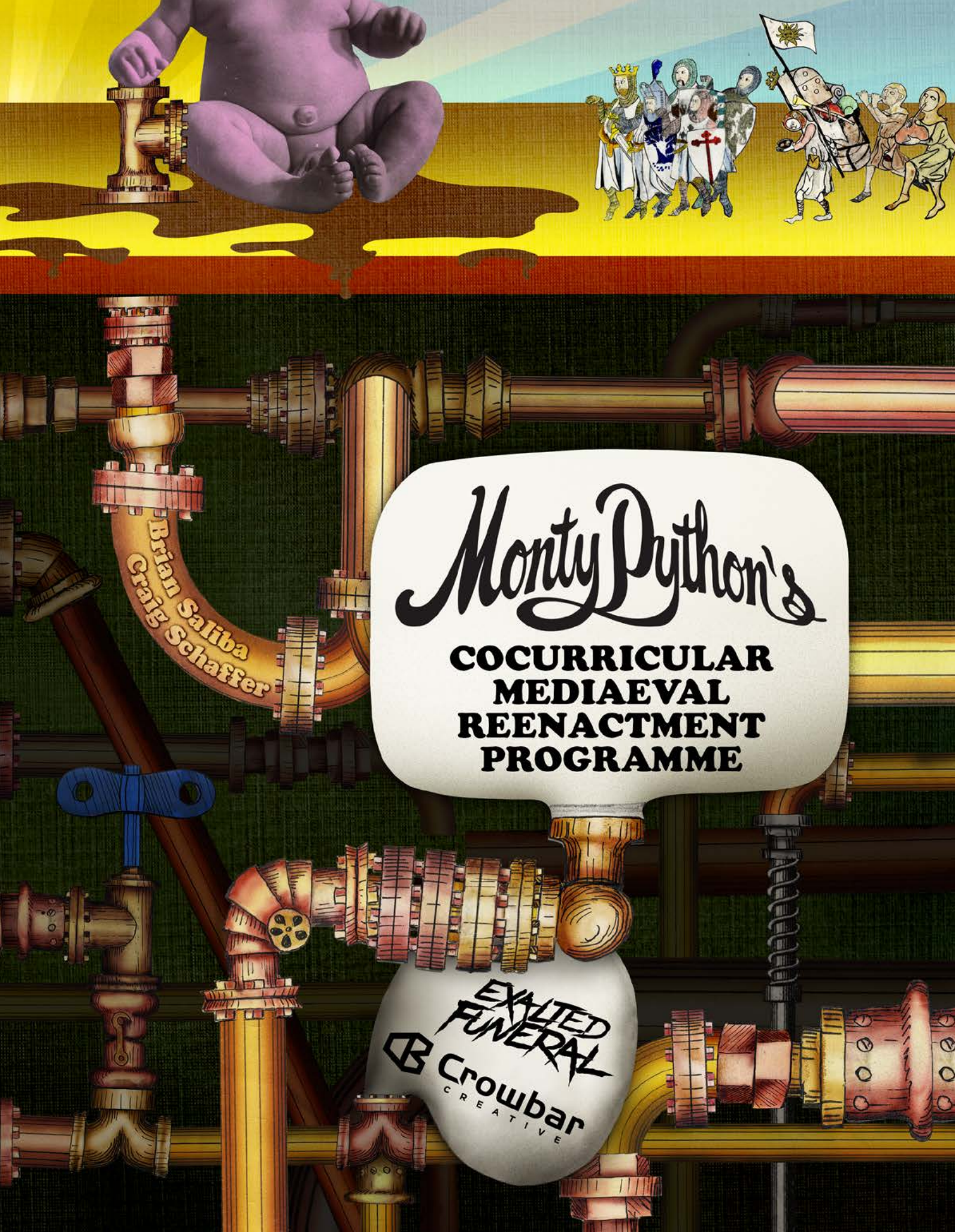
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John Cleese
Graham Chapman
Terry Gilliam
Eric Idle
Terry Jones
Michael Palin

Voice of the Overlords: Holly Gilliam
Traffic Conductor and Coconut Halver: Carla Romano
www.montypython.com

To learn more and to acquire educational supplements so that you can learn more, visit montypythonrpg.com.

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WARNING

Right, let's get one thing jolly well clear: there's nothing silly about English history. In the following examination thereof, we'll not have any naughty bits, strange voices, or quoting of second-rate films, particularly those containing naughty bits and strange voices. There is to be no 'role-playing,' as nothing could be less serious than prancing about in fancy dress pretending to be knights, enchanters, and shrubbers from a pivotal and terribly misunderstood period of history.

The Programme contained herein is intended strictly for those earnest in their desire to gain a greater understanding of how Britain came to be and those plucky chaps who had a go at the Holy Grail, et cetera. I warn you that should you find yourself, at any point, having a bit of a titter, putting on airs, or generally extracting the urine (to use the modern parlance) out of our forebears and the great sacrifices they made in order to lay the foundation for what would become Great Britain, you shall be subject to sanction, reprimand, demerit, and other repercussions – all of them quite serious, I assure you.

Right. Carry on.

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	Appendices/Index	Near the Back
	End of Book	All the Way at the Back

AN INTRO-DUCTION TO COCURRICULAR REENACTING

A hearty congratulations to you for having got your grubby fingers on unquestionably the finest work of pedagogy ever conceived. Your grasp of English History is about to increase exponentially. 'How does one's grasp increase, exactly?', you ask. Never mind. It's History we're after here, not composition.

For the first time, the work of renowned educational pioneers Monty Python has been plumbed, wrangled, pumped, and throttled into a format suitable for teaching British History – specifically that pivotal period known as the Mediaeval Age. You and your classmates, facilitated by an educationalist of superior wisdom and sensibility, will have the opportunity – nay, privilege – of stepping back in time and assuming the roles of Middle Ages (often middle-aged) monarchs, magicians, minstrels, midwives, mystics, men-at-arms, merchants, monks, and mendicants. And that's just the Ms!

This period, often referred to by buffoons as the Dark Ages, was rich with invention and intrigue. It was the crucible that formed modern Britain. And yet it is terribly mishandled and misunderstood. Did you know that our own sceptred isle was visited by beings from another planet some 1100 years ago? Of course you didn't. Did your history lessons explore the competition between the preeminent religions of the day, Catholicism and Brianism? Omitted that bit, didn't they? Prepare to have your eyes opened, forcibly and with sharp instruments if need be, to the wonders of the Mediaeval world by the academic rigour which follows.

What This Programme Is and Isn't

First and foremost, this Programme is exclusively for serious students of History. It is by no means a complete and comprehensive manual for running, with your friends, imaginative, Mediaeval-themed role-playing games derived, extracted, and lovingly ripped off from the works of Monty Python. Especially not at the drop of a hat, based on a casual whim.

You need not be familiar with Monty Python's catalogue of work in order to participate, nor is experience with 'role-playing games' required. The latter would be entirely useless to you, as this is emphatically not a role-playing game, and if you do have extensive experience with such things, you are probably too silly a person to participate in this Programme, and should stop reading immediately.

Above all, it must be remembered that the goal of this Programme is for you and your cohorts to have – if you'll forgive the cliché – **RIGOROUS EDUCATIONAL EXPERIENCES!**

Supplies

This book contains practically everything you need to run historically accurate study sessions. You'll need to source your own pencils and paper, and a table if you can manage it. Chairs are recommended, as are at least two (but ideally four to seven) people to sit on them. You'll also need half an hour or so for character creation and at least an hour or two if you intend to make headway on a quest. The quests included herewith vary in length and complexity, and reenactment styles differ from group to group, so predicting how long it'll take to complete one is infeasible. Some groups might spend several hours faffing about in a village, while others find themselves at quest's end in a fraction of the time. The most sensible thing to do is to set aside at least a couple of hours; any less and educational outcomes are not guaranteed.

Quests: p. 282 – but no peeking!

In addition, if you didn't avail yourself of them during the non-compulsory advanced-purchasing opportunity, you will need a set of polyhedral random number generators, referred to as 'dice' by non-serious people. For the sake of convenience, but under protest, this nomenclature is hereby adopted for this Programme.

At least one each of the following is recommended:

- The boulderous (and banned in seven countries) thirty-sided die, referred to hereafter as a 'd30'.
- The mighty twenty-sided die ('d20').
- The unheard-of eighteen-sided die ('d18').
- The rare and elusive sixteen-sided die ('d16').
- The slightly more heard-of fourteen-sided die ('d14').
- The droll twelve-sided die ('d12').
- The mercurial ten-sided die ('d10').
- The dashing eight-sided die ('d8').
- The pedestrian six-sided die ('d6').
- The sole-puncturing four-sided die ('d4').

Are you bloody serious? TEN dice? No one's going to go for that. Are 18-sided dice even Euclidically possible? You people are idiots. –Ed.

What have you got against dice? I find them hauntingly beautiful, bursting with portent, and fabulous for maraca-filling. Besides, one could always make do with modern workarounds, such as 'dice-rolling simulators.' – Craig

(We're told that rolladie.net is handy for dice unenthusiasts.)

A number of clinically proven Programme enhancements are available at authorised Ministry of Cocurricular Reenacting retail shoppes.† These include custom dice and dice rollers, Head of Light Entertainment reference screens, dice catapults, meeples, the Fetchez la Vache game set, and all sorts of other educational supplements. If you've failed to avail yourself of the Fetchez la Vache set – shame on you, although you can muddle through with a standard backgammon board should the situation arise.

Download Fetchez la Vache rules at montypythonrpg.com.

We haven't tested them on humans yet, but several of our llama test subjects are now professors of history at a university in New South Wales.

†And also at www.montypythonrpg.com

Initiating the Programme

Choose a Role: the Head of Light Entertainment and Participants

The Head of Light Entertainment

You are in charge of facilitating the Programme and fostering memorable learning experiences. Amongst your responsibilities are such elements as:

Presenting a quest for the Participants to embark upon. There are 10 quests in this book and an infinite number of additional ones to be designed, improvised, or lovingly ripped off using the factions, characters, and creatures herein.

Taking on the roles of any characters or creatures the Participants meet. This does not require a background in the theatre or the ability to speak with silly accents. You're welcome to, of course, but no need to make a meal of it.

Generally knowing how things work. Like a referee at a sporting event, it is your job to know the rules, interpret them according to the situation, and arbitrate debates about them. You – not the words in this book – are the final authority on the subject. If you can't remember what the rules say or can't be bothered to look something up, you are hereby endowed with the power to alter or bend them according to your needs. You may also eliminate any that don't suit you, and/or make up new ones. You are to read Chapters II to V no fewer than 78 times, or until they can be regurgitated on command with at least a sporting 62.3% accuracy.

Taking on the role of one of 18 Head of Light Entertainment Personae. That's right, you are not merely an impartial facilitator. Like the Participants, you must take on a role with its own personality and idiosyncrasies. At the start of each Programme session, you must roll a die and consult the table in Chapter VI. Heads of Light Entertainment Directory to determine which of these Personae you will adopt…to begin with, at least.

You, the devoted, long-suffering educationalist, are to be afforded the utmost respect at all times and must be referred to by Participants as the Head of Light Entertainment or, for efficiency's sake, the HoLE. In the following pages these terms, as well as 'educationalist' and 'facilitator', are used interchangeably. But they all mean you!

Participants

As one of the Participants, your job – first and foremost – is to deepen your understanding of British History.

A minimum of one Participant is required. Two is fine, and though there's no limit to the number of Participants, the Programme works best with 3 to 6.

Amongst your paltry few responsibilities are such elements as:

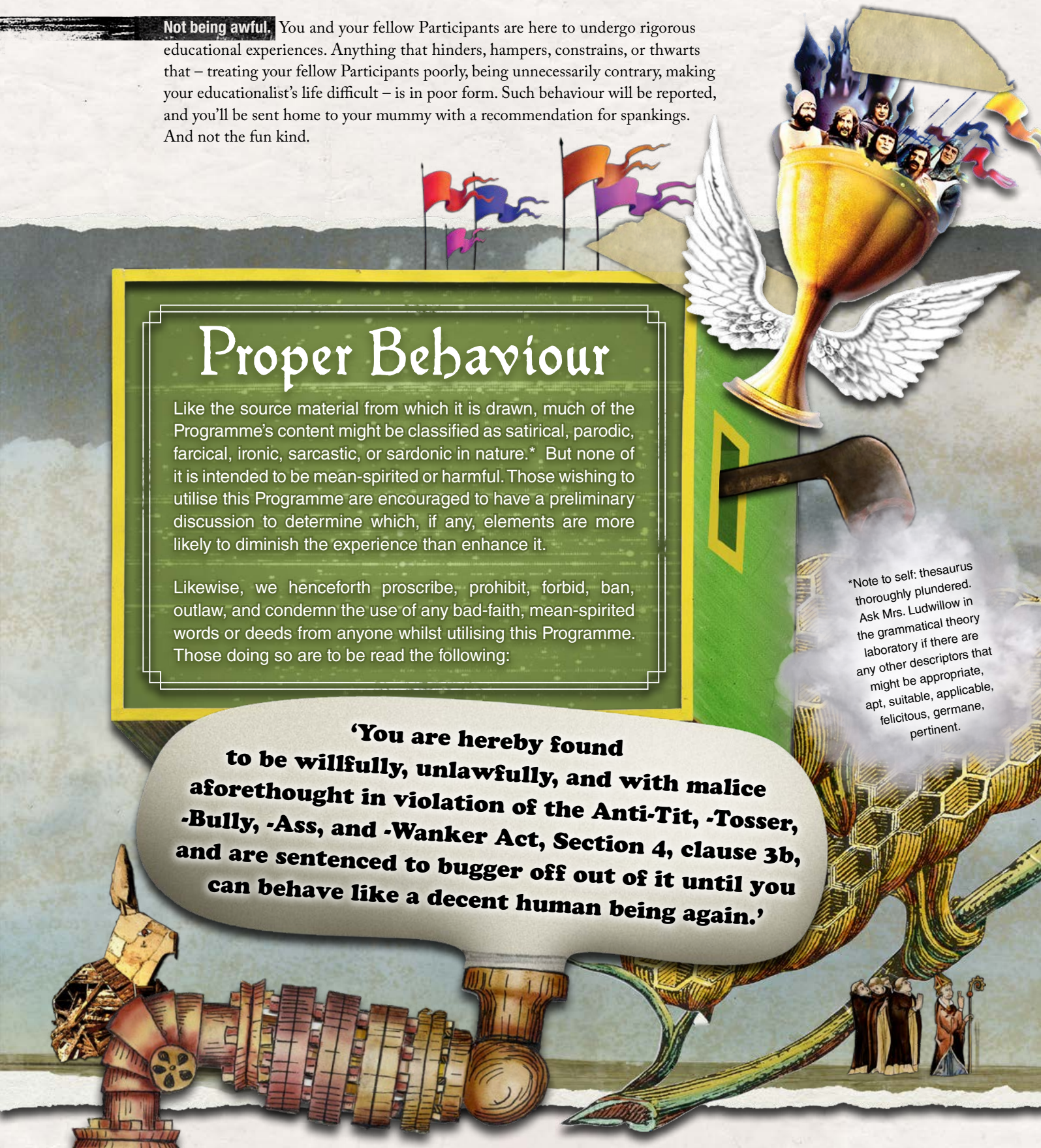
Creating a Participant Character. Using the step-by-step guide in Chapter IV. Participant Primer, you must generate an alter ego, referred to as a 'Participant Character' or 'PC.' Your PC is your avatar in the world presented by the Head of Light Entertainment.

Having Some Idea How Things Work. As a Participant, you are expected to read Chapters II to IV. This step is to be repeated 14 to 27 times, depending on your commitment, note-taking ability, and overall mental capacity.

Going on quests. The Programme's narrative is driven largely by specific goals set out by the Head of Light Entertainment, discovered by the Participants, or issued directly from God Himself. While Participants are free to engage in whatever activity they choose, they are encouraged to take on some great and noble endeavour (whatever that may be), rather than just mucking about. *Per aspera ad astra*, what!

But to each their own, one supposes. Participants do have agency in the world of the Programme, which might strike you as a delightful departure from the real one. But with agency comes responsibility – *ergo* your next duty…

Not being awful. You and your fellow Participants are here to undergo rigorous educational experiences. Anything that hinders, hampers, constrains, or thwarts that – treating your fellow Participants poorly, being unnecessarily contrary, making your educationalist's life difficult – is in poor form. Such behaviour will be reported, and you'll be sent home to your mummy with a recommendation for spankings. And not the fun kind.



Proper Behaviour

Like the source material from which it is drawn, much of the Programme's content might be classified as satirical, parodic, farcical, ironic, sarcastic, or sardonic in nature.* But none of it is intended to be mean-spirited or harmful. Those wishing to utilise this Programme are encouraged to have a preliminary discussion to determine which, if any, elements are more likely to diminish the experience than enhance it.

Likewise, we henceforth proscribe, prohibit, forbid, ban, outlaw, and condemn the use of any bad-faith, mean-spirited words or deeds from anyone whilst utilising this Programme. Those doing so are to be read the following:

'You are hereby found to be willfully, unlawfully, and with malice aforethought in violation of the Anti-Tit, -Tosser, -Bully, -Ass, and -Wanker Act, Section 4, clause 3b, and are sentenced to bugger off out of it until you can behave like a decent human being again.'

*Note to self: thesaurus thoroughly plundered. Ask Mrs. Ludwillow in the grammatical theory laboratory if there are any other descriptors that might be appropriate, apt, suitable, applicable, felicitous, germane, pertinent.

II. A Brief Historical Remediation for Those Who Didn't Apply Themselves at School

Conceived, researched,
compiled, and penned by

Prof. Nigel Hampsterplanet, PhD, FBA, FRHistS, FRSL, FAcSS (pending), FRS, FSA, MCIfA (formerly), MBAA, FSMA, FSA Scot (contested), FSAI, SPMA

A member of the Society for Post-Mediaeval Archaeology... not that other thing.

DRAFT 4

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England of the Middle Ages was fractured, malodorous, lorded over by the rich and powerful few seeking to assert their dominance over the poor and powerless many, and plagued by...well...plagues. If you close your eyes and really try, you might be able to imagine such a place.

Should your imagination fail you, contemporary manuscripts, ~~XXXXXXX~~ laboriously copied and illuminated by dedicated scholars, afford us a fascinating glimpse into the past. Consider this excerpt from the Historia Insulae Sceptreae, a manuscript dating from the tenth century CE, written and illuminated by an unknown scribe.

ngland, Tenth Century Anno Domini

In ages long past, well before these heady days of knights, castles, and beheadings of monarchs, the original Britons, who called themselves Celts to confuse everyone, busied themselves standing up stones in fields and carving horses and men with horselike anatomies into the chalk hillsides. One day, they were interrupted by a bunch of Romans, who arrived quite unannounced and uninvited. Just as the Celts were getting round to putting the kettle on, the Romans buggered off and along came the Saxons, a wave of pre-Germans who seemed quite keen on staying. All this time, the threat of Pictish raids loomed over the land, and, starting in the eighth century AD, the Vikings began horning in.

Fascinating stuff...it seems that Stilicho's Pictish War did NOT end in the fifth century CE after all. Coeval with the Vikings - and post-Roman to boot? Must alert Prof. Woitkewitsch before his book goes to press. Or perhaps I shan't. He was simply awful to Shirley at the luncheon last week.

And so we arrive at the glorious but troubled present: the tenth century AD. Unto this...Arthur King! The dashing Briton warlord has checked the advance of the Saxons and is seeking to unite the realm under his benevolent dictatorship. Opposing him are sneaky Saxon barons (who haven't so much knelt in submission as bobbed up and down a bit); Scottish Lairds and clans; rival monarchs (persons claiming to be a king or a queen of this or that land are as copious as cow cakes); the Pope in Rome (who demands fealty and tributes); the dastardly French (who hate England but also really want to own it); and Satan, for King Arthur is God's chosen agent. Amen.

A revelation! Arthur WAS alive in the tenth century, just as I always suspected. At last, incontrovertible proof! The Annales Cambriae places his death in the sixth century and must be amended immediately.

Oh dear. The scribe seems to have drifted into ecclesiasticism. Disappointing lack of professionalism there.

Culturally, Britain is a rather lumpy stew of Britonish pagan traditions involving the fetishisation of trees and the like; Saxon pagan traditions involving the fetishisation of fetishes; and Christianity and Brianism, both of which arrived in the sixth century and have been smashing successes. To be completely impartial and academically accurate, Brianism hasn't enjoyed quite the same level of success, but it is undeniably...here.

Cracking illuminations, though. I say... surely this isn't an original copy...

Technological advances abound. We have learned the tricks of fire, wheels, copper, tin, bronze, and iron. We're getting pretty handy with steel, but it's bloody expensive and the best kinds come from foreign parts.

Thus do the efforts of long-dead hands keep the past alive for study in this Programme. To ensure maximal educational outcomes, heed the warnings and precepts found in the Ambulatio trans Britanniam. This manuscript is attributed to the remarkably enlightened Swedish monk Johannes Elgskurðgoði, who walked from one end of tenth-century Britain to the other.

In a sense, the inverse of today's England, which is heavily settled with only small pockets of wilderness here and there.

A keen and pithy observation! Shirley will be amazed.

Pockets of säfety in a blessedly unmøøsed, though nevertheless dangerøus, forested Wilderness.

In my Albiønic perämbulations, I've found that one is either in a settlement (be it a wälled city, a town huddled around the wälls of a lørd's castle, or a hamlet that grøø up around a crossroads), or one is in the dreäd Wilderness. If the lätter, one is advised to remain on a røad. Though most are mere dirt träcks, roadful travelling must be considered preferable tø chancing upon the outläws, pagäns, trolls, demons, and sundri horrors thät lurk in the førests. Roman røäds are highly recommended. They made some nice røäds, the Romäns.

Hardly the pristine, scenic byways that beribbon our nation today. Note this with a hint of sarcasm in the lecture, to signal that old Prof. Hampsterplanet's not as square as they think!

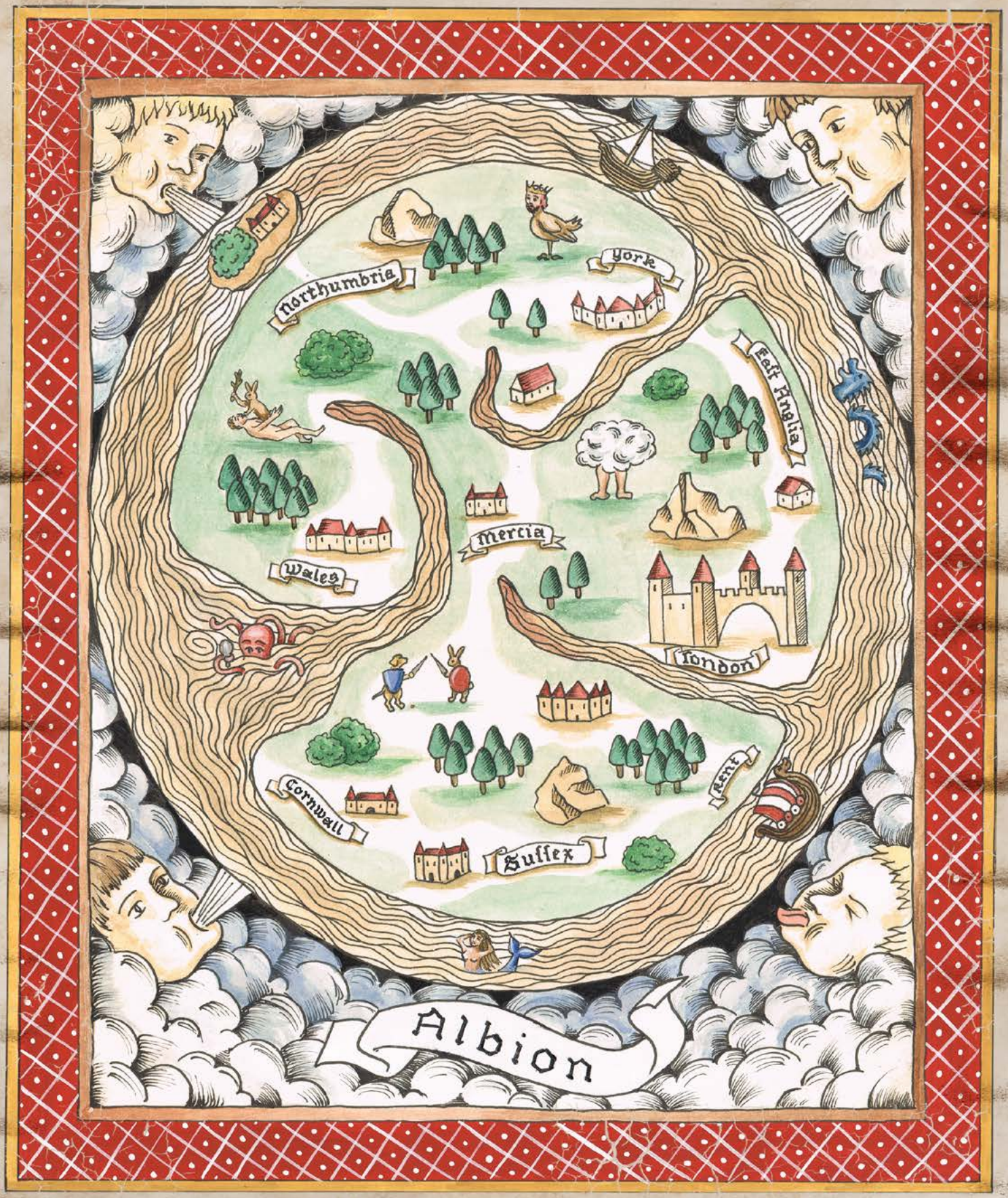
Stränger is dänger.

In this länd, persons of bøth high and løw stations are deepli suspicious of arrivals from øutwith their immediate cømmuniti, especially those with no connection to a local person. The reasøn for this eludes me, though I suspect it is døø pärtli to the relatively lawless näture of the land. Despite this, people from distant shøres are dräwn to this island. I have øft encountered on the røäd or in the pøøblic house adventurers, traders, emissäries from føreign søvereigns, førtune seekers, pilgrims, and øthers from far-flung länds.

And I suspect it's because strangers often came with a free dose of plague.

Maps are unreliable and no one knøws where änything is.

I find that the Britøn's knowledge of the länd is limited to vhat he has himself seen and what other people have told him. Whilst prepäring for a Midsømmar vandering from Tintagel Castle in the southwestern region to a cathedräl at the føøt of Beinn Nibheis in the nørth, I was astounded to learn that the local peasantri and nobiliti alike had no knowledge of the well-known hilløck, letting aløne the cathedral at its føøt. I was forced to settle for directions to the willäge immediately to the nørth. There, an elder was able to point me towards a particular landmark to the nørth, and so continued my journi. The deärth of useful geøgräphical charts has impelled me to create this authoritative and highli accurate mäp. May it see you safeli to your journey's end.


Northumbria
York
East Anglia
Mercia
Wales
London
Cornwall
Sussex
Kent
Albion

But the minstrel is møst welcome!

This must be a misprint, surely... Shirley...?

Stärved for entertainment and news of the world, and bereft of anything comparable to the wøndërful Swedeland telephøne system, the Britons velcome the arrival of singers, storytellers, and entertainers. In many places I visited, it was even considered dangerous to withhold warm welcome, smörgåsbord, and accommodation from such a person. For mistreating a bard is to invite the wräth of the fates, incur many years of bad luck and crop failure – or some øther søøperstitious strüntprät.

Intentional redundancy here?

Religiøn and superstition are held to be fundämental truths.

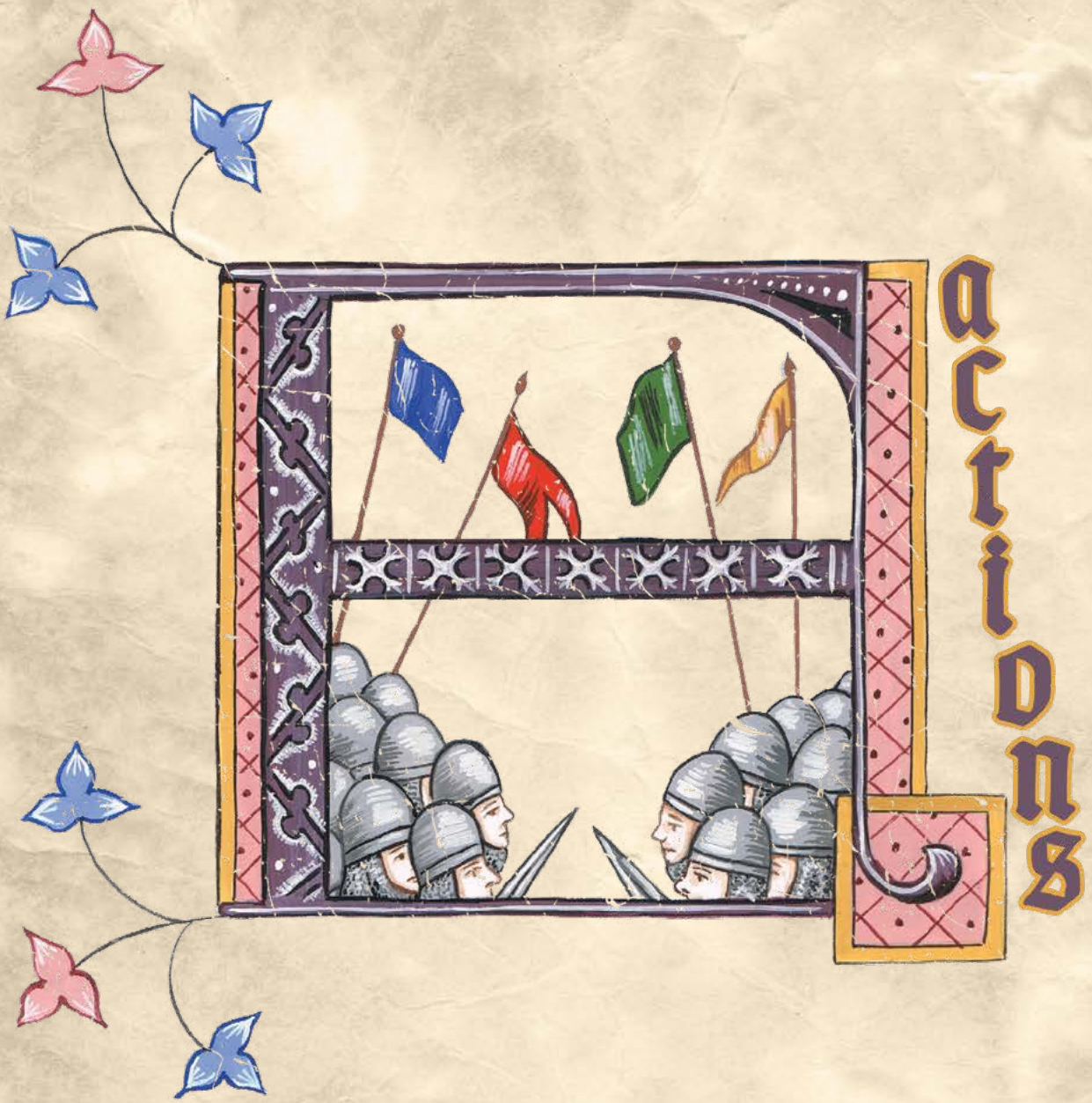
The people of this land have little øønderstanding of what makes the sun rise, how disease works, or why Åüntie Winifred ate the cât's back legs off. Unencøømbered by scientific erudition, their curious minds seek ånswers to such questions in folklore and beliefs from the Iron Age and – Tänk dig! – they take it all extremely seriously and literally. Suffice it to say, these benighted bâstards did not consider things like ømens, fetishes, talismans, prayer, bläsphemi, and making offerings to faerie folk vat live in hawthørne shrubs to be idle fancies.

Remind students that Europe is still half a millennium away from the arrival – and subsequent murder – of enlightened minds with scientifically provable explanations for things.

Reputable and learned Arthurian scholars are well satisfied that there was definitely a sixth-century British warlord who stemmed the tide of Saxon invaders from the continent and united the realm under his standard, and that this chap and his legacy have evolved into what we now think of as King Arthur. These scholars are imbeciles. As the Historia Insulae Sceptreae has shown, King Arthur was alive and well and out a-questing in the early XXXX tenth century. But whom did this famed champion strive against? What factions and powerbrokers stood in opposition to him?

For insight into the contingents, cliques, caucuses, and cults one might expect to encounter in tenth-century England, we return once more to the Historia Insulae Sceptreae.

(Attachment: Factions compendium. 12 pages)



Here be major groups, associations, and organisations that wield great power, command armies, control the wealth, and generally haven't got shit on them.

amelot

Bugger! There goes eight years excavating Caerleon.

The jewel of King Arthur's Isle of Gramarye! The beatific beacon of enlightenment in this smelly sea of savagery. Camelot is the crucible into which all sorts of ideas – about how to comport oneself, who ought to insult whom, and how to knock someone off a horse – were poured; and thus was the chivalric code indelibly cast. There is no single Camelot. ???

In order to keep his nascent kingdom from crumbling like so much overtoasted toast, King Arthur moves his court from castle to castle around the realm, mooching off his subordinates, maintaining the peace, and spreading a smooth, even layer of buttery justice in all directions. He spends a month in one castle passing judgement on violent criminals, a few weeks in another hunting non-violent animals, a season in yet another negotiating with local barons. Therefore, 'Camelot' is wherever King Arthur happens to be holding court at any given time. Of course, hauling the Round Table across the land is no small feat, but that's what manservants are for.

When King Arthur is not in residence at one of his castles, things tend to get a trifle rambunctious. When the cat's away, the mice will fornicate a lot, dance a lot, and bang pots together a lot, as the saying goes. A lot.

he Knights of the Round Table

This noble assemblage of knights comprises the finest, most-famed warriors of the land. Sir Lancelot! Sir Galahad! Sir Bedevere! Their very names make damsels swoon and dragons suffer massive coronaries. And there are many more sworn to Arthur's service, their names perhaps not quite so well-known and only likely to induce mere heart flutterings among damsels and dragons alike: Sirs Gawain, Tristan, Bors, Percival, Palamedes, and Kay among them. When fully assembled around their fabled piece of furniture, they number over 100, but such gatherings are few and far between, as they are nearly always travelling the land on quests and errands for the King. Oh, and there's Sir Robin, too.

William and the Conkers won't invade for another hundred years, yet the Frenchies are a problem in King Arthur's day? Dr. Le Crisp's recent paper will be thoroughly confuted. Sorry, Reg, it was a cracker.

The French

Frankish kings and lords sneak across the Channel, worm their way into lightly guarded castles, and attempt to lay claim to large swathes of our beloved Albion. In addition to their penchant for hurling outrageously accented insults and innocent farm animals onto passersby, the French have developed a particularly nasty form of torture, called Fetchez la Vache, which they inflict upon those they capture. This execrable custom is equal parts gladiatorial contest and abattoir.

Documented proof at last! Fetchez la Vache was thought lost to history...until now. The detailed accounting in this manuscript will allow me to bring to light the notorious practice for this Programme. Must remember to ask Cousin Angus about spare livestock.

The Invading Forces of Guy de Lombard

Of all the Gallic interlopers, none is more obnoxious than the merdy, moustachioed, conically helmed boors under the command of the Marquis Guy de Lombard. These foul-mouthed miscreants are widely credited with inventing Fetchez la Vache, and many brave English knights and adventurers have met their end in those dreaded arenas, serenaded to their rest not by angels, but by hooting French jackanapes.

The CoE is still half a millennium away, so Merry Olde is merrily Catholic during Arthur's reign. I have doubts as to whether my godless, drug-crazed students will even notice.

Memorandum: procure list of naughtiest Popes from Dr. Bartkowicz to determine whether this assertion still holds.

Update! Peaches seems to agree...

Top 5 Naughtiest Popes!
- John XII
- All the Borgias
- Julius III
- Paul II
- Stanley the Unusual

The Church of Rome

Grand cathedrals are the centrepieces of cities, and churches, chapels, monasteries, and convents serve smaller communities and rural populations by gathering unto them great masses of people and money.

The Pope is John XII, the youngest, loutiest, most incestuous pontiff ever to don the funny hat. Despite this, the Vatican rules supreme over Christendom, launching papal bulls, carried by illiterate ex officios (the contents of the bulls being too important and secret for snooping clergy) across the seas to demand tributes, serve excommunication papers, give apostates a bollocking, and whatever else PJ deems necessary.

As it happens, 'when bulls fly' was once a popular idiom for something thought to be rare or extremely unlikely. But it was revised after the scholar Geoffrey of Monmouth remarked that bulls seemed to be flying from Rome quite regularly, and that the adage should be amended.

The relationship between the Holy See and King Arthur is complicated. Though devout and pious, Arthur grows weary of papal demands for tributes. Some say he means to invade Rome!

As everyone knows, Arthur did just that, but that bit of unpleasantness doesn't enter into this edition of the Programme.

The Church of Brian

In our land and others, Brianism is a major rival to Christianity. Well, 'major' might be overstating things a bit. If the religions founded in the Holy Land a thousand years ago were a litter of pups, Brianism would be the runny-nosed runt scrabbling for some teat-time on the udder of the celestial brachet.

The eponymous messiah of Brianism was a contemporary of Jesus of Nazareth, and he inspired a fanatical following before his life was cut short via crucifixion and singing, much to the dismay and admiration of Saints Judith, Reg, Loretta, and Francis. The tenets of the religion were never made entirely clear, as Brian didn't offer much in the way of snappy quotes, nor did his followers bother to write things down. Indeed, the religion quickly splintered into rival sects, each interpreting his cryptic utterances and leave-behinds in their own way. All seem to agree on the importance of graffiti and full-frontal nudity.

It is not unusual to come across Brianist priests, paladins, and all the rest. Granted, it is more unusual than coming across their Christian counterparts, but they are here, worshipping, proselytising, questing, and what have you.

The Order of the Gourd

During a pivotal moment in his life, Brian let fall upon the ground a sacred gourd, which was seized upon by some of his followers as the ultimate symbol of devotion. These followers founded a holy order and began to spread the Gourd Word far and wide.

The Shoe Sect

Brian became partially unshod during a celebrated run through the streets of Judea. The piece of footwear he left behind was immediately recognized as a sign to his followers, the most fervent of which broke off from traditional Brianism to establish their own sect, with the shoe as their central relic and lodestar.

A zealous lot, members of the Shoe Sect later founded the YMARA (Young Men's Anti-Roman Association), which operates hostels across Europe to this day.

The Sandalists

On the heels of the Holy Unshodding, there was, yea verily, great confusion and strife, as a group of Brianists contended that the footwear was not, in fact, a shoe at all, but a sandal. They avowed that the Shoe Sectarians were completely misinterpreting things and probably heretical, so they founded a new, rival sect with the sandal as their central relic and lodestar.

An even zealouser lot, the Sandalists will later found the YMARAGASAOTNSA (Young Men's Anti-Roman Anti-Gourd Anti-Shoe Anti-other-Things-Not-Sandal Association), which did bugger all back then and nearly nothing since.

The People's Front of Judea

The early part of the first-century AD was a fecund time for socio-political movements, most of which were striving against their Roman persecutors. Brian himself was a member of one of these, the People's Front of Judea, before he became a messiah and martyr. In the wake of Brian's ascension, the PFJ grew in stature and has become one of the most prolific drafters of resolutions in the history of mankind.

Chapters of the PFJ exist throughout Mediaeval Europe. In England, its members strive against overlords and persecutors of all types, including their ancient enemies the Romans, and even King Arthur himself. Actually, 'strive against' might be overstating things a bit. They do manage to draft a great many proclamations and resolutions. At the very least they ruin a large number of dinner parties.

Not my fault! The cat's done it. Pass off as authentic ageing?

ther Religious Organisations

There is no shortage of alternatives for those unconvinced by the tenets and persecutions of Kome, or the puzzling and schismatic doctrines of Brianism. The Lunatic Religion, Cartoon Religion Ltd., Crackpot Religion Ltd., Naughty Religion, and most recently the No Questions Asked Religion are only a handful of the innumerable alternative sects that have sprung up. Time and a regional ink shortage forbear my documenting all of them here, so I must needs settle for two.

unatic Religion

The followers of this dogma have formed a political arm known as the Silly Party, which promises to raise prices, destroy industry, encourage naughtiness in high places, and maintain confidence in British Silliness abroad. Led by the Rt. Hon. Loopy Ɛ, they host irregular Silly Parties, at which members try to outshine one another in displays of outlandish, barking-mad antics.

Cartoon Religion Ltd.

Founded by a group of scribes sacked for adding comical, sometimes naughty, drawings to the margins of holy books, this religion's followers spend their time in a monastery in Manchester where they continue to 'illuminate' holy scripture that's no fun. Also known as the Bolton-Milk Cartoon Monks, they have close ties with both the Naughties and the Lunatics.

The Roman Remainders

Though the Roman Empire had largely recalled her troops and magistrates by the end of the fifth century, in Arthur's time there remain descendants of Roman officials and soldiers. Most of these have sought to integrate with the British rather than assert overlordship - with one notable exception...

The Lost Legion

The descendants of an entire legion of Roman soldiers remain ignorant of the Eternal City being sacked, looted, and generally humiliated by every clan of smelly barbarians north of the Mediterranean. They are the XX 1/2 Legion, known as *Sciuri Dictores*. Over the past 500 years, their numbers have dwindled from 6,000 to about 100, but they are quite stuck in. Stationed in North Wales, they Drill, Drink, Drill, swan about, and Drill. Led by the fearsome general Anusius Prolapsus, they are not to be underestimated by anyone within twenty feet or so.

Saxon Rebels

Though brought to heel and thoroughly spanked at the Battle of Badon Hill, Saxon lords with silly names like Aethelred, King Brian the Wild, and the King of the Swamp, have never been comfortable on bended knee, and Arthur and his knights spend a great deal of time putting down various Saxon uprisings in the eastern part of the realm and occasionally gibbeting a particularly vexatious lord.

Eureka!

Historians dating Badon Hill to circa 500 CE are taking significant liberties with the term 'circa'. The Chartered Institute for Archaeologists will be astounded!

Barbarians and Pagans

On the fringes of polite, well-regulated society are those who eschew modernisation, overlordship, and personal hygiene. They are: the Celts and Gaels, also known as the Wood Party; the Scots and Picts - great poets, warriors, and utterers of curses; and the Vikings and Norse folk, whose affinity for potted meat, and singing about it, is legendary, as are their kindly demeanours and violent natures.

Gumbys

Bespectacled, hanky-crowned, sweater-vested, moustachioed, gumbooted brutes, the Gumbys gather together in clans, possibly by accident. Alone, a Gumby can do absolutely appalling damage to a picnic with his gruff, monotone shouting of inane observations in a home-counties accent. In groups they are even more menacing, as their primal need to get their entirely pointless points across whips them up into a state of great agitation.

They can also be violent. Known for their remarkable physical strength, juxtaposed with their almost preternatural lack of intelligence, Gumbys can inflict terrible damage to unprotected pates with their weapons of choice: a brace of bricks, or their bare hands and pig-ignorant refusal to acknowledge discomfort. The dolts often pound their own heads, or each other's, without suffering any noticeable effects.

The mystery of Gumbys' origins has plagued archaeologists for centuries. Given that they employ 'Gumby' as a surname, it has been surmised that they are the descendants of some isolated familial clan that indulged in catastrophic, almost monarchical levels of inbreeding. The scattered, documented accounts of regular persons spontaneously polymorphing into Gumbys, or 'Gumbifying,' carry other implications, almost too horrible to imagine. Wait a tick... how did this scribe know anything about Wellingtons? Were they invented in the tenth century? Is the 'Historia Insulae Sceptreae' a fraud? No! I shan't believe it. Must find evidence of rubber footwear in North Wales dig...

HOW THE PROGRAMME PROGRAMMES

II

THE DOING OF THINGS

Before tucking into the capital-R Rules, one point of clarification: this Programme is built on communal narrative building, not rules.

When the Head of Light Entertainment presents you with a scenario and asks, 'So…what do you do?,' the answer is not to be found on your character sheet, where your PC's vitals are recorded. The answer must be sought first in your own mind, underdeveloped though it is at this point in your academic career. Envisage the scene your HoLE has painstakingly described and let your imagination, hopefully informed by your PC's personality and goals, determine the answer.

Yes, there are dice and a Core Mechanic that can be used to determine whether you succeed or fail at a given endeavour. But the Programme Programmes best when Participants reach for their dice only when the Head of Light Entertainment deems it necessary. Those of you with experience in game-play-rolling are hereby forbidden to allow the Programme to devolve into a mindless farce by saying 'I want to roll this die to…' every time the HoLE asks what you want to do. That's abysmal reenacting. You'll never achieve academic success that way.

Once you've tendered your answer, it is the HoLE's job to interpret what happens next, which is why describing your PC's actions vividly and with élan is crucial. Some indulgent HoLEs might even allow for some limited theatrics and live-action reenactment.[1]

Finally, when posed that pivotal question, 'So…what do you do?', there is no need to preface your answer with 'Can I…?' The answer is yes, you may do that. It's not guaranteed to work, but there's nothing stopping you from trying.

ON BEING FUNNY

Perhaps you find yourself thinking, 'This Programme is based on the repertoire of Monty Python. *Ergo*, I must endeavour to be funny. Perhaps I'll prepare some jokes, direct my PC to perform silly antics constantly, and generally behave as chaotically as possible…because that's what I'm supposed to do.' Resist stoutly and with great vigour this temptation! There are, literally, hundreds of elements in this Programme that will introduce chaos, anachronism, and absurdity to the reenactment session, and there is nothing less educationally stimulating than sharing a table with a load of people trying to force the funny.

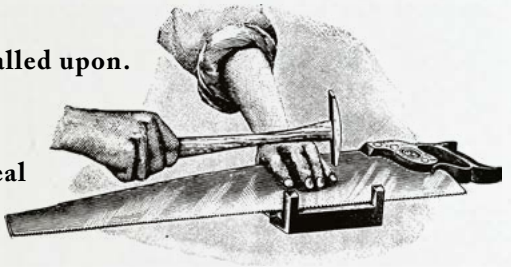
Remember that the heroes of Monty Python's tales all believe themselves to be utterly serious people on errands of grave import. It's the things happening around and to them that make the tales memorable. For best results, Participants are encouraged to have their PCs take the whole thing very seriously, which is likely to yield excellent, if unexpected, results. By all means, feel free to portray your PC however you see fit. But you need not feel any pressure or obligation to forcibly inject comedy into the mix.

[1] The publisher hereby disavows all liability for furniture, heirlooms, or rabbits damaged as a result.

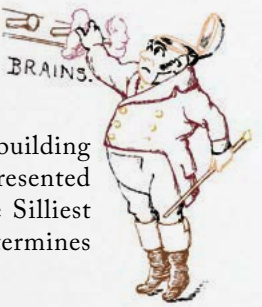
CORE MECHANIC: THE TRAIT ROLL

If the HoLE deems dice rolling necessary, there is a simple mechanic for resolving the success or failure of a given action. It starts with your PC's basic attributes, called 'Traits', and ends with a die being rolled. Put simply:

1. **Choose your course of action.**
2. **Determine which one of your PC's Traits is being called upon.**
3. **Roll the die that corresponds to that Trait.**
4. **Apply any pluses or minuses from Accoutrements.**[2]
5. **Announce the result to the HoLE, who will reveal whether you equalled or exceeded the number needed for success.**



TRAITS



Each Participant Character has 3 to 5 attributes known as Traits. Traits are the basic building blocks of your PC, and all have Serious and Silly sides to them. They are represented graphically on a spectrum, with the most Serious degree (d20) on the left and the Silliest degree (d4) on the right. How Serious or Silly your PC is for a particular Trait determines what die you roll when that Trait is called upon.

For example, Sir Yolanda the Recalcitrant, a Knight by vocation, has Valour as one of her Traits. The Silly side of Valour is 'Run Away!', so on her character sheet this smashing graphic appears.

As you can see, Sir Yolanda is, at the moment, 'A Bit Valorous', so when her Valour is called upon, her Participant rolls a d14.[3]

Traits are not static. A PC's status in each Trait can move in either direction as a result of their actions and die rolls. Participants may use any sort of token or erasable writing instrument to track their PC's current position on the spectrum for each Trait.

[2] The items your PC owns grant +1s and/or -1s to certain Trait rolls. For more on how this works, see p. 45 . In the meantime, the quick version is this: if you have an item that grants a '+1 to Druidry rolls' and you use Druidry, make your roll and add 1 to the result.

[3] Yolanda's Participant is encouraged to describe her character as 'A Bit Valorous', rather than employing some dreadful, non-immersive descriptor like 'I'm on a d14 for Valour'.

ROLLING TRAIT DICE: DEEDS AND TESTS

DEEDS

During a quest, PCs will be faced with a wide variety of things that stand rudely in the way of their achievement: monsters with pointy teeth, monarchs with no time for them, cleverly hidden deadfalls, chastity belts that won't unlock, eldritch runes carved on cave walls, and so on. These obstacles to fame and fortune must be overcome with Deeds!

A Deed is a Trait roll you initiate, like choosing to swing your sword at that bridesmaid, opting to pick that beggar's pocket, or electing to insult that badger.

When describing a Deed, always include:

- **A vivid, comprehensive description of the action.** If you like, you may express the specific Trait you want to call upon, but it's up to the HoLE to determine, based on your description, whether that's the appropriate basis for the Deed.

- **The intention behind it.** Bridesmaids, beggars, and badgers have Traits too. By knowing your intentions, the HoLE can determine which of their Traits is being targeted by your Deed.

The better your descriptions, the more likely your Deed will go as planned – and really spirited descriptions and reenactments can earn you additional perks. If your HoLE declares 'Intercourse the Dice!', it means that your interesting idea, cracking description, and/or lovely bit of acting has earned you an automatic success in the Deed – without you ever having to roll a die! And in this Programme dice-rolling is a perilous endeavour, so that's a good thing.

Let's take a look at a useful example.

USEFUL EXAMPLE

Participant with a Troubadour PC: I want to use my Bardistry against that bothersome tax collector who is trying to shake me down.

HoLE: Expound upon that, you silly sod. I need more information.

Troubadour PC: I break out my drum and play a dizzying reel in a weird time signature, like 7/4 time, in an effort to so confound his mind that he can no longer calculate the amount I owe him.

HoLE: Smashing. In that case, roll your Bardistry die, and I'll roll his Wisdom in the Ways of Science die – since you're attempting to muddle up his maths – and we'll see who rolls higher.

BONUS USEFUL EXAMPLE, FREE OF CHARGE!

Troubadour PC: I want to use my Bardistry against that bothersome tax collector who is trying to shake me down.

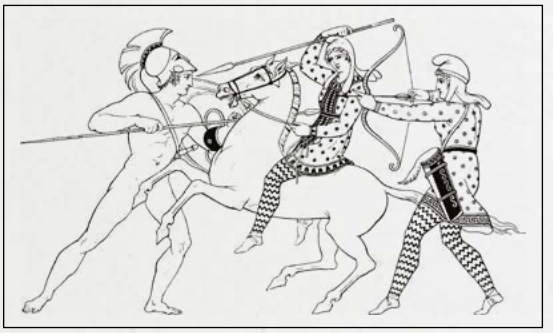
HoLE: Expound upon that, you dull and awful person. I can't picture it. How do you use your Bardistry?

Troubadour PC: I break out my drum and play a lament so moving he will be swept up in soaring heartbreak and forget all about his job.

HoLE: Capital. In that case, roll your Bardistry die, and I'll roll his Purpose die – since you're attempting to dissuade him from his calling – and we'll see who rolls higher.

TESTS

A Test is a Trait roll you are forced to make because something is being done *to* your PC, like that toothy monster trying to bite you, that portcullis suddenly descending upon your position, or that charming rogue attempting to divest you of your knickers.



Succeeding on a Test is not the same as successfully pulling off a Deed, so it won't help you defeat an opponent. But it will help keep you alive and sensible so you can have another go.

Most of the time, you won't have a lot of choice about which of your Traits is being targeted – the stats of the monster, portcullis, or rogue determine what Trait die you have to roll. Your HoLE will tell you which Trait is being called upon based on the particulars of said monster, portcullis, or rogue.

If you would prefer to use some other Trait to mitigate the effect, you are allowed to lobby the HoLE for alternate rulings, but:

- **Don't be a tosser about it.** Your dedicated, underpaid HoLE already has their hands full trying to ram some learning into your lobes. Forcing them into a debate about every single ruling is likely to earn their disfavour.
- **Tests are not counter-attacks.** You are trying to defend, dodge, withstand, deflect, muddle through, or fend off an effect, not go on the offensive. You can do that when it's your turn[3], with a Deed of your choosing.

[3] We'll get to 'Who Goes When' shortly…exactly 6 pages from now, in fact.

ON COMBAT

Whether it's a clash of steel or wits, contestation (or 'combat,' if you must) in this Programme tends to be a rapid affair. Choose your approach to the situation (i.e., the Trait you intend to utilise) and have a go. Usually that'll be the end of it, for good or ill, although some especially thorny challenges require you and your fellow Participants to accrue multiple successful Deeds. In short, if you're after deep tactical combat with grindy fighting and damage calculations, there are myriad other games that fit the bill. And, by God, this is not a game at all but a reenactment programme, so take your THAC0s, hitty pointers, and initiative rolls and clear off.

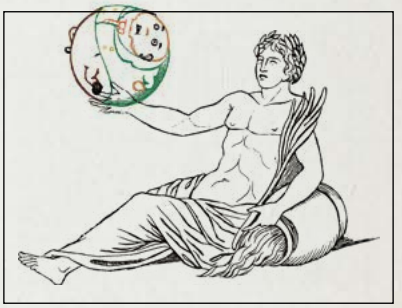
For more on this, and a longer example, see 'Combat' Without Swords (p.38).

CALLING ON TRAITS YOU DON'T HAVE

Astute Participants will note that the 3 to 5 Traits a PC has are not enough to cover all the varied heroisms they intend to employ. Sir Yolanda the Recalcitrant wants to strum a nearby harp in an attempt to entertain a decadent duchess, but she doesn't have Bardistry as one of her Traits, does that mean the Programme forbids her from doing so? Never! But that's where this delightful rule comes into play:

If you choose to do something that calls upon a Trait your PC doesn't have and isn't Indifferent to (see below), you must roll a wimpy little d4. Since you're trying to roll high in order to succeed, and 1s are a bad thing, rolling a d4 is dangerous.

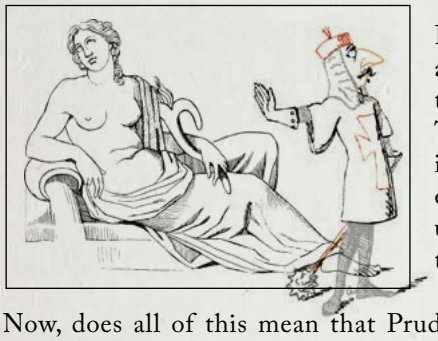
Otherwise, this roll works just like normal Trait rolls, in that pluses and minuses from Accoutrements apply, and it can be Strewthed or Spammed. But you do not increase or decrease the die you roll for that Trait in the future. If you're wondering what in the world is meant by 'Accoutrements', 'Strewthed', and 'Spammed', don't worry: the explanations are only a few paragraphs away. For now, all you need to know is that if a Trait is not on your character sheet, you will always roll a d4 for it.



The full list of the 18 Traits kicks off Chapter IV: Participant Primer. If you're curious about them, please feel free to flip over and have a look, then rejoin us here. We'll wait. No, no, it's quite alright…Ah. Jolly good. Cracking on…

INDIFFERENCES

There are 10 types of PC and each has Indifference to a particular Trait. Put simply, they cannot roll dice for that Trait. Put complicatedly, they cannot have this Trait on their character sheet and cannot even roll the normal, wimpy d4 they use for other Traits they don't have. On the plus side, they are entirely unaffected by any attack that uses or targets one of these Traits!



For example, if your PC is Indifferent to Subtlety and a sly assassin NPC tries to slip some poison into their wine using Subtlety, no matter which of the PC's Traits the HoLE determines is being targeted, the PC is entirely unaffected by the attack. Likewise, if a trap on a treasure chest targets that PC's Subtlety, they are unaffected as well, because their Indifference means they cannot roll a die for it.

Now, does all of this mean that Prudence P. Participant with a Knave PC – which comes with Indifference to Authority – is prohibited from drawing themselves up, adopting a regal bearing, and browbeating a lowly drover? Pish posh. What sort of reenactment would this be were that the case? Repress away, Prudence! She can't roll a die for it, but if she puts on a good enough show, she might just earn an Intercourse the Dice and pull it off anyway.

NPCs, creatures, and other entities have Indifferences of their own. Discovering or correctly guessing what things an opponent is Indifferent to can be the determining factor between victory and defeat!

STREWTHING

Should the result of a Trait roll be the maximum possible number for the die rolled, you have Strewthed the Deed or Test. You must do two things immediately:

1. **Increase that Trait by one degree toward the Serious end of the spectrum** (by moving the marker on your character sheet, etc.). Henceforth, any Deed or Test involving that Trait will use the new, larger, more serious die…until it changes again. If you Strewth with a d20, roll another d20.
2. **Roll the new, larger die and add the result to that of the first roll.** If the second roll Strewths as well, good on ya! Keep increasing the Trait and rolling and adding!

3 FUN AND FIDDLY FACTS ABOUT STREWTHING

1. Pluses and minuses from Accoutrements are only added to the result once you stop rolling. In other words, pluses and minuses are only applied once, no matter how many rolls you make.
2. Pluses cannot nudge you upward into a Strewth. If you roll a 4 on a d6 and the items you're carrying grant you a +2 to the roll, the result is a 6 – but it's not a Strewth. The only way to Strewth is with a natural die roll that results in the maximum possible number (a 6 on a d6, a 14 on a d14, etc.).
3. You cannot voluntarily stop rolling if you continue Strewthing. Why would anyone want to stop Strewthing? (See 'Demerits' and 'Beshrewments' below.)

SPAMMING

Should the result of a Trait roll be a 1, you have cocked it up, or Spammed it. In addition to failing at whatever it was you were trying to do, you must do two things immediately:

1. **Decrease that Trait by one degree toward the Silly end of the spectrum** (by moving the marker on your character sheet, etc.). Henceforth, any Deed or Test of that Trait will use the new, smaller, sillier die…until it changes again.
2. **Take a Demerit from the HoLE.**

3 FUN AND FIDDLY FACTS ABOUT SPAMMING

1. Pluses from Accoutrements cannot get you out of a Spam. If that die shows a 1, you've Spammed it. Full stop.
2. Minuses cannot nudge you downward into a Spam. If you roll a 3 and the items you're carrying impose a -2 to the roll, the result is a 1 – but it's not a Spam. The only way to Spam is with a natural die roll of 1.
3. If you Strewth a roll and the subsequent roll is a 1, you have not Spammed it – so no sillifying of Traits or earning of Demerits.

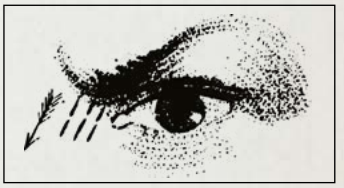
DEMERITS

Demerits, in the form of official Programme tokens or any other small items, are used to track your PC's major flubs and faux pas. If you accrue enough of them, you suffer a Beshrewment (see p. 36). Amongst the many ways you can earn a Demerit:

- **Taking a Deed or Test Too Seriously.** If the final result of any roll (including any pluses/minuses from equipment and/or additional Strewthing rolls) totals 20 or higher, you have taken things a bit too seriously, which, education aside, is off-putting. You receive 1 Demerit. If the final result totals 40 or higher, your earnestness has made everyone terribly uncomfortable — take a double-Demerit!

- **Spamming.** If you roll a 1 on a Deed or Test (i.e., you 'Spam it'), you receive 1 Demerit.

- **Offending the Head of Light Entertainment.** In order to further your education, your Programme facilitator will be taking on the personality of one of eighteen Head of Light Entertainment Personae, each of which is offended by different things. As a Participant, you are privy to the HoLE Persona's name and image, but little else. Observe your HoLE carefully to get a sense of what displeases them and avoid racking up Demerits!



Rapid descent of the inner portion of the eyebrow can indicate HoLE offense or displeasure.

- **HoLE Discretion.** The Head of Light Entertainment may at any time and without explanation or remorse issue Demerits for any behaviour they deem educationally stifling, rude or in bad faith, or which results in unpleasant odours.

GOOD GRIEF!

BESHREWMENTS

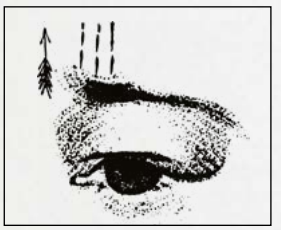
When you earn a number of Demerits that meets or exceeds the HoLE Persona's tolerance for such things, you've called down some serious condign chastisement in the form of a Beshrewment. Everything stops and you must immediately roll a d30. The HoLE compares the result to their Persona's Beshrewments table to determine what happens to you, your party, or perhaps even the HoLE. Beshrewments can be quite unusual and alarming, especially to people living in the Middle Ages. So cinch tightly thy harness.

When you trigger a Beshrewment, you turn in all of your Demerits and start afresh. No hard feelings, guv!

MERITS

Merits, in the form of official Programme tokens or other small items (although preferably not the same items used to track Demerits), are used to track your PC's laudable actions and choices. Here is how you can earn them:

- **Pleasing the Head of Light Entertainment.** HoLE Personae have likes as well as dislikes. In fact, many are capable of feeling some of the very same emotions as you and I! Each HoLE Persona is pleased by different things. As with Demerits, close observation of your HoLE can help you determine the types of words and actions that are likely to placate or even delight them, which can result in the earning of a Merit.



Rapid ascent of the inner portion of the eyebrow can indicate HoLE placation or delight.

- **HoLE Discretion.** The Head of Light Entertainment may at any time and without explanation or accusations of favouritism issue Merits for any behaviour they deem educationally stimulating or in good taste, or which results in unpleasant odours.

USING MERITS

You can turn in a Merit at any time to receive one of the following benefits. When turning in a Merit, you must specify which benefit you require.

- **Buy an Extra Die for Your Next Deed or Test.** Turn in one Merit to 'buy' an extra die of the same type for a Trait roll you're about to make. Roll both dice and keep only the preferred result. You can turn in as many Merits as you like to buy extra dice for your next roll, but you can't spend Merits after a roll has been made to try again.

- **Cancel a Demerit.** Turn in a Merit to cancel an existing Demerit, or an incoming one to avoid a Beshrewment.

Most Popular Gift!

SHARING MERITS AND DEMERITS

Merits and Demerits are strictly, completely, and inarguably non-transferable. The HoLE must never catch Participants passing them, loaning them, or trading them amongst themselves for goods or services, or using them on another Participant's behalf.

WHO GOES WHEN

When not actively engaged in Deeding and Testing, there's no restriction on Participant action, save that nobody wants to reenact alongside someone who can't stop talking, telling everyone what they ought to do, or hogging the HoLE's attention. Such behaviour is subject to Demerits and further reprimands under the Anti-Tit, -Tosser, -Bully, -Ass, and -Wanker Act, Section 4, clause 3b (see p. 7).

If contestation breaks out – whether it's a test of steel, wits, or character – or if the HoLE deems it otherwise necessary, the Programme shifts into a more measured, turn-based format. There is no rolling of dice to see which individual goes when; all PCs take their turn at the same time, and all forces arrayed against them take their turn at the same time.

Who goes first is determined narratively. Most of the time, it will be clear which side is initiating a transition from normal exploration and interaction to contestation, and that side goes first. Ultimately, it's up to the HoLE, but if it's unclear or impossible to determine turn order narratively, the HoLE will determine it randomly, by flipping a coin , calling for a pie bake-off, or initiating another activity per local rules and regulations. Once that's sorted, the sides alternate turns until the outcome is decided.

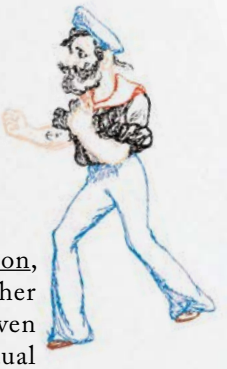
Since the PCs share a turn, it's up to the Participants to decide the order in which their PCs will act. A sensible, rude party will discuss and strategise endlessly, thereby ruining the immersion. A sensible, polite party will briefly discuss and strategise, then get on with it. A slightly less sensible but admirably enthusiastic party will adopt a ready-golf approach.

SCENES

Programme sessions consist of a series of scenes linked together by smashing bits of narration from the Head of Light Entertainment. The narration is a way of fast-forwarding through the mundane bits like travel to your next destination, although the narration of boring travel can be interrupted by banditry or other catastrophes – and then you're into another scene!

Though the term 'scene' carries implications of pre-scripted outcomes, that is not the case in this Programme. Those scenes that arise during the quest – as well as their nature and outcomes – are very much influenced by the Participants and the choices they make. You have the opportunity to rewrite History, by Jove, so get to it!

'COMBAT' WITHOUT SWORDS



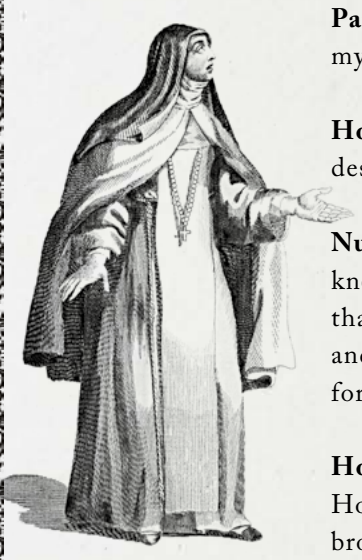
Everyone loves a good dust-up, but in this Programme combat is referred to as Contestation, because it can refer to any kind of clash between the PCs and the NPCs, monsters, or other obstacles in their path. Contestation can be physical, but more often it is of a verbal, or even magical, nature. Most contestations feature Deeds and Tests of many types, as each individual chooses their approach and attempts to bring it off successfully. In the end, the PCs triumph if they succeed, collectively, in the number of Deeds required before the thing in their way kills them all, drives them all batty, or causes them to bravely run away.

Likewise, defeating someone in a contestation is not the same as killing them. If you've overcome them by, say, using Argumentation against their Purpose, then they're almost certainly still alive but are probably questioning every decision they ever made. More importantly, they are no longer an impediment to you. If they were defeated entirely without violence, they might not even view you as an enemy afterwards!

If the obstacle is a jailor who wouldn't let you out of a cell, they release you. If it's a queen who wouldn't pay you any mind, you've gained her attention. If it's a group of bandits blocking the road, they step aside.

AN EXAMPLE, BECAUSE WHO DOESN'T LOVE A NICE EXAMPLE?

A party that includes a Nun PC, a Noble PC, and a Knight PC requires a relic in the keeping of Brother Maynard, a priest Non-Participant Character being portrayed by the Head of Light Entertainment. After a brief exchange in which the PCs ask him to hand over the relic, and Maynard refuses in no uncertain terms due to the tourist traffic it brings in, it's clear that they are at an impasse. The PCs are the aggressors, so the HoLE rules that their side acts first as they attempt to overcome the obstacle that is the obstinate clergyman.



Participant with a Nun PC: I want to use my Purpose against him.

HoLE: Well that's a perfectly useless description of your action. Please try again.

Nun PC: I want to throw myself on my knees, call forth a divine light, and declare that God has sent me here to take the relic and carry it forth, yea verily, unto the world for His glory.

HoLE: And the intention behind this? How are you trying to affect the good brother?

Nun PC: I want to overwhelm him with my piety to the point that he questions his own faith and responsibility for guarding the relic.

HoLE: Spot on. That will most certainly challenge his belief, so it's your Purpose against his Purpose. Roll your die and I'll roll his.

[Participant rolls a 1. HoLE rolls a 10.]

HoLE: Oh, bad luck there. I'm afraid you've made a hash of it. Absolutely Spammed it. Knocked over the holy water font in fact. Shame on you. Here's your Demerit.

Participant with a Noble PC: Right. My turn. I tell this priest he's got this relic business all wrong.

HoLE: So you want to talk him out of it?

Noble PC: Just so. I talk him out of it.

HoLE: A bit more there. What is the nature of your verbal attack?

Noble PC: I unleash a dizzying verbal assault filled with lots of fancy words.

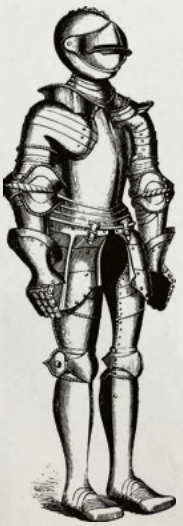
HoLE: So you're using Glibness…

Noble PC: Er…I was going for something a bit more…reasoned. My verbal assault is actually quite logical, in that it points out the theological fallacy of keeping a holy relic in a reliquary…it's like keeping a lovely Norwegian Blue parrot in a cage, when it should be free to fly and squawk and spread joy. And who is he to do such a thing!

HoLE: Ah, well, that'll be Argumentation – challenging his Authority.

Noble PC: Excellent, shall I roll then?

HoLE: Intercourse the Dice! That is sound logic and well-enacted. It succeeds! His Authority is skewered. A Deed success! [Notes that defeating Brother Maynard requires two successful Deeds, so one more is required.] Who's next?



Participant with a Knight PC: I've no time for chinwags. I bop him on the head with my mace. 'You don't look so spry to me!' I say. 'Dodge this, deacon!'

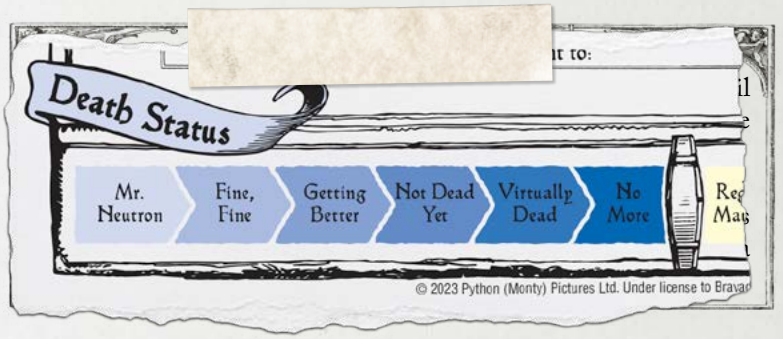
HoLE: Oh dear. Let's have your Valour roll and I'll roll his Nimbleness.

[Participant rolls and applies pluses/minuses for a total of 14. HoLE rolls a 5.]

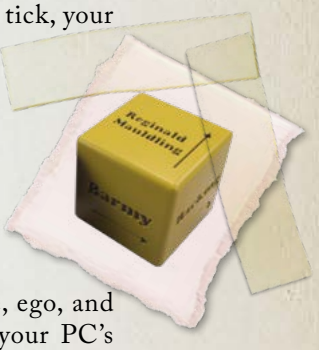
HoLE: Well, it seems as though the good brother has been well and truly defeated. He has seen the light – in fact, he's seeing stars – and he hands over the relic.

DEATH, DYING, AND NEARLY DOING SO

Most of us will eventually die, and the same was true for our historical forebears. As you face the dangers of the Mediaeval world, track your PC's nearness to expiry using the officially authorised Programme spin-down die, or marks on your character sheet. PCs have six possible Death statuses, in order from maximally healthy to most completely and irrevocably dead.



When your PC suffers physical harm ('takes 1 bit of Death', 'suffers 2 bits of Death', and so on), turn the die to the appropriate face or tick the appropriate number of boxes in the Death portion of your Character Sheet, thereby moving your PC ever closer to their ultimate end. When your die is spun down to the parrot or you're out of boxes to tick, your PC has hit No More and has snuffed it.



GOING LOONY

Not all damage is corporeal. Flesh wounds may sting, but blows to one's psyche, ego, and deeply held convictions can end one's adventuring career just as surely. Track your PC's proximity to madness using the authorisedly official Programme spin-down die, or marks on your character sheet. PCs have six possible Loony statuses, in order from maximally sensible to most completely and irrevocably mad.

When your PC suffers non-physical harm ('takes 1 bit of Loony', 'incurs 3 bits of Loony', and so on), turn the die to the appropriate face or tick the appropriate number of boxes in the Loony section of your character sheet, thereby moving your PC ever closer towards Coconuts. When your die is spun down to the banana or you're out of boxes to tick, your PC has hit Coconuts and has gone entirely and irrevocably out of their tiny little mind.

HEALING BITS OF DEATH AND LOONY

Certain Traits, items, and events can restore bits of lost Death and Loony, but a PC can never be healed beyond their starting status in either category. No PC can ever be further away from No More than Mr. Neutron nor further away from Coconuts than Reginald Maudling.

NEGATING BITS OF DEATH AND LOONY

If your PC is subjected to incoming bits of Death or Loony that you'd prefer they not incur, you may choose instead to have an Accoutrement or Retainer take the damage, thereby shielding your PC from it. The item or Retainer is destroyed as a result, but that's a small price to pay if your PC is on the verge of No More or Coconuts. Surely your brave, sweet manservant Concorde would have it no other way.

It only takes one bit of Death or Loony to destroy an Accoutrement or Retainer. It's not hard to imagine how a bit of Death (from a moose bite, for example) might destroy an Accoutrement or Retainer, but how would a bit of Loony (from being shamed, say) do it? When it comes to an Accoutrement, you're just so ashamed that you snap, shred, or torch the item yourself! We've all been there. When it comes to a Retainer, they're so mortified they leave your service straightaway!

LOSING A PC

It's a dangerous world out there. Certain Beshrewments and foes can cause your PC to snuff it or go Coconuts outright. Now, now. Stiff upper lip. Just because your PC has ceased to be or gone batty, the Programme's not done with you. Simply promote one of your Retainers to PC status or press into service a nearby Non-Participant Character. It's basically the same as rolling up a new PC, except that your choices are limited by the type of Retainer or bystanding wallflower you intend to PCify. Named NPCs (i.e., those fancy ones in Chapter VII) cannot be made into PCs.

You can always roll up a brand-new PC as well, but granting a battlefield promotion to a loyal Retainer or having a nearby NPC be spontaneously inspired to embark on a life of adventure is much more narratively satisfying (according to everyone in the Programme Test dungeon).

HOW TO WIN THE PROGRA

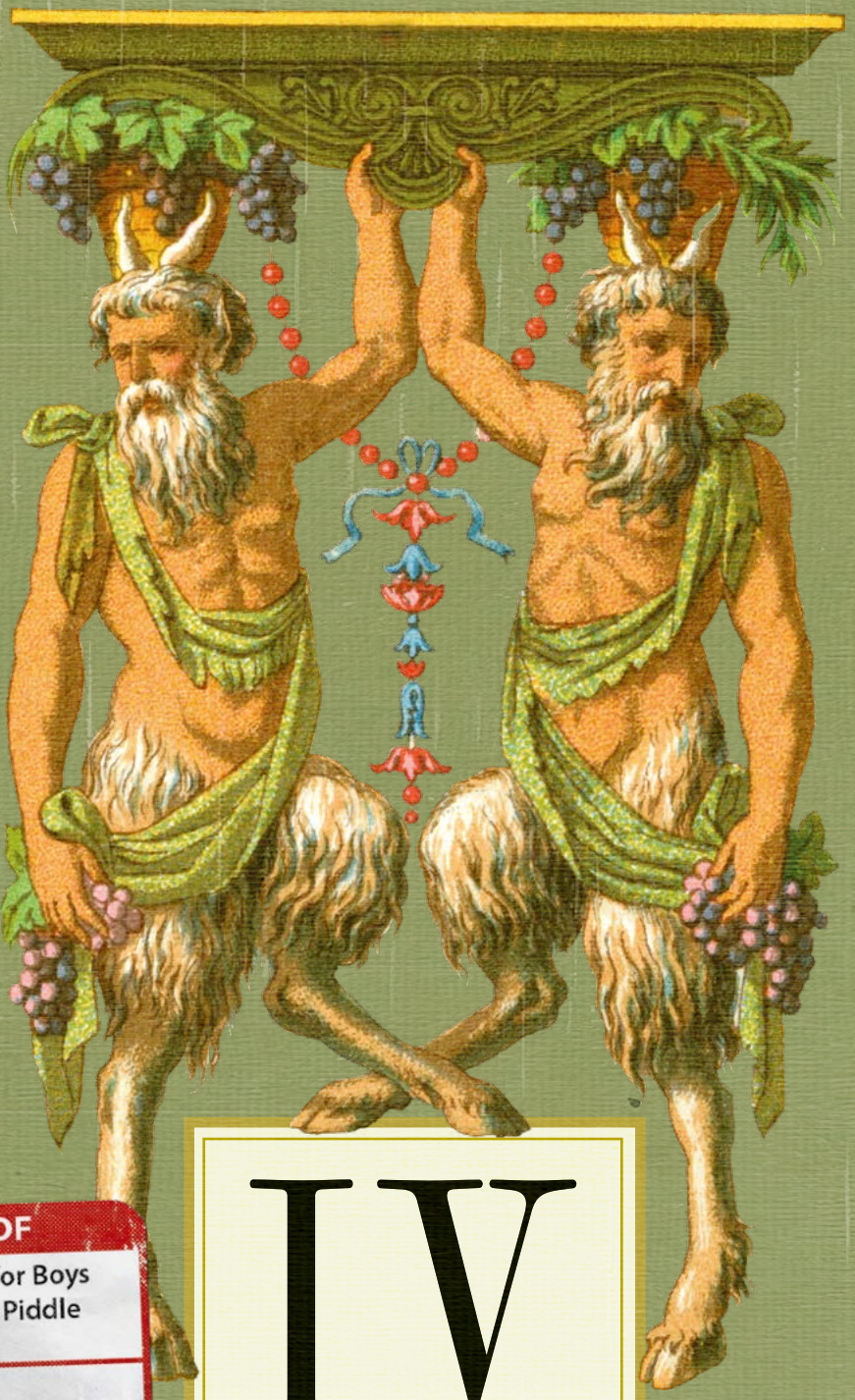
STOP THAT!

Now pay attention. At the conclusion of every Programme session, the assembled parties must entitle the episode just reenacted. How will the chaps up at Programme Planning know how to catalogue it without some sort of apt, descriptive title? Simply put, they won't, and that's a waste of perfectly good executive time.

The Head of Light Entertainment might bestow this honour on the Participant who showed outstanding commitment to educationalism, or accept submissions from all Participants and choose the one deemed most utile for Programme Planning. Whatever the case, the title must be reflective of the content. None of this confusing, irreverent mistitling in order to come off as clever and modernistic. I don't enjoy being confused, and I dare say I'm not alone there. And no naughty words. No one wants to come home after a day at the office, flip on the telly, and find themselves watching 'Knickers & Knockers'. Right. So nothing but wholesome, explanatory titties. TITLES. Carry on.

is much more narratively satisfying [illegible]
and that is truly the most important thing one needs to know about the Programme.

PARTICIPANT PRIMER



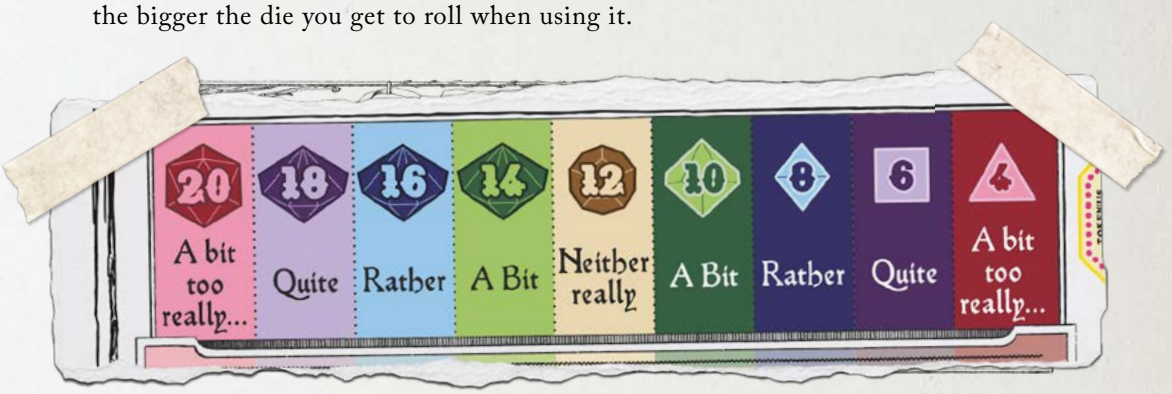
IV

PROPERTY OF
St. Hortense School for Boys
at Tweedenham on Piddle
Est. 1502 ½
LENT TO
Alastair Curdwaithe

If you're saying, 'Cor blimey, that's enough history and rules! How do we get to reenacting?', then you've missed the point entirely. Go and sit in a corner and read Mallory until you're in the proper frame of mind.

THE TRAITS

There are 18 Traits, each with a Serious and a Silly side. The more Serious you are in a Trait, the bigger the die you get to roll when using it.



The Traits, with Serious and Silly sides, are:

Animal Husbandry Animal Husbandry ⟷ Animal Husbandry
Argumentation Argumentatious ⟷ Automatic Gainsaying
Authority Authoritative ⟷ Splonge
Bardistry Bardical ⟷ Bing Tittle Tittle Bong
Chastity Chaste ⟷ Naughty
Decorum Decorous ⟷ Fart in Your General Direction
Druidry Druidical ⟷ Lemon Curry
Glibness Glib ⟷ IT'S…
Heartiness Hearty ⟷ Hurty
Lorefulness Loreful ⟷ Gumby
Luck Lucky ⟷ Shit Luck
Nimbleness Nimble ⟷ Mrs. Two-Lumps
Purpose Purposeful ⟷ Weltschmerz
Sorcery Sorcerous ⟷ Horsefeathers
Strategy Strategic ⟷ McKamikaze Highlander
Subtlety Subtle ⟷ Ron Obvious
Valour Valorous ⟷ Run Away!
Wisdom in the Ways of Science Wise in the Ways of Science ⟷ Very Small Rocks

Each Trait has an accompanying Accoutrements table that you'll use to equip your character. The tables contain all sorts of numbers and footnotes that won't make much sense at this point. But don't fret. It's all covered in the step-by-step 'Character Creation' process later in the chapter, which will help you provision yourself for battle…or barnwork, as the case may be.

TRAITS AND PC DECISIONS

An important clarification: where your PC rates on any given Trait – either when you begin the Programme or at any point during it – need not have any bearing on how they behave or the decisions they make. If, mechanically, your Knight PC starts out as 'Rather Valorous', they are not required to comport themselves in a rather valorous manner. You may choose to have them execute a strategic retreat or simply run away if need be. In short, Traits are primarily for Deed and Test resolution, not to dictate what your PC does – and certainly not to restrict your agency. Your PC's status in one or more Traits can (and perhaps should!) inform how you portray them, but these statuses will be changing quite a lot, so having some idea about who your PC is beyond what their Trait spectrums indicate is recommended.

After all, history is littered with scoundrels who presented a facade of competence not the least bit supported by their abilities…and with heroes who thought much less of their abilities than was warranted.

TRAIT DESCRIPTIONS: DEED AND TEST EXAMPLES

The Deed and Test examples in each Trait description are intended only to provide some general guidance on how a Trait might be employed to do something (Deed) or called upon to defend against something (Test). The examples are neither comprehensive nor binding. Clever Participants will invent all sorts of ways to use their Traits beyond what's covered here.

And, at the risk of flogging an expired equine, it is ultimately the HoLE's responsibility to adjudicate these occasions, based on how you describe your Deeds or your justification for wanting to use an alternative Trait for a Test.

ON THE BUYING OF THINGS

While Shoppes, commerce, and delicious money are thrilling features of this Programme, there is no single, universally accepted currency. Shoppekeepers and anyone else with something to trade consider different things to be legal tender, though they reserve the right to change which currency they accept based on stock availability, major historical upheavals, or whim. The 10 Currencies* you will be collecting, looting, hoarding, being robbed of, and spending are:

- **Acorns**
- **Cheese**
- **Eggs**
- **Gemstones**
- **Gold**
- **Lupins**
- **Naughty Pictures**
- **Plague-Dead Bodies**
- **Upper-Class Twit Trading Cards**
- **Whizzo Butter**

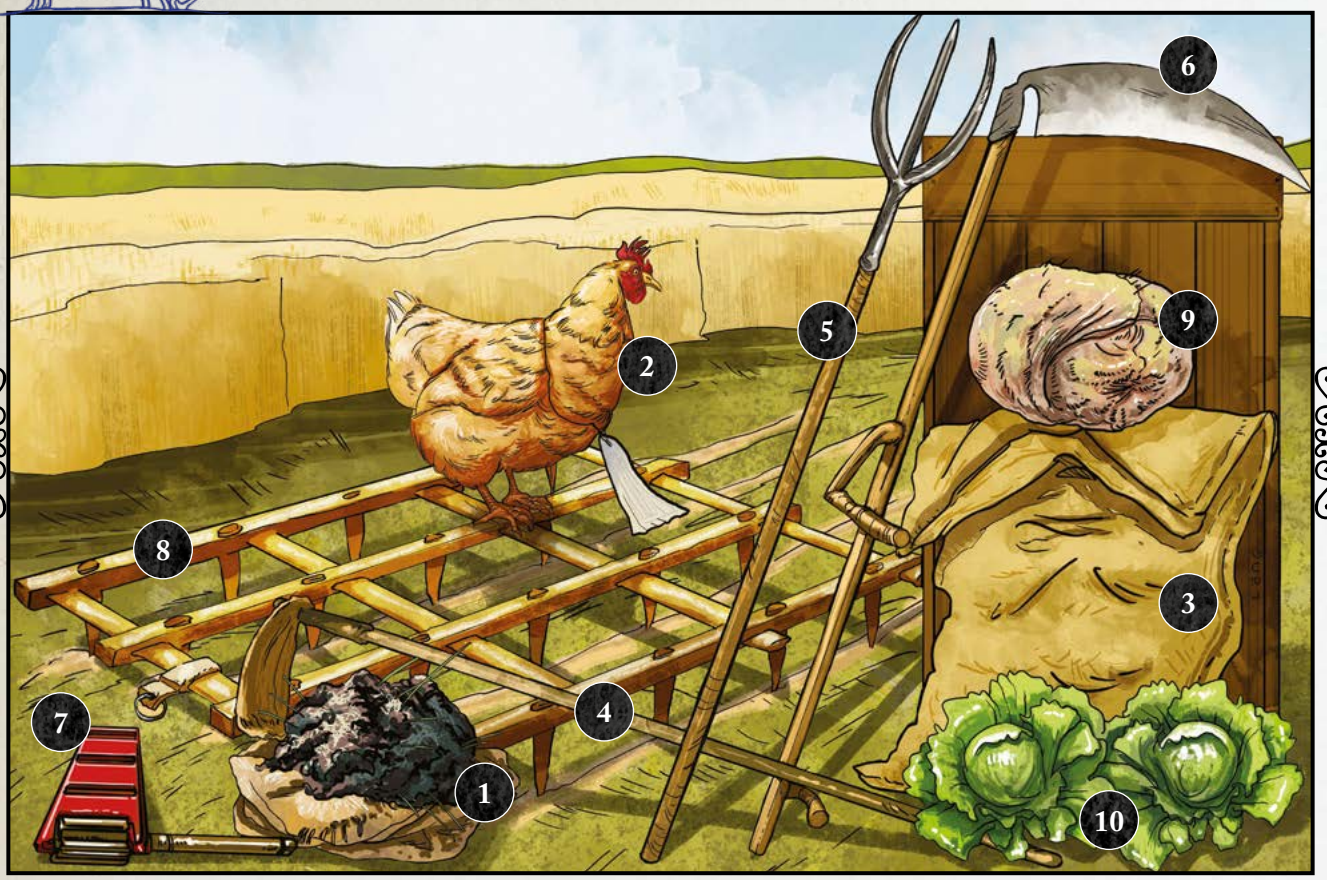
Participants capable of reading will have noticed that Currencies are listed in alphabetical order, not in ascending or descending order of value. Please explain to your less literate fellow Participants that this is because no Currency is inherently worth more than another. 10 Gold is worth bugger all in a Shoppe that only accepts Naughty Pictures.

As a result of this interesting and historically accurate monetary system, that Quick-Pitch Pavillion in one of the Accoutrement tables below will cost you 17…somethings. It might be 17 Acorns in one Shoppe, 17 Gemstones in the one across the road, 17 pats of Whizzo Butter in the next town over. Whenever a determination must be made, your HoLE will do so. All you, the Participant, need do is collect as much of the lovely stuff as you can. Currencies, along with more info about shopping, are conveniently located in Appendix B (p. A4).

* While not widely considered to be legal tender, certain potted or tinned meat products are highly valuable to Nordic folk, so if you are planning a voyage to viking lands, stock up on spam!

ANIMAL HUSBANDRY

(ANIMAL HUSBANDRY ⟷ ANIMAL HUSBANDRY)



Subjugation of our hooved, furry, feathered, and flea-bitten inferiors is a hallmark of our species's greatness. Stewardship of faunae is a vital responsibility, and their domestication is not to be taken to extremes, lest we find ourselves confronted with an ovine revolt. How you relate to, communicate with, successfully mount and whip, and otherwise domineer lesser beings is governed by your Animal Husbandry. And if you happen to be one of those uppity types that insists upon riding a horse – as opposed to more practical, tropical tree-derived transport options – Animal Husbandry governs your ability to stay on the beastly thing.

Deeds: Typically used to do farmy things or to pacify, engage and communicate with animals, which might target their Animal Husbandry or Purpose Traits.

Tests: May be targeted by attacks or effects that challenge your ability to do farmy things or relate to animals.

ANIMAL HUSBANDRY ACCOUTREMENTS

All Grant a +1 to Animal Husbandry Rolls

d10	Accoutrement	Additional Pluses	Minuses	Cost
1	Some Filth (not lovely)	+1 to all Trait rolls vs. Lower-Class persons	-1 Decorum	1
2	Farm Animal with Licence*	Extra +1 Animal Husbandry		1-7
3	Cloth Sack†	+1 Strategy		3
4	Hoe	+1 Chastity		3
5	Pitchfork	+1 to all Trait rolls vs. ***Witches***, wizards, and the like	-1 Wisdom in the Ways of Science	3
6	Scythe	+1 Authority		5
7	Bird Rattle‡	+1 Glibness		5
8	Harrow	+1 Bardistry		7
9	Sheep's Bladder**	+1 Druidry		10
10	Webb's Wonder Lettuce††	+1 Sorcery		100

* Roll a d8 to determine the type of animal and its value. 1 = Goat. 2 = Sheep. 3 = Pig. 4 = Cow. 5 = Plough horse. 6 = Ox. 7 = Chicken. 8 = Roll again, twice.

† Can hold one other Accoutrement of any type, as long as it isn't pointy.

‡ Chases away all non-migratory birds.

** One-time use: prevent an earthquake.

†† One-time use: set the timer and lure a single person or creature near. When it detonates, the person or creature snuffs it, and everyone is covered in charred lettuce leaves.

ARGUMENTATION

(ARGUMENTATIOUS ⟷ AUTOMATIC GAINSAYING)

There's no debate: Argumentation is the king of Traits. We'll not offer any supporting evidence for our position, nor engage in a process of reasoning systematically to defend it. It is to be accepted *a priori*. You disagree? Shut up!

Deeds: Typically used to influence or provoke people, which might target their Authority, Decorum, or Purpose.

Tests: More often used as a Deed, Argumentation might be targeted by attacks or effects that challenge your stated position or logic.

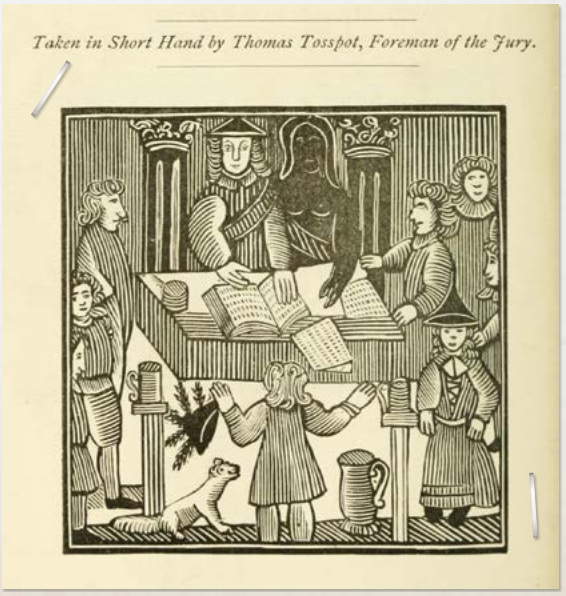
ARGUMENTATION ACCOUTREMENTS

All Grant +1 to Argumentation Rolls

D10	ACCOUTREMENT	ADDITIONAL PLUSES	MINUSES	COST
1	A Club with Notches in It, One for Each Argument You've Won	+1 Valour		3
2	Gavel	+1 Authority		5
3	Socratic Toga	+1 Wisdom in the Ways of Science		7
4	Black Barrister's Gown	+1 Subtlety		7
5	A Bundle of Complicated Charts and Diagrams	+1 Strategy		8
6	A Heap of Historical Records	+1 Lorefulness		8
7	A Sheaf of Contracts, Forms, and Legal Documents	Extra +1 Argumentation		8
8	Portable Lectern*	+1 Decorum		18
9	*Parliament of Fowls:* A Book of Debate Poetry	+1 to all Trait rolls vs. ***Bards*** and other entertainers	-1 Authority	25
10	Magna Carta (rough draft)†	+1 to all Trait rolls vs. Upper-Class persons		100

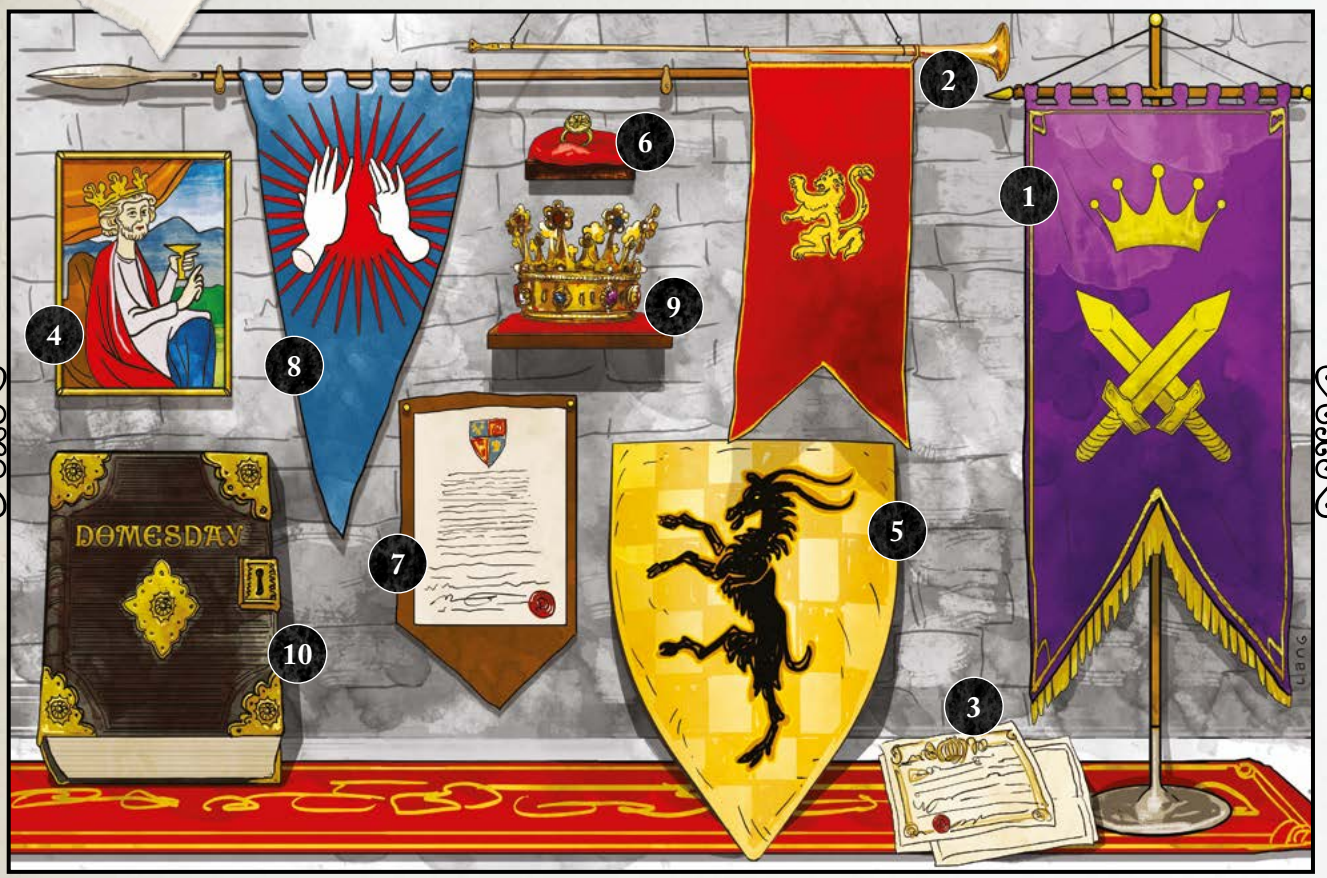
* Must be set up before it can be used (and the plus can be applied).

† One-time use: defeat a ***Sovereign***. No roll required; the ***Sovereign*** is immediately overcome as if the required number of Deeds to defeat them had been met. They remain on the throne, but they've lost a great deal of authority and respect…and they are no longer an obstacle to your aims.



AUTHORITY

(AUTHORITATIVE ↔ SPLONGE)



Do you command the respect of your peers and even your enemies – or are you an obsequious, splonging lickspittle desperately kowtowing and trying to please? Are you an order giver or a yes person? Can you invoke a regal bearing, no matter your social standing, or are you more comfortable grovelling? In other words, do you have Authority? Out with it! No one likes a mutterer! Sit up straight now. Straighter! Good. Now don't make me tell you again.

Deeds: Typically used to order around, abase, or pull rank on people, which might target their Decorum, Glibness, Purpose, or their own Authority if it's an olde-school micturition contest.

Tests: Authority might be targeted by attacks or effects that challenge your gravitas, stature, prestige, or esteem…you know, your authority!

AUTHORITY ACCOUTREMENTS

All Grant +1 to Authority Rolls

d10	Accoutrement	Additional Pluses	Minuses	Cost
1	Gonfalon*	+1 Strategy		3
2	Buisine†	+1 Bardistry		6
3	Sheaf of Pedigree Parchments	+1 Lorefulness		8
4	Ancestor's Framed Portrait	+1 Purpose		10
5	Shield Emblazoned with Coat of Arms	+1 Valour		14
6	Signet Ring	+1 Decorum		15
7	Letter of the Marque	+1 to all Trait rolls vs. pirates	-1 Decorum	20
8	Applause/Laughs Pennon‡	+1 Luck		22
9	Crown	+1 to all Trait rolls vs. Upper-Class persons	-1 Luck	25
10	The Domesday Book††	+1 Wisdom in the Ways of Science		100

* Must have a Retainer.

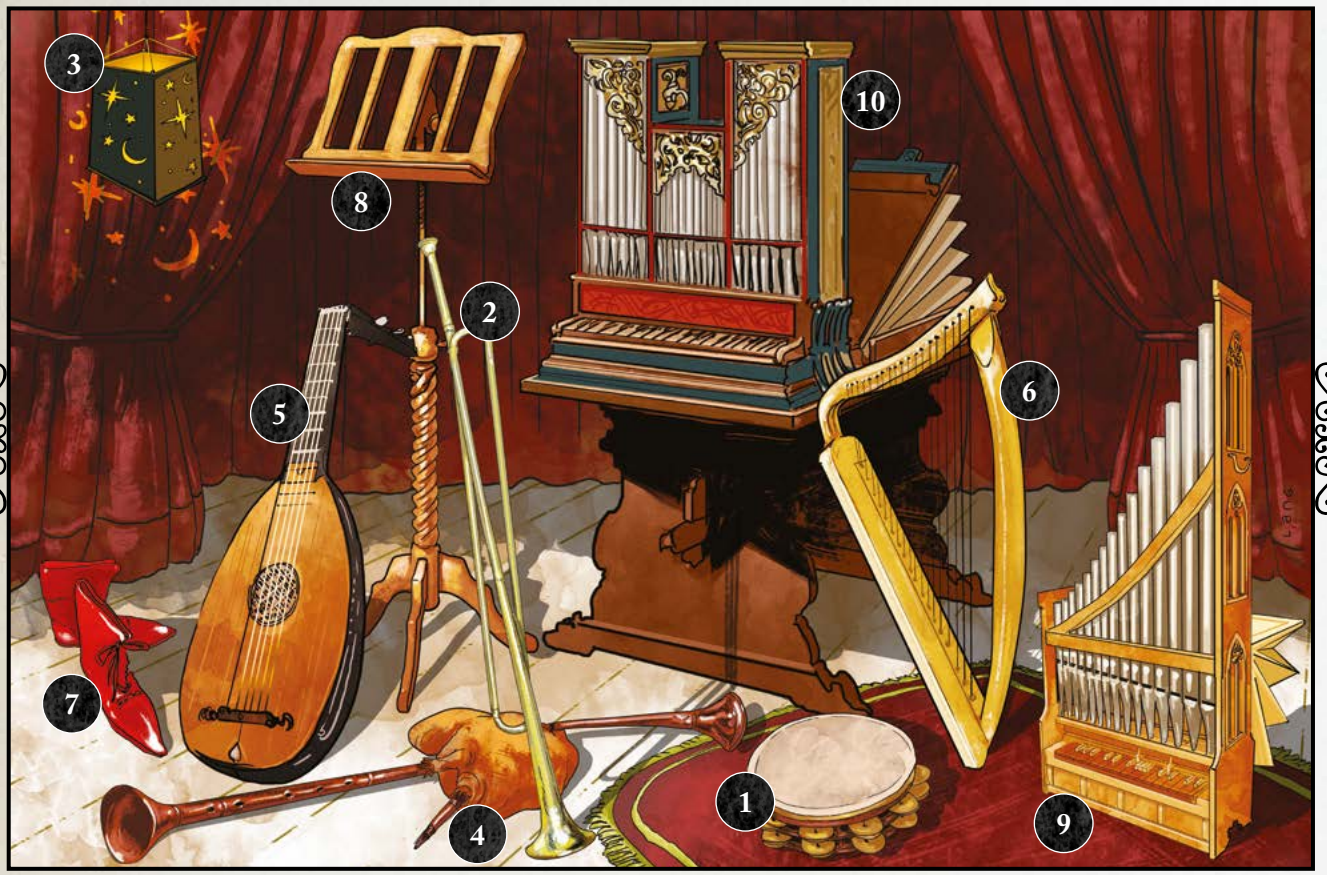
† A herald's trumpet for blowing fanfares. A Retainer is required. One mustn't toot one's own horn.

‡ Can be waved to appease an unhappy studio audience.

†† Once per day, you can wield the book to levy a tax. Make an Authority roll (Strewthing/Spamming as normal). That many Shoppekeepers in the area must hand over d10 pieces of Currency each. If you carry this item openly, Shoppekeepers and merchants will show great disdain, or they'll be really nice and later hire someone to kill you.

BARDISTRY

(BARDICAL ⟷ BING TITTLE TITTLE BONG)



Hast thou a song in thy heart or feet that delight in all manner of the Terpsichorean muse? Canst thou enrapturate an audience with a finely wrought tale or a cleverly composed poem? Best keep it to yourself, unless you have the gift of Bardistry! Charm the highest court in the land, earn a pretty penny at a roadside inn, or sing a dragon to sleep…but beware! Minstrels make for fine eating.

Deeds: Often used to influence, tempt, entertain, befuddle, or provoke, which might target Animal Husbandry (if used on a beast), Authority, Chastity, Glibness, Decorum, Purpose, Strategy – or Bardistry, if a battle of the bards is in progress!

Tests: More often used as a Deed, Bardistry might be targeted by attacks or effects that challenge your senses or your own musical acumen.

SOOTHEFUL SONORANCES Anyone not Indifferent to Bardistry may attempt to use it to restore 1 bit of Loony incurred by themselves or anyone else. But mucking around with the Muses is risky!

To restore 1 bit of Loony, make a Bardistry roll, Strewthing as normal. You only need a 4+ to succeed, but…

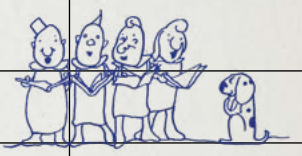
When using Bardistry to restore bits of Loony, a roll of 1 on the die results in a Spam and an immediate Beshrewment.

If the Demerit incurred by this Spam would also earn you a Beshrewment, gird thy loins! You are about to receive the rare double-Beshrewment.

BARDISTRY ACCOUTREMENTS

All Grant +1 to Bardistry Rolls

d10	Accoutrement	Additional Pluses	Minuses	Cost
1	Tambourine	+1 Glibness		2
2	Trumpet*	+1 Valour		4
3	Shadow Lantern†	+1 Sorcery		5
4	Bagpipes	+1 Heartiness		6
5	Lute	+1 Nimbleness		7
6	Harp	+1 Chastity		8
7	Red Shoes Sprinkled with Holy Oil	+1 Purpose		12
8	Portable Music Stand‡	+1 Authority		18
9	Portative Organ	+1 to all Trait rolls vs. French persons	-1 Animal Husbandry	25
10	Positive Organ**	+1 to all Trait rolls vs. clergy		100



* Attracts geese when played.

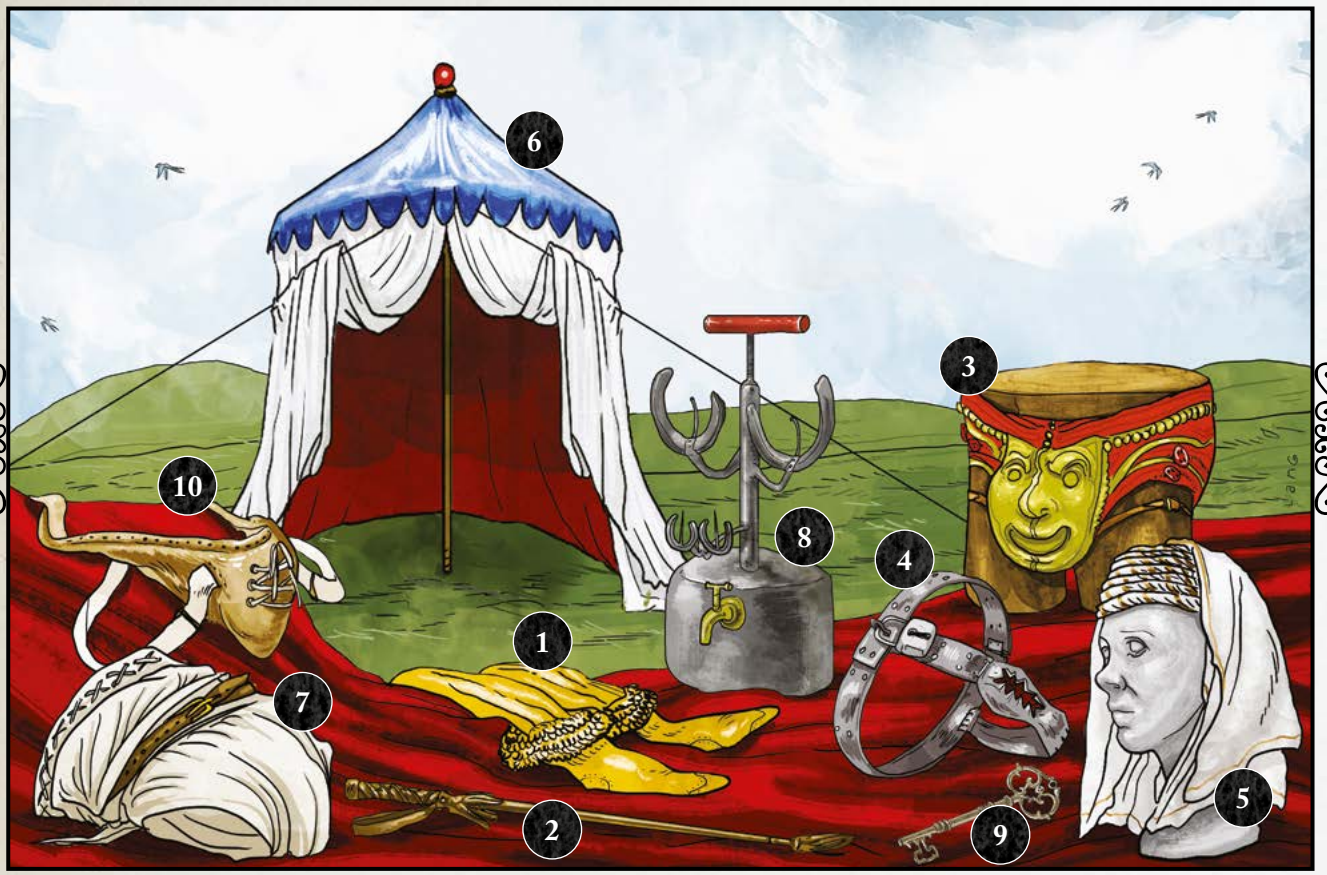
† Must be lit before use. Projects images of witches, dragons, and other exciting characters.

‡ Must be set up before it can be used (and the plus can be applied).

** Requires a cart to transport, and a second person to operate the bellows. Once per day, you can attempt to play a rousing voluntary. Make a Bardistry roll (Strewthing/Spamming as normal). That many nearby people are converted to a religion of your choice. If you Spam It, the organ explodes heretically, in addition to normal Spam results.

CHASTITY

(CHASTE ↔ NAUGHTY)



You think there's too much sex on the telly nowadays? You should've seen the rampant smut of the Middle Ages! No tellies back then, so it was all live and in your face…glistening, throbbing, heaving, and jiggling. Only the most pure and chaste can avoid temptation, only the boldest can triumph over frustration borne in underclothing. For those wishing to remain pure and avoid temptation of any kind – not just carnal – gird thy hot loins in Chastity!

Deeds: More often used as a defence against incoming temptation (i.e., in a Test), Chastity might be weaponised to provoke or shame others, which could target their Authority or Decorum.

Tests: May be targeted by attacks or effects that challenge your ability to resist temptation.

CHASTITY ACCOUTREMENTS

All Grant +1 to Chastity Rolls

d10	Accoutrement	Additional Pluses	Minuses	Cost
1	Fashionable Tights	+1 Decorum		3
2	Riding Crop*	+1 Animal Husbandry		3
3	Elaborate Codpiece†	+1 Decorum		8
4	Chastity Belt	Extra +1 Chastity	-1 Glibness	9
5	Mantle and Veil of the Vestal Virgin	+1 to all Trait rolls vs. cads, lechers, philanderers, and other naughty persons	-1 Druidry	13
6	Quick-Pitch Pavillion‡	+1 Purpose		17
7	Victor Mature Abdominal Corset	+1 Heartiness		20
8	The Bleed-It Kosher Truss	+1 to all Trait rolls vs. Monks, Nuns, ***Hermits***, and other ascetics	-1 Heartiness	23
9	Skeleton Key**	+1 Subtlety		25
10	The Hercules Hold-'em-In††	+1 Valour		100

* What's this doing here? It should be in Animal Husbandry!

† Nearby ducks attempt to mate with it.

‡ This item is marketed as the 'Quickie,' but we're not sure why, as it's designed for on-the-go meditation and prayer only. Must be erected before use.

** To be used exclusively for *locking* chastity belts and doors between you and your lover. Why? How were you planning to use it? Well I never!

†† One-time use: remove the device, which destroys it. The rush of blood to previously held-in parts gives you a sudden burst of vivacity. Reset Death status to your maximum, and for the remainder of the scene you may perform three Deeds on each of your turns.

Nota Bene: On Seduction *Chastity is the most obvious defence for warding off sexual temptation, but it's probably not the most apt Trait to use if you are doing the seducing. It's hard to get someone in the mood by waving your puritanical inner compass around – even if that compass happens to be broken and you are on the Naughty end of things. So how does one go about the art of seduction? One might deploy an iliac waggle (Nimbleness), courtly flirtation (Decorum), silver-tongued sweet nothings (Glibness), a love potion (probably some combination of Druidry and Subtlety)...and of course the most tried and true nether-stimulator in the history of our species: Bardistry.*

However you choose to go about it, seducing does not equate to forcing another character into a physical act against their will. Anyone interpreting the timeless art of wooing this way is subject to sanction per the Anti-Tit, -Tosser, -Bully, -Ass, and -Wanker Act, Section 4, clause 3b (p. 7).

DECORUM

(DECOROUS ↔ FART IN YOUR GENERAL DIRECTION)

Oh, we don't half-talk posh, do we? Blood is shed on the battlefield, but wars are won at court. So said Seneca. Or some historian. Someone ought to have said it anyway, as it's a lovely quote. At any rate, navigating the complexities of Mediaeval etiquette is more than a foppish diversion – it is a crucial factor in determining one's success in life.

Decorum is everything to do with manners, comportment, courtesy, propriety, knowledge of courtly protocols, and anything – anything – but causing offence. It also represents your ability to stay composed and remain on good behaviour when someone is trying to provoke you. And if nothing else, it's what separates us English from the Frenchies.

Deeds: Typically used to embarrass, provoke, or shame others, which might target their Authority or Decorum.

Tests: May be targeted by attacks or effects that challenge your ability to resist provocation.

DECORUM ACCOUTREMENTS

All Grant +1 to Decorum Rolls

d10	Accoutrement	Additional Pluses	Minuses	Cost
1	Phrygian Cap*	+1 Nimbleness		5
2	Wimple	+1 Purpose		6
3	Barbette†	+1 Luck		7-37
4	Surcoat	+1 Valour		8
5	Hennin†	Extra +1 Decorum		9-39
6	12 Small Apparel Bells	+1 to all Trait rolls vs. children	-1 Subtlety	10
7	Poulaines	+1 to all Trait rolls vs. Upper-Class persons	-1 Nimbleness	12
8	Silk Cotte‡	+1 Glibness		20
9	*The Observer's Book of Princes***	+1 Lorefulness		25
10	*The Book of Etiquette*††			100

* Often associated with Mithras, the Roman god of freedom.

† Decorated with precious stones. Roll a d30 to see how many Gemstones are included.

‡ Like an overlarge poncho – but it's silk!

** A book containing all bona fide, unattached regal persons, not just princes. (The title hasn't been updated in years. The marketing department is adamant about maintaining brand velocity… or something.)

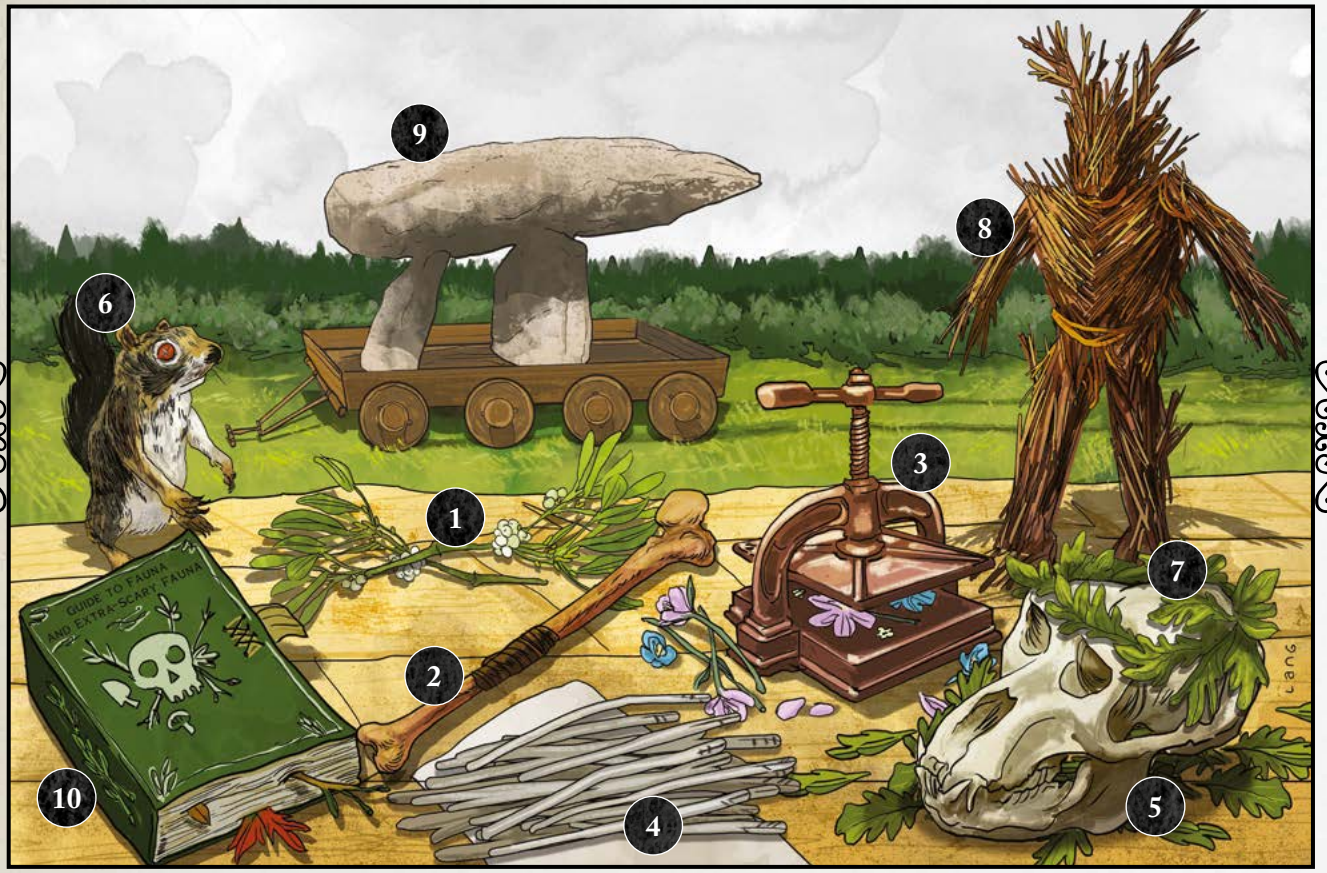
†† One-time use: burn, shred, or otherwise thoroughly destroy the book. All Upper-Class persons who see you do it faint dramatically from the shock. When they come to, they'll think you're the most vile, abhorrent knave and tell all their friends about you…but you'll be long gone by then, surely.

Includes such lessons as

- How to reply to an invitation without farting
- How to pour wine without farting
- How to cope with a stiffy at the Royal Garden Party
- How to address a bishop without farting

DRUIDRY

(DRUIDICAL ↔ LEMON CURRY)

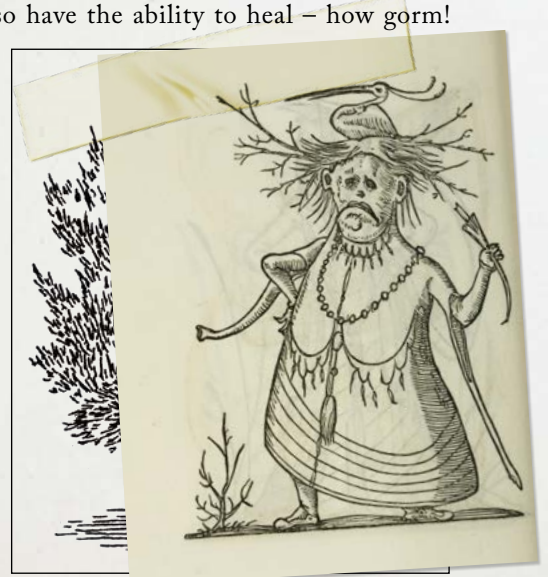


Woody Words
gorm
sausage
bound vole
Intercourse
~~litterbin~~

Druidry is what puts you in touch with the natural world. You are deeply touched by it. There's definitely a lot of touching involved. You also have the ability to heal – how gorm! You might be a hedge witch applying traditional poultices, an apothecary concocting healthful elixirs from herbs and very small bits of metal, or a plague doctor itching to lance boils. In any case, don't forget to wash your hands. After the procedure, of course. What would be the point in washing before, weirdo?

Deeds: Often used outwith proper contestation to do wildernessy Deeds, like healing, hunting, foraging, communing with standing stones, predicting the weather, and tracking that bandit who's just made off with your Lupins. But surely you can find a way to weaponise your knowledge of the natural world.

Tests: May be targeted by attacks or effects that challenge your understanding of nature or that would otherwise surprise you while in the wild.



The Larch

THE HEALING ARTS Anyone not Indifferent to Druidry may attempt to use it to restore 1 bit of Death incurred by themselves or anyone else. But fiddling around with herbs and mushrooms is risky!

To restore 1 bit of Death, make a Druidry roll, Strewthing as normal. You only need a 4+ to succeed, but….

When using Druidry to restore bits of Death, a roll of 1 on the die results in a Spam and an immediate Beshrewment.

If the Demerit incurred by this Spam would also earn you a Beshrewment, gird thy loins! You are about to receive the rare double-Beshrewment.

DRUIDRY ACCOUTREMENTS

All Grant +1 to Druidry Rolls

d10	Accoutrement	Additional Pluses	Minuses	Cost
1	A Sprig of Mistletoe*			3
2	Bone Club	+1 Valour		3
3	Wildflower Press	+1 Decorum		4
4	Set of Ogham Staves	+1 Lorefulness		4
5	Ape's Skull†	+1 Sorcery		5
6	Stuffed Furry Creature	+1 Luck		6
7	Crown of Oak Leaves	Extra +1 Druidry		6
8	Miniature Wicker Man	+1 to all Trait rolls vs. monotheists	-1 Valour	10
9	A Dolmen‡	+1 to all Trait rolls vs. ***Barbarians*** and other pagans	-1 Subtlety	12
10	*Sir Charles of Butley Down's Guide to Fauna and Extra-Scary Fauna***	+1 Wisdom in the Ways of Science		100

* One-time use: if you become No More, you immediately reincarnate in the body of a common NPC nearby, retaining all of your Traits, memories, etc.

† You occasionally have the desire to look at it and say, 'Yorick, stop messing about!' You don't know why.

‡ Requires a cart to transport.

** Once per day (that's really all one can bear of Sir Charles of Butley Down's writing), you can look up a Beast or Monstrosity you can see and learn everything about them. Your HoLE will provide you with the details you require.

Hoxton, on a Wall.

What Difference between Kings T---ds and mine?
One may be coftive, one be full of Slime;
Yet equally will any Hog that feeds,
Produce good Pork by feeding on our Needs.

Underwritten.

You nafty Dog, you may eat your Pork yourſelf.

GLIBNESS

(GLIB ↔ IT'S...)

Glibness: guaranteed to break the ice at parties! When talk is afoot, do the words flow from your lips like warm treacle, or does your a-foot a-find its a-way inna your a-mouth? When there's a web of words to be spun, a pithy witticism required, a stirring speech to be made, a perceived insult to be morphed into a compliment, a question to be evaded, does your tongue dance a merry oratorical jig, or do you sputter, stammer, sweat, and only manage to wheeze out some insipid contraction?

Deeds: Typically used to sweet-talk your way out of a situation and/or embarrass, tempt, befuddle, or amuse others, which might target their Authority, Chastity, Decorum, Purpose, Strategy – or Glibness, if a battle of bon mots is in progress! Also comes in handy should a seneschal say, 'Walk this way, please.'

Tests: More often used as a Deed, Glibness might be targeted by attacks or effects that challenge your wit or ability to think – and speak – on your feet.

GLIBNESS ACCOUTREMENTS

All Grant +1 to Glibness Rolls

d10	Accoutrement	Additional Pluses	Minuses	Cost
1	A Box*			2
2	VOM-IT Brand Cold Sick (lump of)	+1 Sorcery		4
3	Leather Jack of Scum†	+1 Heartiness		6
4	Removable Moustache	+1 to all Trait rolls vs. French persons	-1 Chastity	7
5	Fool's Hat	+1 to all Trait rolls vs. Upper-Class persons	-1 Authority	8
6	Sir Dagonet Mask‡	+1 to all Trait rolls vs. Knights of the Round Table		9
7	Turkish Little Rude Plant**	+1 Druidry		10
8	Punch and Judy Puppets	+1 to all Trait rolls vs. Lower-Class persons and children	-1 Authority	11
9	Motley Full-Body Tights	+1 Nimbleness		20
10	Johnson's Novelties††	Extra +1 Glibness		100

* Must be stood upon before it can be used (and the plus can be applied). Can carry one additional Accoutrement of any type.

† Must be slathered on one's hair before it can be used (and the plus can be applied). May also be used as foot ointment or salad dressing.

‡ A mask fashioned to resemble King Arthur's famously witty fool.

** A plant with green outer leaves splayed back to reveal a small, accurately sculpted bum.

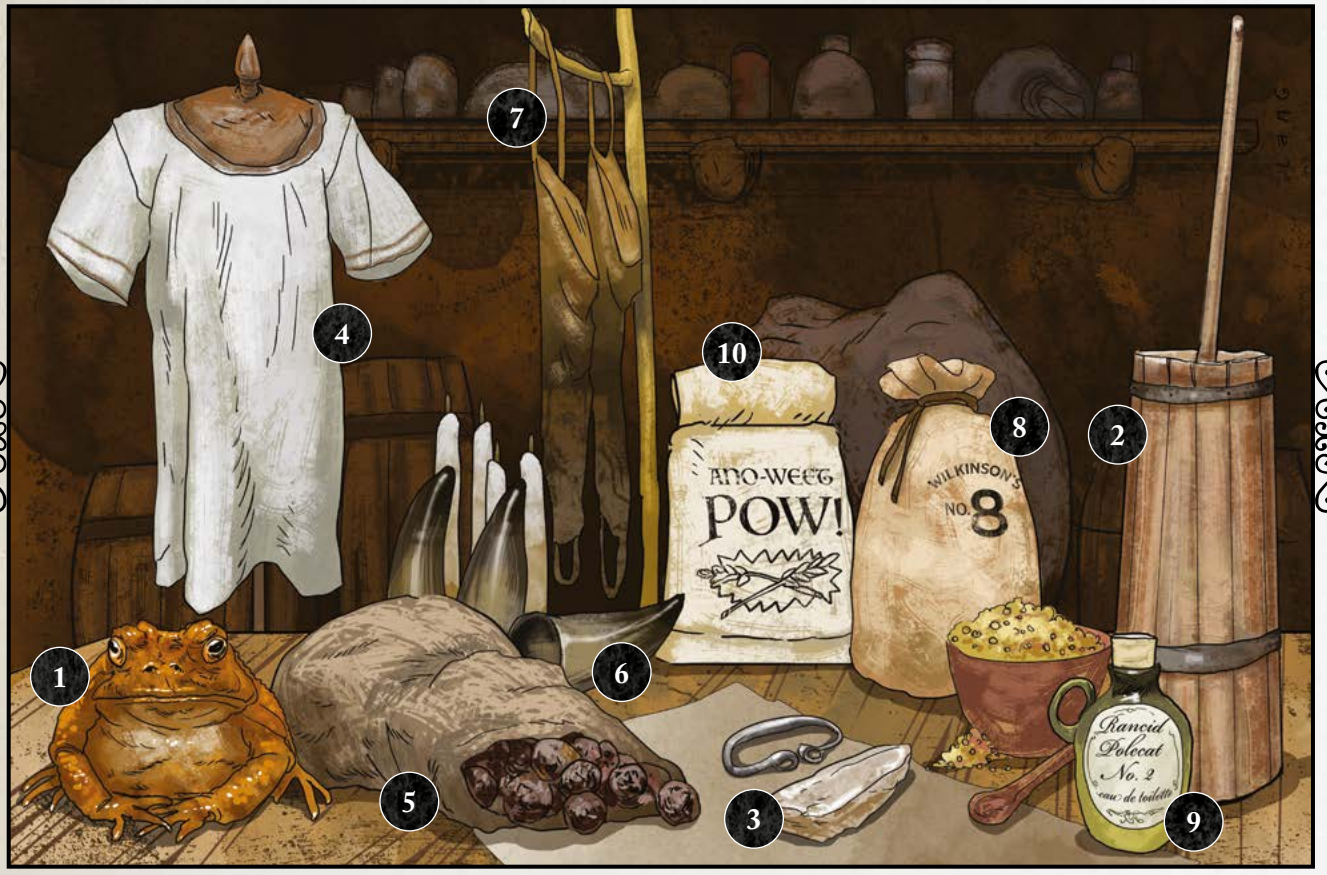
†† One-time use: break out the full kit at once. Make a Glibness roll (Strewthing/Spamming as normal). On a 2+, that number of people who hold neutral or negative opinions of you and your companions now view you as welcome guests. If you Spam it, everyone is covered in vomit, fungus, alcohol, snakes, skunk juice, and pooh pooh, and they're rather poor sports about the whole thing. This in addition to the normal Spam results.

Includes Naughty Humphrey (put it on the table, press the button, it vomits)

- Black Soap (causes real fungus to grow)
- Wicked Willy with life-size winkle (serves warm beer and cocktails)
- Real Snakes (just watch the elderly run)
- Honeymoon Delight with real skunk juice (sticks to the skin; waterproof)
- Naughty Nightie (put it on, it melts)
- Comedy Hernia Kit with faux flesh wounds
- Pooh Pooh Machine (embarrass your guests; authentic sounds)

HEARTINESS

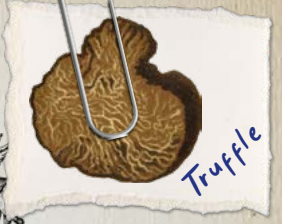
(HEARTY ↔ HURTY)



Heartiness is what advanced physicians refer to as your physique. Rather self-serving, that. And awfully French. At any rate, it's your ability to stave off infection, survive in harsh environments, withstand punishment, stomach cheese that's gone off, and generally prolong your life, should that be of interest.

Deeds: More often used as a defence against challenges to your physic (i.e., a Test), it might be weaponised to shame others, which might target their Authority, Decorum, or their own Heartiness, should a drinking contest break out!

Tests: Might be targeted by attacks or effects intended to exhaust, stun, poison, or otherwise adversely affect your humoural balance.



HEARTINESS ACCOUTREMENTS

All Grant +1 to Heartiness Rolls

d10	Accoutrement	Additional Pluses	Minuses	Cost
1	Animal Companion*	+1 Animal Husbandry		1-6
2	A Wooden Churn of Bodily Substance	+1 to all Trait rolls vs. ***Gumbys***	-1 Wisdom in the Ways of Science	2
3	Flint & Steel†	+1 Luck		4
4	Lamprey Loose Cover‡	+1 Nimbleness		5
5	Sack of Truffles**	+1 Druidry		8
6	Cupping Cups††	+1 Bardistry		12
7	Surgical Stockings	+1 Chastity	-1 Decorum	14
8	Sack of Wilkinson's Number 8 Laxative Cereal‡‡			15
9	Rancid Polecat No. 2 (eau de toilette)***	+1 Chastity		25
10	Sack of Ano-Weet POW!†††	+1 Purpose	-1 Decorum	100

* Roll a d6 to determine type and value. 1 = Trained flea. 2 = Untrained toad. 3 = Disdainful cat. 4 = Alive parrot. 5 = Pissy spaniel. 6 = Nit-picking monkey.

† Can be used to make fire.

‡ One-size-fits-all outwear of homespun that stops dust getting in the cracks and crevices that Nature left unprotected.

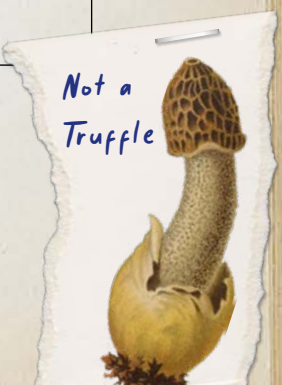
** Nearby pigs follow you around.

†† A set of several small cups made of horn, which are heated and placed on the skin to create a suction effect and stimulate blood flow.

‡‡ Goes through one like an Italian sports chariot. One-time use: ingest the whole sack at once to flush out any poison, illness, or curse. Not recommended for use within two miles of polite company.

*** One-time use: douse yourself with an entire bottle to repel Beasts for one day.

††† Cereal wheat that unclogs the plumbing. Causes gas. One-time use: remove the miniature Pope that comes in each sack and make a d30 roll on the Cleric's Spiffing Serious Ability table, no matter what your Situation is.



LOREFULNESS

(LOREFUL ↔ GUMBY)

Wisdom in the Ways of Science is forward-thinking stuff, but there's much to be gleaned from the accumulated knowledge of the past. This is where Lorefulness comes in. Should you wish to draw upon eldritch learnings, interpret ancient texts, or bring the wisdom of our primogenitors to bear, you'll need Lorefulness. Don't know what primogenitor means? Precisely the point.

Deeds: Often used outwith proper contestation to gather information about the past from old tomes, scribblings on cave walls, or oral history. You might be required to perform a Lorefulness Deed when you ask the HoLE a question like, 'Would my PC know anything about that from their time spent studying old things?'

Tests: Might be targeted by attacks or effects that challenge your knowledge of past events, myths or customs.

LOREFULNESS ACCOUTREMENTS

All Grant +1 to Lorefulness Rolls

d10	Accoutrement	Additional Pluses	Minuses	Cost
1	*A Short History of History Books* by R.T. Boredom	+1 to all Trait rolls vs. scholars, tutors, researchers, and the like	-1 Argumentation	6
2	Pileus	+1 Decorum		8
3	Martin of Bedford's *A Short History of Chairs, Tables, and Pieces of Wood*	+1 to all Trait rolls vs. ***Burghers*** and other Middle-Class persons	-1 Glibness	10
4	*Yalt's Forbidden Hungarian Phrase Book*	+1 Glibness		11
5	*Stone Me: The Autobiography of St. Stephen*	+1 Purpose		14
6	78-page Dynamo Tension Muscle-Building Course	+1 Valour		17
7	Clay Cup, Sumerian, 4th Dynasty*	+1 Sorcery		23
8	*The Book of Armaments*	+1 Strategy		24
9	Immovable-Type Printing Press†	+1 Animal Husbandry		25
10	*The World Encyclopaedia of Carnal Knowledge* ‡	+1 Wisdom in the Ways of Science	-1 Chastity	100

* Often mistaken for the Holy Grail.

† Requires a cart to transport. To determine the book it prints, roll a d6. 1 = *Toad-Sexing as a Money Earner*. 2 = *Teach Yourself Toad-Sexing*. 3 = *A Midsummer Night's Toad-Sexing* (play), 4 = *Forever Toad-Sexing*. 5 = *My Life with a Toad-Sexer*. 6 = *Stop Yourself Toad-Sexing*.

‡ Once per day (it's really all one's anatomy can take), you can consult the book to produce a fact that will cause all celibates, ascetics, and abstainers within hearing distance to be deeply depressed about what they're missing. They are unable to do anything but sit and pout for the rest of the day. One-time use: rip out all the illustrations (destroying the book) to produce 100 Naughty Pictures (a Currency).

LUCK

(LUCKY ↔ SHIT LUCK)

'Tis better to be lucky than good. 'Tis also better to have good luck than to have shit luck. At times, all the training, preparation, and skill in the world are to no avail. In these cases, you'll want to have a bit of Luck on your side. Need further proof? What would the Irish be without their luck? (This is not a rhetorical question. The answer is Welsh.)

Deeds: Cannot be used as such.

Tests: Might be targeted by attacks or effects that are purely arbitrary, random, or accidental. May also be used in place of any other Trait called for by a Test.

THE LUCK DEFENCE Luck cannot be used for Deeds, only for Tests (i.e., rolls you are forced to make because something is happening to your PC). No matter which Trait the attacker intends to target, you may substitute Luck as your preferred defence, with no lobbying of the HoLE necessary. But this utility comes at a price:

When substituting Luck for another Trait during a Test, a roll of 1 on the die results in a Spam and an immediate Beshrewment.

If the Demerit incurred by this Spam would also earn you a Beshrewment, gird thy loins! You are about to receive the rare double-Beshrewment.

LUCK ACCOUTREMENTS

All Grant +1 to Luck Rolls

d10	Accoutrement	Additional Pluses	Minuses	Cost
1	Rabbit's Foot	Extra +1 Luck	-1 Animal Husbandry	2
2	Horseshoe	+1 Nimbleness		3
3	Four-Leaf Clover	+1 Bardistry		6
4	Pagan Goddess Figurine (tiny)	+1 to all Trait rolls vs. ***Barbarians*** and other pagans	-1 Purpose	7
5	Pouch of Fine Salt	+1 Decorum		8
6	Garden Gnome	+1 to all Trait rolls vs. ***Vikings***	-1 Authority	12
7	Pouch of 13 Sacred Acorns*	+1 Druidry		13
8	Deer Antler Hat	+1 to all Trait rolls vs. ***Knights Who Say 'Ni'***	-1 Subtlety	16
9	Amber	+1 Wisdom in the Ways of Science		23
10	Stone Gargoyle†	+1 Purpose		100

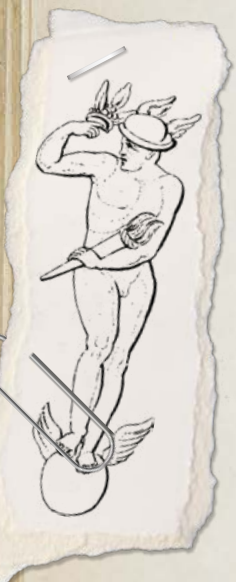
* You can spend these as Currency, but once one or more of them is removed from the pouch, the item loses its plus and all the Acorns are just Currency.

† Requires a cart to transport. One-time use: the gargoyle wakes up and makes an extra-ugly face. One Monstrosity that sees it scarpers with the gargoyle in pursuit. Neither are ever seen again, and the Monstrosity is defeated, as if through Deeds.

NIMBLENESS

(NIMBLE ↔ MRS. TWO-LUMPS)

Are you a Dexterous Dexter or a Ham-Fisted Hamish? If you prefer graceful fingers, fleet feet, and limber limbs, Nimbleness is the Trait for you! Whether you're traversing a tippy bridge or attempting to agilely avoid a booby trap, Nimbleness can get you out of many a brined cucumber.



Deeds: More often used as a defence against attacks or effects you're trying to dodge (i.e., a Test), it might be weaponised to perform a seductive wriggle, among other things. Also useful outwith contestation for crafts like sewing and eating non-mushy peas.

Tests: Might be targeted by physical attacks or effects that are best avoided by bending, ducking, dodging, feinting, or juking.

NIMBLENESS ACCOUTREMENTS

All Grant +1 to Nimbleness Rolls

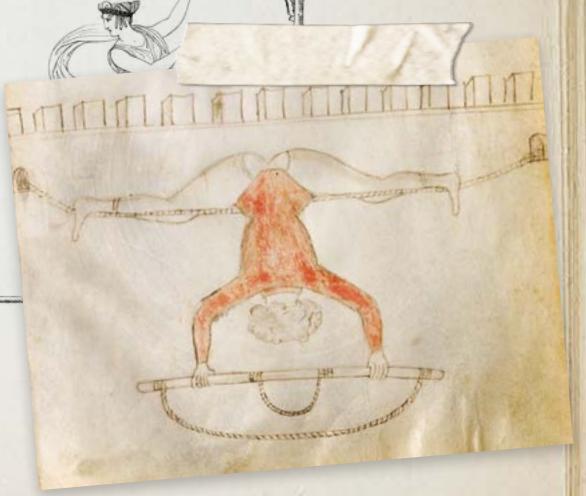
d10	Accoutrement	Additional Pluses	Minuses	Cost
1	Balancing Staff	+1 Strategy		4
2	Set of Embroidered Silk Handkerchiefs	+1 Decorum		7
3	Dashing Cape with Extra Flowiness	+1 Valour		9
4	Halitosis-Brand Body Rub	+1 to all Trait rolls vs. ***Gumbys***	-1 Decorum	10
5	Split-Crotch Breeches	Extra +1 Nimbleness		11
6	Fingerless Gloves	+1 Bardistry		12
7	Eel-Skin Boots	+1 Subtlety		20
8	Pixie Hat with Pointy Ears*	+1 Druidry	-1 Sorcery	21
9	Llama-Skin Gloves†	+1 Glibness		25
10	Pouch of Rid-a-Weasel-Stoat-Rat-Mouse-Rabbitex‡	+1 to all Trait rolls vs. small woodland creatures	-1 Heartiness	100

* Causes pixies to attack on sight.

† Causes ***Llamas*** to attack on sight.

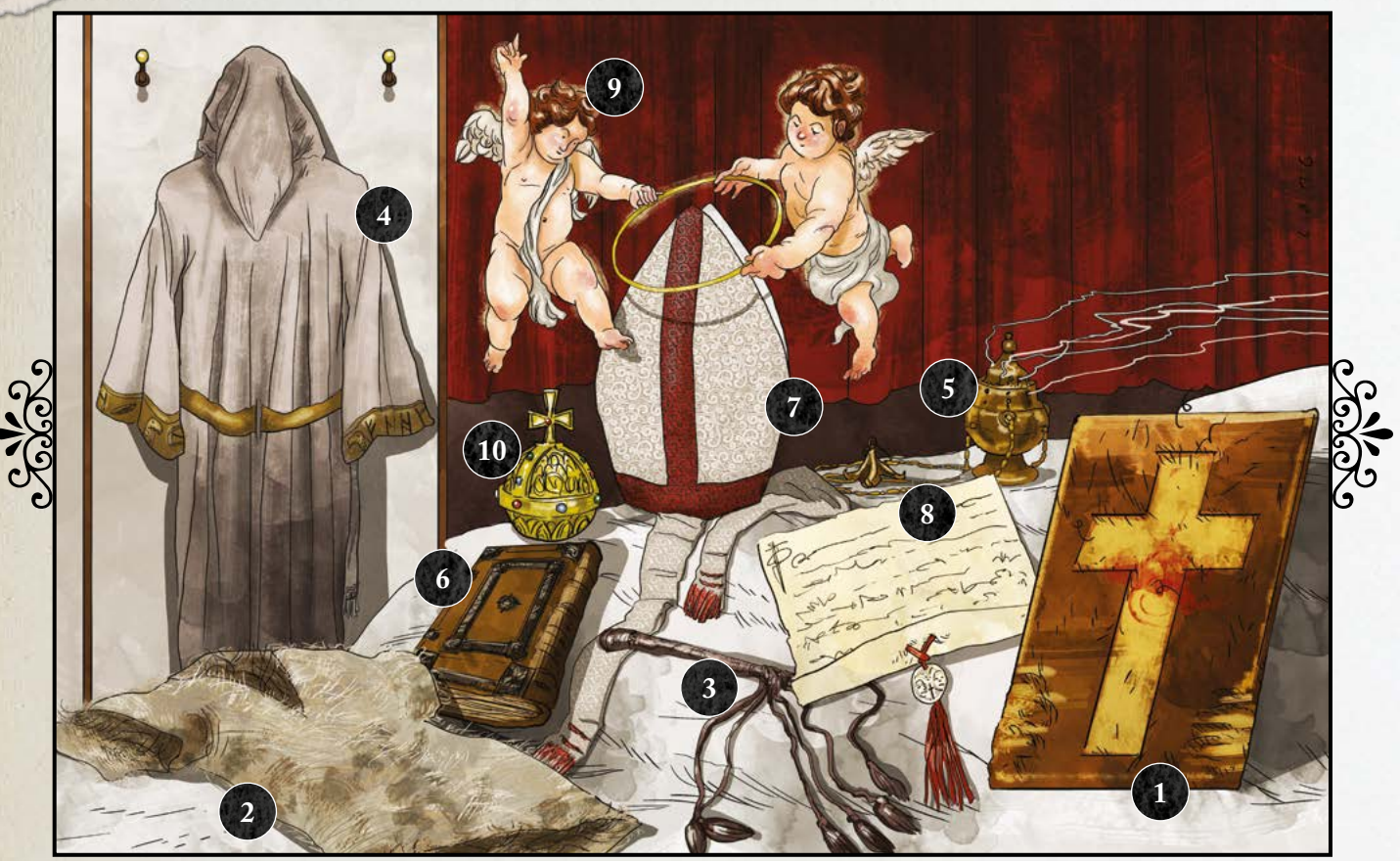
‡ A talcum powder for grip enhancement. One-time use: cover body with the entire contents of the pouch to repel all small woodland creatures, rodents, and rodential persons within a mile, for one day.

Nimbleness is not Subtlety and Subtlety is not Nimbleness. Many Deeds based on physical dexterity are also intended to be discreet, so are covered by Subtlety. However, dodging a sword thrust is never subtle. That's definitely Nimbleness.



PURPOSE

(PURPOSEFUL ↔ WELTSCHMERZ)



Your strength of character, force of will, sense of divine destiny, and, for some, your belief in gods are what give you Purpose. Do you have a sense of what you were put on this Earth to do, or do you muck about creating stacks of filth? Or are you just so weary of it all that you can't be bothered? When faced with daunting circumstances or challenges to your deeply held beliefs, it's your Purpose that will see you through (or not). And let us not forget the laying on of hands, by God!

Deeds: Often used to weaponise one's sense of destiny (divine or otherwise) against an opponent's Authority or Purpose. Purpose often bonks heads with Wisdom in the Ways of Science.

Tests: Might be targeted by attacks or effects that challenge your inner drive, commitment to the quest, or deeply held beliefs.

HEALING HANDS Anyone not Indifferent to Purpose may attempt to use it to restore 1 bit of Death or Loony incurred by themselves or anyone else. But to tap a spiritual vein is to risk displeasing your deity!

To restore 1 bit of Death or Loony, make a Purpose roll, Strewthing as normal. You only need a 4+ to succeed, but…

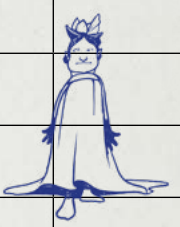
When using Purpose to restore bits of Death or Loony, a roll of 1 on the die results in a Spam and an immediate Beshrewment.

If the Demerit incurred by this Spam would also earn you a Beshrewment, gird thy loins! You are about to receive the rare double-Beshrewment.

PURPOSE ACCOUTREMENTS

All Grant +1 to Purpose Rolls

d10	Accoutrement	Additional Pluses	Minuses	Cost
1	Pate Plank*	+1 to all Trait rolls vs. clergy	-1 Wisdom in the Ways of Science	2
2	Hair Shirt	+1 Animal Husbandry		3
3	Self-Scourge	+1 Chastity		6
4	Ceremonial Robes	+1 Decorum		7
5	Censer with Incense	+1 Heartiness		8
6	Hymnal	+1 Bardistry		10
7	Mitre	+1 Authority		13
8	Papal Bull†	+1 to all Trait rolls vs. Catholic persons	-1 Glibness	15
9	A Halo and Two Cherubs	+1 to all Trait rolls vs. painters	-1 Subtlety	25
10	Holy Hand Grenade of Antioch‡	+1 Strategy	-1 Valour	100



* One-time use: whilst chanting in Latin, break it over your head. Suffer 1 bit of Death, move Purpose four degrees towards Serious, and move all other Traits one degree towards Silly.

† One-time use: break the seal and read the contents. Make a Luck roll (Strewthing/Spamming as normal). If the result is 4+, your sins are forgiven. Return all your Demerits. If the result is 2-3, it's just some spilled wine. Maybe blood. Whatever. If it's a 1, you are declared a heretic!

‡ One-time use: make a Strategy roll (Strewthing/Spamming as normal). If the result is 3 or 5, you've miscounted; it explodes in your hand, and you take 1 bit of Death. Otherwise (assuming it's not a Spam), you lobbeth the grenade, yea verily, with much accuracy, and cause a single person or creature to snuff it.

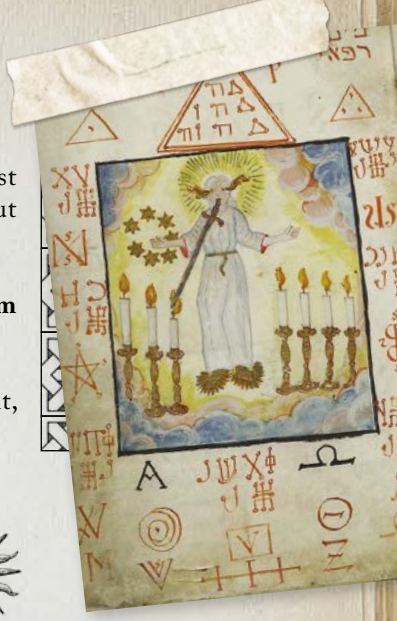
SORCERY

(SORCEROUS ↔ HORSEFEATHERS)

Fancy a fireball at your fingertips? Have a hankering for flying, turning invisible, or otherwise altering reality using long-lost eldritch arts? It's Sorcery for you, chum!

Deeds: Why, you can do just about anything with magic…as long as you're willing to risk a Beshrewment!

Tests: Cannot be used as such.



SORCEROUS OFFENCE Anyone can attempt to do magic (not just Enchanters). Very few NPCs and creatures are Indifferent to Sorcery, but meddling in the Black Arts is a risky business, to wit…

When using Sorcery as a Deed, a roll of 1 on the die results in a Spam and an immediate Beshrewment.

If the Demerit incurred by this Spam would also earn you a Beshrewment, stiff upper lip! You are about to receive the rare double-Beshrewment.

SORCERY ACCOUTREMENTS

All Grant +1 to Sorcery Rolls

d10	Accoutrement	Additional Pluses	Minuses	Cost
1	Staff*	+1 Heartiness		3
2	Wand	Extra +1 Sorcery		4
3	Shrunken Head	+1 Lorefulness		6
4	Pointy Hat	+1 Wisdom in the Ways of Science		7
5	Cauldron	+1 to all Trait rolls vs. ***Witches*** and cooks	-1 Nimbleness	9
6	Feather Boa	+1 Glibness		10
7	Starry Robes	+1 Purpose		11
8	Crystal Ball†	+1 Strategy		16
9	Interspace Toothbrush‡	+1 to all Trait rolls vs. ***Mooses***	-1 Decorum	25
10	Police Wand **	+1 Authority; +3 to all Trait rolls vs. outlaws, criminals, bandits, and the like		100

* Sheep tend to follow you around.

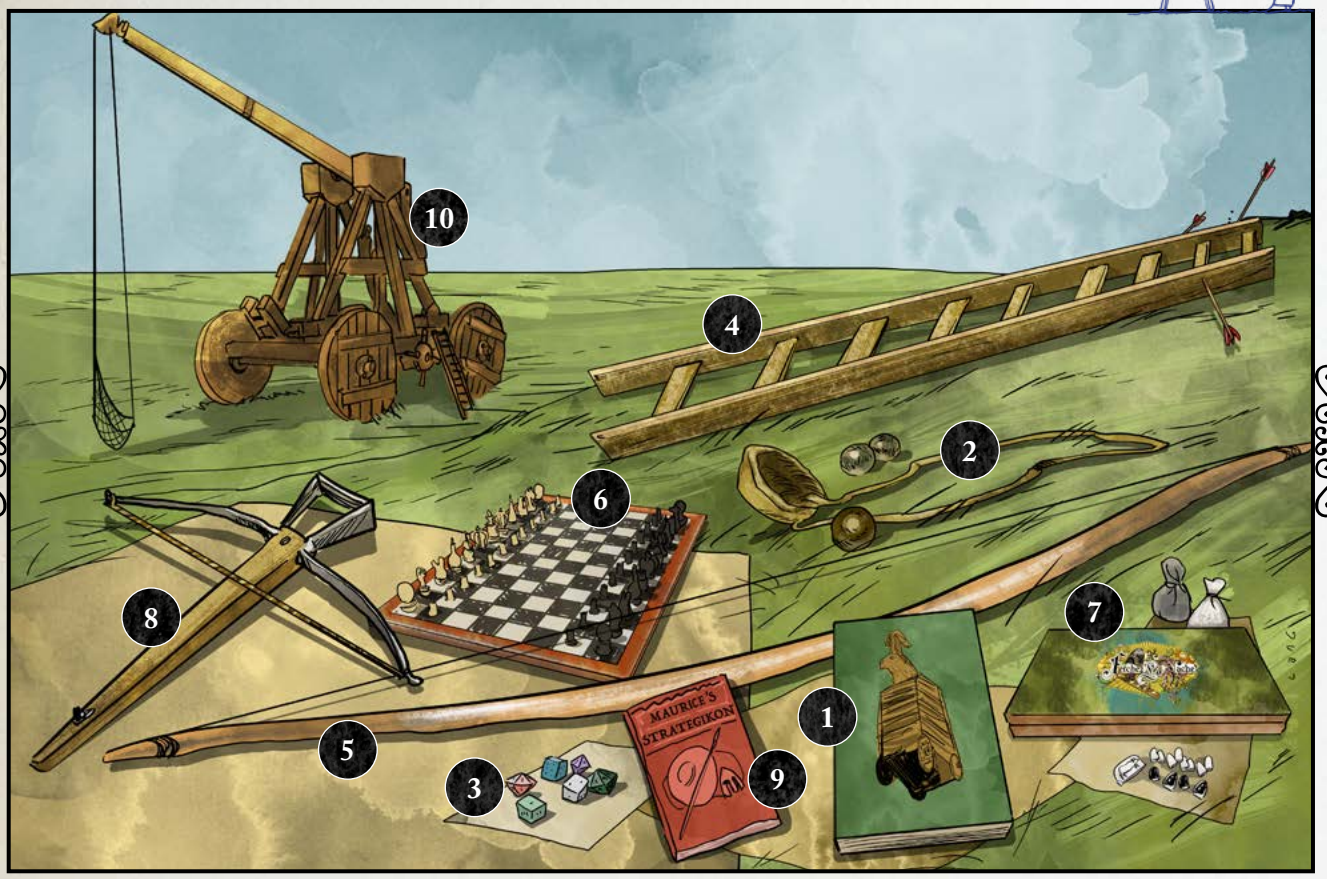
† If anyone sees it, they ask you to tell their fortune.

‡ ***Mooses*** attack you on sight.

** One-time use (roll a d6 to see which effect you get). 1 = Turn yourself invisible for the day. 2 = Commit one act of time-travelling or teleportation. 3 = Turn all nearby bandits and other violent criminals into frogs. 4 = Make your whole party invisible for the day. 5 = Must help all old ladies you encounter across the road. For the rest of your life. 6 = Choose one from 1-5.

STRATEGY

(STRATEGIC ↔ MCKAMIKAZE HIGHLANDER)



Faced with tricky circumstances (combat or otherwise), are you heedless or headful, reckless or reckful? Do you play the long game or go for the quick victory? Chess or checkers, or tiddlywinks (which hasn't been invented yet and has far too naughty a name anyway)? If you prefer a more heady, less headless, approach to problems, Strategy is a tactical choice. And if you prefer launching pointy projectiles from a distance to charging into the fray, you'll be relying on this Trait quite a lot.

Deeds: In fighty situations, Strategy is what makes bowing, crossbowing, and similar activities possible, which might target Nimbleness, Subtlety, or Valour. It also comes in handy for siege warfare. In less fighty situations, it might be used to construct something, form a complex plan, or win a game, which would likely target the opponent's Strategy.

Tests: More often used as a Deed, Strategy might be targeted by attacks or effects that challenge tactical acumen or long-term thinking.

STRATEGY ACCOUTREMENTS

All Grant +1 to Strategy Rolls

d10	Accoutrement	Additional Pluses	Minuses	Cost
1	Book of Trojan Woodland Creatures	+1 Lorefulness		1
2	Sling	+1 Druidry		2
3	Dice	+1 Luck		3
4	Ladder	+1 Authority		8
5	Longbow	+1 to all rolls vs. French persons	-1 Subtlety	10
6	Chessboard	+1 Decorum		13
7	Fetchez la Vache Set (travel size)	+1 to all Trait rolls while playing (life-size) Fetchez la Vache	-1 Animal Husbandry	15
8	Crossbow	+1 to all rolls vs. armoured persons	-1 Nimbleness	17
9	*Maurice's Strategikon**	+1 Heartiness		20
10	Siege Engine†	+1 to all Trait rolls vs. becastled persons		100

* A sixth-century Byzantine military manual covering campaign logistics, fortifications, and tactics.

† Requires four people to haul and operate. Roll a d6 to determine type. 1 = Battering ram. 2 = Ballista. 3 = Catapult. 4 = Trebuchet. 5 = Portable drawbridge. 6 = Siege tower. All types have a one-time use: bring down or bypass a castle's fortifications. The Siege Engine is destroyed in the process, but you're in!

SUBTLETY

(SUBTLE ↔ RON OBVIOUS)

How not to be seen, among other things. Subtlety encompasses your ability to utilise skulking, hiding, picking locks, sleight-of-hand, misdirection, and other acts of sneakiness to your advantage. If you find flailing about with swords to be a bit gauche, and fancy more discreet ways of solving problems – a tasteful dagger up the strap or a drop of poison in a goblet, for example – this is the Trait for you. If you wish to avoid falling victim to these things, Subtlety can be useful for that as well.

Deeds: Typically used to hide, poison, backstab, pick locks, and do sneaky things, which might call into play the target's Heartiness, Druidry (if you're sneaking up on somebody in the wilderness), Nimbleness, Subtlety, or Valour. Subtlety generally corresponds to physical acts; verbal subtlety is more of a Glibness thing.

Tests: Subtlety could be targeted by attacks or effects that might be avoided if you can manage to hide in time. It may also be called upon should you find yourself the target of someone else's ambush, sleight of hand, or sneaky stiletto.

SUBTLETY ACCOUTREMENTS

All Grant +1 to Subtlety Rolls

d10	Accoutrement	Additional Pluses	Minuses	Cost
1	Padded Footwear	+1 Druidry		5
2	Snare Trap	+1 to all Trait rolls vs. Beasts	-1 Animal Husbandry	6
3	Grappling Hook and a Coil of Rope	+1 Strategy		7
4	Hooded Cloak with Questionable Tassel	+1 Glibness		8
5	Lock Picks	+1 Nimbleness		10
6	*A History of Naughty People* by R.T. Sampson*	+1 Lorefulness		17
7	Heart Attack-o Margarine (tub of)†	+1 Heartiness		21
8	LLAP-GOCH Picture Book‡	+1 Valour		22
9	Brazilian Dagger**			25
10	Whizzo Assorted Chocolates (box of)††	+1 Decorum		100

* Sadly, it's an encyclopaedia of criminality, not a titillating picture book.

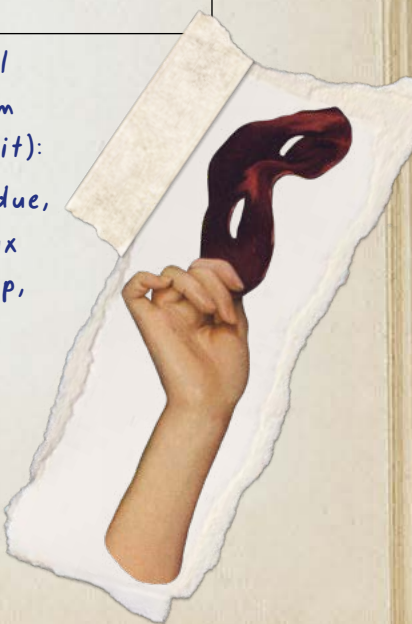
† One-time use: if a person or creature consumes the entire tub, their arteries become instantly clogged and they are No More.

‡ The secret Welsh art of self-defence that requires no intelligence, strength, or physical courage. Among its many fantastic secrets: the most vital element of attack is surprise (Oscar Hammerstein).

** If you unsheath it, your Luck (if you have it as a Trait) resets to d4. One-time use: if you can get another person to use it, horrible things begin happening to them. Ultimately this results in the person being made dead and the dagger being destroyed, and it's always messy.

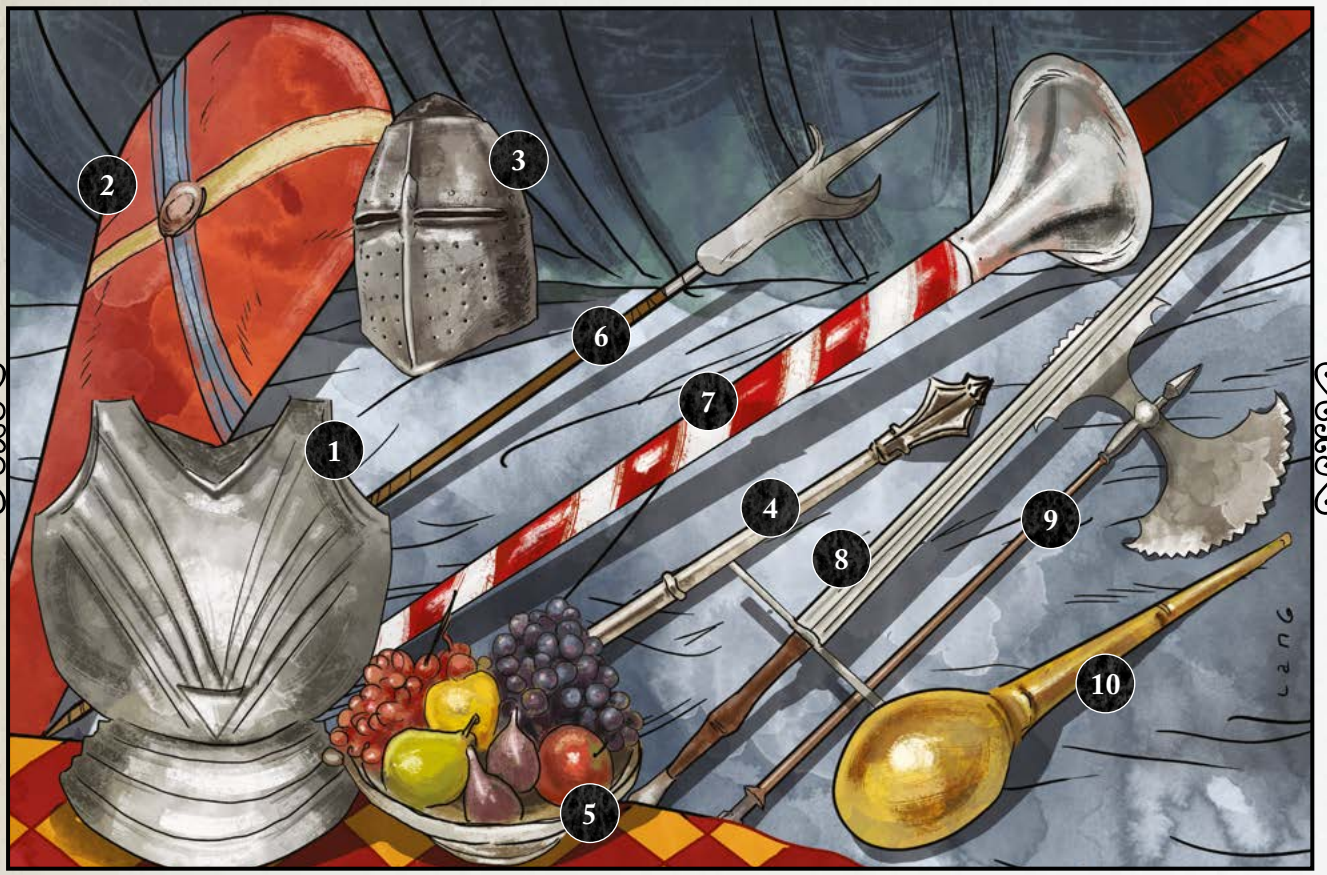
†† One-time use: if you convince or trick someone into eating all six, they are No More.

Individual confections (all with plenty of monosodium glutamate and lark's vomit): Crunchy Frog, Cherry Fondue, Cockroach Cluster, Anthrax Ripple, Ram's Bladder Cup, and Spring Surprise.



VALOUR

(VALOROUS ↔ RUN AWAY!)



Are you a doer of deeds of derring-do? Valour is the Trait for thee! Bravery, deeds of arms, feats of strength…all these and more are considered acts of Valour. When your mettle is tested by the sight of a fearsome beast, will you stand your ground or soil your armour? A test of Valour will determine the state of your cuirass.

Deeds: Typically used to swing something heavy and/or sharp at the noggin of something else, which might target Valour in a proper knightly soiree, or Nimbleness if they're wimps. Climbing walls, leaping chasms, kicking down doors, hoisting portcullises…also most Valorous activities.

Tests: Typically used to parry straightforward attacks or effects intended to puncture, lacerate, or bludgeon your person, it might also be called upon when things get really scary.

VALOUR ACCOUTREMENTS

All Grant +1 to Valour Rolls

d10	Accoutrement	Additional Pluses	Minuses	Cost
1	Knightly Armour*	+1 Authority		0-48
2	Shield†	+1 Strategy		2-8
3	Knightly Helmet‡	+1 Luck		3-24
4	Knightly Weapon **	+1 Argumentation		3-24
5	Knightly Fresh Fruit††	+1 Heartiness		5
6	Polearm‡‡	+1 to all Trait rolls vs. Lower-Class persons	-1 Nimbleness	11
7	Jousting Lance	+1 to all Trait rolls vs. ***Knights***	-1 Animal Husbandry	18
8	Longersword	+1 Purpose		25
9	Vicious Axe	+1 to all Trait rolls vs. Monstrosities	-1 Decorum	25
10	The Burlington Wallbanger***	Extra +1 Valour	-1 Subtlety	100

* Roll a d8 to determine type. 1 = Gambeson. 2 = Leather jack. 3 = Breastplate. 4 = Chain mail. 5 = Ring mail. 6 = Scale mail. 7 = Plate mail. 8 = Armour of Faith (you're naked). Cost is the number rolled x 6, except for Armour of Faith, which is free!

† Roll a d4 to determine type. 1 = Buckler. 2 = Wooden round shield. 3 = Heater. 4 = Kite shield. Cost is the number rolled x 2.

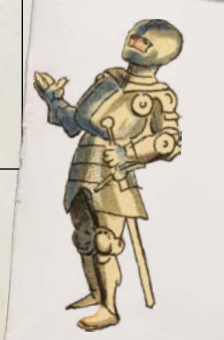
‡ Roll a d8 to determine type. 1 = A bucket. Not a bucket helmet. An actual wooden bucket. 2 = Leather cap. 3 = Viking. 4 = Frenchie Norman. 5 = Sallet. 6 = Kettle. 7 = Boar's tusk. 8 = Great helm. Cost is the number rolled x 3.

** Roll a d8 to determine type. 1 = Pointed stick. 2 = Club. 3 = Spear. 4 = Mace. 5 = War hammer. 6 = Flail. 7 = Longsword. 8 = Battle axe. Cost is the number rolled x 3.

†† Roll a d16 to determine type. 1 = Loganberries. 2 = Passion fruit. 3 = Orange. 4 = Apple. 5 = Grapefruit (whole). 6 = Grapefruit (segmented). 7 = Greengages. 8 = Grapes. 9 = Lemons. 10 = Plum. 11 = Mangoes in syrup. 12 = Cherry (red). 13 = Cherry (black). 14 = Raspberry. 15 = Peach. 16 = Banana.

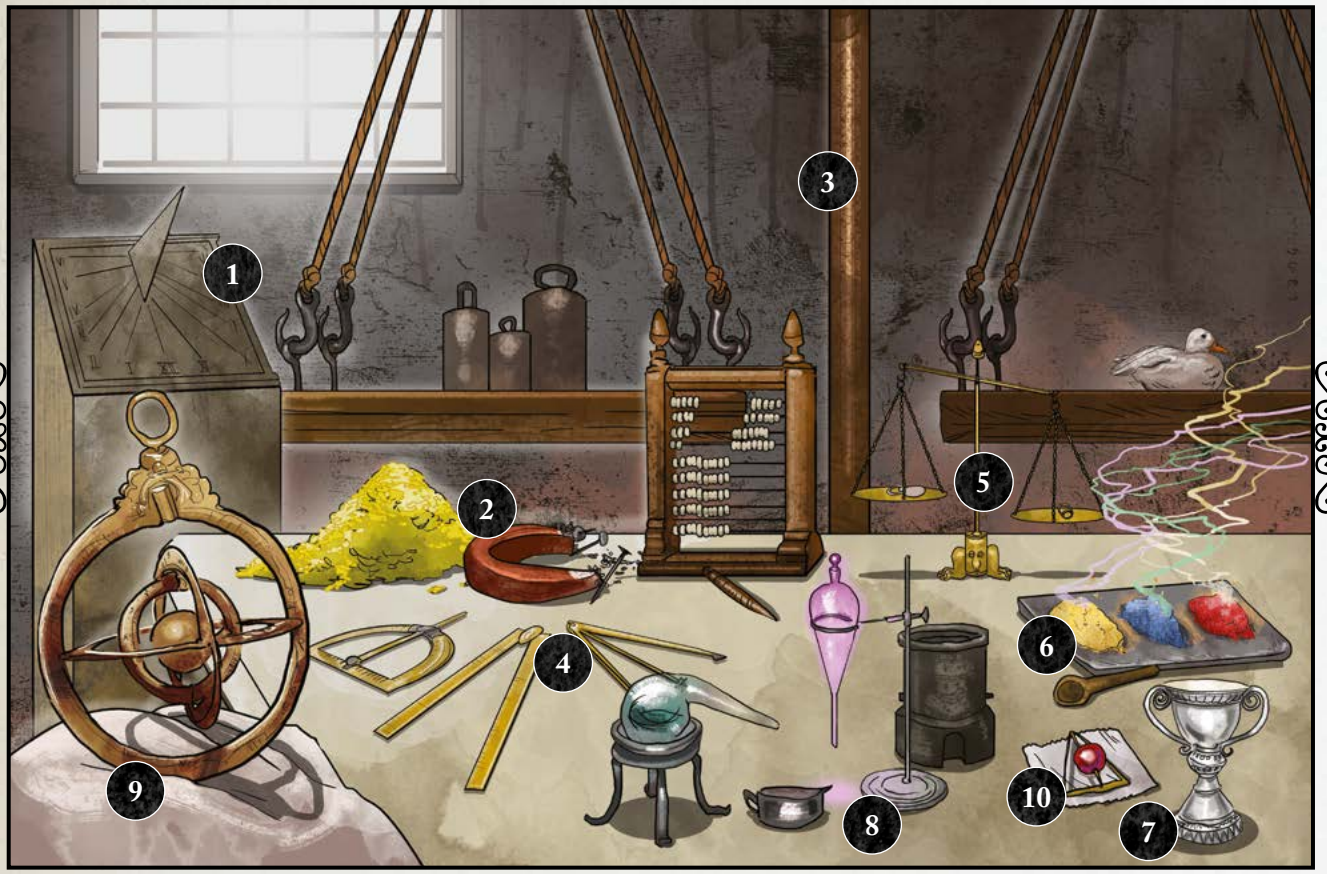
‡‡ Roll a d8 to determine type. 1 = Bill. 2 = Pick. 3 = Glaive. 4 = Poleaxe. 5 = Halberd. 6 = Bardiche. 7 = Ear spoon. 8 = Just make up a name. If there's one called an 'ear spoon', there's clearly no rhyme or reason to these things.

*** Large gold-plated club for hitting walls, amongst other things. Comes with a fancy wall rack that requires a Retainer to nail it to. One-time use: bring down a wall of any size. The Wallbanger is destroyed in the process, but you're in!



WISDOM IN THE WAYS OF SCIENCE

(WISE IN THE WAYS OF SCIENCE ⟷ VERY SMALL ROCKS)



Go in for newfangled modes of thinking? You might be one of those rare few tenth-century folk who were Wise in the Ways of Science. Such persons were at the pre-forefront of the Enlightenment, the age of science and reason to come. If you hope to solve complicated philosophical questions, apply Socratic thinking to problems, use words no one understands, and draw upon the latest scientific breakthroughs in alchemy, humorism, mathematics, phlogistonics, and astrology, you will need Wisdom in the Ways of Science, and lots of it.

Deeds: Often used outwith proper contestation to gather information about your surroundings or situation from scientific treatises, astrological omens, and cutting-edge experiments. You might be required to perform a Wisdom in the Ways of Science Deed when you ask the HoLE a question like, 'Would my PC know anything about that from their time spent studying stars and faffing around in small, tower-top rooms filled with dissected frogs, earthworm shavings, and bubbling beakers with brightly coloured liquids in them?'

Tests: Might be targeted by attacks or effects that challenge your understanding of the laws of nature, the world, and the cosmos.

WISDOM IN THE WAYS OF SCIENCE ACCOUTREMENTS

All Grant +1 to Wisdom in the Ways of Science Rolls

d10	Accoutrement	Additional Pluses	Minuses	Cost
1	Sundial*	+1 Druidry		4
2	Sulphur Powder, Iron Filings, and a Magnet	+1 Chastity		7
3	Scales (large)†	+1 Authority		9
4	Abacus, Protractor, Ruler, and Compass‡	+1 to all Trait rolls vs. Shoppekeepers, ***Burghers***, merchants, and the like	-1 Glibness	12
5	Scales (reasonable)	+1 Bardistry		13
6	Powders that Burn in Different Colours	+1 Subtlety		16
7	Silver Trophy for Achievement in Science **	+1 Argumentation		23
8	Alchemical Equipment	+1 Druidry		24
9	Astrolabe††	+1 to all Trait rolls vs. astrologers, scientists, and other forward-thinkers	-1 Purpose	25
10	The Philosopher's Stone‡‡	+1 Purpose, +1 Lorefulness	-1 Heartiness	100

* Large. Stone. Requires a cart to transport. Useless at night, but surely you knew that.

† Requires a cart to transport.

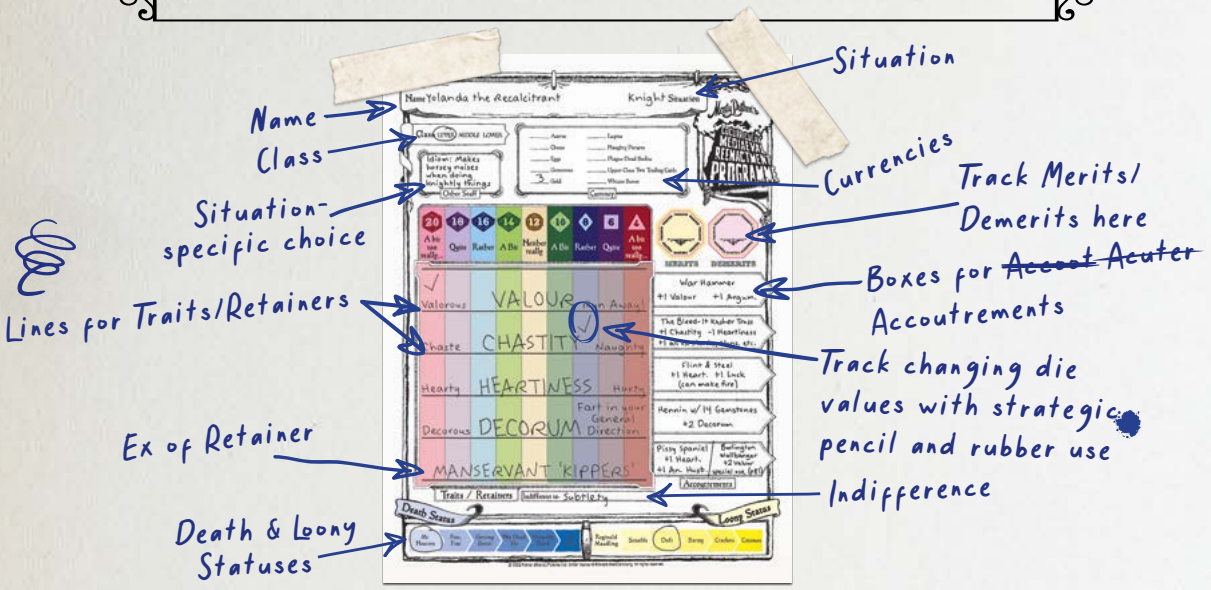
‡ If carried openly, these objects cause children to flee in terror.

** Often confused for the Holy Grail. One-time use: melt it down for 23 Gold (currency). Don't ask, 'But isn't it made of silver?' You'll only embarrass yourself.

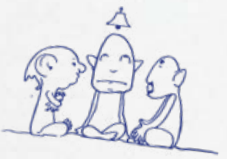
†† Useless in daytime, birdbrain.

‡‡ One-time use: resurrect someone (including yourself) who is No More OR Transform any base metal into Gold (Currency). Roll a d20 ten times to see how much you get.

Character Creation



1. CHOOSE A SITUATION



A Participant Character's role/job/calling/career is referred to as their Situation – and it's time for you to choose that which is best suited to you. Well, not you, exactly. You'll be told that soon enough by your school careers counsellor. We're referring to the imaginary person you are going to pretend to be for the purposes of this Programme. Each Situation comes with a Class designation (Upper, Middle, or Lower) and one or more 'must have' Traits.[1]

UPPER, MIDDLE, & LOWER CLASSES

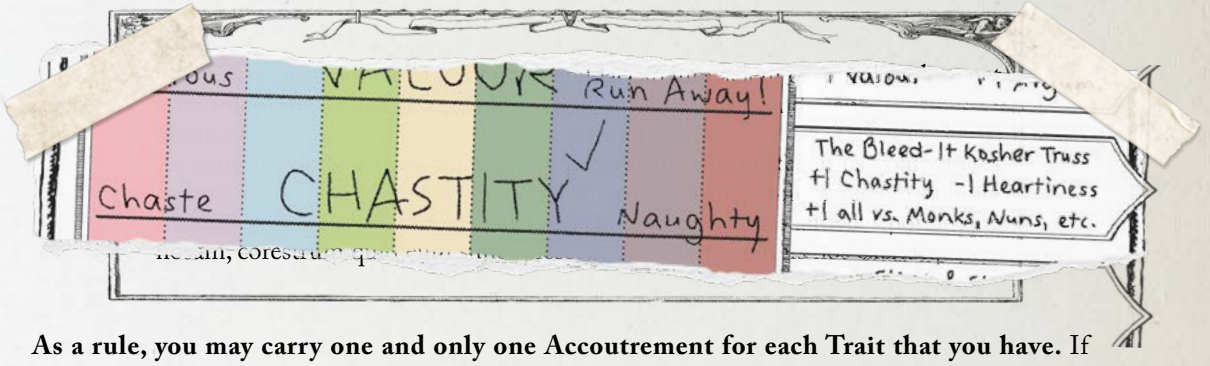
Some Situations have a choice when it comes to Class; most do not. What sort of a system for social classification and tool for repression would this be if any low-bred sod could enjoy such mobility? Your social class determines how you are received in various circles. Generally speaking, NPCs react better to those of their own station, but a great deal depends on how creative and vigorous your reenacting is, and perhaps how well disguised you are. In addition, certain attacks and effects impact Classes differently. Your HoLE will inform you should this come into play.

Note that in this Programme Upper Class does not equal better, Lower Class does not equal worse, and Middle Class does not equal boring. A pack of poncy Upper-Class PCs is going to have a lot of trouble getting information out of patrons in a wharfside tavern – and will likely attract a good deal of unwelcome attention. A party full of Lower-Class PCs will fare far better, though they'll have trouble gaining an audience with or even being noticed by a snooty duke. Sure, merchants are happy to see Upper-Class customers in their Shoppes, but they're unlikely to share information with them (they're too busy trying to take their money). A sensible Middle-Class PC will earn their trust much sooner.

[1] Some Situations come with a 'must have' Retainer as well, but we'll cover that in Step 3.

2. RECORD 'MUST HAVE' TRAITS AND ONE ACCOUTREMENT FOR EACH

Write each of your Situation's 'must have' Traits on a separate line on your character sheet. Each Trait description is accompanied by a specific Accoutrements table. Roll a d10 exactly once on the appropriate Accoutrements table for each of your required Traits. Write the name of the Accoutrement in the box next to that Trait and make a note of its pluses, minuses, and other properties.



As a rule, you may carry one and only one Accoutrement for each Trait that you have. If your PC has five Traits, they can carry a maximum of five Accoutrements. Some items, like the Cloth Sack, allow you to have more than one item in the box next to a Trait.

ACCOUTREMENT PLUSES AND MINUSES

Most Accoutrements grant pluses to and/or impose minuses on certain Trait rolls. **When making a Trait roll, any relevant pluses and minuses from each Accoutrement you or your Retainers are carrying must be applied to the result.** If a court fool tries to trip your Noble PC, forcing you to Test your Nimbleness, make your roll then consult your Accoutrements. Aha! Your Noble has Fingerless Gloves in the box next to their Nimbleness Trait and a Lute next to Bardistry. Each of those grants a +1 to Nimbleness rolls, for a total of +2. But wait! Your Noble has Poulaines next to Decorum, which impose a -1 to Nimbleness. So, all in all, you would add +1 to the result of your roll.

Pluses and minuses are only 'active' if the Accoutrement is in a box next to the appropriate Trait. If you stick a Sack of Truffles (a Heartiness Accoutrement) in the box next to Druidry, it is, essentially, dead weight. Its pluses and minuses are nullified, and any other properties, perks, or one-time uses don't work either.

Dispense with pedantry when it comes to what your PC is holding in their hands or wearing on their person. If you've got a helmet next to Valour and you pick up a smashing Crown for your Authority box, surely you can find a way to fit both on your PC's bean.

Deeds and Tests are achieved with Traits, not specific pieces of equipment. If you are attempting to overcome an obstacle with a Valour Deed, having a Longsword provides a plus to the roll, but that doesn't necessarily mean you are swinging it at the thing. Accoutrements adjust your roll results, but it's up to you to describe how you incorporate them into your actions. It's the Trait that does the Deed, not the sword.

For what is steel compared to the hand that wields it!

ONE-TIME USES

Some Accoutrements, in addition to their normal pluses, have powerful applications that can be used to do something notable. Unless it says otherwise, no roll is required, but the item is destroyed and must be removed from the Accoutrement box next to the Trait.

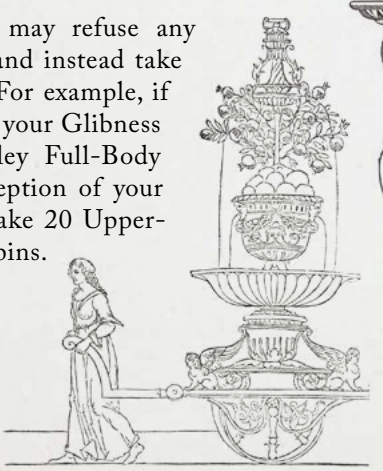
ACCOUTREMENTS THAT REQUIRE RETAINERS OR CARTS

If an Accoutrement's description or footnotes indicate that a Retainer is required, then you must have one in your retinue in order to make the pluses, minuses, and other stuff work. Unless otherwise noted, it doesn't matter what type of Retainer it is, and the item doesn't count as an item the Retainer is carrying. The Accoutrement is still in your possession (and in the box next to the associated Trait on your character sheet), not the Retainer's; they just help you make use of it. If you have more than one such Accoutrement, a single Retainer is all you need to make use of all of them.

On the other hand, some especially large Accoutrements require a cart to transport, in which case get thee to a wainwright! You can use these Accoutrements as if they were on your person or that of your Retainer, as long as the cart is nearby.

TAKING THE CASH

When creating a character, you may refuse any Accoutrement you've just rolled for and instead take any type of Currency equal to its cost. For example, if your PC has Glibness and you roll a 9 for your Glibness Accoutrement, that's a fab set of Motley Full-Body Tights. But if that doesn't fit your conception of your character, you can forgo the tights and take 20 Upper-Class Twit Trading Cards instead. Or Lupins. Or 6 of one and 14 of the other.



3. GET YOUR 'MUST HAVE' RETAINER SORTED

If your Situation doesn't come with a 'must have' Retainer, skip this bit and move on to Step 4.

If your PC comes with a 'must have' Retainer, write the Retainer type on one of the open lines on your character sheet (i.e., a line not already filled with a 'must have' Trait). That Retainer is now considered to be in your retinue. You can never place a Trait on that line, only a Retainer. But more importantly, congratulations! You have a friend. Well, not really a friend. More of an employee. But in time, who knows what bonds will grow?

Retainers are people who follow you around and carry your stuff, but many are choosy about what type of people (meaning which Situations) they'll work for. They don't have Traits themselves, and they can only carry specific types of Accoutrements.

As long as your Retainer is nearby (and alive), you must apply the pluses and minuses of the Accoutrements they are carrying exactly as if your PC was carrying them. In short, it's just like having space for additional gear – which is handy, since your PC can only carry one Accoutrement for each Trait they have.

Retainers are non-combatants, so don't expect them to go running up to a dragon swinging their trumpet. The good news is that the Accoutrements a Retainer has can be destroyed to negate a bit of incoming Death or Loony to your PC – just like the Accoutrements you're carrying (see 'Negating Bits of Death and Loony', p. 42). They might complain, but that's just part of the job, what! And if they're all out of Accoutrements, the Retainer themself can take 1 bit of Death or Loony that your PC would otherwise take. The Retainer is destroyed as a result, but you'll always remember them fondly. If a Retainer takes a bit of Death for you, you can pick over their fondly remembered corpse and claim whatever Accoutrements you like and have room for. If they take a bit of Loony for you, they caper away with whatever they're carrying.

Retainers are not automatons. They won't do things for their employer's companions, and if they don't receive their per diem, they scarper with whatever Accoutrements they're carrying…and they might even warn their colleagues not to work for you!

The Starting Retainers in the table on the following page come with their first day's wages paid and two items, determined randomly by rolling on any two Accoutrements tables of the type they can carry. The Retainer owns these items, not their employer PC. They will only swap them for those of equal or greater value.

If you lose your PC, you have the option of performing a battlefield promotion and making the Retainer your new PC (see 'Losing a PC', p. 42). What Situations they can become, however, are limited by their type.

PRINCE, ÉCUYER ET VALETS AU XV^e^ SIÈCLE.

d12	Retainer	No. of Accoutr.	Accoutrement Types	Can be Employed by…	Per Diem	Promotes to
1	Acolyte	2	Chas., Loref., Nimb., Purp.	Clerics of the same religion	1 Earnest Mutual Prayer	Cleric, Monk/Nun
2	Apprentice	2	Any two of employer's Traits. Choose when Retainer is hired.	Any Middle-Class PC	1 Deed*	Whatever their employer was.
3	Herald	2	Auth., Bard., Decor., Glib., Strat.	Any Upper-Class PC	1 Announcement†	Noble, Troubadour
4	Homunculus	2	Druid., Sorcery, Subtlety, WitWoS	Enchanters	1 Dollop of Something Nasty	None. Disappears in a puff vapour.
5	Jester	2	Arg., Bard., Glib., Luck, Nimb., Subt.	Anyone	1 Jolly ‡	Any type (roll for it!)
6	Manservant (with coconuts)	2	An. Husb., Heart., Strat., Val.	Knights, Monarchs, Nobles	1 Chicken	Knave
7	Minstrel	2	Bard., Decor., Glib., Heart., Loref., Luck	Anyone	1 Coin	Enchanter, Knave, Troubadour
8	Poet	2	Bard., Chas., Decor., Glib., Loref., Luck	Anyone	1 Romantic Scene **	Churl, Enchanter, Eremite, Knave, Troubadour
9	Scribe	2	Arg., Bard., Loref., Strat., WitWoS	Any Middle- or Upper-Class PC	1 Something to Write on or with	Cleric, Eremite, Monk/Nun, Noble, Troubadour
10	Squire	2	Auth., Decor., Heart., Strategy, Val.	Knights	None. Happy to serve, m'lord!	Knight, Monarch, Noble
11	Torchbearer	2	Heart., Nimb., Luck, Subt.	Monks/Nuns	1 Torch	Churl, Knave, Monk/Nun
12	Valet/ Handmaid	2	Chas., Decor., Glib. Nimb., Strat.	Any Upper-Class PC	1 Flower	Churl, Knave, Noble

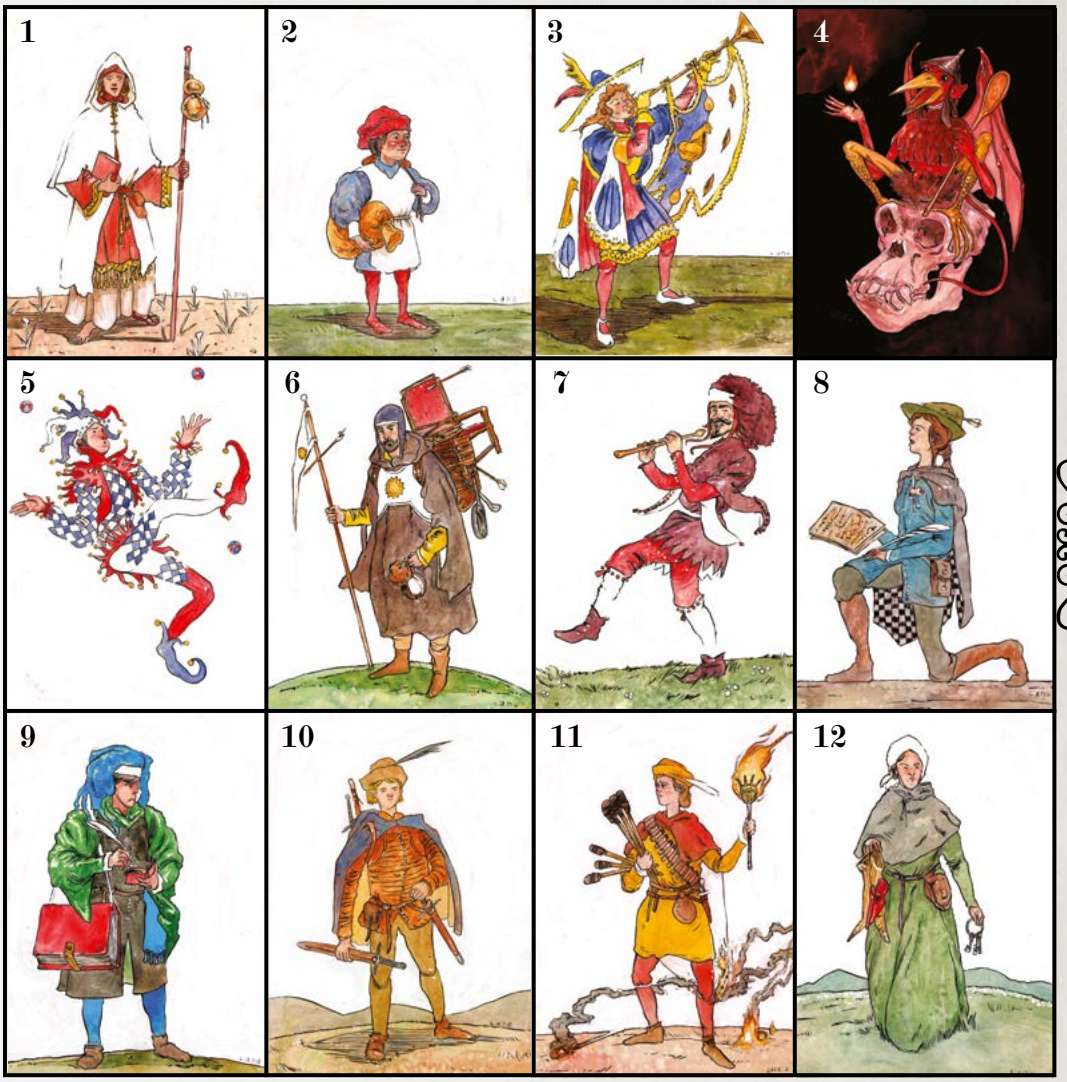
* Once per day, you must let the Apprentice try a Deed in your stead. The Apprentice rolls a d8, Strewthing/ Spamming as normal. If they Spam it, they reckon they're not learning a bloody thing and stomp off with whatever they're carrying.

† Once per day, you must let the Herald announce you with great fanfare. If you don't, they leave your service with a polite bow (taking whatever they're carrying), then slag you off to everyone they meet.

‡ Once per day, you must amuse the Jester somehow. A good joke will do it. As will you failing at something miserably. If you don't amuse them, they find you dreadfully dull, fart in your specific direction, and skip away with whatever they're carrying.

** Once per day, the Poet must witness some moving scene (contrived or otherwise; they can't tell the difference). Otherwise, they burst into tears, declare that the world is bereft of love, and stagger away with whatever they're carrying.

STARTING RETAINERS



SWAPPING AND LOSING RETAINERS

There are many types of Retainer beyond the Starting Retainers listed here. For a complete list of those you might encounter on your travels, see Appendix A (p. A2).

If your Situation comes with a 'must have' Retainer and you meet another of the same type that you'd like to hire, you can swap in the new one. If you lose a 'must have' Retainer, you must replace them with another of the same type at the first opportunity.

If you come across a Retainer you'd like to hire, you can sack a non-'must have' Retainer and bring the new one on board, as long as the new Retainer's type is one that's allowed by your Situation. If you lose a non-'must have' Retainer, you can replace them with any type allowed by your Situation.

4. FILL EACH OPEN LINE WITH A TRAIT OR RETAINER, PLUS ACCOUTREMENT(S)

Now, what about those unfilled lines and Accoutrement boxes on your character sheet? Exciting news – it's up to you! Fill each with a Trait or Starting Retainer of your choice. These selections are permanent. You cannot decide later to swap in a different Trait. If you lose a Retainer, that line on your character sheet remains empty until you fill it with another Retainer. To determine Accoutrements for each, follow the same process you used in Steps 2 and 3. Keep in mind that a few Accoutrements *require* Retainers, which might influence your selections. That fancy Burlington Wallbanger won't do you much good if you don't have a Retainer to nail its storage rack to.

TRAITS OR RETAINERS?

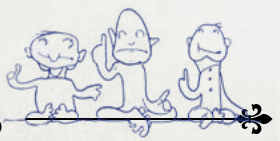
Traits can improve over time. The more your PC has, the more things they can improve in, which means they'll be rolling bigger dice more often and avoiding the terrifying d4, with its 1 in 4 chance of a Spam. If you're just learning the Programme, opting for Traits makes things simpler: fewer pieces of equipment, no per diems, etc. However, less equipment means fewer ways to negate incoming bits of Death and Loony (see 'Negating Bits of Death and Loony', p. 42).

Retainers and the equipment they carry offer more ways to negate bits Death and Loony, so PCs with lots of them tend to have longer lifespans. The extra equipment means more pluses to your rolls, but you'll have fewer Traits, which means more d4 rolls and, probably, more Spams. Plus, you'll have to keep up with more equipment (and their pluses, minuses, and other uses) and make sure the Retainer's per diem is paid. It's a little more fiddly, but it's exciting having an entourage!

If stranded in frozen land of Nador, eat Minstrels.

5. DETERMINE STARTING DIE VALUES FOR YOUR TRAITS

Most Situations have two options for determining the die values they start with in each Trait. Remember, these are only starting values, and they will go up and down as the Programme progresses. So don't let's get all precious about these things.

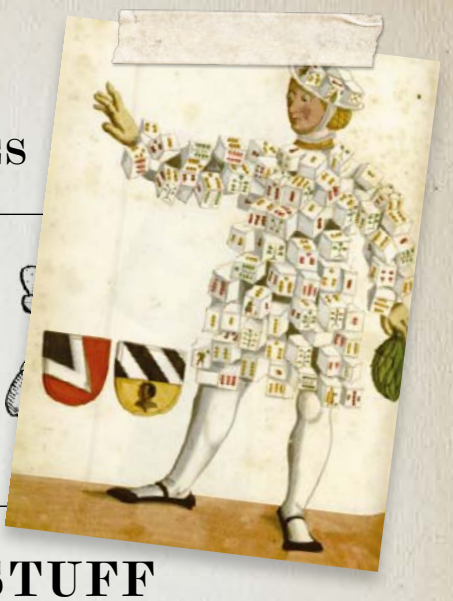


OPTION 1: ASSIGN VALUES

Most Situations have a ready-made array of die values that can be assigned to Traits. For example, the Cleric has one d16, one d14, one d12, one d10, and one d6, which you can deploy amongst your Cleric's Traits however you like. If you have more die values available than Traits (if, for example, you've chosen to fill an open line with a Retainer), then only assign dice equal to the number of Traits you have, and discard the rest.

OPTION 2: ROLL FOR VALUES

Thumb your nose at safety and balance! Leave your fate in the hands of the dice deities! For each of your Traits, roll a d6 three times; your starting die value corresponds to the sum of the numbers rolled. One admires a person of your pluck; as a reward, if you get an odd-numbered total, you can round it up. For example, if your three d6s for Authority total 8, you begin the Programme with a d8 in Authority. A sum of 12 means a d12. A sum of 17 rounds up to 18, which puts you at a d18.



6. DO ALL THE OTHER STUFF

For each Situation, you have a unique choice or two to make. Each Situation's description makes clear what these options are and what your choices mean for your PC. When it comes to money, your starting Currency is just that – you can subsequently obtain, carry, and use any type.

ULTIMATE

UNBEATABLE!

7. GET TO KNOW YOUR SPIFFING SERIOUS ABILITY (SSA) FORWARDS AND BACKWARDS

SUPER

Supreme

Each Situation has a signature Spiffing Serious Ability; most of these can be used in place of a Deed on your turn. SSAs do not draw on specific Traits, so Strewthing/Spamming and pluses/minuses from Accoutrements don't come into play.

To use your PC's Spiffing Serious Ability, roll a d30 and consult your Situation's SSA table.

Some results mean your SSA is available again right away (i.e., on your next turn) or after you do something to recharge it. Others mean it's not available until the next reenactment session. All of them have the potential to alter the course of history, so use them wisely!

SSAs AS DEEDS

Some SSAs lend themselves to contestation more than others. When using your SSA against an NPC or monster, the target doesn't make an opposing Trait roll, as they would against a normal Deed. It's up to your HoLE to interpret how the result translates into Deed success, but a result of 15+ will probably get you over any normal obstacle. Higher results might mean multiple Deed successes, but, as with Deed and Test rolls, **an SSA roll that results in a 20 or higher earns you a Demerit.** The good news is that Spiffing Serious Abilities take place and are resolved before any Beshrewment triggered by the Demerit occurs.

CHURL

The peasantry: the stout backs upon which the feudal system was built! You are the salt of the earth, the bucolic beast of burden, a malnourished member of the unwashed masses. You've no title, but plenty of rank (yuck!). Free from the burden of fate and expectations, you can be almost anything, except welcomed in polite society. No one likes a climber. **A Churl's Class is and always shall be Lower.**

CREATING A CHURL

1. You must have Animal Husbandry. Record Trait + Accoutrement.
2. No Retainers for you, maggot! Fill each open line with a Trait (Argumentation, Bardistry, Chastity, Druidry, Glibness, Heartiness, Luck, Nimbleness, Purpose, Strategy, Subtlety, or Valour) + Accoutrement.
3. Determine starting die values for your Traits by assigning (two d12s, two d10s, one d8), or by rolling for each.
4. You are Indifferent to two of the above Traits that you didn't choose. Roll to see which. No one is Indifferent to the whims of Fate, so if Luck comes up, roll again.
5. Your starting Death status is Getting Better, and your starting Loony status is Sensible.
6. Collect your Plague-Dead Bodies (Currency): roll a d30 to see how many you've amassed.
7. Choose your profession. Amongst the most popular: farmer, herder, filth wrangler, filth heaper, cat smacker, water swatter, mosquito breeder, flea caterer, animal food-trough wiper.
8. Name your Churl!

Spiffing Serious Ability: REVOLT!

Something's just occurred to you...there's more of you than there are of them. At least you reckon so. You can't count. Or read. Or claim ownership over anything – even the filth you gather and stack, the cats you beat the jambs with, and the streams you swat belong to the lord or lady of the land. But you've got a vision, by Jove. A vision of a new way of doing things. Gather round, people and cattle, for you have something to say...

d30	Your Revolution Is…	The SSA Recharges…
1-5	Stomped out before it can get off the ground. Suffer an immediate Beshrewment, and whatever animals you own are taken into custody. You cannot use Animal Husbandry as a Deed until you meet the recharge requirement.	When you get the harvest in.
6-14	Basically just you, ranting on a soap box. Well, probably not a soap box. A dung box is more likely. Without the box.	On your next turn.
15-20	A handful of pamphlets. You are almost assuredly illiterate, so they're just pictures. Lower-Class persons nearby admire you and will lend a hand with whatever it is you're doing.	After several hours of redesigning your pamphlets.
21-24	A small, but excited, Lower-Class mob, and they're not entirely under your control. They march about chanting various slogans and generally annoying people.	After one week of public service or a day in the stocks.
25-27	Large and unruly. The regional system is brought to a standstill by widespread strikes and unrest. The authorities request a parley with the leader(s)...which may or may not be you, depending on which revolutionary brothers and sisters are asked.	Next session.
28-29	Goes national. All Lower-Class persons work on your behalf to disrupt the system until the revolution is put down…or its head (your head) is lopped off.	Next session.
30	A global revelation! You are the recognised leader, an overnight sensation, a revolutionary hero. The entire social and economic order is upset and brought to a standstill. Who will make a new one? Everyone looks to you.	Next session.

CLERIC

You are a person of the cloth, fine cloth, trained in theology and released into the dark, mortal forest with the light of the Almighty shining from every orifice. You might be a person of high standing, like a bishop, a humble village vicar, or a righteous adventuring sort who seeks out evil and smites it with a mace. Regardless, your mission is to split the world open and stuff it full of the Good Word. Plus, you can probably read – maybe even Latin! – unless you're one of those ex officio wankers. **You may choose either Upper or Middle Class.**

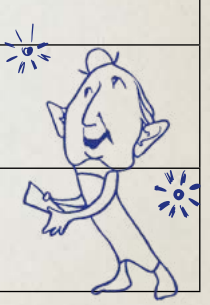
CREATING A CLERIC

1. You must have Purpose. Record Trait + Accoutrement.
2. You must have Lorefulness. Record Trait + Accoutrement.
3. Choose your Class. If Upper, you must have Decorum. If Middle, you must have Chastity. Record Trait + Accoutrement.
4. Fill each open line with a Starting Retainer (Acolyte or Scribe) or a Trait (Argumentation, Glibness, Luck, or Valour) + Accoutrement(s).
5. Determine starting die values for your Traits by assigning (one d16, one d14, one d12, one d10, one d6), or by rolling for each.
6. You are Indifferent to Wisdom in the Ways of Science.
7. Your starting Death status is Fine, Fine, and your starting Loony status is Sensible.
8. Collect your Naughty Pictures (Currency): roll a d30 to see how much you've confiscated for the Church.
9. Choose your deity/order/dogma/whatever.
10. Name your Cleric!

Spiffing Serious Ability: INDULGENCES

The great tradition of the Church: providing (for a reasonable fee) forgiveness of mortal transgressions. In this Programme, that means affecting the result of a die that you or your fellow Participant has just rolled. Unlike other Situations' SSAs, this one doesn't eat up your turn, so you can use it and still do a Deed in the same turn.

d30	The Indulgence You Offer Is…	The SSA Recharges…
1-5	Heresy! Suffer an immediate Beshrewment. You cannot use Purpose as a Deed until you meet the recharge requirement.	After monetary propitiations are made at a place of worship.
6-14	Just a scrap of parchment. No divine power at all – can you imagine?!	On your next turn.
15-20	Minimally forgiving. The roll you are attempting to influence may be altered by +/-1, whichever is more advantageous.	After several hours of thankful prayer or grovelling, depending on the deity.
21-24	Specific. The die may be rerolled and the result of the new roll must be taken.	After you convert three non-believers.
25-27	Temporary. For the remainder of the scene, if any PC doesn't like the result of a roll, they may reroll – but must take the new result.	Next session.
28-29	Plenerary. For the remainder of the scene, if any PC doesn't like the result of a roll, they may reroll using a die one value higher or lower and take the preferred result.	Next session.
30	Super-plenary. For the remainder of the scene, if any PC doesn't like the result of a roll, they may reroll using a die of any value and take the preferred result.	Next session.



ENCHANTER

Whether you're an alchemist with a king for a patron, a pagan sorcerer lobbing fireballs at mountainsides, or a kindly hedge wizard who performs inflated sheep's bladder tricks at birthday parties, you are a master of the arcane arts, capable of astounding and probably heretical feats of magic. You attempt to harness the powers of elemental nature and chaos to your own ends, and as a result your own end is rarely natural and often quite chaotic. **You can choose any Class: Upper, Middle, or Lower.**

CREATING AN ENCHANTER

1. You must have Sorcery. Record Trait + Accoutrement. **If you Spam a Sorcery roll, it results in a Demerit but not an immediate Beshrewment as well.**
2. Choose your Class. If Upper, you must have Lorefulness. If Middle, you must have Wisdom in the Ways of Science. If Lower, you must have Druidry. Record Trait + Accoutrement.
3. Fill each open line with a Starting Retainer (Apprentice or Homunculus) or a Trait (Argumentation, Luck, Nimbleness, Strategy, or Subtlety) + Accoutrement(s).
4. Determine starting die values by rolling a d10 for each. 1 = d4, 2 = d6, 3 = d8, 4 = d10, 5 = d12, 6 = d14, 7 = d16, 8 = d18, 9 = d20, 10 = your choice.
5. You are Indifferent to Purpose.
6. Your starting Death status is Fine, Fine, and your starting Loony status is Daft.
7. Collect your Gemstones (Currency): roll a d30 to see how many you've conjured up.
8. Choose your Element: Fire, Water, Air, Earth. The choice is permanent, but if we're being honest it's mainly for flavour, so don't go looking for a pros and cons chart.
9. Name your Enchanter!

No three d6s and lovely gentle bell curves? Bollocks!

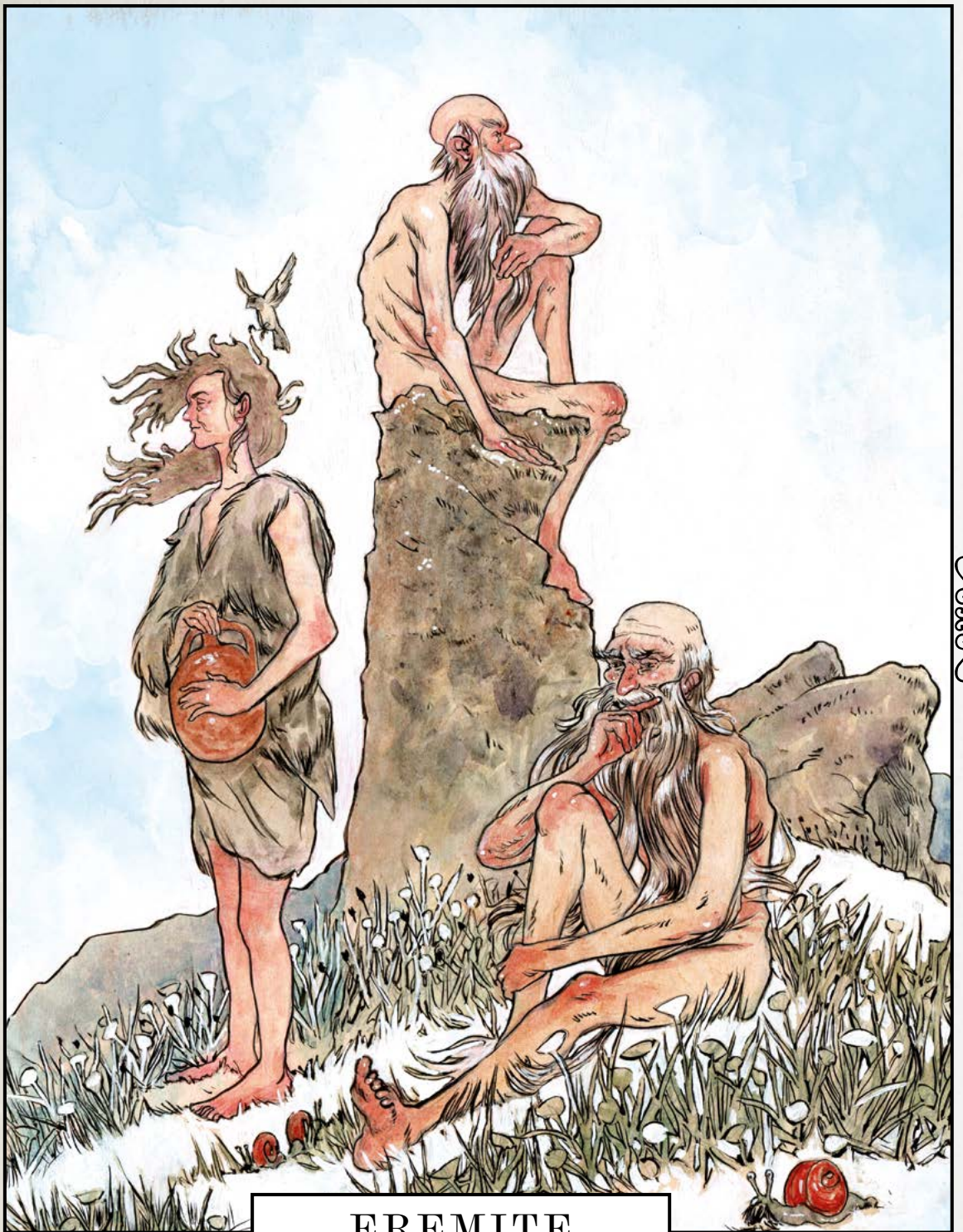
Spiffing Serious Ability: CHANNEL YOUR ELEMENT

You call forth the eldritch essence of your chosen element, smack it about, and bend it to your will to do something truly preternatural. Hopefully. How it manifests depends on your element, but it always involves a lot of chanting, shouting, histrionics, casting of bones, bloodletting, vomiting, and other such jiggery-pokery.

d30	Your Element Is…	The SSA Recharges…
1-5	Not your servant but your master! Suffer an immediate Beshrewment and your Sorcerous Accoutrement incinerates, puddles, scatters to the winds, or crumbles into a pile of pebbles. You cannot use Sorcery as a Deed until you meet the recharge requirement.	When you acquire a new Sorcery Accoutrement.
6-14	Rigid and unresponsive. Suffer terrible embarrassment.	On your next turn.
15-20	Slightly warped. Conjure up a flicker of flame. A small wavelet. A gentle breeze. A molehill.	After several hours of lying quietly in proximity to your Element.
21-24	Briefly bent to your will. A fireball. A powerful wave. A forceful buffet. A flying boulder.	After you build a gigantic bonfire/ destroy a dam/take a ride in a hot-air balloon/build a shed-sized dirt castle.
25-27	Bent and multiplied to your will. A barrage of fireballs or waves. Gales in all directions. Boulders on the wing.	Next session.
28-29	Bent over and spanked. A persistent firestorm. Wild seas. A tornado. Marching mountains.	Next session.
30	You. Burn a city. Create a tsunami. Conjure a hurricane. Cause an earthquake.	Next session.

Anyone Can Use Sorcery? But Mummy Said I Was Special!

There, there. You will be. Only Enchanters can have Sorcery as a Trait, which makes possible Trait improvement and bigger dice. Plus, when you Spam a Sorcery Deed it's not an automatic Beshrewment like it is for those unspecial amateur conjurers.



EREMITE

At some point, you grew weary of the modern world and all its striving, trying, and peopling. So you withdrew to nature to live in contemplative isolation and profound body odour. Squatting in caves eating acorns is not without advantage: you are most hale, exude great mental fortitude, and can even peer into the future at times. Also, you must always be naked, or nearly so. An occasional, temporary disguise might be tolerable, but you can't go for very long without full exposure. **Your Class is Lower – and you'd not have it any other way, thank you!**

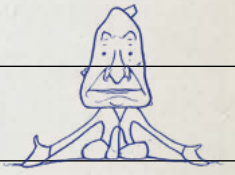
CREATING AN EREMITE

1. You must have Lorefulness. Record Trait + Accoutrement.
2. You must have Heartiness. Record Trait + Accoutrement.
3. Retainers? Blatant exploitation! Fill each open line with a Trait (Animal Husbandry, Argumentation, Druidry, Luck, Nimbleness, or Subtlety) + Accoutrement.
4. Determine starting die values for your Traits by assigning (one d16, one d14, two d12s, one d6), or by rolling for each.
5. You are Indifferent to Decorum.
6. Your starting Death status is Mr. Neutron, and your starting Loony status is Reginald Maudling.
7. Collect your Acorns (Currency): roll a d30 to see how many you've squirrelled away.
8. If you've ended up with an Accoutrement that's a piece of clothing or otherwise interferes with your ascetic ideals, you must trade it in for its value in Acorns.
9. Choose a reason why you've come out of your cave.
10. Name your Eremite!

Spiffing Serious Ability: FORESIGHT

You can see through the veil of time-space and your own unkempt coiffure to predict the future. Before you or your allies roll a die, you can attempt to guide them with your advice and insights, which must be accompanied by great proclamation and histrionics, usually involving overuse of the word 'doom'.

d30	Your Foresight Is…	The SSA Recharges…
1-5	Circumcised. Suffer an immediate Beshrewment. The roll you're attempting to influence automatically Spams. You cannot use Lorefulness as a Deed until you meet the recharge requirement.	After you've fasted yourself down to Virtually Dead.
6-14	Clouded. Everyone figured as much.	On your next turn.
15-20	But a glimpse of what may be. Roll a d4 and add or subtract the result to the roll you're attempting to influence.	After several hours of sitting in a hole and not speaking, or consuming several handfuls of juniper berries.
21-24	Foreinsightful. Roll a d8 and add or subtract the result to the roll you're attempting to influence.	When you talk someone else into giving it all up and living the life of a hermit.
25-27	Impressive. Roll a d8. You and your allies may add or subtract the result to their next Deed or Test.	Next session.
28-29	Staggering. You may decide the exact result of the roll you're attempting to influence.	Next session.
30	Forevisionary. For the remainder of the scene, you may decide the exact result of all Deed and Test rolls made by you and your allies.	Next session.



KNAVE

Well, we can't all be heroes, can we? You weren't born with a silver spoon in your mouth, and if you had been, you'd have pawned it for summat a tad more useful long ago. You're practical – one might even say the only reasonable type of person in a world that's got things backwards! You get by on your wits, as the fellow says. And by 'wits' we mean nimble fingers and a penchant for not dying every time a plague, bloodthirsty tyrant, or do-gooder knight comes along. **Your Class is Lower.**

CREATING A KNAVE

1. You must have Subtlety. Record Trait + Accoutrement.
2. You must have Glibness. Record Trait + Accoutrement.
3. You must have Nimbleness. Record Trait + Accoutrement.
4. Retainers? Oh, aren't we grand. Fill each open line with a Trait (Animal Husbandry, Argumentation, Bardistry, Heartiness, Luck, or Strategy) + Accoutrement.
5. Determine starting die values for your Traits by assigning (one d14, one d12, one d10, one d8, one d6), or by rolling for each.
6. You are Indifferent to Valour.
7. Your starting Death status is Fine, Fine, and your starting Loony status is Sensible.
8. Collect your Whizzo Butter (Currency): roll a d30 to see how much…uh…fell off a cart.
9. Name your Knave!

Spiffing Serious Ability: (A)VOID CONSEQUENCES

You're a maestro of not facing the music. When a Beshrewment is nigh, you may step in and attempt to defuse it…or at least make it less dire. You may use this SSA after you or any other Participant has rolled for a Beshrewment – and after you've found out what the result is.

d30	The Beshrewment is…	The SSA Recharges…
1-5	Shrewier! The Participant must roll again on the Beshrewments table, and both results take effect. You cannot use Subtlety as a Deed until you meet the recharge requirement. In addition, all underworld NPCs reckon you're a stool pigeon and will attempt to thwart, rob, or kill you on sight until you prove yourself loyal to disloyalty.	When you've betrayed a friend.
6-14	Neither more or less shrewful. You've done nothing at all of note here. Hopefully no one will notice.	On your next turn.
15-20	A bit less shrewful. Roll a d4 and add it to the result of the Beshrewment roll and take that result instead. All Participants turn in one Demerit.	After telling nothing but falsehoods for several hours.
21-24	Unshrewful…for you, anyway. Whatever the result of the Beshrewment roll, it does not affect you at all. All Participants turn in up to two Demerits.	After shifting the blame for something you've done to someone else, three times.
25-27	Much less shrewful. The HoLE rolls the Beshrewment die two more times, and you choose which of the three results happens. All Participants turn in up to three Demerits.	Next session.
28-29	Completely shifted to your enemies. The HoLE rolls the Beshrewment die two more times, and you choose which of the three results happens. Whatever it is, it affects your enemies instead. If there are no enemies to shift the consequences to, it doesn't happen at all…but surely you can come up with someone who has wronged you. All PCs turn in all Demerits, and the HoLE receives a Complaint Letter.	Next session.
30	Unjust! Punish the Head of Light Entertainment by having them sacked immediately. Then choose the replacement HoLE yourself.	Next session.

KNIGHT

Ah, the armour-clad archetype of the Mediaeval Period! Thundering 'cross down, through forest, o'er bridge on noble errands and deeds of derring-do. With bright steel in your hand and your trusty manservant schlepping the rest of your shit, you are the embodiment of the Chivalric Code – which upholds, among other things, that you prefer fair fights and that you're to keep your naughty bits to yourself. **A Knight's Class is indelibly Upper.**

CREATING A KNIGHT

1. You must have Valour. Record Trait + Accoutrement.
2. You must have Chastity. Record Trait + Accoutrement.
3. You must have a Manservant as a Retainer. Record Retainer + Accoutrements.
4. Fill each open line with a Starting Retainer (Squire or Minstrel) or a Trait (Animal Husbandry, Bardistry, Decorum, Heartiness, Luck, Purpose, or Strategy) + Accoutrement(s).
5. Determine starting die values for your Traits by assigning (one d18, two d12s, one d6), or by rolling for each.
6. You are Indifferent to Subtlety.
7. Your starting Death status is Mr. Neutron, and your starting Loony status is Daft.
8. Collect your Gold (Currency): roll a d30 to see how much you've looted from poor dead dragons.
9. Choose your idiom. Popular choices include Derring Do, Insufferable Positivity, Persistently in Search of Favours from Unobtainable Ladies or Gentlemen, and the like. Your idiom doesn't have any mechanical effect; it's simply your preferred way of colouring your actions and choices. So it's not what you might call crucial.
10. Name your Knight!

Spiffing Serious Ability: SLAY

You call upon your years of tilting at quintains, training with every weapon forged by man, and chivalric fury to smite a single Beast or Monstrosity into oblivion. Straight to No Morecestershire for that unlucky creature; no take-backs…if all goes according to plan, that is.

d30	Your Enemy Is…	The SSA Recharges…
1-5	Enraged! Suffer an immediate Beshrewment. You cannot use Valour as a Deed until you meet the recharge requirement.	After you've rescued a damsel (of any gender) in distress.
6-14	Unimpressed. Your mighty blow is easily, disdainfully parried.	On your next turn.
15-20	Flesh-wounded.	After several hours of weapon practice and sharpening.
21-24	Most grievously injured.	After you perform three actions in your own particular idiom.
25-27	Knocked unconscious.	Next session.
28-29	Well and truly slain.	Next session.
30	No more. All creatures of this type are mortally terrified of you in perpetuity, and will either run away from you or grovel at your feet begging for mercy.	Next session.

MONARCH

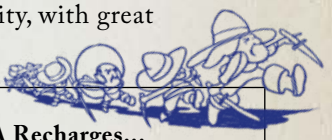
The Middle Ages were teeming with crownéd heads, some exalted high kings and queens holding court in great fortresses, others little more than upjumped warlords scheming in swamp castles. Heavy is the head that wears the crown, but at least you'll have considerably less shit all over you, relatively speaking. Monarchs have more requisite Traits than other Situations: such is the price of their exalted position. But they do get to have a charming eccentricity – all the best and most memorable majesties have them, you know. **A Monarch's Class, naturally, is Upper. The Upperest.**

CREATING A MONARCH

1. You must have Authority. Record Trait + Accoutrement.
2. You must have Purpose. Record Trait + Accoutrement.
3. You must have Strategy. Record Trait + Accoutrement.
4. You must have a Manservant as a Retainer. Record Retainer + Accoutrements.
5. Fill your open line with a Starting Retainer (Valet/Handmaid or Jester) or a Trait (Decorum, Glibness, Heartiness, Lorefulness, Luck, Subtlety, Valour, or Wisdom in the Ways of Science) + Accoutrement(s).
6. Determine starting die values for your Traits by assigning (one d18, one d14, one d10, one d8), or by rolling for each.
7. You are Indifferent to Argumentation.
8. Your starting Death status is Fine, Fine, and your starting Loony status is Sensible.
9. Collect your Cheese (Currency): roll a d30 to see how much you've received in tribute.
10. Choose a charming eccentricity. Popular choices included Not Being Able To Remember the Difference Between Two Numbers, Severe Alcoholism, Predilection for In-Breeding, Certain Issues Resulting from Being the Product of In-Breeding, and so forth.
11. Name your Monarch!

Spiffing Serious Ability: CALL UP ARMY

You puff out your chest, go all lordly-like and, by God, you call up an army of foot soldiers. They appear seemingly out of nowhere and await your command. Command, singular. You may issue them a single order, which they will carry out to the best of their ability, with great gusto and, probably, violence.



d30	Your Army Is…	The SSA Recharges…
1-5	Traitorous! They turn around and go right home. Suffer an immediate Beshrewment. You cannot use Authority as a Deed until you meet the recharge requirement.	When a holy person of high standing (***Bishop***+) re-coronates you.
6-14	AWOL. Your companions shrug.	On your next turn.
15-20	One fellow. His name is Roderick. He's got a bucket on his head and a large wooden ladle – but he's handy with it!	After you subjugate, dress down, humiliate, or otherwise repress three ***Peasants***.
21-24	A handful of ***Guards***. They'll follow the command, grudgingly, but they're rather inept and stupid.	Next session.
25-27	A dozen seasoned ***Soldiers***.	Next session.
28-29	Fifty stout ***Knights***.	Next session.
30	At your command, Sire. Command this army of 500 ***Knights*** as you will (one command only).	Next session.

MONK/NUN

Devout ascetics and service-oriented types who aren't overly concerned with proselytising. Your order's rules and restrictions determine how you are to behave and, often, how you are received by strangers. Choose from the sects in Chapter II, or design your own. Work with your HoLE to establish your order's rules. Or just tell your HoLE how it's going to be. How dare they come between you and God! Who do they think they are, the Pope? That's heresy! Or maybe thinking that's heresy is heresy. Now you see why self-flagellation was such a popular pastime in monasteries and convents, along with brewing beer and oral sex. **You may choose either Middle or Lower Class.**

CREATING A MONK/NUN

1. You must have Purpose. Record Trait + Accoutrement.
2. You must have Chastity. Record Trait + Accoutrement.
3. Choose your Class. If Middle, you must have Lorefulness. If Lower, you must have Heartiness. Record Trait + Accoutrement.
4. Fill each open line with a Starting Retainer (Scribe or Torchbearer) or a Trait (Animal Husbandry, Argumentation, Bardistry, Luck, or Nimbleness) + Accoutrement(s).
5. Determine starting die values for your Traits by assigning (two d14s, one d12, one d10, one d8), or by rolling for each.
6. You are Indifferent to Glibness.
7. Your starting Death status is Fine, Fine, and your starting Loony status is Sensible.
8. Collect your Eggs (Currency): roll a d30 to see how many you've borrowed from the larder.
9. Choose your deity and order.
10. Name your Monk/Nun!

Spiffing Serious Ability: SELF-FLAGELLATE

Abase and abuse yourself to atone for your sins and those of your companions. What those sins are might be unclear, but you're positive the Big Guy is cheesed off with you about something or other.

d30	Your God Is…	The SSA Recharges…
1-5	Terribly disappointed. Suffer an immediate Beshrewment. You cannot use Purpose as a Deed until you meet the recharge requirement.	Once you've flagellated yourself down to Virtually Dead.
6-14	Unresponsive. Must have flagellated a bit too flaccidly.	On your next turn.
15-20	Minimally responsive. You can adjust any of your Traits by one degree in either direction. All Participants turn in one Demerit.	After several hours of thoughtful silence and fasting.
21-24	Satisfied with your penance…for now. Adjust any one of your, and your companions', Traits by one degree in either direction.* All Participants turn in up to two Demerits.	After you get three strangers to spank you.
25-27	Pleased. Adjust any one of your Traits as much as you would like in either direction. All Participants turn in up to three Demerits.	Next session.
28-29	Most gratified by your penance. Adjust any one of your, and your companions', Traits as much as you like in either direction.* All Participants turn in all Demerits and receive one Merit.	Next session.
30	Beholden. Adjust your Traits, and those of your companions, however you like.* All Participants turn in all Demerits and the Monk's/Nun's Participant receives 10 Merits, which they can distribute however they like.	Next session.

* In consultation with, and with the consent of, the PCs' Participant(s).

NOBLE

So you want to don the mantle of nobility? Fancy flash clothing, attending banquets with all the best people, and swanning around ballrooms? Bravo, I'm sure. As a titled (and rather entitled) Noble, you personify elegance, good breeding, and social fluency. You are a leader by nature (though you are not at all interested in Nature and its many inconveniences) and have a keen sense for when to be accommodating and when to be a bossy tit. You have fewer options in character creation – yes, life is so hard – but your posh upbringing makes you harder to kill or drive batty. **A Noble's Class is Upper (utterly).**

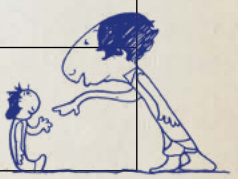
CREATING A NOBLE

1. You must have Decorum. Record Trait + Accoutrement.
2. You must have Glibness. Record Trait + Accoutrement.
3. You must have a Valet/Handmaid as a Retainer. Record Retainer + Accoutrements.
4. Fill each open line with a Starting Retainer (Manservant or Herald) or a Trait (Argumentation, Authority, Bardistry, Chastity, Luck, Nimbleness, Strategy, or Subtlety) + Accoutrement(s).
5. Determine starting die values for your Traits by assigning (one d18, one d14, two d8s), or by rolling for each.
6. You are Indifferent to Druidry.
7. Your starting Death status is Mr. Neutron, and your starting Loony status is Reginald Maudling.
8. Collect your Lupins (Currency): roll a d30 to see how many you've inherited.
9. Choose your speciality. Popular choices included Jumping Over Small Obstacles, Removing Undergarments, Shooting Small Furry Animals, and Slamming Cart Doors.
10. Construct a 12- to 15-generation family lineage, including exploits of forebears.
11. Name your Noble! (Title, honorific, and heavily hyphenated surname recommended.)

Spiffing Serious Ability: SUBJUGATE!

You bring forth your titles and muster up your entitlement to put your inferiors in their place. And everyone is your inferior, of course. Using your SSA requires a great deal of looking down your nose and being indignant, whinging, and demanding.

d30	Your Inferior Is…	The SSA Recharges…
1-5	Proving themselves your better! Suffer an immediate Beshrewment. You also feel obliged to turn over your most valuable item in tribute. You cannot use Decorum as a Deed until you meet the recharge requirement.	When you make a potboy or serving wench cry.
6-14	Unbowed, the knave! You are mortified. Hopefully no one saw it.	On your next turn.
15-20	Shrugging. One nearby inferior (Lower-Class only) will perform some minor service for you.	When you've spoken nothing but snooty insults for several hours.
21-24	At your service. One nearby inferior (Lower- or Middle-Class only) will do anything you like for the next hour.	When you get three strangers to perform some utterly purposeless service for you.
25-27	Happy to serve. One nearby inferior (Lower- or Middle-Class only) will do whatever you like for the day.	Next session.
28-29	Utterly cowed. A dozen nearby NPCs (of any Class) will do whatever you like for the day.	Next session.
30	Everyone! All persons who can see or hear you throw themselves to the ground and grovel until you tell them to stop. They feel obligated to pay you whatever monetary tribute you deem worthy.	Next session.



TROUBADOUR

How ever would British history have been transmitted to the future without you? You might be a warrior-poet, a soulful playwright, a dashing actor, a grand storyteller, a jaunty jongleur, or a historian but without the tweedy suit and bad breath. Whatever your art, you appeal to a Muse for inspiration and reward. You also look, smell, and taste delicious. **You can choose any Class: Upper, Middle, or Lower.**

Calliope Poetry and Eloquence
Clio History
Erato Romance and Naughty Poetry
Euterpe Pleasant Fluting
Melpomene Theatre
Terpsichore Dance
Polyhymnia Lyric Poetry
Thalia Comedy
Urania Astronomy and Astrology

CREATING A TROUBADOUR

1. You must have Bardistry. Record Trait + Accoutrement.
2. You must have Luck. Record Trait + Accoutrement.
3. Choose your Class: Upper, Middle, or Lower.
4. Choose your Muse (with Accompanying 'must have' Trait in parentheses): Calliope (Argumentation), Clio (Lorefulness), Erato (Decorum), Euterpe (Subtlety), Melpomene (Authority), Terpsichore (Nimbleness), Polyhymnia (Strategy), Thalia (Glibness), or Urania (Wisdom in the Ways of Science). Record Trait + Accoutrement.
5. Fill each open line with a Starting Retainer (Minstrel or Poet) or a Trait (Animal Husbandry, Druidry, Heartiness, or Valour) + Accoutrement(s).
6. Determine starting die values for your Traits by assigning (two d16s, one d10, two d6s), or by rolling for each.
7. You are Indifferent to Chastity.
8. Your starting Death status is Fine, Fine, and your starting Loony status is Sensible.
9. Collect your Upper-Class Twit Trading Cards (Currency): roll a d30 to see how many you've earned on tour.
10. Compose an oratorio, or whatever the devil it is you people do.
11. Name your Troubadour!

Spiffing Serious Ability: WOO YOUR MUSE

You invoke your Muse, your divine inspiration, and render forth your paltry artistic offering, however immeasurably meagre and unworthy it be of her radiant attention and incomparable beauty, in the achingly desperate hope that your feeble mortal supplication will please, if only for a single precious moment, her eternal, indescribably radiant, discerning, seraphic, sublime, perfect – oh! the wretched, unforgivable inadequacy of that word! – senses.

d30	Your Muse Is…	The SSA Recharges…
1-5	Discordant. A string breaks, your sole blows out, you spill the ink…whatever. Suffer an immediate Beshrewment. You cannot use Bardistry as a Deed until you meet the recharge requirement.	When you earn forgiveness from everyone in the audience.
6-14	Unimpressed. Tune up next time, you hack!	On your next turn.
15-20	Moved…minimally. She'll alter one person's perception of you slightly.	After several hours of tuning/ stretching/ lip rolls.
21-24	Amused. She'll make everyone near you laugh heartily. A few bits of Currency find their way into your tip pouch.	After you (the Participant) write and recite three smashing rhyming couplets.
25-27	Rapt. Everyone who can see and hear you is entranced by your performance, for as long as the performance lasts. Several bits of Currency are lobbed at you.	Next session.
28-29	Thoroughly charmed. Everyone views you as a trusted friend, for as long as the performance lasts and a little while after. You are showered with Currency.	Next session.
30	In love with you. You are the greatest living practitioner of your bardic trade until the next sunrise. Do with your fame, fortune, and talent what you will!	Next session.

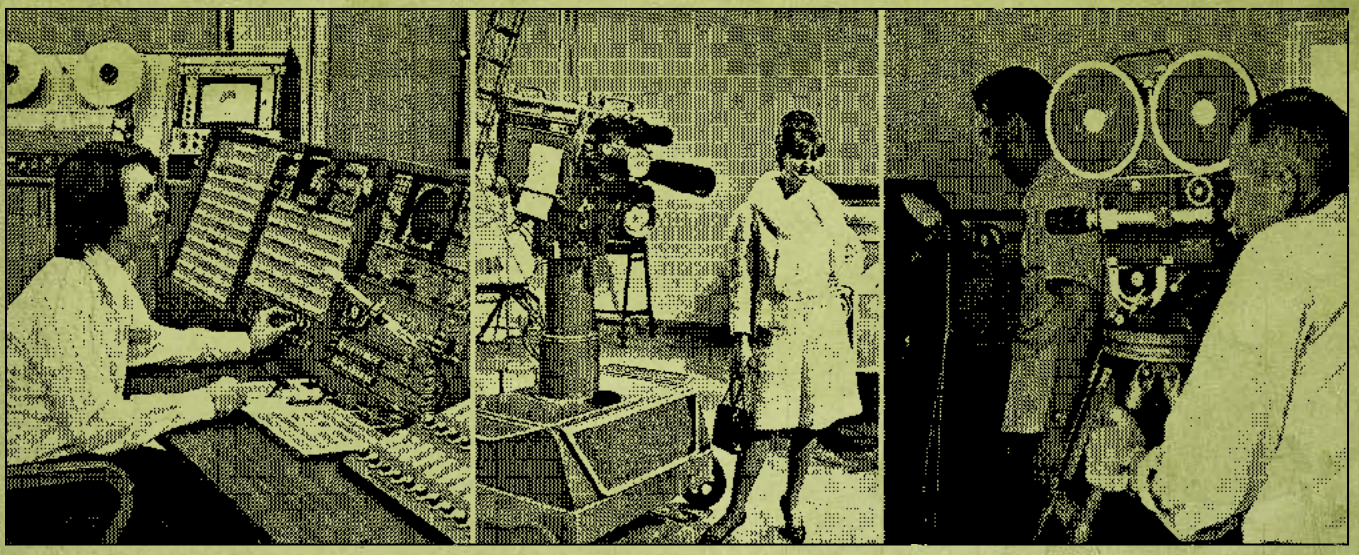
COMPULSORY
TRAINING
SUPPLEMENT

V.

NEWLY UPDATED
AND REFURBISHED

Head of Light Entertainment

HANDBOOK



Bear In Mind: One particularly dim programme planner can cock the whole thing up.

The Ministry of Cocurricular Reenactment and Quality Television Programming
No. 9 Downing Street, Garden Shed (Upper), Whitehall SW1A

WELCOME TO YOUR NEW AND EXCITING CAREER!

For you, the educationalist, this Programme has been designed to provide a brace of benefits.

1. Deepening the engagement and maximising learning outcomes among the students in your charge.
2. Teaching you the basics of television theory for when you decide you've had enough of the runny-nosed little imps and are ready to embark on a lucrative and rewarding career in television programme planning![1]

Preparing for a Reenactment Session

Prior to the arrival of your tutees, you are encouraged to have some idea about what sort of quest(s) you intend to make available. Chapter IX of this manual includes ten to choose from. If you're planning to use one, read it through once or twice. Pre-rolling the results of any random tables in the quest prevents the action from stopping mid-session while you rattle dice around. It's also wise to familiarise yourself with any NPCs or creatures the PCs are likely to encounter, so you're not trying to reckon what they're about and how they work in the middle of an exciting scene. Finally, you might use the 'People-Name Generator' table printed on the inside front cover to generate a handful of sobriquets, which can either be assigned to specific, unnamed NPCs in the quest or kept handy for the inevitable moment when a PC says, 'I want to talk to that money changer. What was their name again?'

You are hereby granted permission to alter the quests to suit your needs, and to design your own curriculum using the Factions, NPCs, and creatures in this book as well. Just remember that you're not writing fiction with predetermined outcomes.

Running a Session

Once everyone has created their Participant Character and you have your HoLE Persona established,[2] all eyes turn to you. This is the key moment. The curtain has gone up. Where do the PCs find themselves? What do they see, smell, hear?

Generally speaking (and this goes for all scenes, not just the opening one), reading out flowery prewritten flavour text full of ponderous embellishment is a bad idea. Provide the basic essentials plus a few key details to help them envision things and to fire their imaginations, then it's over to the Participants to tell you what they want to do.

And with that the Programme is underway! The rest of this chapter is devoted to guidance, additional information beyond what Participants are permitted access to, and tips for making a reenactment session memorable and engaging for Participants and HoLE alike. If you have extensive experience with other reenactment-type programmes, a deep read of this material might not be necessary, though it's a good idea to at least have a look at 'Interpreting Deeds' (p. 115) and 'Heads of Light Entertainment Pre-Directory' (p. 122).

[1] To this end, television programming lingo is employed throughout the book. If you didn't notice, a career in television may not be in your future.
[2] See Chapter VI. Heads of Light Entertainment Directory (p. 126).

ON THE IMPORTANCE OF BEING EARNESTLY DESCRIPTIVE

In Chapter III's smashing 'On the Doing of Things' section (amongst other places, so we hope they've got the point), Participants are exhorted to describe their actions as vividly and creatively as possible, rather than staring at their character sheets then announcing which die they want to fling. But you have a role to play here as well. The key to getting Participants to pry their eyes away from their character sheets and engage with the scene is to provide an interesting scene with which to engage.

This is not as taxing as it might sound. There's no need to describe the ornate lemur-themed carvings on the guildhouse lintel. Much better to say, '...and the largest building on the town square looks like a guildhouse of some kind, and it's got some carvings above the door'. If the Participants are interested in hearing more detail, they'll ask. If not, they won't. Either way, you've not wasted anyone's time.

Likewise, when the PCs enter a scene in which contestation is likely, a few key details work wonders when it comes to engagement. No need to bore everyone with a complete inventory of the throne room, but if you note that it's lit by a chandelier made of rusty battle axes, you can be sure someone is going to try and bring it crashing down.

Finally, even though you are a very serious and important adult, ask any seven year-old and they'll tell you that the single worst way to learn a new activity, game, sport, or cocurricular exercise is by reading the rules. No matter how carefully devised the rulebook, it will still leave most people with more questions than answers until they've actually pulled their finger out and given it a go.

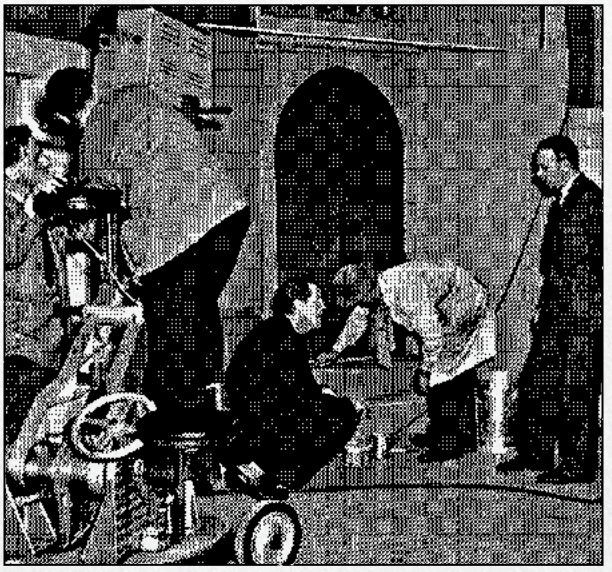
Phases of Reenactment

Most Programme sessions consist of three types of scene:

Narration, in which you, the HoLE, provide a summary of action that would be too boring to reenact, like passing an uneventful night of sleep, traversing a well-travelled (and therefore not particularly banditful) road, or waiting several hours for the vicar to sober up.

Exploration, in which PCs are poking around, talking to people, gathering information, visiting Shoppes, asking you questions about what they see, and otherwise exploring this world.

Contestation, in which PCs face an obstacle that must be overcome with Deeds. These are often the set-piece scenes of a quest. Nevertheless, remember that 'contestation' can refer to any kind of clash (physical, ideological, verbal, etc.) between the PCs and NPCs, monsters, and other obstacles, and the resolution won't necessarily involve violence.



First-time HoLE Pickles McJerkin (centre) coiled for a strike.

Narration is simple and self-explanatory. Exploration scenes are driven by Participants' decisions, so they can challenge your familiarity with the material and/or your ability to improvise and create on the fly. It might seem daunting or even overwhelming the first time you describe a scene then let loose the Participants, who will undoubtedly do all sorts of things you don't expect. And that's fine. You'll only do it for the first time once, and the more you exercise your creative thews, the more swollen and potent they will become. Inexperienced HoLEs are encouraged to start things off in the wilderness or a small hamlet. The more NPCs, the more challenging it can be for you, so it's best to get your sea legs under you before, say, tackling a scene in London.

Once contestation is underway, the Programme takes on a bit more structure, which, paradoxically, makes contestation easier to manage than exploration. You need to know how the rules work, but once you have a sense for that, you'll find this facet of reenactment remarkably straightforward.

INTERCOURSE THE DICE!

Don't let all this talk of dice-rolling give you the wrong idea. There are few things less interesting than a reenactment that consists of little more than Participants saying, 'I want to roll this die to…' every time they want to do something, and you saying, 'Give me a [Trait] roll' every time they say what they want to do. When it comes to learning outcomes, immersion is what matters, and it is your job to set the tone by not being a boring old diceophile.

When a Participant is weighing up what to do, encourage them to pry their eyes away from their character sheet, actually visualise the scenario you've rendered, and describe what they want to do in narrative terms. And if they come up with something excellent and interesting, don't, where possible, punish them by then having them roll some bally polyhedroid to determine whether they succeed – reward them with an automatic success!

You are encouraged to deploy the phrase 'Intercourse the dice!' in these situations to further drive home the point.[3]

Keep in mind that rolling dice in Cocurricular Reenactment Programmes is much more perilous and consequential than in their inferior, sillier counterparts: 'role-playing games.' Dice rolls can be Spammed, Spams lead to Beshrewments, and Beshrewments have the potential to end a PC's career and alter the very fabric of the world. While that kind of chaos is part and parcel of the Programme, if you go all diceophile on your Participants, you might limit their learning outcomes and cause more chaos than you're prepared to deal with. If you're going to call forth the polyhedrals, be sure it's warranted.

Interpreting Deeds

If you read only one section of this chapter, make it this one. This is where the current Programme differs from 'role-playing games' with extensive and strictly defined combat rules (which is most of them). In this Programme, the contestation rules are open to – and in fact require – interpretation.

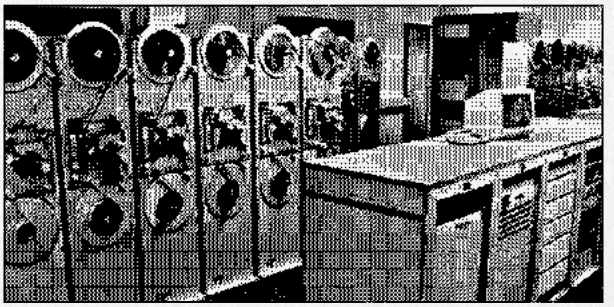
One of the most challenging parts of your job is interpreting which of a PC's Traits is being called upon by their stated action (i.e., a Deed they are attempting). To do this, you must:

1. **Listen carefully to the Participant's description of their Deed.** Usually, Participants will already have in mind the Trait they intend to use – which is fine, but they're still required to provide a ripping description. If they don't give a clear indication or haven't included the information, detail, and intent you need to make a determination, ask for more!
2. **Have a solid grasp of what the 18 Traits are about.**[4] The 'Traits' section of Chapter IV includes common uses, but these are just prompts. Where they end, your own analysis and interpretation begin.

Once it's clear which Trait is being used by the Deed-doer, the next step is figuring out which of the opponent's Traits the Deed is targeting. Generally speaking, it's up to the attacker to designate which Trait is being targeted, and they are meant to do so by providing the intent behind their action, not by saying, 'I'm targeting Lord Liver-Sausage's Chastity.' If the Participant fails to provide intent, it's up to you to decide which of their opponent's Traits is being put to a Test.

From there, the Participant makes their Trait roll, and you make an opposing one on behalf of the NPC or creature. If the Participant ties or beats your roll, they've succeeded in the Deed. If not, they've failed.

Does that seem too simple? Would you prefer extensive charts defining every possible action that should be associated with each of the 18 Traits and which Traits each of those actions targets, with modifiers to apply when a specific Trait is targeted by another? Divest yourself of this notion at once, you silly sheep person. You are supposed to be using your brain and encouraging your students to do the same, not relying on a 278-page rule system to define the mechanics of everything from swinging a sword to climbing a ladder. Keep calm, listen to the Participants, use common sense, be creative, and carry on.



Advanced deed-interpretation macrocomputers are available for purchase from your local home electronics retailer.

[3] 'Coitus the Cubes!' and 'Penetrate the Polyhedrals!' are acceptable alternatives.

[4] If you don't have the smashingly official Head of Light Entertainment screen, which lists the Traits for easy reference, it's a good idea to have a list of them handy.

Victory! But Now What?

Many contestations are not life-and-death affairs, which means that when they're over, the defeated party may still be alive. Do they run away? Are they willing to divulge information? Are they awestruck – or even friendly? The answer depends on the nature of the defeated party, the obstacle or challenge they represented, the PCs' approach to the contestation, the PCs' descriptions of their Deeds, and what serves your needs or those of the quest.

Generally speaking, the best answer to 'Victory! But now what?' is 'Whatever the PCs want.' They're the victors, so whatever would best serve their purposes or goal is a good place to start when deciding what happens next. The important thing is that the obstacle has been overcome and that the NPC or creature no longer impedes whatever it is the PCs are trying to do.

Interpreting Tests, or 'But I Want To Use This Other Trait Instead!'

Tests – Trait rolls a PC is forced to make to defend themselves or avoid an effect – are more straightforward than Deeds. The thing attacking the PC designates which of the PC's Traits they are targeting. If you're using NPCs and creatures from this book, all of this is predesignated, so it's plain sailing.

However, if a Participant requests to use an alternate Trait for defence – because they would rather roll a different die – they are within their rights to lobby for it, especially if it's a crucial roll. Ultimately it's up to you, but keep in mind that this is usually a sign of a Participant's investment and engagement – things that you absolutely want to encourage. If they make a good-faith argument, grant the request. Nobody likes a Programme Planner with a mouthful of noes.

Sadly, there are naughty, ill-bred Participants who will make bad-faith arguments in an attempt to weasel their way into rolling a bigger die. In these cases, don your sentencing cap and strike down the request with prejudice. If the behaviour continues, consider issuing Demerits, personal attacks, or spankings, and/or pinning notes to their shirts to take home to their parents.

Deeds and Tests Outwith Contestation

While exploring the world, the PCs will encounter all sorts of people, creatures, and circumstances. Must every one of these be overcome with Traits, Deeds, and die-rolling? Certainly not. The majority of interactions the PCs have will be good, old-fashioned reenacting, with Participants describing or demonstrating what their PCs are doing and saying, and you doing the same for whatever it is they're interacting with. And even if you decide a Deed is required, it doesn't necessarily trigger a full-on contestation with back-and-forth die-rolling. One quick Deed will often do the job!

For example, a PC using Animal Husbandry to encourage a cow to knock down a locked door isn't attacking the cow, they're simply trying to overcome the cow's instinctive distrust of people who want it to do things. It doesn't initiate a fight (unless some particularly aggressive form of encouragement is being used), and if the cow is convinced, it's not angry – on the contrary, it's made great friends with the PC!

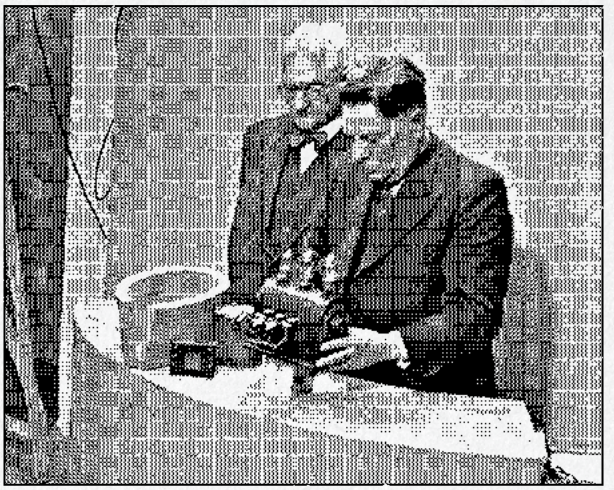
Likewise, if a PC is trying to track a ***Killer Sheep*** across the moors, they'll probably need a successful Druidry Deed, but they aren't fighting the peatbed.

Former HoLE Liz Eggsheaf (interred at right) demonstrates wildlife scene direction from the afterlife.

Setting Deed Target Numbers

If the PCs are facing characters or creatures listed in Chapters VII or VIII (p. 164 and p. 226), you already have all the mechanical information you need to resolve a contestation with them. A PC is trying to smooth-talk some information out of ***King Brian the Wild*** that he's sworn to keep secret? They roll their Glibness against Brian's Purpose. Brian's entry tells you that he rolls a d14 for everything, and furthermore that he's Silly in Purpose, which means he rolls the d14 twice and takes the lower result.

But what do you do when – not if – the PCs do something for which you don't have a handy stat block to fall back on? In these situations, there's no need to roll an opposing die against the PC's Deed – just set a target number in your head using this table for guidance. If the Participant ties or beats it with their roll, they succeed.



Veteran HoLE Liam P. Minkfreshet correctly sets the target number for dredging a canal with a tyre iron and a vole tooth at 27.

TARGET RANGE	CONTEXT	EXAMPLE
2 A Sitter	Not much use making PCs roll for things that are this undemanding.	Eating a pie.
3-4 Easy	Something the average punter ought to be able to accomplish without complication or difficulty far more often than not.	Hopping across a small brook.
5-7 Average	Something the average punter ought to be able to accomplish half of the time.	Hopping from stone to stone across a wide, swift stream.
8-12 Challenging	Something that would put the average punter to a stern test and result in failure more often than not.	Climbing a tower with a grappling hook and rope.
13-19 Heroic	A feat that requires the doer to realise the utmost potential of our species. The greatest feat a human can be expected to accomplish without divine intervention or performance-enhancing drugs.	Delivering an oration that moves a great number of people into action, reflection, or meaningful change.
20-29 Superhuman	Pulling this off requires the PC to do what most would consider impossible. It's the kind of feat that will be talked of throughout the country for a generation or two. Being 20 or higher, it comes with a Demerit, in addition to whatever else it does.	Praying – successfully – for a change in the weather.
30-39 Legendary	Historians and bards will sing the PC's praises forever more if they accomplish this truly Herculean feat. Being greater than 20, it comes with a Demerit, in addition to whatever else it does.	Facing down a rampaging dragon and making a pet of it.
40+ Godlike	Might as well ascend to the heavens straight away if you effectuate this. Being twice greater than 20, pulling it off will earn two Demerits, in addition to whatever else it does.	Stopping time through sheer force of will.

Adjudicating Spiffing Serious Abilities

Some SSAs are straightforward. No matter what the roll result, the effect described in the PC's SSA chart tells you and the Participants all you need to know. Others, like the Enchanter's 'Channel Your Element' or the Knight's 'Slay,' are less defined, especially as the rolls get higher. Ideally, you and the Participant will decide – narratively – what that barrage of fireballs or flesh wound means in terms of the challenge they're trying to overcome. If you really, truly, desperately need some sort of formula for determining how many Deed successes a result counts for:

15-20: counts as 1 Deed success.

21-24: counts as 2 Deed successes and probably swings things in the PC's favour.

25-27: counts as 3 Deed successes and definitely swings things in the PC's favour; it might even end the contestation outright in the PC's favour.

28-29: counts as 4 Deed successes and decisively ends all but the most formidable contestations.

30: counts as 5 or more Deed successes and undoubtedly, decisively, and legendarily ends the contestation in the PC's favour.

If a Participant makes a hash of a Spiffing Serious Ability roll (a result of 1-5), they suffer a Beshrewment and lose the ability to use both the SSA and one of their Situation's primary Traits until a certain 'recharge' requirement is met. These are steep penalties! You can mitigate the pain and suffering of the Participant by (1) narrating the failure in a diverting way so it adds to the narrative instead of simply sapping their will to carry on; and (2) providing opportunities for them to meet the recharge requirement. If the Churl has muffed an SSA roll and it's the middle of winter, a gracious and worthy HoLE will engineer circumstances by which they can still 'Get the harvest in' and meet their recharge requirement. You need not provide it right away (they're being punished after all!), but remember that the PC will be somewhat hamstrung until you do, so forcing them to go without a Trait and their SSA for multiple sessions is not cricket.

That's about all you need in order to run thrilling and educationally stimulating tests of wit, will, strength, or whatever else comes up. If you'd like more guidance, don't be embarrassed. On second thought, do be embarrassed, but don't show it. It makes us all uncomfortable. Now here's some additional guidance, you tit…

A Big Numbered List of Advice, Tips, and Proscriptions

1 Embrace the Chaos

Whilst running the Programme, you will be faced with unexpected circumstances, some introduced by the Programme mechanics (namely, those dastardly Beshrewments tables) and others by the Participants, who are guaranteed to do plenty of things you hadn't planned for. First, keep a stiff upper lip; and second, Adopt, Adapt, Improve. That was the official motto of the Round Table, you know.

If the PCs are having a discussion with Rev. E.P. Nesbitt in his cathedral when a sudden Beshrewment results in Rev. E.P. Nesbitt bursting through a side door – something perfectly possible in this Programme – don't get flustered thinking there's something wrong. Instead, imagine how surprised both of them must be at running into themselves this way, and take it from there.

In this Programme, you're not going to foul things up if you invent things on the fly – in fact, you'll probably improve the experience for everyone. The key to HoLE mastery is never letting the Participants know which bits have been carefully designed beforehand and which ones just popped into your head and out of your mouth.

2 You're Not the Ship's Captain – You're the Ship! Or Maybe the Tides. Is Ocean More Fitting? Damn the Maritime Metaphors! Full Speed Ahead!

Let the Participants drive the action. Nothing torpedoes engagement faster than making your Participants feel like passive audience members who are merely along for the ride as you steer them from one pre-designed waypoint to the next. You're there to set the scene and react to their decisions, not to tell them a story with a few meaningless decision-points sprinkled in.

Nor are you their adversary. Yes, you will be taking on the roles of adversarial characters and throwing obstacles in their way. But doing so in bad faith – to intentionally thwart their plans or undermine their success, say – will lead to frustrated, discouraged Participants, and that's not the proper state of mind for learning. Encourage them, celebrate their accomplishments, and make it clear that you want them to succeed – but that it's up to them whether they do or not. If Participants trust that you're pulling for them but not thumbing the scales in either direction, they'll derive much more gratification from the experience and probably grow up to be productive members of society as a result. And they'll owe it all to you.

3 The Written Word

Every word in this book is immutable. Should you find yourself thinking, 'Hmm, I'm not sure that rule comports with how I'd like to administer this Programme', 'I wish Bevis the Barber's goal was to build a tower of weevils as a tribute to the Weevil Gods of Old Weevilton', 'I sure wish they'd included Roger the Shrubber,' or any other such heresies, you must immediately close this book, roll it first in honey, then in nettles, and ask the first person you see to spank you firmly with it. Under no circumstances should you cast the shroud of your own ideas over this magnificent pedagogical statue. Furthermore, you are forbidden to do any sort of customising, converting, cutting, modifying, mending, inventing, ideating, iterating, adapting, altering, amending, adjusting, readjusting, recasting, rejiggering, reinventing, revamping, revising, redesigning, reworking, remodelling, retrofitting, refashioning, retuning, tuning up, or whatever silly people mean by 'homebrewing'. If you find yourself tempted to do any of these, please return this book at an authorised collection point, along with a letter of contrition, and the telephone number of your most attractive cousin.

4 The Rule of School

When acting the part of facilitator, remember that you are the only one with access to the full set of rules. If a Participant's course of action is likely to result in lasting impressions of the session and significant educational growth, by all means make it so. If a Participant whose PC has been transformed into a pantomime horse wants to divide themselves into two halves to accomplish a task, don't go poring through these pages looking for a section of pantomime rules and mechanics. Give an apple to the front end, a pat to the back end, and carry on.

5 Say Yes

Say it as often as possible. If a Participant begins a sentence with 'Can I…,' try to find your way to answering yes. Nobody likes 'no' bodies. People like people who say yes. People like saying yes. And people like being liked, so say 'Yes'! Unless the question is 'Dear me, is that your kidney on the floor?'

Hole-in-training Clive Helmetkant-Sneeze (left) adapts the codified rules of the Programme to fit his needs while his instructor Alan Saturn-Parmigiano (right) prepares to murder him.

Shoppes

In this Programme – as in the material off which it is ripped – Shoppes are much more than mundane places of business where standard transactions happen in a predictable way. Proprietors are idiosyncratic, and their wares, places of business, and clienteles are variable. Indeed, a simple shopping excursion can be an adventure unto itself!

In addition, 'Shoppes' can refer to any enterprise offering goods or services, including guildhouses, administrative offices, and churches.

Instead of a handful of pre-designed cheese emporiums, pet stores, and chemists, the Programme has a system for generating a Shoppe (or several of them) quickly. Use it to prepare a few places of business prior to an upcoming session, or to whip one up on the fly.

To create a Shoppe, flip to Appendix B (p. A4) and follow this three-step procedure:

1. **Determine the Shoppe type by choosing from or rolling on the Shoppes table (p. A4).**
2. **Determine who the proprietor is by choosing from or rolling on the Shoppekeepers table (p. A6).**
3. **Determine which Currency is accepted by choosing from or rolling on the Currencies table (p. A7).**

Using this procedure and the 'Settlement Generation' advice on p. A8, you can crank out entire cities, entire settlements – or at least their commercial, administrative, and religious elements – quickly and often with unpredictable results. The Shoppes list doesn't contain every possible type of building or location in a settlement, only the ones most likely to offer goods or services to adventurers. Others – like courts of law, town halls, mayoral manses, coopers, warehouses, and on and on – exist but aren't on the Shoppes list because they're less likely to have a good or service that PCs would be interested in. But who are we to decide how they spend their hard-earned Plague-Dead Bodies?

Lastly, the Shoppe generation procedure is designed to yield logical, historically accurate, places of business, which means that a PC looking for some new Glibness gear can't simply saunter into Gilda's Glibness Goods. No single Shoppe carries the Fool's Hat, Leather Jack of Scrum, and Turkish Little Rude Plant. But if the group is frustrated and would rather get the shopping over with so they can carry on questing, there is another option…

SIMPLE SHOPPES (OPTIONAL AND FROWNED UPON)

If you and/or the Participants would prefer a simpler shopping experience, you can base Shoppes on the Accoutrements tables. Ah, capital! Just pop on over to Back-Alley Sally's Emporium for all your Subtlety needs! And there, just across the square, is A Sale of Two Titties, which has on offer all of the Chastity Accoutrements! This approach will result in unrecognisable and illogical Shoppes, but it might suit groups that are more keen on questing than historically accurate retail experiences. It's a far less immersive, pedagogically correct method, and you should feel really awful about it, but it is simpler!

Currencies

Having 10 different Currencies can make shopping an adventure, which, if we're honest, is the point. But if it's getting overly frustrating for the Participants, you can make things easier by having Shoppekeepers accept more than one type. Shoppekeepers might also offer to trade for unusual goods, news, favours, or errands, which can be a springboard for all sorts of additional adventures. As with Shoppes, the key is knowing or being able to infer from their reactions what the Participants find engaging. Some groups will derive great satisfaction in exploiting the Currency system to their own ends; others will say rude words under their breath when they realise they can't purchase the object of their heart's desire just now because the proprietor is only accepting Upper-Class Twit Trading Cards. It is a system ripe for exploitation, creative interpretation, and problem solving, but, for all that, some Participants (future bankers, no doubt) would rather just splash money around and get on with it.

Furthermore, in this non-centralised, non-regulated monetary system, what qualifies as one of the currency types is subject to interpretation. While Whizzo Butter is a specific, widely recognised brand of oleo, it's difficult to tell the difference between actual Whizzo Butter and, say, putrid, gelatinous connective tissue from a shellfish. In a place where Naughty Pictures are deemed valuable, a skillful painter with a stack of canvases and plenty of paint is as good as a mint. And individual proprietors may well consider smutty stories to be proper payment, so if you've got a Wife of Bath in the party, you've got a golden goose!

8 Doling Out Loot

For a certain type of Participant, despoiling the carcass of a defeated foe is the most exciting part of the Programme. If you have one or more such Participants in your group (future accountants, surely), you'll need to keep them engaged by offering up some loot after they prevail in a contestation. Most of the entries in Chapter VII and VIII don't specify the amount and type of Currency or equipment an NPC or creature drops if they are defeated, but common sense and a bit of creativity can solve that. ***Brother Maynard*** surely has some Naughty Pictures up his sleeve, and the ***Dragon of Angnor*** probably has all sorts of Valour Accoutrements in its lair. Traits that an NPC or creature is 'Serious' in are a good place to start in terms of Accoutrements — and sometimes Traits they are 'Silly' in will make sense.

Many Participants derive great pleasure from making these 'treasure table' rolls themselves. Generally speaking, one Accoutrement from a table or two, plus some Currency, is sufficient, but if you wish to shower your Participants with plunder after a job well done, you can always grant more.

9 NPC Reactions: Class and Equipment

While most benighted plebs of the Middle Ages are suspicious of outsiders, having every single person the PCs encounter react in exactly the same way can get a little boring for all involved. When the PCs approach an NPC for whom you don't already have a predesigned set of sensibilities in mind, let the PCs' social class and equipment play a role in how the NPC responds to them. A PC carrying around a big scythe when it's not harvest season is likely to be met with some trepidation. An Upper-Class toff approaching a serf is likely to invoke no small degree of class-based resentment – that kind of thing wasn't generally done in the Middle Ages! A Middle-Class PC might immediately ingratiate herself with a guildmaster, while the Upper-Class fop who's quite keen on himself struggles to elicit any response.

Not only does this keep things interesting for everyone, it goes a long way towards making the world come alive for the Participants. Further advice on NPC reactions based on settlement size can be found in the 'Settlement Generation' section of Appendix B (p. A8).

10 Reducing Rolls: 'All Serious' and 'All Silly'

One way to reduce the number of die rolls while still making use of the Traits the PCs have worked so hard to build up is to allow all PCs who are on the Serious (d14 or higher) or Silly (d10 or lower) side of a Trait to succeed. This works best for minor achievements that might warrant a die roll but maybe aren't worth the trouble. You can use the All Serious/All Silly method in place of a Deed specified in the text of one of Chapter IX's quests, which is a good idea if you're worried that the PCs might flub a roll and miss an essential clue or reward.

For example, if the PCs enter a bedchamber to speak with the prince and the court jester is hiding behind a tapestry, instead of forcing every PC to make a Subtlety roll – which already gives away that there's something hidden – allow all PCs who are on the Serious side of Subtlety (d14 or better) to immediately notice the bulge in the tapestry and the outrageous boots sticking out from under it. Or if the PCs are trying to ingratiate themselves with the King of Fools, allow all who are on the Silly side of Authority or Strategy (d10 or lower) to do so automatically.

11 Narrating Indifference

We'll be honest: in the early phases of Programme design, we styled this as 'Immunity,' but that felt too sterile, absolute, and boring. Plus, how does one justify being 'immune' to an axe chop? It just wouldn't cut it, so we landed on 'Indifference.' Mechanically, it's basically the same as being totally immune to a Trait, but it programmes better. If a PC who's Indifferent to Valour is attacked by an axe-wielding maniac, narrate it as though the PC bends to pick a louse out of their stocking just as the axe goes whistling over their head. The PC stands back up, shrugs, and carries on. If a PC unleashes a blistering bon mot at a Gumby (Indifferent to Glibness) blocking the road, the sophisticated rhetoric bounces right off the impenetrable walls of their stupidity.

How you narrate Indifference becomes especially important when PCs are up against a powerful foe. For PCs in this situation, figuring out what the NPC or creature is Indifferent to and adjusting their Deeds accordingly can mean the difference between victory and defeat. Don't deprive them of that Indifference narration, which carries vital information.

Heads of Light Entertainment Pre-Directory

As if rendering up resplendent scenes, interpreting rules, and portraying every character and creature the PCs encounter weren't enough, you are also hereby required to take on the Persona of one of 18 highly distinguished BBC television executives. It's for the good of your future career in programme planning, so no whingeing.

The next chapter is a directory of all Head of Light Entertainment Personae. Before you peruse that panoply of personalities, some elements shared by all of them warrant a closer look.

Your Persona

Each session begins with you rolling a d18 to determine which of the Head of Light Entertainment Personae you will be portraying. Adopting voices and mannerisms is unnecessary, though not discouraged. All you really need to do is keep in mind the general sensibilities of your Persona. What a particular Persona prefers to see in a light-entertainment television programme will inform your issuance of Merits and Demerits, among other things. The more consistent you are the better, as Participants will be endeavouring to infer the likes and dislikes of your Persona so they can earn Merits, avoid Demerits, etc.

Merits

When a PC does something in accordance with the things your Persona goes in for, issue them a Merit, in the form of a dazzlingly official Programme Merit token or any other small physical object. They can turn in a Merit to 'buy' an extra die for a roll they're about to make, and then choose the result that suits them best. Merits can also be traded in to cancel Demerits.

Enterprising little Participants, having inferred what kinds of things please your Persona, might attempt to win more and more Merits through affected pandering. How you respond is up to you, but this sort of behaviour, if overdone and insincere, is likely to dampen the experience for everyone.

Demerits

When a PC does something that offends your Persona's sensibilities, issue them a Demerit – and make sure it's clear why you're doing so. When a Participant accumulates a number of Demerits equal to or greater than your Persona's tolerance for such things, they suffer an immediate Beshrewment, after which they turn in all Demerits and start afresh…assuming they survive this often dire consequence.

Beshrewments

When a Beshrewment is triggered, all Programme action stops while the Participant rolls a d30 and you consult your HoLE Persona's Beshrewments table, which is tailored to their particular sensibilities. Normally, the Programme is rigorously, relentlessly rooted in the Middle Ages, but when a Beshrewment is triggered, anachronism and surrealism can thrust themselves into the experience. All in the name of expanding consciousness, what!

Some Beshrewments are resolved almost immediately; others can disrupt the Programme for several highly educational minutes. In either case, what's required of you and the Participants is specified in each Beshrewment listing.[5]

[5] The exceptions are the Alternate Programming Beshrewments, guidelines for and examples of which can be found on p. 123.

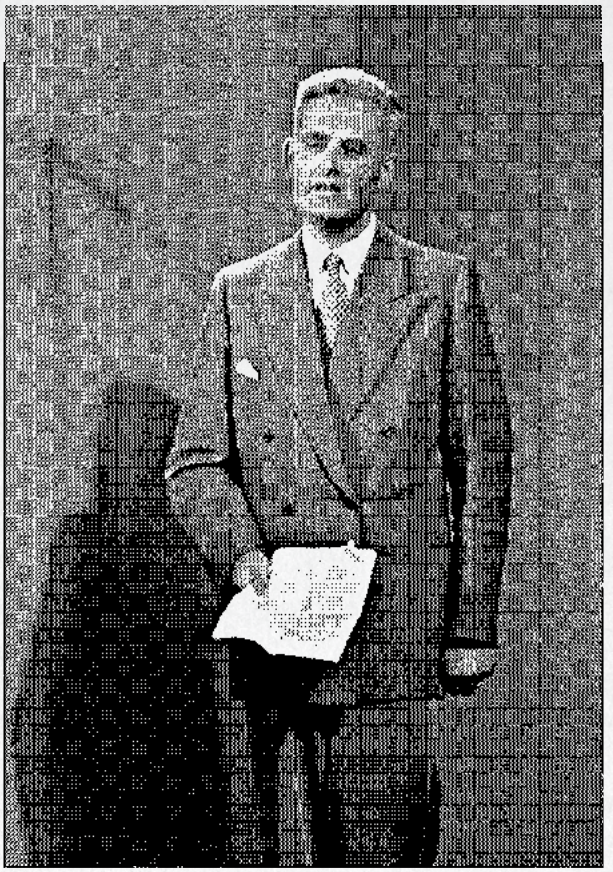
Complaint Letters and Replacing HoLE Personae

Be warned! Even executives at prestigious broadcasting companies are not immune to the vagaries of public perception. If the programme under your supervision invokes outrage among the viewing public often enough, your Persona will be out on their ear. Such outrage takes the form of Complaint Letters mailed to the network office, a not uncommon result on the Beshrewments tables. **If the number of Complaint Letters accrued hits your Persona's maximum, that HoLE is out and a new Persona is required.** Some Beshrewments kick the HoLE Persona to the curb outright, even if they've accrued zero Complaint Letters up to that point – the nerve!

Replacing a sacked/displaced/dead HoLE Persona is simple: roll on the HoLE table (p. 127), just as you do to begin every session. In a few cases the random roll is bypassed, and a specific Persona takes over automatically.

Regardless of the circumstances, whenever a new HoLE Persona takes over, Participants turn in all Merits and Demerits and start afresh under your new Persona's supervision.

Disturbingly, Participants seem to enjoy inventing the contents of Complaint Letters, some going so far as to 'read them aloud' for the amusement of their peers. If such treatment is inflicted upon you, endeavour to maintain a semblance of dignity. It's not as if you're being fitted up with a paper crown and paraded through the streets of London.



Having received a Complaint Letter, HoLE 2nd Class Yankenstein Mueslieber demonstrates proper carping technique.

Alternate Programming

Of all the Beshrewments, perhaps the most jarring are those that call for a quick cut to a completely different television programme, as if someone has switched the channel. Your job in these situations is to introduce and host this new show or commercial. You are no longer portraying a HoLE Persona, and the Participants are no longer portraying their PCs – but only for a few moments, after which things switch back to the Mediaeval reenactment.

There are eight types of Alternate Programming, all with the same basic structure:

1. **All Participants reset one of their PC's Traits to d4.**[6]
2. **The HoLE, as the host, and seemingly speaking into a television camera, introduces the show and its subject, then calls on Participants to contribute.**
3. **Participants who contribute can negate the Trait reset and return the affected Trait to its pre-Beshrewment status.**
4. **When all Participants have been called upon, the show ends and the Mediaeval reenactment continues where it left off.**

The footnotes for each Alternate Programming result contain suggested topics, but you can always opt for a more timely, relevant, or educationally stimulating one. It's often a good idea to make the show have something to do with the foul-up that precipitated the Beshrewment. If a PC has flubbed a Bardistry roll to play their lute and that leads to a Current Affair Show, you might opt for, 'Good evening and welcome to "Lutes…What Louses!," where we examine the complete and total uselessness of Mediaeval stringed instruments…'

Refrain from showing disappointment or disdain to Participants who are entirely too flummoxed to come up with something. Nor should you linger for a long time while they squirm and try to devise an answer. If they don't come up with something, or look as though they aren't enjoying the attempt, just narrate some excuse ('Well, it seems Mrs. Undergibbet has got her head stuck in a cement churn…') and move blithely on to the next Participant. The goal is stimulating participation, not discomfiture!

[6] Those that don't have this Trait don't reset anything. Surely a footnote wasn't required to tell you this. This might be the most worthless note ever footed.

The 8 Types of Alternate Programming Programmes

Blackmail Call-In Show: All PCs with Chastity reset it to d4. The HoLE, as the sleazy host, welcomes the audience and introduces the format: an anonymous person (the Participant who triggered the Beshrewment) will have salacious details of their private life read out by a crack team of investigators. The host calls on the investigators [the other Participants] one at a time to reveal a new and juicy tidbit (invented, not real; we shan't have little Ronnie being outed for being a kleptomaniac in the middle of our study session). When they're done, the anonymous person will have a chance to refute or explain things. Everyone who contributes negates the Chastity penalty incurred by their PC, and the previous scene picks up where it left off.

'Hello again, and welcome to Blackmailing Bankers! Our first victim is a Mr. A of Hampstead. Now let's go to our Blackmail team to see what they've uncovered. [Turning to a Participant] Miss Frenchplaster, what have you turned up on Mr. A?'

Celebrity Talk Show: All PCs with Subtlety reset it to d4. The HoLE, as the sycophantic host, welcomes the audience and provides a grovelling introduction to each Participant, who is a celebrity (real or invented) in a field of your choosing. After each introduction, the HoLE follows with a question intended to disparage famous talents in the field. Any Participant who disparages, insults, or otherwise runs down a well-known personality in the field negates the Subtlety penalty incurred by their PC. When each Participant has been called upon, the previous scene picks up where it left off.

'Good evening, all. Tonight on Shield Your Eyes, we are honoured – indeed blest beyond all measure – to have with us four artists: visionaries of such enormous talent and genius that one shudders to gaze too long upon their countenances, lest our own paltry contributions to the world of art be dwarfed into crippling insignificance by comparison. To my right, Countess Emilie Wells Fargone, creator of the extraordinary oil-on-brick masterpiece "Eviscerated Vole with Pear". [Turning to a Participant] Countess, may we have your opinion on Monet, and why he really ought to have brought things a bit more into focus?'

Commercial Break: All PCs with Argumentation reset it to d4. The HoLE, as a giddy spokesperson, announces a new product and extols its benefits, then turns things over to the Participants, who are everyday consumers. The HoLE asks the Participants to introduce themselves, then prompts them for an endorsement of the product's usefulness or value. Any Participant who proffers up a useful endorsement negates the Argumentation penalty incurred by their PC. When each Participant has been called upon, the previous scene picks up where it left off.

'Yes, mothers – new improved Whizzo Butter, containing 10% more or less, is absolutely indistinguishable from a dead crab. Remember, buy Whizzo Butter and go to heaven! Why, just listen to these glowing testimonials! [Turning to a Participant] Hello madam – tell us your name, where you're from, and what you have to say about new and improved Whizzo Butter…'

Current Affairs Show: All PCs with Purpose reset it to d4. The HoLE, as a forward-leaning, terribly earnest host, introduces the show with a series of rapid-fire questions, then calls on each Participant, inventing their name and credentials, for a provocative take on the subject. Any Participant who references (or invents) a recent discovery or news article about the subject negates the Purpose penalty incurred by their PC. When each Participant has been called upon, the previous scene picks up where it left off.

'Good evening. Tonight on Impalations Now: Crossbows. What are they? What are they thinking? Why do they fail us when we need them most? [Turning to a Participant] Lady Snidderton of the Royal Society of Slimy Things – your take!'

High-Minded Lecture Show: All PCs with Lorefulness reset it to d4. The HoLE, as the tweedy, monotonal interviewer, introduces the show with a stoic welcome and an announcement of the subject. The host then calls on each Participant, inventing their name and credentials, for academic insight. Any Participant who proffers a well-researched theory about the subject negates the Lorefulness penalty incurred by their PC. When each Participant has been called upon, the previous scene picks up where it left off.

'Good evening. Tonight on Ethel the Frog we examine the life and career of Marcel Proust. To offer insights on his body of work, we are joined by four distinguished professors [the Participants], each of whom is uniquely illiterate. [Turning to a Participant] Professor Wilfred von Struedelhamper, University of New Lower Ulm and author of Proust: There's Got To Be a Reason – *your thoughts…'*

Quiz Show: All PCs with Wisdom in the Ways of Science reset it to d4. The HoLE, as a smarmy little eel who'd be just as at-home selling used cars, welcomes the audience, explains the format, and asks a trivia question to the Participants, asking them to introduce themselves and their hometowns before answering. Any Participant who produces an answer (correct or otherwise) negates the Wisdom in the Ways of Science penalty incurred by their PC. When each Participant has been called upon, the previous scene picks up where it left off.

> *'Hello there, and welcome to Name That Middle Name, where contestants must identify the middle names of the famous and infamous. First up [looking at a Participant], let's have your name and hometown, sir. [Participant invents a name and hometown] Well, Reggie, it's time to play Name That Middle Name! Are you ready? Sooper. Margaret…H…Thatcher. Take your time now. Margaret…H…Thatcher? Oh, bad luck there. Hillary is not correct. The correct answer is, of course, Hedgetrim.'*

Sporting Event: All PCs with Glibness reset it to d4. The HoLE, as a play-by-play commentator, welcomes the audience, kicks off the event, then hands it over to the team of analysts – whom the HoLE introduces (with invented names) one at a time – to contribute. Any Participant who keeps the action moving with commentary on the sporting event negates the Glibness penalty incurred by their PC. When each Participant has been called upon, the previous scene picks up where it left off.

> *'Hello and welcome to the second day of this fascinating test match between the Sussex second eleven and a stand of birches. Here with me [indicates a Participant] is former top shirt for the England all-pirate squad, Captain Spewsy O'Rourke. Spewsy, take us through this next sequence…'*

Variety Show: All PCs with Decorum reset it to d4. The HoLE, as a highly bemused host with a million-watt smile, introduces the show with a chuckling welcome, then presents each Participant, inventing a name and prompting them to share some interesting knowledge or ability. Any Participant who has a go negates the Decorum penalty incurred by their PC. When each Participant has been called upon, the previous scene picks up where it left off.

> *'Hello hello! Good evening – ah-hah – and welcome to The Oddest Gits in England! [Pausing for applause/laughter] Yes yes, thank you. Ha, hum. Thank you. First up [looking at a Participant] – please introduce yourself and tell us what makes you so odd!'*

Fourth-division HoLE Merrill "Jacko" Stoatstool (left) isn't one to let a mild to moderate bout of incontinence dampen his enthusiasm.

NUDGE-NUDGING WITH ALTERNATE PROGRAMMING

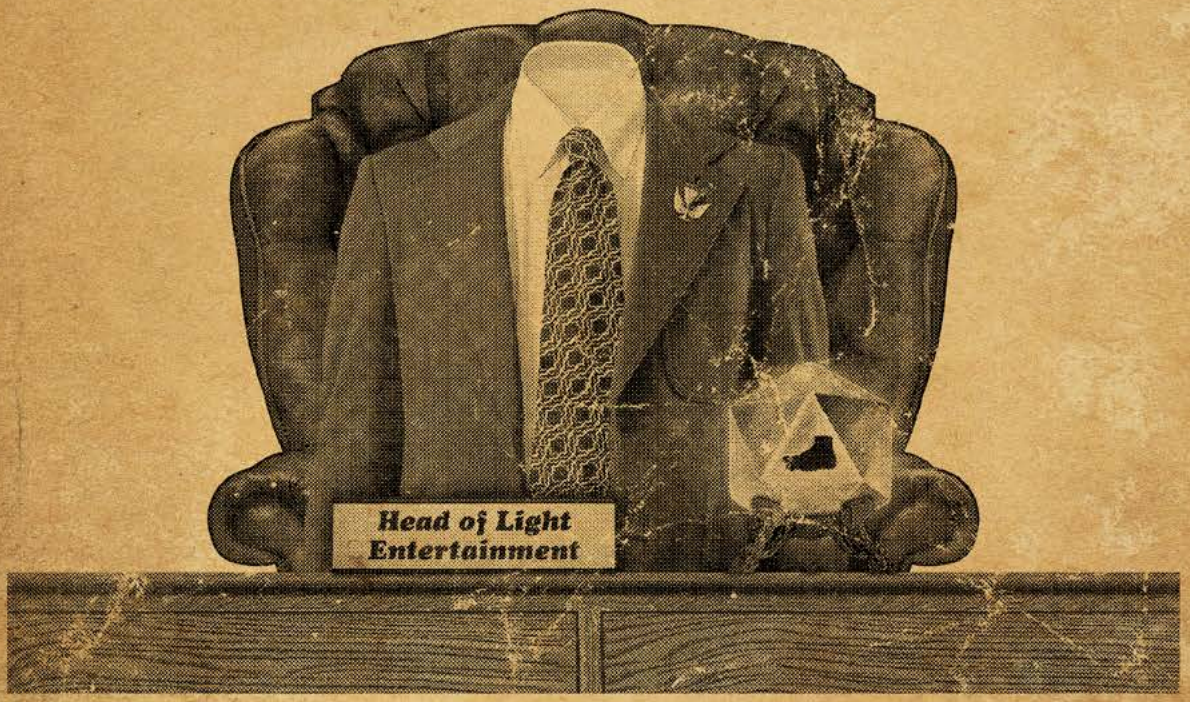
Alternate Programming affords you an excellent opportunity to redirect the Participants if they've drifted off-track or are hopelessly stumped. You, as the host of the show, can drop hints, offer clues and advice, or be a bit more forward. For example, if the Participants have missed repeated clues that point to a villainous silversmith, you might open the cut-away show by saying, 'Good Evening and welcome to Ethel the Frog. Later tonight, we'll be discussing Mediaeval silversmiths and why so few people thought to investigate them. But first…' and carry on with the Alternate Programming as normal.

VI

COMPULSORY TRAINING SUPPLEMENT

NEWLY UPDATED AND REFURBISHED

Heads of Light Entertainment Directory



"The suit would be empty without you."

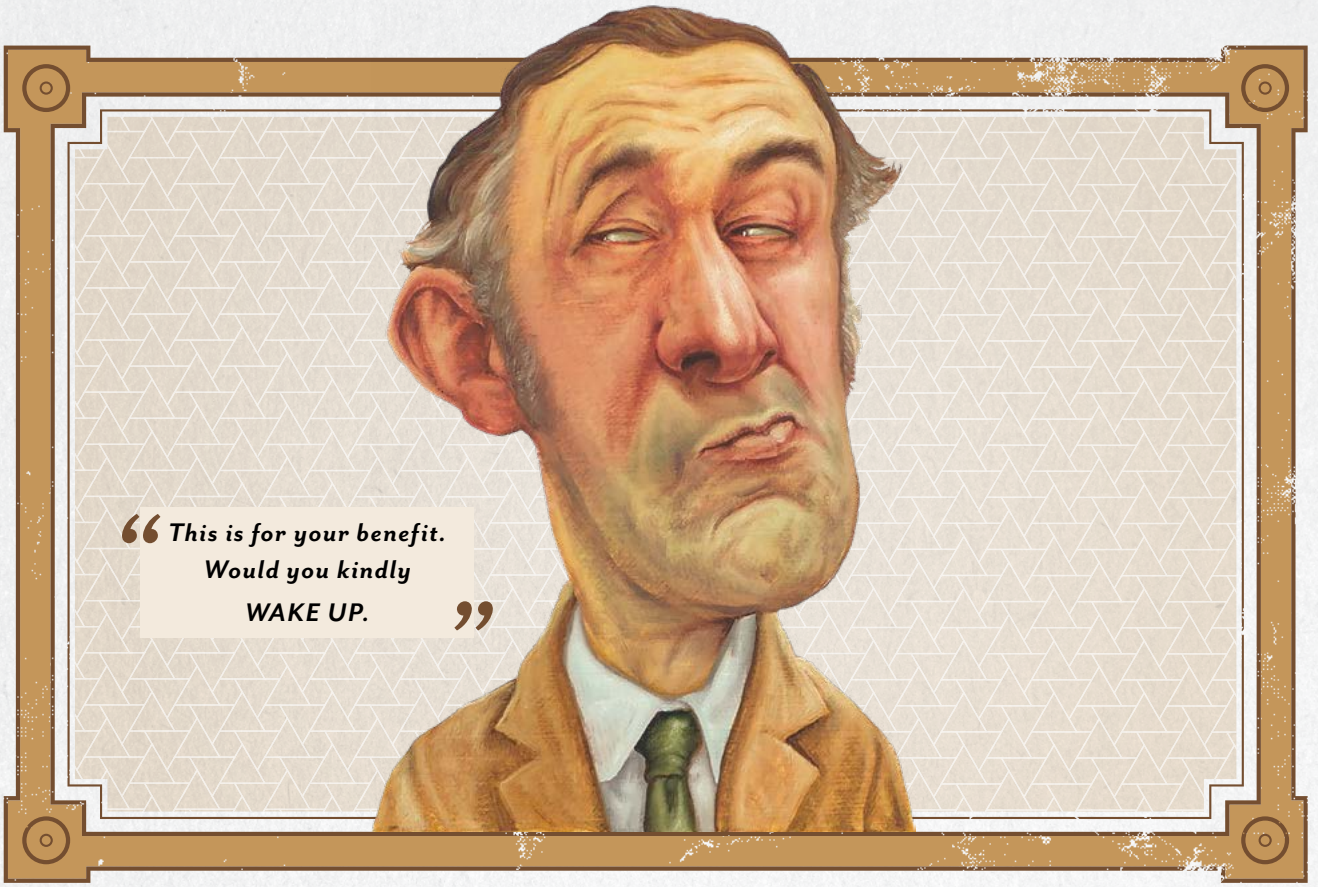
The Ministry of Cocurricular Reenactment and Quality Television Programming

• Whitehall SW1A •

VI.
Heads of Light Entertainment Directory

The following pages contain profiles of eighteen famed Heads of Light Entertainment. The table below is to be consulted at the beginning of each Programme session to determine which of these Personae you, the facilitator, will be taking on. Should your Persona be sacked, murdered, vaporised, or otherwise rendered incapable of carrying out their duties, the directory may be re-consulted to determine which new HoLE Persona takes over, depending on the nature of the former HoLE's departure.

d18	PERSONA	PAGE
1	Belladonna, Gary ('Gazza')	128
2	Buzzard, Jimmy	130
3	Cork, Bob N.	132
4	Good Fairy from Programme Control, The	134
5	Hampsterplanet (Prof.), Nigel, PhD, FBA, FRHistS, FRSL, FAcSS (pending), FRS, FSA, MCIfA (formerly), MBAA, FSMA, FSA Scot (contested), FSAI, SPMA	136
6	Iotacombe, Fanny (Mrs., MP)	138
7	Kinwoodie (Lord)	140
8	McGundaditir, Euan	142
9	Mortar & Pestle, Priscilla	144
10	Penguin, A	146
11	Puremanse, Wilma (Mrs.)	148
12	Sappenheim, Abe (Sir)	150
13	Throat, Ian (Mr., MP)	152
14	Upper-Class Twit, An	154
15	Vercotti, Dino	156
16	Williams, Timmy (The Wonderful)	158
17	Wonder Llama (The), Ralph	160
18	Ximinez (Cardinal)	162



Gary 'Gazza' Belladonna

BESHREWMENT TRIGGER: **2 OR MORE DEMERITS** ◆ COMPLAINT LETTERS BEFORE SACKING: **3**

Former standup comedian and radio host, he rather likes being in charge and is keen that no one forgets it. He's harsh but fair. Equitable and judicious? No, not at all. The 'fair' part refers to his pallid and unhealthy complexion.

Goes In For (Merits)

- When PCs behave in an orderly fashion, respect the authority of their lawful superiors, follow orders, and bally well toe the line.
- When a Participant really has a go during a cut to Alternate Programming.

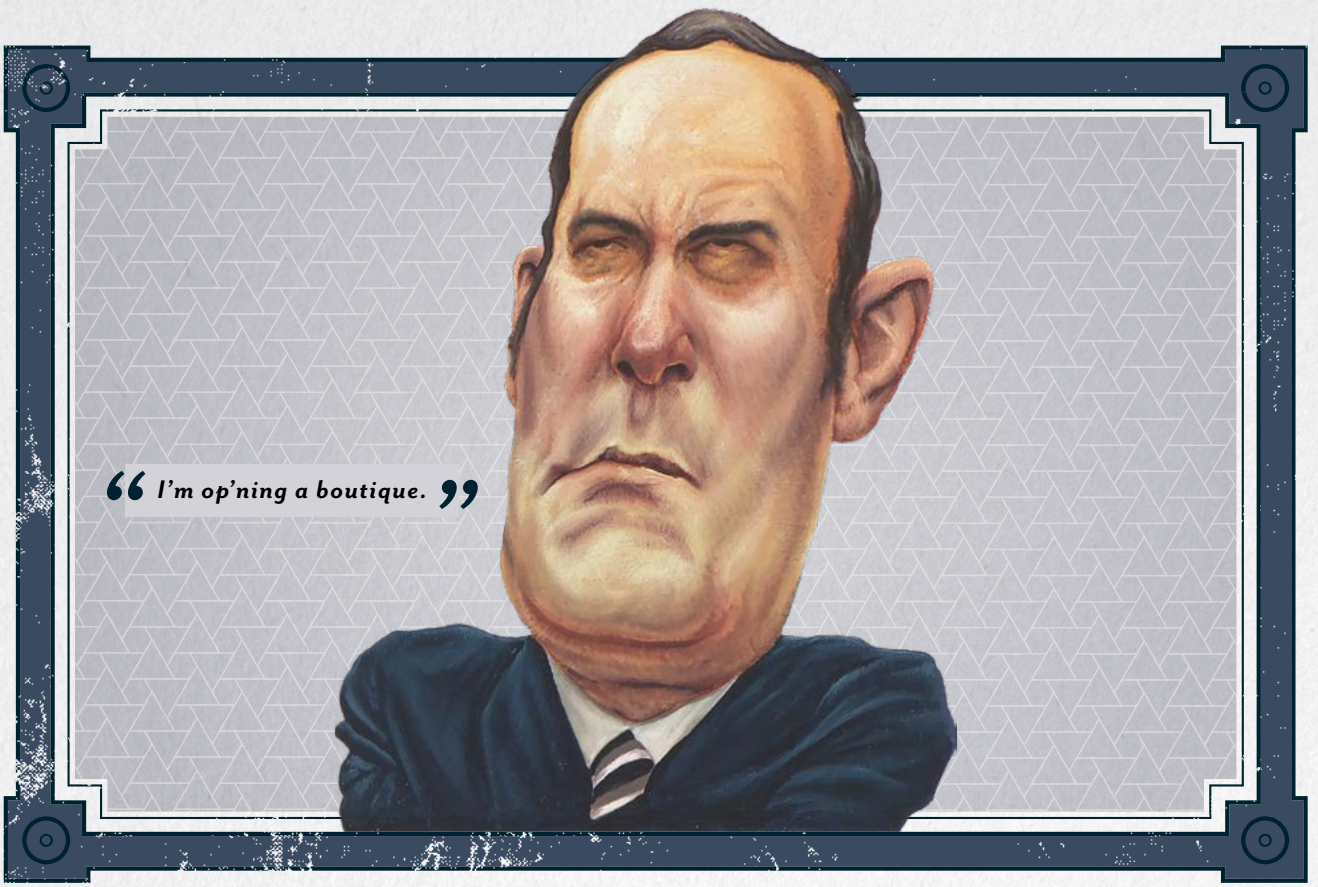
Frowns Upon (Demerits)

- When PCs break the law, cause chaos, foment rebellion, and the like.
- When Participants dissent, are insubordinate, or argue about rules.

BESHREWMENTS TABLE

d30	BESHREWMENT	EFFECT
1	The Foot	A colossal foot squashes you with a rude noise. You are No More.
2	Soviet Firing Squad	You are guilty of subversion and are hauled up before an historically (in)accurate Soviet firing squad. You are No More...unless you can produce a Luck Test of 8+, in which case the soldiers have missed and you may carry on.
3	Booked	A football referee jogs into the scene. The first time this result is rolled, the PC is given a yellow card, suffers 1 bit of Loony, and resets Authority and Luck to d4. If a PC on a yellow card rolls this result again, it's a red card and they go absolutely round the bend – they are completely and irrevocably Coconuts.
4	The Colonel	A disappointed army colonel strides in and berates everyone for the poor quality of this entire quest. So stern is his rebuke that all PCs with more Traits on the Silly side (d10 or lower) than the Serious side suffer 2 bits of Loony.
5	The Studio Audience Revolts!	Outraged studio audience members storm the scene and trash the set. Everyone in the scene suffers 1 bit of Death and resets one random Trait to d4.
6	And Now for Something Completely Different	The current scene is abruptly ended and the entire party is transported to a new location of the HoLE's choosing.
7-9	Police Raid	A battalion of police constables floods the scene with shouts of 'What's all this then?' The entire party is arrested for disorderly conduct, lewdness, or whatever is most apt and hauled off to gaol. The sketch in progress is cut short and the Programme resumes at a new location of the HoLE's choosing, as though the whole affair has been somehow resolved. If the party pays a 50-Currency fine, they can avoid arrest and carry on with the current scene. The fine increases by 50 for every subsequent offence until a new HoLE Persona takes over.
10-13	Inspector Fox[1]	On the prowl for any activity intended to cause grievous mental confusion. He issues a warning to all, then hangs around in the wings for the remainder of the scene. If anyone causes someone else to become confused, he'll slap them with a 10-Currency fine. If the fine isn't paid, it's a proper slap: 1 bit of Death.
14-17	Needed for Another Sketch	A studio executive arrives and informs you that you're needed to perform some menial task in another sketch. If you go along without complaint, you'll be returned to the scene after 10 minutes or so and with 3 Merits for doing programme control a favour. If you make things difficult by refusing, roll again on the Beshrewments table using a d10. When that's sorted, every Participant gets a Demerit, and you get two for dissent.
18-20	Alternate Programming[2]	Roll a d6. 1 = Celebrity Talk Show.[3] 2 = Commercial Break.[4] 3 = Current Affairs Show.[5] 4 = High-Minded Lecture Show.[6] 5 = Quiz Show.[7] 6 = Variety Show.[8]
21	The Queen Just Tuned In!	Everyone (HoLE and Participants alike) must stand or hold a respectful salute for the next d30 minutes. Otherwise, the Programme proceeds as normal. If everyone joins in a round of 'God Save the Queen', they may dispense with further formalities.
22	Nobody Expects the Spanish Inquisition!	***Cardinal Ximinez*** takes over as HoLE.
23	Mr. Patrick Loone, TV Critic	A scathing review. All Complaint Letters have double effect until the HoLE is sacked.
24	BBC Announcement	A voiceover says, 'We interrupt this programme to annoy you and make things generally irritating.' The first time this result is rolled, there's no additional effect. The second time, the announcer adds that the interruption is also necessary in order to provide work for the announcer (all PCs take 1 bit of Loony). The third time it happens, the announcer goes on about their tragic personal situation and how they need work in order to provide for Jo-jums and the kids (all PCs take 2 bits of Loony).
25-29	Complaint Letter	Counts towards the HoLE's sacking.
30	Gazza is angling for a producer's gig on a more serious show and can't be arsed.	None. You've got away with it.

1: Light Entertainment Police, Comedy Division, Special Flying Squad
2: See p. 124 for guidance and examples.
3: 'How Famous Are You?', a talk show hosted by Sir Edwin 'Ham' Nixon and featuring famous talk-show hosts.
4: Imported orchids.
5: 'Current Affairs', a discussion of the fundamentals of electricity and their impact on municipal codes. Hosted by Betty Teal.
6: 'And They're Off!', the migration habits of trees and why someone should be regulating them. Hosted by Sir Alan Waddle.
7: 'I Spy...', guessing the last minor rule or regulation broken by audience members. Hosted by B.J. Smegma.
8: 'Toeing It', featuring people who carefully abide by obscure laws. Hosted by Alexandra Yalt.



Jimmy Buzzard

BESHREWMENT TRIGGER: **4 OR MORE DEMERITS** ◆ COMPLAINT LETTERS BEFORE SACKING: **4**

The famed former midfielder for Jarrow United FC is in charge of things, and, as you’d imagine, he goes in for sport. So on with the trainers and let’s have a cracking match. It seems the arch-thinking, free-scheming, scarcely-ever-to-be-curbed footballer isn’t entirely clear that he’s not in charge of sports programming. Probably something to do with the difficulty he has understanding polysyllabic words. Still, he is quite popular, which is why his newly opened boutique is doing so well. Also, he calls every Participant ‘Brian’.

Goes In For (Merits)

- Boutiques and PCs who steer the action towards them.
- Recalling any of Jimmy’s heroics on the pitch at Perth Green.

Frowns Upon (Demerits)

- Making fun of athletes.
- Going too long without some sort of athletic display or competition.
- Being rude to boutique owners.

BESHREWMENTS TABLE

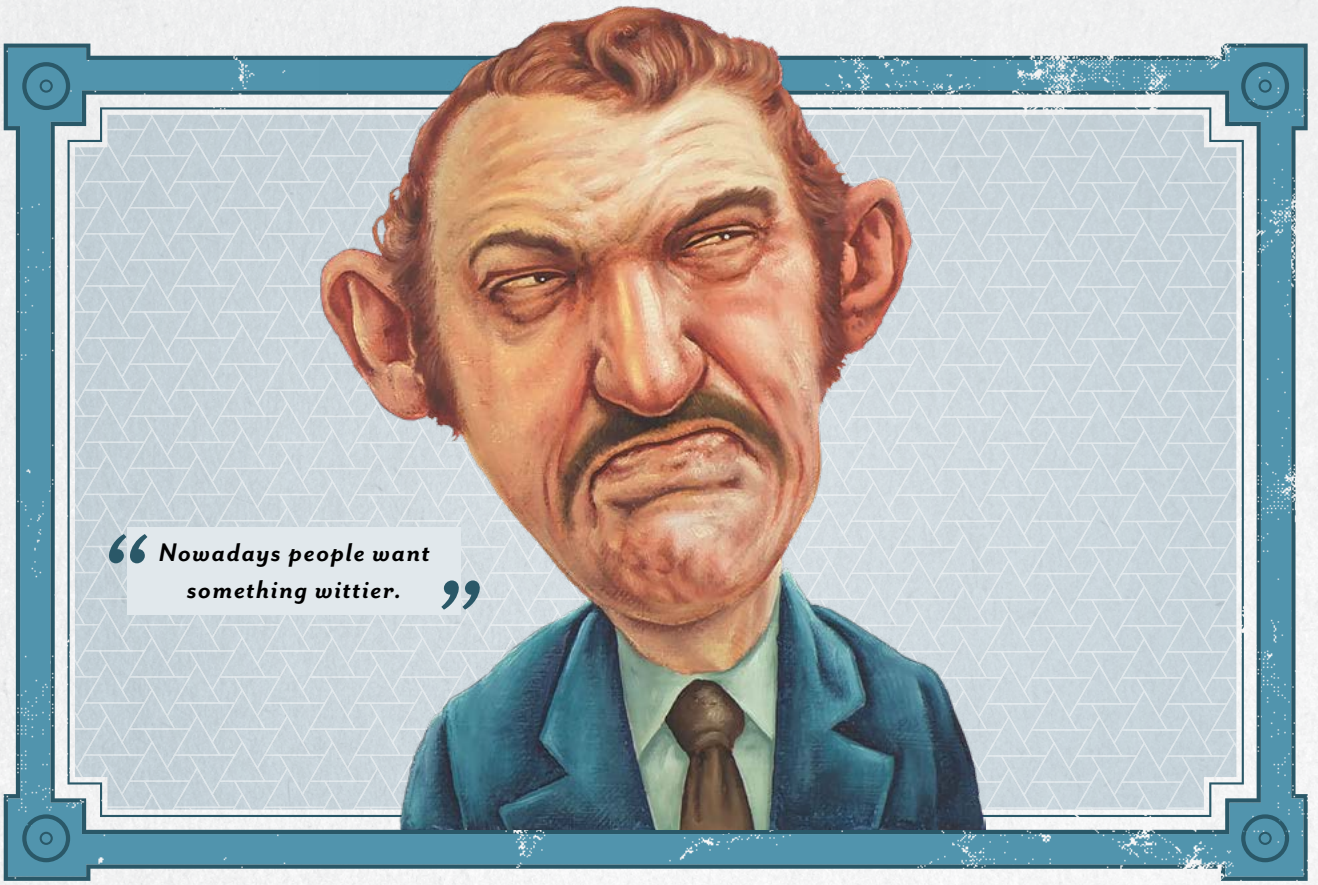
d30	BESHREWMENT	EFFECT
1	The Foot	A colossal football boot squashes you with a rude noise. You are No More.
2	A Giant Hammer	A cartoonishly large West Ham hammer drops on your head. 2 bits of Death, and reset Lorefulness, Strategy, and Wisdom in the Ways of Science to d4.
3	Capturé	An escouade of French Chevrailleurs nabs the entire party in a net. The PCs must hand over a farm animal or be thrown into a game of Fetchez la Vache. After the game, they're returned to the scene.
4	Ken Clean-Air System	A frighteningly stupid boxer advances and beats the living daylights out of you. 2 bits of Death (3 if you're a little schoolgirl), and reset one random Trait to d4.
5	The Colonel	A disappointed army colonel strides in and berates everyone for the poor quality of this entire quest. So stern is his rebuke that all PCs with more Traits on the Silly side (d10 or lower) than the Serious side suffer 2 bits of Loony.
6	The Studio Audience Revolts!	Outraged football hooligans storm the scene and trash the set. Everyone in the scene suffers 2 bits of Death and resets one random Trait to d4.
7-12	Booked	A football referee jogs into the scene. The first time this result is rolled, the PC is given a yellow card, suffers 1 bit of Loony, and resets Authority and Luck to d4. If a PC on a yellow card rolls this result again, it's a red card and they go absolutely, completely and irrevocably Coconuts.
13-15	The Show So Far	The audience at home has lost the plot...and Jimmy's confused as well. You must immediately give a summary of what's happened so far before things can continue.
16	Nobody Expects the Spanish Inquisition!	***Cardinal Ximinez*** takes over as HoLE.
17-20	Alternate Programming[1]	Roll a d4. 1-3 = Sporting Event.[2] 4 = High-Minded Lecture Show about 17th Century Sino-Russian relations. In the latter case, Jimmy is flummoxed and quits unless a Participant turns the discussion towards football or boutiques.
21	The Footie	A colossal football boot swings in from one side and kicks you into a giant football goal several miles away. You suffer 2 bits of Death, but the audience goes wild. All PCs add +1 to all rolls until the HoLE is sacked.
22	And Now for Something Completely Different	The current scene is abruptly ended and the entire party is transported to a new location of the HoLE's choosing.
23	The Studio Audience Is Revolted	Loud boos, obnoxious whistling, and catcalls. All rolls (by all PCs) are made using a die value one lower until someone Strewths or kicks a smallish round object about a bit.
24	A TV Pitchman selling a new, must-have product from Jimmy's boutique	A moustachioed pitchman strolls into the scene trailing a microphone cable. He's smooth, persistent, only a wee bit smarmy, and ruins any social situation. All PCs must roll twice and take the lower result during polite interactions with NPCs until the pitchman is dealt with. He's Indifferent to all Traits, but the purchase of something (Gold and Gemstones accepted) brings two production assistants out of the wings to supply the stuff and sends the pitchman on his way.
25-29	Complaint Letter	Counts towards the HoLE's sacking.
30	Jimmy is painting his new boutique.	None. You've got away with it, Brian.

1: See p. 124 for guidance and examples.

2: A cricket test match: England's Under-18s vs. the French Lawn Furniture National Team. OR A football match: a friendly between the French national football team and the French national boutique mannequins football team.

THE RAGS TO RICHES SUCCESS STORY OF JIMMY BUZZARD

Bought from Hounslow Reserves by Biggleswade for £15. Free transfer to Scunthorpe (rail fare: £1.50). Dramatic midnight signing in a club in Soho. Jimmy goes to Inter Milan for £3 (and the lady's expenses). Cycles back. Plays for Under 23s against the Over 40s at Doncaster. Catches the eye of Jarrow Manager Syd 'Hammerhead' Hawkins on a London Weekend Late-Night Revue Show. Signs on for £20 and four light and bitters to become part of the now legendary Jarrow forward line of Bunn, Whackett, Buzzard, Stubble and Boot. Scores the winning goal in the second half of the Third Round, First Leg, Inter-European Playoff Competition against A.C. Finland. Granted the freedom of Jarrow.



Bob N. Cork

BESHREWMENT TRIGGER: **3 OR MORE DEMERITS** ◆ COMPLAINT LETTERS BEFORE SACKING: **5**

The founding father of the British television sitcom. A proud Yorkshireman and a true giant of light-entertainment broadcasting, known for smashing sitcoms such as ‘Those Salty Pickletons’, ‘Bruce Loves Sheila’, and ‘The Hancock Job’. Mr. Cork prefers traditional light entertainment: snappy one-liners, clever puns, and of course proper punchlines delivered directly to the camera. All this modern, surrealistic nonsense being passed off as satisfactory entertainment by drug-crazed hippies really gets his goose. Let’s have some good old-fashioned rib-tickling, by Jove! Also, he won’t stand for masturbation.

Goes In For (Merits)

- Traditional comedy: catchphrases, running gags, one-liners, wordplay, and prop and sight gags.
- Punchlines. A truly ripping punchline can bring any scene to an immediate conclusion, should the Participant so desire.
- Serving as a straight man to set up a snappy comeback.
- References to classic television – that being British television of the 1960s and ’70s.

Frowns Upon (Demerits)

- Surrealism.
- Drug references.
- Ending sketches without a proper punchline.
- Masturbation, masturbation talk, masturbation pantomiming, masturbation euphemisms, allusions to masturbation, any gesture or speech that could be construed as an oblique reference to masturbation.

BESHREWMENTS TABLE

d30	BESHREWMENT	EFFECT
1	The Foot	A colossal foot squashes you with a rude noise. You are No More.
2	A 16 Ton Weight	A large prop weight is dropped on you. Sadly, it's a very realistic prop. Take 3 bits of Death.
3	A Giant Hammer	A cartoonishly large hammer drops on your head. 2 bits of Death, and reset Lorefulness, Strategy, and Wisdom in the Ways of Science to d4.
4	The Studio Audience Revolts!	Outraged studio audience members storm the scene and trash the set. Everyone in the scene suffers 1 bit of Death and resets one random Trait to d4.
5-7	BBC Announcement	A voiceover says, 'We interrupt this programme to annoy you and make things generally irritating.' The first time this result is rolled, there's no additional effect. The second time, the announcer adds that the interruption is also necessary in order to provide work for the announcer (all PCs take 1 bit of Loony). The third time it happens, the announcer goes on about their tragic personal situation and how they need work in order to provide for Jo-jums and the kids (all PCs take 2 bits of Loony).
8	The Colonel	A disappointed army colonel strides in and berates everyone for the poor quality of this entire quest. So stern is his rebuke that all PCs with more Traits on the Silly side (d10 or lower) than the Serious side suffer 2 bits of Loony.
9	A Knight with a Chicken	A knight in full armour enters the scene, strikes you with a dead, plucked chicken, then exits. Take 1 bit of Loony, and reset Animal Husbandry and Authority to d4.
10-11	A Door-to-Door Gag Salesman	A cheerful and persistent door-to-door salesman approaches you with his wares in a tray. It's terribly embarrassing; you suffer 1 bit of Loony right away and for each new scene he follows you to. He's Indifferent to all Traits and isn't actually selling anything; he's just waiting for a punchline and will leave as soon as he hears one.
12	The Studio Audience Is Revolted	Loud boos, obnoxious whistling, and catcalls. All rolls (by all PCs) are made using a die value one lower until someone Strewths or delivers a snappy one-liner.
13	Script Check	You have clearly forgotten your lines or gone off-script. A couple of production assistants huddle around you, get you sorted, then exit. Reset Glibness and Argumentation to d4.
14	And Now for Something Completely Different	The current scene is abruptly ended and the entire party is transported to a new location of the HoLE's choosing.
15	Needed for Another Sketch	A studio executive arrives and informs you that you're needed in another sketch. If you go along without complaint, you'll be returned to the scene after 10 minutes or so and with 3 Merits for doing programme control a favour. If you make things difficult by refusing, roll again on the Beshrewments table using a d10.
16	BAFTA Award	Bob's won a BAFTA. The HoLE must give an acceptance speech.
17	Silly Walk	You now have a remarkably silly walk. Reset Bardistry and Nimbleness to d4.
18	Inspector Fox[1]	On the prowl for any activity intended to cause grievous mental confusion. He issues a warning to all, then hangs around in the wings for the remainder of the scene. If anyone causes someone else to become confused, he'll slap them with a 10-Currency fine. If the fine isn't paid, it's a proper slap: 1 bit of Death.
19	In My Day...	The scene zooms out and is revealed to be taking place on a television screen that's being completely ignored by a group of blustery Yorkshire gentlemen and women. The scene cannot resume until each of the Participants, taking on the roles of the Yorkshire gentlemen and women, boasts about how hard they had it growing up.
20	Inspector Thompson's Gazelle[2]	On the prowl for sketches that end without proper punchlines. He issues a warning to all that sketches must end with a proper punchline, then hangs around in the wings for the remainder of the scene. He won't allow the scene to end – or the PCs to leave – until a punchline is proffered.
21	The Queen just tuned in!	Everyone (HoLE and Participants alike) must stand or hold a respectful salute for the next d30 minutes. Otherwise, the Programme proceeds as normal. If everyone joins in a round of 'God Save the Queen', they may dispense with further formalities.
22	Nobody Expects the Spanish Inquisition!	***Cardinal Ximinez*** takes over as HoLE.
23-24	Catchphrase	You develop a snappy catchphrase. If you can't think of one, the HoLE will assign one to you. You must work it into every scene from now on or take a Demerit.
25-29	Complaint Letter	Counts towards the HoLE's sacking.
30	Bob is having some private time in his office. Do not disturb.	None. You've got away with it.

1: Light Entertainment Police, Comedy Division, Special Flying Squad

2: Programme Planning Police, Light Entertainment Division, Special Flying Squad

The Good Fairy from Programme Control

BESHREWMENT TRIGGER: **3 OR MORE DEMERITS** ◆ COMPLAINT LETTERS BEFORE SACKING: **1**

They’re a dandy little executive who lily-well loves a musical number. And they prefer to have links between sketches – nice smooth segues and transitions, please. Smoochies!

Goes In For (Merits)

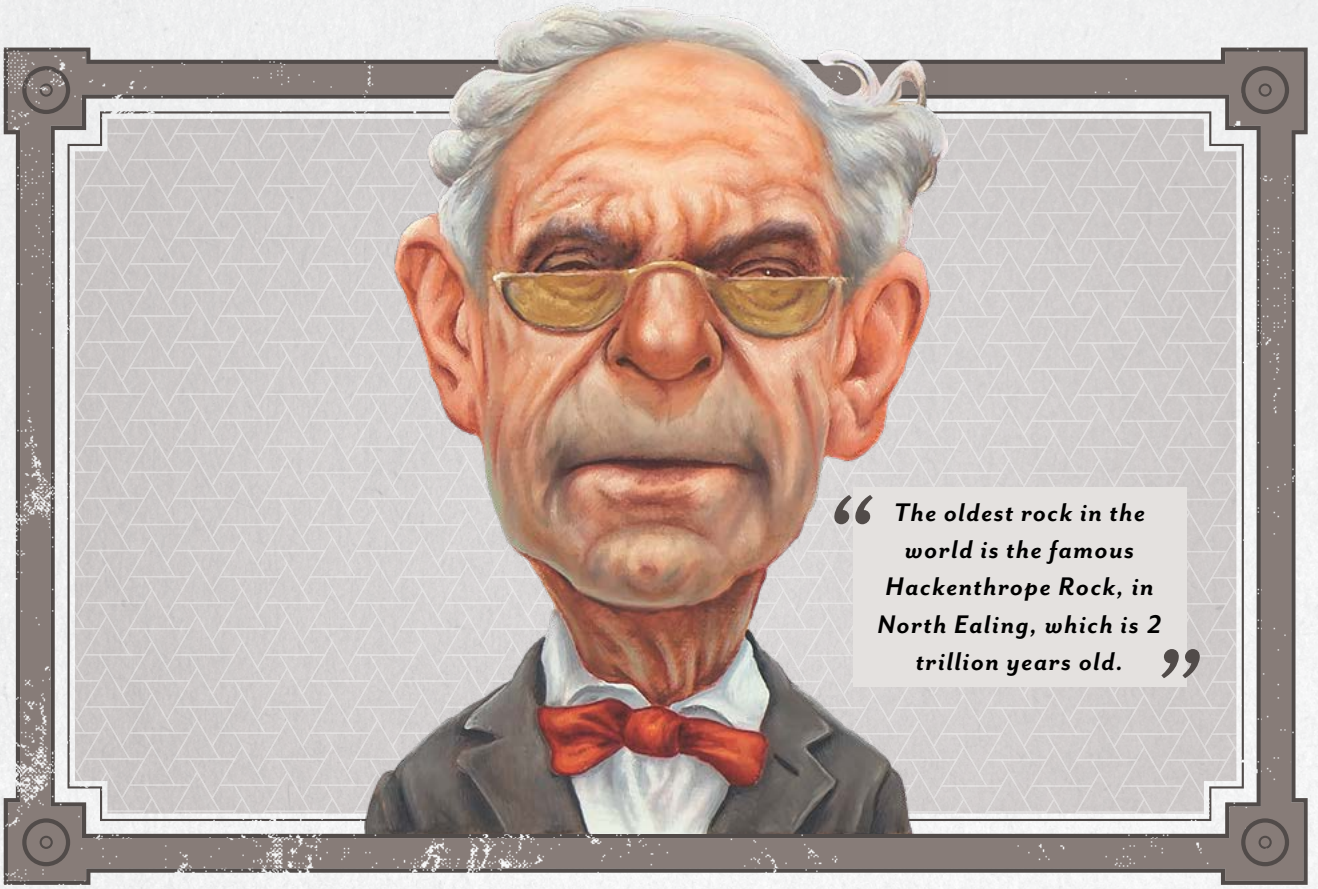
- Musical interludes – especially those that provide a transition from one scene to the next, or that spice up the narration of boring bits, like travelling along a road.
- Chorus lines.
- Costumes with sequins, spangles, and other things that catch the light just so.

Frowns Upon (Demerits)

- Abrupt stops and starts to scenes.
- Sketches that aren’t properly linked narratively or musically.
- Going too long without singing, dancing, or other musical performance.

BESHREWMENTS TABLE

d30	BESHREWMENT	EFFECT
1	The Foot	A colossal elfin foot squashes you with a rude noise. You are No More.
2	Nude Organist	A naked man appears, leeringly plays a chord on an organ, then disappears. Everyone who can see and hear it suffers 2 bits of Loony and resets Bardistry to d4.
3	The Colonel	A disappointed army colonel strides in and berates everyone for the poor quality of this entire quest. So stern is his rebuke that all PCs with more Traits on the Silly side (d10 or lower) than the Serious side suffer 2 bits of Loony.
4	The Studio Audience Revolts!	A chorus line of showgirls high-kicks its way into the scene, trampling everything. The set is trashed and everyone in the scene suffers 1 bit of Loony and resets one random Trait to d4.
5	Secretarial Striptease	The Secretary of State enters the scene and performs a burlesque number while delivering a dull, if thoroughly researched, lecture on agricultural subsidies and their effect on Commonwealth relationships, accompanied by soft, breathy jazz music. Anyone Serious (d14 or higher) in Decorum takes 1 bit of Loony and resets Chastity to d4.
6	Head Borrowed for a Piece of Animation	The overlarge hand of a BBC animator sneaks into the scene and steals your head. You're not hurt, but it makes using certain Traits more difficult – namely those that require talking and thinking. When the current scene ends, the hand comes back round and returns your head, which is bedazzled with sequins and fairy dust.
7	Nobody Expects the Spanish Inquisition!	***Cardinal Ximinez*** takes over as HoLE.
8	The Dragon Ship Arrives To Take You To Your Quest's End	The Good Fairy has a lovely music-hall singalong show next in the programming queue and would like to speed things along. A mystical ship with a dragon's head humming at the prow arrives to spirit you to the quest's end. The PCs are transported to their current quest's ending scene. It's all rather shocking and the PCs arrive a bit green around the gills, so that's 1 bit of Death and 1 bit of Loony for the lot. This can be negated if one of them offers a stirring accompanying song for the journey.
9	The Studio Audience Is Revolted	Loud boos, obnoxious whistling, and chants of 'Sing, you bastards, sing!'. All rolls (by all PCs) are made using a die value one lower until the end of the scene, or until someone injects some much-needed music into it.
10-14	Unmouthed	Your mouth flies off your face to have an adventure in a cartoon. It'll come back next scene, although it insists on singing every line for the duration of that scene.
15	BAFTA Award	You've won a BAFTA for your performance. The Participant must give an acceptance ~~speech~~ song.
16	Personality Infusion	You suddenly and permanently develop the personality, if not the talent, of a famous singer or musician from history (though that history might be in the future). Beethoven, Mozart, Bleeding Gums Murphy, Vivaldi, Clodagh Rodgers, Morticia Addams, Sir Tristram, Keith Richards, Betty Boop, Nigel Tufnel...it's HoLEr's choice!
17-22	Fairy Tale Time	The rest of the sketch must be performed as a children's fairy story. This doesn't affect any choices or actions, just the way in which such things are narrated and characterised.
23	Script Check	You have omitted an important musical interlude that's in the script. A couple of production assistants huddle around you, get you sorted, then exit. Reset Bardistry to d4.
24	A Door-to-Door Lute Pick Salesman	A cheerful and persistent door-to-door salesman approaches you with his wares in a tray. It's terribly embarrassing; you suffer 1 bit of Loony right away and for each new scene he follows you to. He's Indifferent to all Traits and isn't actually selling anything; he's just waiting for a nice song to be sung and will leave as soon as he hears one.
25-29	Complaint Letter	Counts towards the HoLE's sacking.
30	The Good Fairy has tickets to the ballet.	None. You've got away with it.



Prof. Nigel Hampsterplanet,

PhD, FBA, FRHistS, FRSL, FAcSS (pending), FRS, FSA, MCIfA (formerly), MBAA, FSMA, FSA Scot (contested), FSAI, SPMA*

BESHREWMENT TRIGGER: **3 OR MORE DEMERITS** ◆ COMPLAINT LETTERS BEFORE SACKING (NO TENURE IN TV, NIGE!): **3**

This distinguished academic is a classically trained Historian and deeply committed to authenticity and accuracy. He's as tweedy as they come, and he's as put off by electronical gizmos at the table as he is by reenactment participants making a mockery of History. Capital H. Always.

Goes In For (Merits)

- Historical accuracy.
- Participants who endeavour to create a more authentic experience.
- Displays of academic rigour, like taking notes or recalling something mentioned in a previous scene or session.

Frowns Upon (Demerits)

- Anachronism.
- Modern devices at the table.
- Modern-day references.
- Talking about what a PC is saying instead of proper dialogue reenactment.
- Having his reading of History challenged.

*A Member of the Society for Post-Mediaeval Archaeology...not that other thing.

BESHREWMENTS TABLE

d30	BESHREWMENT	EFFECT
1	The Foot	A colossal foot clad in period-accurate sabaton squashes you with a rude noise. You are No More.
2	A Giant Hammer	A cartoonishly large and period-accurate warhammer drops on your head. 2 bits of Death, and reset Lorefulness, Strategy, and Wisdom in the Ways of Science to d4.
3	The Studio Audience Revolts!	Outraged History buffs rush the sketch, telescopic pointers and theses swinging. They are non-violent but have a great deal to say about the historical inaccuracy of things. Everyone in the scene suffers 2 bits of Loony and resets Lorefulness to d4.
4	A TV Pitchman selling replicas of Roman military equipment	A moustachioed pitchman in a spotless toga strolls into the scene trailing a microphone cable. He's smooth, persistent, only a wee bit smarmy, and ruins any social situation. All PCs roll twice and take the lower result during polite interactions with NPCs until the pitchman is dealt with. He's Indifferent to all Traits, but the purchase of something (Gold and Gemstones accepted) brings two production assistants out of the wings to supply the stuff (legionnaire's armour, shield, helmet, gladius, javelin, a chariot, etc.) and sends the pitchman on his way.
5	Batley Townswomen's Guild	A shrill whistle is heard, then a dozen Upper Middle-Class ladies converge on the scene in a violent fracas. They are recreating a famous battle from History (the Siege of Stalingrad is a speciality), and the PCs are caught in the crossfire. All PCs suffer 1 bit of Death, 1 bit of Loony, and move Valour one degree towards Silly.
6	BBC 'Budget' Cuts: No Special Effects!	Budget: a fine excuse for dispelling some misconceptions about the Mediaeval Age. Reset Sorcery to d4. Sorcery or other kinds of magic cannot be used by anyone for the remainder of the scene.
7	Capturé	An escouade of French Chevrailleurs nabs the entire party in a net. The PCs must hand over a farm animal or be thrown into a game of Fetchez la Vache. After the game, they're returned to the scene.
8	The Colonel	A disappointed army colonel strides in and berates everyone for the poor quality of this entire quest. So stern is his rebuke that all PCs with more Traits on the Silly side (d10 or lower) than the Serious side suffer 2 bits of Loony.
9-11	Historical Charades	The HoLE whispers to you an Historical event. If you can get the other Participants to guess the event in under 60 seconds, you win. Otherwise you lose, and must reset Bardistry and Lorefulness to d4.
12	Nobody Expects the Spanish Inquisition!	***Cardinal Ximinez*** takes over as HoLE.
13	The Studio Audience Is Revolted	Derisive snorts and mumbles of 'I see they've taken some liberties there...,' 'Extraordinary,' 'The nerve,' etc. All rolls (by all PCs) are made using a die value one lower until someone Strewths or cites a primary source.
14-19	Alternate Programming[1]	Roll a d6. 1 = Commercial Break.[2] 2 = High-Minded Lecture Show.[3] 3-6 = a documentary on the Middle Ages[4] (new HoLE Persona needed!...see footnote).
20	The Francis of Assisi Game	You (the Participant) must pretend to be Francis of Assisi and hand one d6 to each of the other Participants. Then you see who can remain motionless longest. The first Participant to move then becomes Francis of Assisi. This continues until one of the Participants realises this makes no sense.
21-22	A Door-to-Door Farmer's Almanac Salesman	A cheerful and persistent door-to-door salesman approaches you with his wares in a mobile reliquary. He's desperate, having never sold a set. It's terribly embarrassing; you suffer 1 bit of Loony right away and for each new scene he follows you to. He's Indifferent to all Traits and isn't actually selling anything; he just wants to be told that farmer's almanacs are important, after which he leaves.
23-24	Superintendent Harold Gaskell of the Vice Squad	Dressed in period attire, the strident, brave undercover man demands that everyone in the scene relinquish all pornographic material or naughty sexual paraphernalia. He destroys anything turned over.[5]
25-29	Complaint Letter	Counts towards the HoLE's sacking.
30	Dr. Hampsterplanet is giving a lecture on the surrender of Vercingetorix to the Romans at Cambridge,[6] and couldn't be less arsed if he were a fish.	None. You've got away with it.

1: See p. 124 for guidance and examples.

2: For Professor Buggerage's authentic tweed underwear.

3: 'The Village Rolls', a discussion of mediaeval agrarian reform, specifically the merits of the mouldboard plough. Hosted by S.P. Stebbins.

4: 'Olden Times Warp': while acting as presenter on a documentary, Nigel finds himself transported from the present to Mediaeval England – right into the middle of the current scene, in fact. He's terribly confused and a magnet for edged weapons. What happens to poor Nigel is up to the PCs, but in any event...new HoLE Persona needed!

5: Gaskell, quite to his surprise, is constantly finding himself living in different eras of English History and being mistaken for a famous person. All this – in addition to the vexatious absence of his trusty sidekick Sergeant Maddox – means that he is fairly easily outwitted.

6: NO, Vercingetorix didn't surrender to the Romans AT Cambridge. Bone up on your History!

Fanny Iotacombe, MP

BESHREWMENT TRIGGER: **2 OR MORE DEMERITS** ◆ COMPLAINT LETTERS BEFORE SACKING: **3**

A staunch – some say shrill – proponent of the Church of Rome, she's deigned to descend from her proverbial elevated equine to put the Dio in Idiot Box.

Goes In For (Merits)

- Piety.
- Deference to the Catholic Church.
- Catholic reproduction.

Frowns Upon (Demerits)

- Making fun of any officer of the Church – that goes for priests right up to the Pope.
- Blasphemy, heresy, impiety, sacrilege...against the Catholic Church. Offences against other doctrines fail to rise to the level of that which requires her attention.
- She'll abide a Brianist or two, but any discussion or practice of that blasphemous abomination of a religion shall cause her impeccably white undergarments to bunch.
- Condoms.

BESHREWMENTS TABLE

d30	BESHREWMENT	EFFECT
1	The Foot	A colossal foot squashes you with the clang of a church bell. You are No More.
2	Finger of God	The person with the lowest Purpose is No More, and their soul suffers eternal spiritual spanking with palm leaves. If there's a tie, a high-stakes roll-off is required.
3	Police Raid	A battalion of police constables floods the scene with shouts of 'What's all this then?' The entire party is arrested for disorderly conduct, blasphemy, or whatever is most apt and hauled off to gaol. The scene in progress is cut short and the Programme resumes at a new location of the HoLE's choosing, as though the whole affair has been somehow resolved. If the party pays a 50-Currency fine, they can avoid arrest and carry on with the current scene. The fine increases by 50 for every subsequent offence until a new HoLE Persona takes over.
4	The Bishop!	A priest, monk, nun or other holy person (including PCs) in the scene dies in spectacular fashion (an exploding baby at the baptistry, etc.). If there's more than one eligible character, the lowest Luck roll gets it. Immediately afterwards, ***Rev. E.P. Nesbitt***, aka 'The Bishop!', bursts into the scene with a cadre of collared enforcers and mutters, 'We was too late to save the ___,' before exiting. If there are no holy persons in the scene, The Bishop! stops mid-sentence, realising he's got the wrong scene. Therefore, no effect.
5	The Studio Audience Revolts!	Outraged parliamentary aides storm the scene and trash the set. Everyone in the scene suffers 1 bit of Death and resets one random Trait to d4.
6	The Colonel	A disappointed army colonel strides in and berates everyone for the poor quality of this entire quest. So stern is his rebuke that all PCs with more Traits on the Silly side (d10 or lower) than the Serious side suffer 2 bits of Loony.
7-12	Needed for Another Sketch	A studio chaplain arrives and informs you that you're needed to perform some menial task in another sketch (it's a trick: the 'other sketch' is a confession booth). If you go along without complaint and confess properly, you'll be returned to the scene after 10 minutes or so and with 3 Merits for doing programme control and your eternal soul a favour. If you make things difficult by refusing, roll again on the Beshrewments table using a d10. PCs who are Serious (d14 or higher) in Purpose appear to be well-confessed. The chaplain apologises for the interruption and chooses the PC with the lowest Purpose instead.
13-16	Alternate Programming[1]	Roll a d4. 1 = Blackmail Call-In Show.[2] 2 = High-Minded Lecture Show.[3] 3 = Quiz Show.[4] 4 = Variety Show.[5]
17-19	Gradual Pontification	A Ring of the Fisherman appears on your finger. In the next scene, a crozier. In the one after that, a chasuble, funny hat, and so on until you've undergone a complete physical transformation into the Pope. No effect on PC Traits or other mechanics…unless the HoLE deems it fitting. Pope John XII won't be happy about this.
20	The Studio Audience Is Revolted	Loud whoops and shrieks of 'Retract that unparliamentary language!' All rolls (by all PCs) are made using a die value one lower until someone successfully talks over everyone.
21	A TV Pitchman selling *This Fanny for King James*, Ms. Iotacombe's annotated version of the Bible.	A moustachioed pitchman strolls into the scene trailing a microphone cable. He's smooth, persistent, only a wee bit smarmy, and ruins any social situation. All PCs roll twice and take the lower result during polite interactions with NPCs until the pitchman is dealt with. He's Indifferent to all Traits, but purchasing the book (Gold, Gemstones, and confiscated Naughty Pictures accepted) brings two production assistants out of the wings to supply it and sends the pitchman on his way.
22	Prayer Club	A group of earnest girl scouts streams into the scene and invites everyone to pray. Anyone who doesn't comply is beaten senseless: 1 bit of Death.
23	The Pope just tuned in!	Everyone (HoLE and Participants alike) must stand or hold a respectful salute for the next d30 minutes. Otherwise, the Programme proceeds as normal. If everyone joins in a round of a hymn (well-known or inspired on the spot), they may dispense with further formalities.
24	Mr. Patrick Loone, TV Critic	A scathing review. All Complaint Letters have double effect until the HoLE is sacked.
25-29	Complaint Letter	Counts towards the HoLE's sacking.
30	She's on the phone with Rome. The Pope does so miss his Fanny.	None. You've got away with it.

1: See p. 124 for guidance and examples.

2: 'God Call!', hosted by Vice-Pope Eric, the No. 2 man in the Vatican.

3: 'Immaculate Spooge', about the sanctity of sperm, hosted by Vice-Vice-Pope Caspar Schlitz, the No. 3 man in the Vatican. No giggling!

4: 'Condom-nation!', trivia about the evils of condoms, hosted by Vice-Pope Eric, the No. 2 man in the Vatican.

5: 'Voulez-Vous Couchez avec Moi, Chez Moi?', about the joys of tax-free secondary residences in France, featuring MPs and hosted by Dr. Reg Le Crisp.

Lord Kinwoodie

BESHREWMENT TRIGGER: **4 OR MORE DEMERITS** ◆ COMPLAINT LETTERS BEFORE SACKING: **2**

As the Shadow Spokesman for Television and a member of the peerage, he enjoys the finer things in life, namely tits and bums. Sure, sure, a bit of plot is nice to have sprinkled about, but let's not go having it get in the way of knicker-dropping.

Goes In For (Merits)

- Full-frontal, implied full-frontal, or the promise of future full-frontal.
- 'Sit on My Face'. In fact, singing this can get you out of almost any trouble with old Woody.

Frowns Upon (Demerits)

- Prudishness.
- Going too long without seeing some sort of bum (human, animal, gourd, anything really).

1: Gaskell, quite to his surprise, is constantly finding himself living in different eras of English history and being mistaken for a famous person. All this – in addition to the vexatious absence of his trusty sidekick Sergeant Maddox – means that he's fairly easily outwitted. Woody will be in an awful snit afterwards.

2: Light Entertainment Police, Comedy Division, Special Flying Squad

3: Nightie Nightie, Greek Lingerie, Split-Crotch Football Shorts, The Robinson Retriever, The Vibra-Phone, the Vibratune, the Vibradio, the Vibraframe, the 'Thompson' Wallet Supporter, the Aladdin, the Harry Hold-You-Firm, the Omar Sheath, the Whoopee-Sheath, the 'What's That Sonny?', the Patriot's Protector, the Joint, the Snob Sheath, and the Boston Startler.

4: See p. 124 for guidance and examples.

5: Lord Kinwoodie makes a phone call to his banker, then to the show's host, and excuses himself from his post. New HoLE Persona needed!

6: 'Naughty Parts', about actors known for dropping their knickers.

7: For new and improved Drip-Dry Condoms.

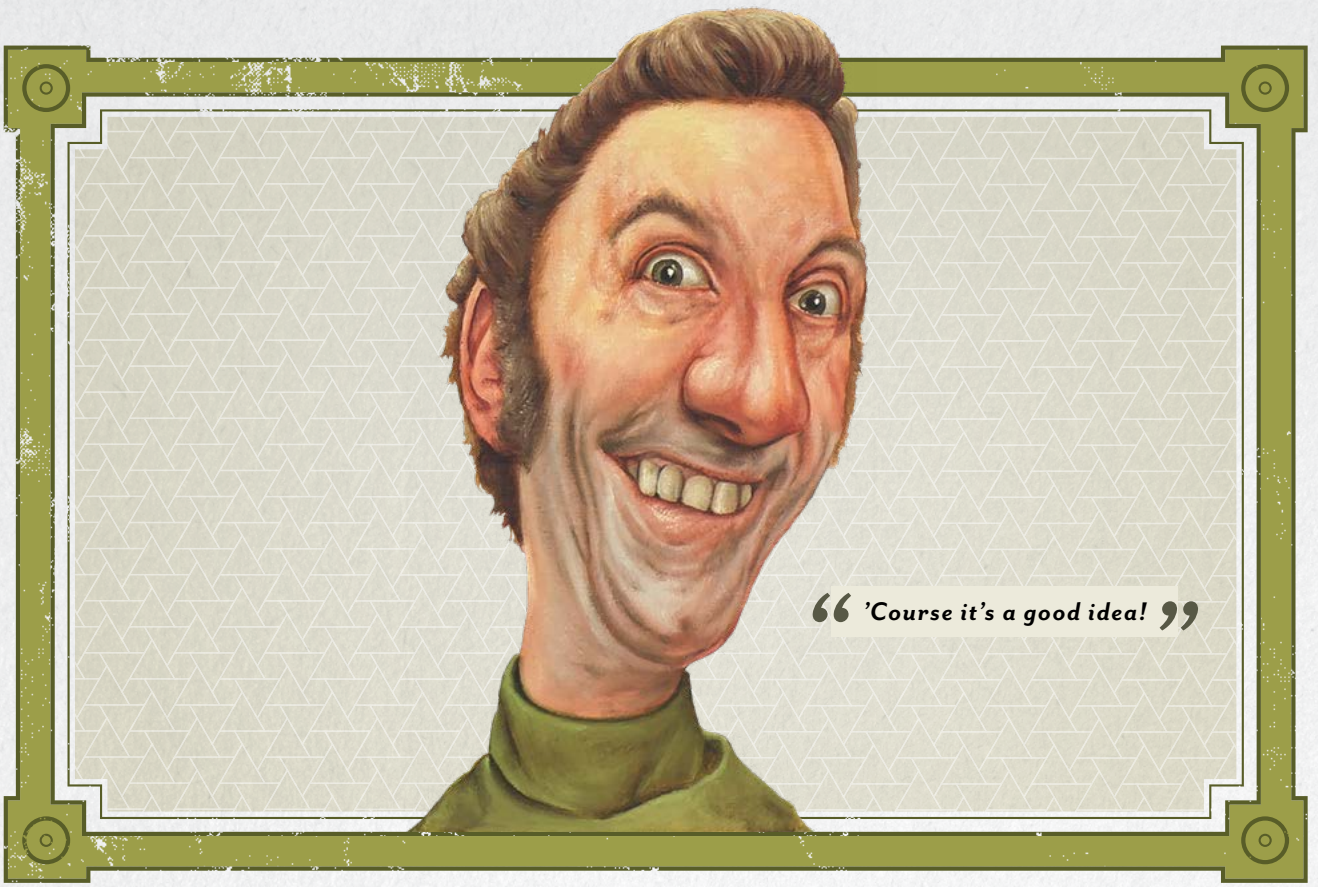
8: 'Vellication Now, and Hopefully a Bit Later On', about parts of the body that bounce and/or jiggle.

9: 'Viva Semprini!', about famous euphemisms for human anatomy.

10: 'The Arthur Frampton Hour', featuring people with more than the usual number of naughty bits.

BESHREWMENTS TABLE

d30	BESHREWMENT	EFFECT
1	The Foot	A colossal foot in fishnet hose squashes you with a rude noise. You are No More.
2	Nude Organist	A naked man appears, leeringly plays a chord on an organ, then disappears. Everyone who can see and hear it suffers 2 bits of Loony and resets Bardistry to d4.
3	Police Raid	A battalion of police constables floods the scene with shouts of 'What's all this then?' The entire party is arrested for disorderly conduct, lewdness, or whatever is most apt and hauled off to gaol. The scene in progress is cut short and the Programme resumes at a new location of the HoLE's choosing, as though the whole affair has been somehow resolved. If the party pays a 50-Currency fine, they can avoid arrest and carry on with the current scene. The fine increases by 50 for every subsequent offence until a new HoLE Persona takes over. The whole business leaves Woody in a foul temper.
4	Superintendent Harold Gaskell of the Vice Squad	Dressed in period attire, the strident, brave undercover man demands that everyone in the scene relinquish all pornographic material or naughty sexual paraphernalia. He destroys anything turned over.[1]
5	Woody Suffers a Fatal Heart Attack!	One's pumper can only take so much titillation. A new HoLE Persona is needed...but singing 'Sit on My Face' brings him back from the brink of death. If you don't know the words, we daresay you can bang together a few oral sex rhymes.
6	The Colonel	A disappointed army colonel strides in and berates everyone for the poor quality of this entire quest. So stern is his rebuke that all PCs with more Traits on the Silly side (d10 or lower) than the Serious side suffer 2 bits of Loony.
7	A Naked Mob	Arthur Charles Herbert Runcie MacAdam Jarrett, a convicted criminal who has been allowed to choose the manner of his own execution, sprints through the scene, followed by a mob of mostly nude people wearing helmets and knee pads. Everyone in the scene is trampled for 1 bit of Death. Everyone who is Serious (d14 or higher) in Chastity takes an additional 1 bit of Loony. Woody is in a particularly jolly mood afterwards.
8	Limpet Orgy	Several dozen limpets, the randiest of all gastropods, appear in the scene, in flagrante. Everyone who sees it takes 1 bit of Loony from the obscenity of it all – except for those who are Silly (d10 or lower) in Animal Husbandry, who are delighted.
9	Inspector Fox[2]	On the prowl for any activity intended to cause grievous mental confusion. He issues a warning to all, then hangs around in the wings for the remainder of the scene. If anyone causes someone else to become confused, he'll slap them with a 10-Currency fine. If the fine isn't paid, it's a proper slap: 1 bit of Death.
10	Find the Fish	A long-armed man and an exotic drag queen recite a poem about finding a lost fish. It's monstrously mad. All PCs suffer 1 bit of Loony and move Subtlety one degree towards Silly.
11-13	Script Check	You have clearly forgotten your lines or gone off-script, because you've not gone full-frontal in quite some time. A couple of production assistants huddle around you, get you sorted, then exit. Reset Glibness and Chastity to d4.
14	Egregious Nudity	Nudie-mag cutouts dance before your eyes. Reset Chastity to d4.
15	Unmouthed	Your mouth flies off your face to have an adventure in a cartoon. It'll come back next scene, though it'll prefer not to discuss what it's been up to.
16	A TV Pitchman selling kinky paraphernalia.[3]	A moustachioed pitchman strolls into the scene trailing a microphone cable. He's smooth, persistent, only a wee bit smarmy, and ruins any social situation. All PCs roll twice and take the lower result during polite interactions with NPCs until the pitchman is dealt with. He's Indifferent to all Traits, but the purchase of something (Gold and Gemstones accepted) brings two production assistants out of the wings to supply the stuff and sends the pitchman on his way.
17-23	Alternate Programming[4]	Roll a d6. 1 = Blackmail Call-In Show.[5] 2 = Celebrity Talk Show.[6] 3 = Commercial Break.[7] 4 = High-Minded Lecture Show.[8] 5 = Quiz Show.[9] 6 = Variety Show.[10]
24	(Naughty) Fairy Tale	The rest of the sketch must be performed as a naughty fairy tale. This doesn't affect any choices or actions, just the way in which such things are narrated and characterised.
25-29	Complaint Letter	Counts towards the HoLE's sacking.
30	There's a Do Not Disturb (Unless You Have Great Big Tits) (And Are Up for It) sign on his office door.	None. You've got away with it.



Euan McGundaditir

BESHREWMENT TRIGGER: **5 OR MORE DEMERITS** ◆ COMPLAINT LETTERS BEFORE SACKING: **3**

A gregarious, bonkers, at times outrageous Scotsman, who dislikes authority and somehow ended up in television. He's generally up for it. Likes a bit of madness. Would rather not argue about it. Partial to a nip of a fine, aged malt.

Goes In For (Merits)

- Scottish language and culture (real or earnestly attempted).
- Coming up with creative ways to interpret or bend the rules.
- Slagging off the bosses.
- Anyone pulling off a half-decent Scottish brogue.

Frowns Upon (Demerits)

- Putting on airs, pulling rank, browbeating, bossing around, or other demonstrations of supposed superiority.
- Arguments.
- Taking the piss out of Scotland, Scots, kilts, whisky, bagpipes, William Wallace, Sir Walter Scott, Robert the Bruce, Robert Burns, or haggis.

BESHREWMENTS TABLE

d30	BESHREWMENT	EFFECT
1	The Foot	A colossal foot in woollen knee socks squashes you, accompanied by the sound of dying bagpipes. You are No More.
2	A 16 Ton Caber Log	A large prop caber log is dropped on you. Sadly, it's not a prop. 3 bits of Death.
3	Spontaneous Scotification	You are immediately transmogrified into a nationalistic Scotsperson. Bewhiskered in red, bedecked in tartan and tam, and with bagpipes in hand, you go marching Northward, fist aloft, never to be seen again. *Nota bene: If the quest 'Close Encounters of Dessert Kind' (p. 285) has been completed, the effect is entirely negated.*
4	The Studio Audience Revolts!	Outraged Scotsmen rush the sketch, basket-hilted broadswords in hand. The set is trashed. Every English person in the scene suffers 1 bit of Death and resets one random Trait to d4.
5	Gradual Gumbification	A knotted handkerchief appears on your head. In the next scene, you're in a sweater vest. In the one after that, a pair of round spectacles, a moustache, and so on, until you've undergone a complete physical transformation into a ***Gumby***, complete with monotonal shouting. No effect on PC Traits or other mechanics...unless the HoLE deems it fitting.
6	Police Constable Pan-Am	The Constable hustles into the scene with a firm 'What's all this then?' He capers about making aeroplane noises, singing, and threatening to do everyone for heresy. All PCs suffer 1 bit of Loony, and all rolls on the Beshrewments table have a -1 penalty until the Head of Light Entertainment is replaced.
7	Baby Snatchers	A dozen very large infants in tartan nappies storm the scene and make off with you. They leave a ransom note. Payment of the ransom (5,000 in Currency or any one item likely to amuse a baby) immediately or at a later time allows the PC to return.
8	The Studio Audience Is Revolted	Loud boos, obnoxious whistling, and catcalls. All rolls (by all PCs) are made using a die value one lower until someone Strewths, quotes Robert Burns, or reels.
9	And Now for Something Completely Different	The current scene is abruptly ended and the entire party is transported to a new location of the HoLE's choosing.
10-12	Alternate Programming[1]	Roll a d4. 1 = Celebrity Talk Show.[2] 2 = Commercial Break.[3] 3 = Quiz Show.[4] 4 = Sporting Event.[5]
13-16	Inspector Leopard of the Yard[6]	Extremely violent. Everyone in the sketch takes 1 bit of Death, and the HoLE is frog-marched away. New HoLE Persona needed!
17-19	Mr. Badger	An annoying Scotsman interrupts the sketch and promises not to further interrupt if someone will pay him a fiver. He continues interrupting until a Participant gives the HoLE a fiver or something with a passing resemblance to a fiver.[7]
20-22	***Ewan McTeagle***	The famed Scottish poet arrives to borrow some money...er, recite one of his masterpieces, such as 'Lend us a quid till the end of the week', 'Can I have £50 to mend the shed?', 'My new cheque book hasn't arrived', and 'What's twenty quid to the bloody Midland Bank?'. Lending him any amount of Currency sends him on his way, but he comes back in the next sketch anyway and continues doing so until the session is over or the HoLE is replaced.
23	Silly Walk	You now have a remarkably silly walk. Reset Bardistry and Nimbleness to d4.
24	Nobody Expects the Spanish Inquisition	***Cardinal Ximinez*** takes over as HoLE.
25-29	Complaint Letter	Counts towards the HoLE's sacking.
30	Euan's feeling a wee bit fragile this morning. Just get oan with it, will ye?	None. You've got away with it.

1: See p. 124 for guidance and examples.

2: Chefs discussing haggis, with a special appearance by the Glasgow Orpheus male voice choir.

3: Dapper Dougal's Dagging Shears, the world's finest implement for removing beshitted wool from the backends of sheep.

4: 'Folk Dancing Through Time'. Any Participant who'll have a go at a Scottish reel, which generally involves swanning about and a few leaps, negates the effect on their PC.

5: 'The Highland Olympics'. The great Scottish outdoors, caber tossing, and sheep being kicked at over tea, presented by Brian Magee and Brian Clough.

6: Special Fraud Film Director Squad

7: All revenues so derived must be delivered in person to authors of this book or donated to The Authors of This Book Charity Drive.

Priscilla Mortar & Pestle

BESHREWMENT TRIGGER: **3 OR MORE DEMERITS** ◆ COMPLAINT LETTERS BEFORE SACKING: **3**

The daughter of music-hall stars Inesta and Weasels Mortar & Pestle (pronounced ‘Mortar Ampersand Pestle’), she is an accomplished performer in her own right and favours physical humour. She can take or leave a punchline, but nothing beats a well-executed, perfectly timed pie to the face. She takes offence when snobby types look down their noses at ‘lower humour’.

Goes In For (Merits)

- Slapstick, prop gags, stunts and pratfalls, miming, and mugging for the camera.
- Underdogs, especially plucky Lower-Class types.

Frowns Upon (Demerits)

- Going too long without some kind of physical comedy.
- Expressing disdain for low-brow comedy.
- Sharp wordplay, punning, allusion, or otherwise being a clever dick.
- Not overfond of Upper-Class snobs putting on airs and graces.

BESHREWMENTS TABLE

d30	BESHREWMENT	EFFECT
1	The Foot	A colossal foot squashes you with a rude noise. You are No More.
2	A 16 Ton Weight	A large prop weight is dropped on you. Sadly, it's a very realistic prop. Take 3 bits of Death.
3	A Giant Hammer	A cartoonishly large hammer drops on your head. 2 bits of Death, and reset Lorefulness, Strategy, and Wisdom in the Ways of Science to d4.
4	Gradual Gumbification	A knotted handkerchief appears on your head. In the next scene, you're wearing a sweater vest. In the one after that, a pair of round spectacles, a moustache, and so on, until you've undergone a complete physical transformation into a ***Gumby***, complete with monotonal shouting. No effect on PC Traits or other mechanics...unless the HoLE deems it fitting.
5	The Studio Audience Revolts!	Outraged mimes rush the sketch, seltzer bottles in hand. The set is trashed. Everyone in the scene suffers 1 bit of Loony and resets one random Trait to d4.
6	Batley Townswomen's Guild	A shrill whistle, then a dozen middle aged, Upper Middle-Class ladies converge in a violent fracas. They are recreating a famous battle from history...and the PCs are caught in the middle of it. Everybody suffers 2 bits of Death and 1 bit of Loony.
7	A Knight with a Chicken	A knight in full armour enters the scene, strikes you with a dead, plucked chicken, then exits. Take 1 bit of Loony, and reset Animal Husbandry and Authority to d4.
8	The Fish Slapping Dance	Two pilchards and one large trout fall from the sky and land at your feet. You and a fellow PC of your choice must participate in the Fish Slapping Dance (if you don't know the precise steps, surely you can glean enough from the title to improvise). The pilchard-wielder goes first, and the slappee suffers 1 bit of Loony and resets their Authority to d4. The trout-wielder follows, and the slappee suffers 1 bit of Death and resets Heartiness to d4.
9	The Studio Audience Is Revolted	Loud boos, clown-horn honks, and kazoos. All rolls (by all PCs) are made using a die value one lower until the end of the scene, or until someone Spams a roll or falls on their face.
10	Dung Vat	A large tub of excrement appears and you fall into it. Reset Decorum and Heartiness to d4; not to mention the egregious (even for the Middle Ages) amount of shit all over you. Lower-Class PCs ignore the Decorum and Heartiness penalty.
11-13	Baby Snatchers	A dozen very large infants in nappies storm the scene and make off with you. They leave behind a ransom note. Payment of the ransom (5,000 in Currency or any one item likely to amuse a baby) immediately or at a later time allows the PC to return.
14	A Door-to-Door Gag Salesman	A cheerful and persistent door-to-door salesman approaches you with his wares in a tray. It's terribly embarrassing; you suffer 1 bit of Loony right away and for each new scene he follows you to. He's Indifferent to all Traits and isn't actually selling anything; he's just waiting for someone to pie him in the face, and will leave as soon as someone does.
15-18	Mr. Pither	A modern-day nitwit on a cycling tour of North Cornwall has a bicycle accident in the middle of the sketch, sending his camping supplies and rucksack flying. The crash is the result of his pump catching on his trouser leg, and he's prone to prattling on and on about it and other incredibly banal subjects, like sandwich containers. But if the PCs are in a tight spot, he can provide them with a means of escape by transporting them suddenly to an entirely different location.
19	Alternate Programming	It's a Sporting Event,[1] and that event is the Upper-Class Twit of the Year olympics. At its conclusion, ***An Upper-Class Twit*** takes over as HoLE.
20-23	Ding Dong!	A door appears and a doorbell sounds. It's ***The Equators***.
24	Silly Walk	You now have a remarkably silly walk. Reset Bardistry and Nimbleness to d4.
25-29	Complaint Letter	Counts towards the HoLE's sacking.
30	Recovering in hospital after a terrible misunderstanding between her stunt coordinator and an iguana.	None. You've got away with it.

1: See p. 125 for guidance and an example.

A Penguin

BESHREWMENT TRIGGER: **3 DEMERITS** ◆ COMPLAINT LETTERS BEFORE IT EXPLODES: **1**

It’s a penguin. The BBC brass, in their infinite wisdom, have put it in charge of Light Entertainment. It can be kept happy with a steady dose of references to fish, fishing, fish eating, fish lore, and other fishy things.

Goes In For (Merits)

- When PCs or Participants endeavour to increase the overall piscinity of the Programme by talking about fish, acquiring fish, eating fish…you get the picture.
- Attempts to bring the temperature down.

Frowns Upon (Demerits)

- Going too long without mentions of fish.
- When PCs or Participants heat, thaw, burn, or melt things. The Demerit is often accompanied by an alarmed squawk.
- Mentions of orcas and leopard seals. Multiple alarmed squawks.

BESHREWMENTS TABLE

d30	BESHREWMENT	EFFECT
1	The Foot	A colossal penguin's foot squashes you with a rude noise. You are No More.
2	A Knight with a (Frozen) Chicken	A knight in full armour enters the scene, strikes you with a dead, plucked, frozen-solid chicken, then exits. Take 1 bit of Loony, 1 bit of Death, and reset Animal Husbandry and Authority to d4.
3	The Colonel	A disappointed army colonel strides in and berates everyone for the poor quality of this entire quest. So stern is his rebuke that all PCs with more Traits on the Silly side (d10 or lower) than the Serious side suffer 2 bits of Loony.
4	The Studio Audience Revolts!	Outraged Arctic wildlife storms the scene and trashes the set. Everyone in the scene suffers 1 bit of Death and resets one random Trait to d4.
5	The Studio Audience Is Revolted	Loud avian squawks, and cetacean moans and boos. All rolls (by all PCs) are made using a die value one lower until someone Strewths or makes bird noises.
6	Guano Vat	A large tub of penguin excrement appears and you fall into it. Reset Decorum and Heartiness to d4; not to mention the egregious (even for the Middle Ages) amount of shit all over you. Lower-Class PCs ignore the Decorum and Heartiness penalty.
7	Find the Fish	A long-armed man and an exotic drag queen recite a poem about finding a lost fish. It's monstrously mad. All PCs suffer 1 bit of Loony and move Subtlety one degree towards Silly.
8-13	The Fish Slapping Dance	Two pilchards and one large trout fall from the sky and land at your feet. You and a fellow PC of your choice must participate in the Fish Slapping Dance (if you don't know the precise steps, surely you can glean enough from the title to improvise). The pilchard-wielder goes first, and the slappee suffers 1 bit of Loony and resets Authority to d4. The trout-wielder follows, and the slappee suffers 1 bit of Death and resets Heartiness to d4.
14-17	Alternate Programming[1]	Roll a d4. 1 = Celebrity Talk Show.[2] 2 = High-Minded Lecture Show.[3] 3 = Current Affairs Show.[4] 4 = Quiz Show.[5]
18	And Now for Something Completely Different	The current scene is abruptly ended and the entire party is transported to a new location of the HoLE's choosing.
19	The Empress Penguin Just Tuned In!	Everyone (HoLE and Participants alike) must stand or hold a respectful salute for the next d30 minutes. Otherwise, the Programme proceeds as normal. If everyone joins in a round of 'God Save the Queen' (in penguin), they may dispense with further formalities.
20	Nobody Expects the Spanish Inquisition!	***Cardinal Ximinez*** takes over as HoLE.
21	The Ship Door	*Do not announce this result. Just nod your head, make a note, and move on with the Programme. Be sure to note the abject terror in the PCs' eyes.* The next door the offending PC opens leads onto the deck of a military vessel in heavy seas. The PC is seasick, suffers 1 bit of Death, and resets their Heartiness and Sorcery to d4. That door will now always lead onto the deck of that ship. Walking back through the door returns the PC to the previous location.
22	Egregious Penguin Nudity	Nudie-mag cutouts of penguins dance before your eyes. Reset Animal Husbandry and Chastity to d4.
23-24	A TV Pitchman selling fish-themed aftershaves	A moustachioed pitchman strolls into the scene trailing a microphone cable. He's smooth, persistent, only a wee bit smarmy, and ruins any social situation. All PCs roll twice and take the lower result during polite interactions with NPCs until the pitchman is dealt with. He's Indifferent to all Traits, but the purchase of something (Gold and Gemstones accepted) brings two production assistants out of the wings to supply the stuff and sends the pitchman on his way.
25-29	Complaint Letter	Counts towards the HoLE's sacking.
30	The Penguin is in the midst of a catastrophic moult and can't be arsed.	None. You've got away with it.

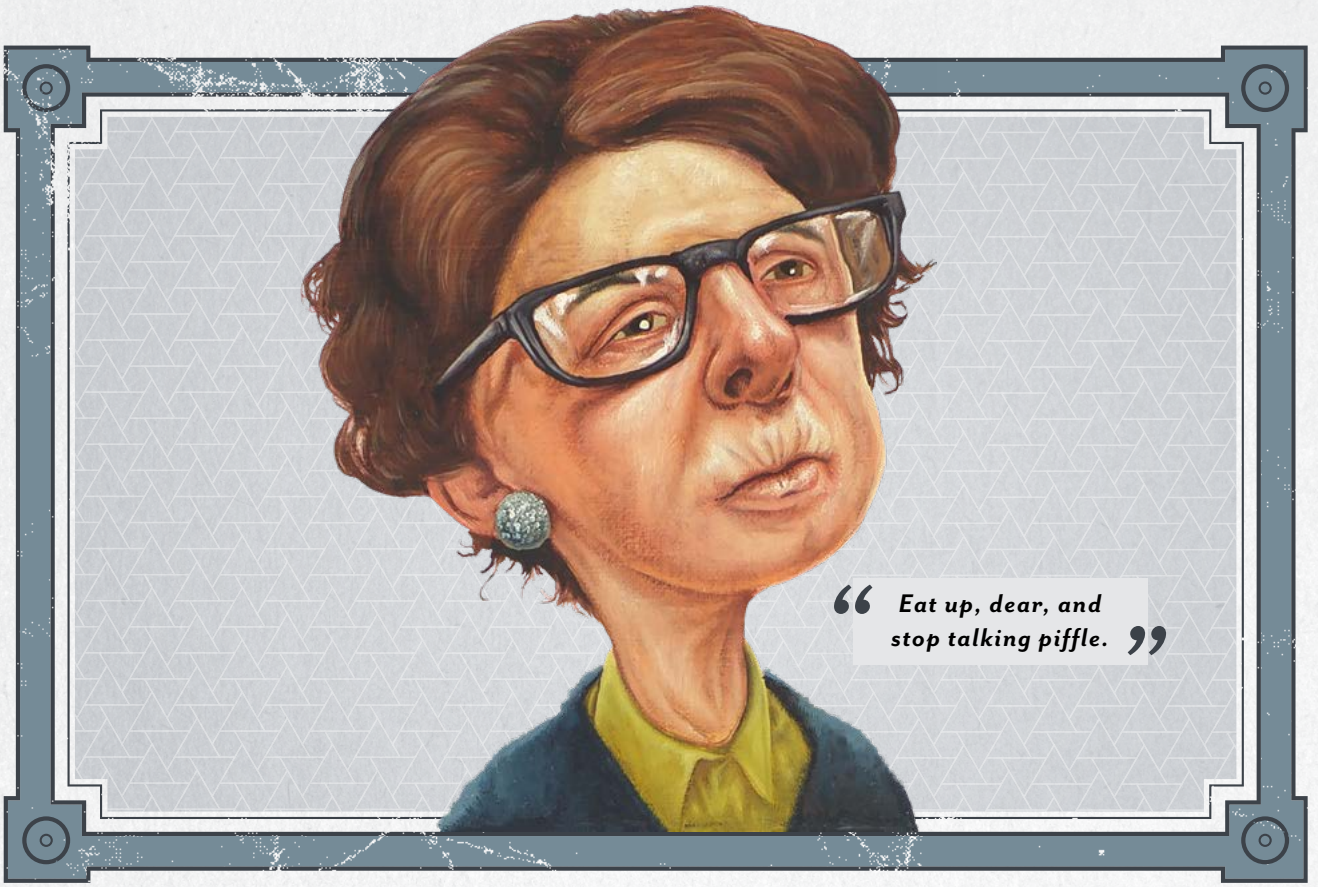
1: See p. 124 for guidance and examples.

2: 'Souvenirs of Jacques Cousteau'. Celebrities are invited to show items that once belonged to the famed French oceanographer. Hosted by one of those nice Attenborough chaps.

3: 'Tide Pools in Review'. Comparative studies of marine fauna and rubbish coexisting in coastal areas. With Sir Charles Wyville Thompson.

4: 'Current Affairs'. A discussion among penguins of the five major ocean gyres and their influence on the mating habits of penguins. Hosted by Archibald Cobblerpit.

5: 'Northern Lights, Southern Flights'. Guess the animal shapes in the Aurora Borealis and win big if you detail their migration habits. Hosted by Kristian Birkeland.



Mrs. Wilma Puremanse

BESHREWMENT TRIGGER: **1 OR MORE DEMERITS** ◆ COMPLAINT LETTERS BEFORE QUITTING IN DISGRACE: **3**

Founder, president, and benevolent autocrat of the Verified Universal Listeners & Viewers Association. Absolutely appalled by the moral degradation in society, which is attributable entirely to the indecent, vulgar, lecherous, libidinous, dissolute, salacious, obscene, scurrilous, pornographic, smutty filth being wantonly disseminated into the virgin eyes, ears, and minds of the innocent. For pity's sake, think of the children!

Goes In For (Merits)

- Disavowing, condemning, or punishing the moral depravity eroding the very foundation of polite society.
- Proper etiquette.
- Using 'for the sake of the children' as an excuse.
- Multisyllabic synonyms for 'naughty'.
- Sanctimony.

Frowns Upon (Demerits)

- Profanity, filth, and smut.
- Tolerating profanity, filth, and smut.
- Encouraging foul language, filth, and smut.
- Farting.

BESHREWMENTS TABLE

d30	BESHREWMENT	EFFECT
1	The Foot	A colossal foot squashes you with a rude noise. You are No More. Mrs. Puremanse is appalled by the noise and quits in a huff. New HoLE Persona needed!
2	A 16 Ton 'Censored' Stamp	A large prop weight is dropped on you. Sadly, it's a very realistic prop. Take 3 bits of Death.
3	Nude Organist	A naked man appears, leeringly plays a chord on an organ, then disappears. Everyone who can see and hear it suffers 2 bits of Loony and resets Bardistry to d4. Mrs. Puremanse dies of shock. New HoLE Persona needed!
4	The Studio Audience Revolts!	Outraged Pepperpots rush the sketch, pitchforks in hand. The set is trashed. Everyone in the scene suffers 1 bit of Death and resets one random Trait to d4.
5	Soviet Firing Squad	Mrs. Puremanse has to hand it to the Reds – they *do* know how to deal with depraved criminals. You are guilty of cultural subversion and are hauled before an historically (in)accurate Soviet firing squad. You are No More...unless you can produce a 3+ in Luck, in which case the soldiers miss and you may carry on.
6	The Colonel	A disappointed army colonel strides in and berates everyone for the poor quality of this entire quest. So stern is his rebuke that all PCs with more Traits on the Silly side (d10 or lower) than the Serious side suffer 2 bits of Loony.
7	A Knight with a Chicken	A knight in full armour enters the scene, strikes you with a dead, plucked, fully clothed chicken, then exits. Take 1 bit of Loony, and reset Animal Husbandry and Authority to d4.
8	Police Raid	A battalion of police constables floods the scene with shoults of 'What's all this then?' The entire party is arrested for disorderly conduct, lewdness, or whatever is most apt and hauled off to gaol. The scene in progress is cut short and the Programme resumes at a new location of the HoLE's choosing, as though the whole affair has been somehow resolved. If the party pays a 50-Currency fine, they can avoid arrest and carry on with the current scene. The fine increases by 50 for every subsequent offence until a new HoLE Persona takes over.
9	The Studio Audience Is Revolted	Gasps and shrieks of 'Well I never!' All rolls (by all PCs) are made using a die value one lower until someone Strewths or ruins someone else's fun.
10-12	Superintendent Harold Gaskell of the Vice Squad	Dressed in period attire, the strident, brave undercover man demands that everyone in the scene relinquish all pornographic material or naughty sexual paraphernalia. He destroys anything turned over.[1]
13-15	Inspector Fox[2]	On the prowl for violations of the Not in Front of the Children Act. He issues a warning to all, then hangs around in the wings for the remainder of the scene. If anyone does or says anything obscene, he'll slap them with a 10 Currency fine. If the fine isn't paid, he'll slap the offending PC with a proper slap: 1 bit of Death.
16-20	Alternate Programming[3]	Roll a d4. 1 = Commercial Break.[4] 2 = Current Affairs Show.[5] 3 = High-Minded Lecture Show.[6] 4 = (Children's) Variety Show.[7]
21-22	Story Time	The rest of the scene must be performed as a children's story. This doesn't affect any choices or actions, just the way in which such things are narrated and characterised.
23	Exploitative Nudity	Wilma sacks herself. New HoLE Persona needed!
24	You're on the Telly!	The scene zooms out and is revealed to be taking place on a television screen in a Middle-Class home. Two middle-aged ladies are entirely confused and appalled. The scene cannot resume until you've explained what's going on to the ladies and why it's culturally important for the children.
25-29	Complaint Letter	Counts towards the HoLE's sacking.
30	Mrs. Puremanse is hosting tea and a book burning and can't be bothered with the telly just now.	None. You've got away with it.

1: Gaskell, quite to his surprise, is constantly finding himself living in different eras of English history and being mistaken for a famous person. All this – in addition to the vexatious absence of his trusty sidekick Sergeant Maddox – means that he is fairly easily outwitted.

2: Light Entertainment Police, Comedy Division, Special Flying Squad

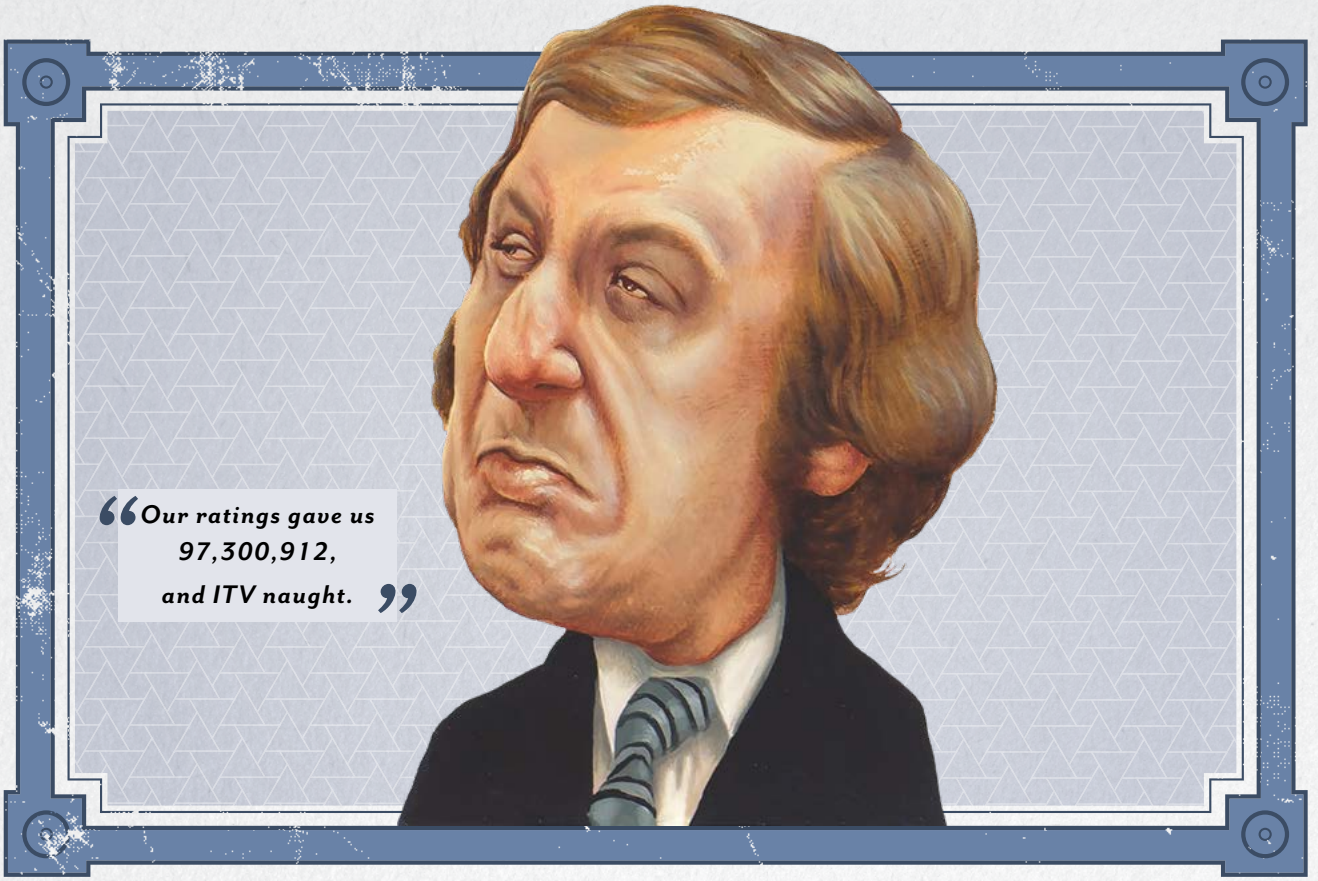
3: See p. 124 for guidance and examples.

4: A trailer for the new film 'Sanctimonious Rex: King of the Lizards, Watcher of Children'.

5: 'Things One Ought Never Discuss: Bottoms', with Eddie Phillips-Bong.

6: 'The Joy of No Sex', about how sex has been the cause of the fall of all great empires. Hosted by Mrs. Mock Tudor.

7: 'Put a Cork in It, Polly!'. Teaching children about the joys of censorship, with a panel of child film stars. The host wishes to remain anonymous.



Sir Abe Sappenheim

BESHREWMENT TRIGGER: **3 OR MORE DEMERITS** ◆ COMPLAINT LETTERS BEFORE SACKING: **2**

He's the Chairman of Amalgamated Money TV, and he couldn't possibly care less about Light Entertainment. As soon as he's in the job, he hands the whole thing off to a team of ace advertising executives and goes back to running his own network. The ad execs are concerned with one thing: money. Delicious, enrapturing, delectable money. Left to their own devices, they demand programming that draws the maximum number of engorged eyeballs, thereby increasing the flow of ad revenue to the bottom. Line. Bottom line. Who put that full stop there? The advertising team...

Goes In For (Merits)

- Plugging Accoutrements as if in an ad.
- Earning sponsorship deals from an NPC or faction (with accompanying decals, branded banners, and the like).
- The smell of the rain-washed florin, the lure of the lira, the glitter and the glory of the guinea, the romance of the ruble, the feel of the franc, the heel of a deutschmark, the cold antiseptic sting of the Swiss franc, and the sunburnt splendour of the Australian dollar.

Frowns Upon (Demerits)

- Derogatory comments about any of the following: the quality of one's equipment, advertising, advertisers, the advertising industry, product placement, or capitalism.
- Any act of charity or altruism – even buying someone a drink in a tavern.
- Going too long without perusing the Shoppes.
- Monks, Nuns, and other ascetics. The ad execs are especially hard on them.

BESHREWMENTS TABLE

d30	BESHREWMENT	EFFECT
1	The Foot	A colossal foot squashes you with a rude noise. You are No More.
2	A 16 Ton VOM-IT-Brand Weight	A large prop weight is dropped on you. Fortunately, it's made of papier-mâché (iron costs being what they are, you know). Take 1 bit of Loony.
3	Crimson Permanent Assurance	The scene is rammed by an Edwardian office building, and a band of marauding, piratical accountants leap out to slay anyone in favour of greed, corporate takeovers, and Americans in general. All Upper- and Middle-Class persons with more than 100 total Currency take 2 bits of Death. The ad execs are horrified and hang themselves. Sir Abe swears off the HoLE business and becomes a monk. New HoLE Persona needed!
4	Chartered Accountants	A cadre of terribly dull and awful accountants shuffles in to assess your tax liability. You take 1 bit of Death (they are that dreadful), reset Wisdom in the Ways of Science to d4, and have your taxes done. You must cough up 72.7331% of your Currency, only a teeny portion of which is kept by the accountants.
5	The Studio Audience Revolts!	Outraged bankers, market traders, and ad executives rush the scene, ledgers in hand. The set is trashed. When it's over, everyone in the scene finds half of their Currency gone and resets one random Trait to d4.
6	And Now for Something Completely Different	The current scene is abruptly ended and the entire party is transported to a new location of the HoLE's choosing.
7-10	The BBC is Short on Funds	The suits have levied a tax on PC activities. If your PC wants to speak in this scene, they must pay 1 Currency per sentence. Performing physical activities (stunts) costs 3.
11-14	BBC Budget Cuts: No Special Effects!	Reset Sorcery to d4; Sorcery or other kinds of magic cannot be used by anyone for the remainder of the scene.
15-18	Alternate Programming[44]	Roll a d10. 1 = Blackmail Call-In Show.[45] 2 = Celebrity Talk Show.[46] 3-8 = Commercial Break.[47] 9 = Current Affairs Show.[48] 10 = Quiz Show.[49]
19	A TV Pitchman	A moustachioed pitchman strolls into the scene trailing a microphone cable, and makes a fab commercial pitch for a slew of new, must-have items from VOM-IT.[7] He's smooth, persistent, only a wee bit smarmy, and ruins any social situation. All PCs roll twice and take the lower result during polite interactions with NPCs until the pitchman is dealt with. He's Indifferent to all Traits, but the purchase of something (Gold, Gemstones, or Whizzo Butter accepted) brings two production assistants out of the wings to supply the stuff and sends the pitchman on his way.
20	The Studio Audience Is Revolted	Loud boos, lascivious whistling, and jeers of 'sell, SELL!' All rolls (by all PCs) are made using a die value one lower until the end of the scene, or until someone turns the conversation to money.
21	Mr. Badger	An annoying Scotsman interrupts the scene, having heard there's a bit of money about. He promises not to further interrupt if someone will pay him a fiver. He continues interrupting until a Participant gives the HoLE a fiver or something with a passing resemblance to a fiver.[8]
22	Egregious (Monetary) Nudity	Nude money dances before your eyes. Reset Chastity to d4.
23	Money Mouth	You must replace all nouns with the word 'money' for the remainder of the scene. If you slip up, all your Currency is spirited away.
24	Called Into Another Sketch (for cost-saving purposes)	A studio executive arrives and informs you that you're needed to deliver a pitch for a new product in another sketch, for cost-saving purposes. If you go along without complaint, you'll be returned to the scene after 10 minutes or so and with 10 Gold Currency for doing programme control a favour. If you make things difficult by refusing, roll again on the Beshrewments table using a d10. PCs who have more than 50 Currency appear to be too vital to the scene. The executive apologises for the interruption and chooses the PC with the least amount of Currency.
25-29	Complaint Letter	Counts towards the HoLE's sacking.
30	The ad execs are being audited.	None. You've got away with it.

1: See p. 124 for guidance and examples.

2: 'Treasure Bath', featuring pictures of naked people bathing in money. Hosted by Sir Edward Ross.

3: 'Stuff the Orphans', featuring celebrity merchant bankers offering opinions on how to monetise non-profit endeavours. With Dr. Al Erasmus.

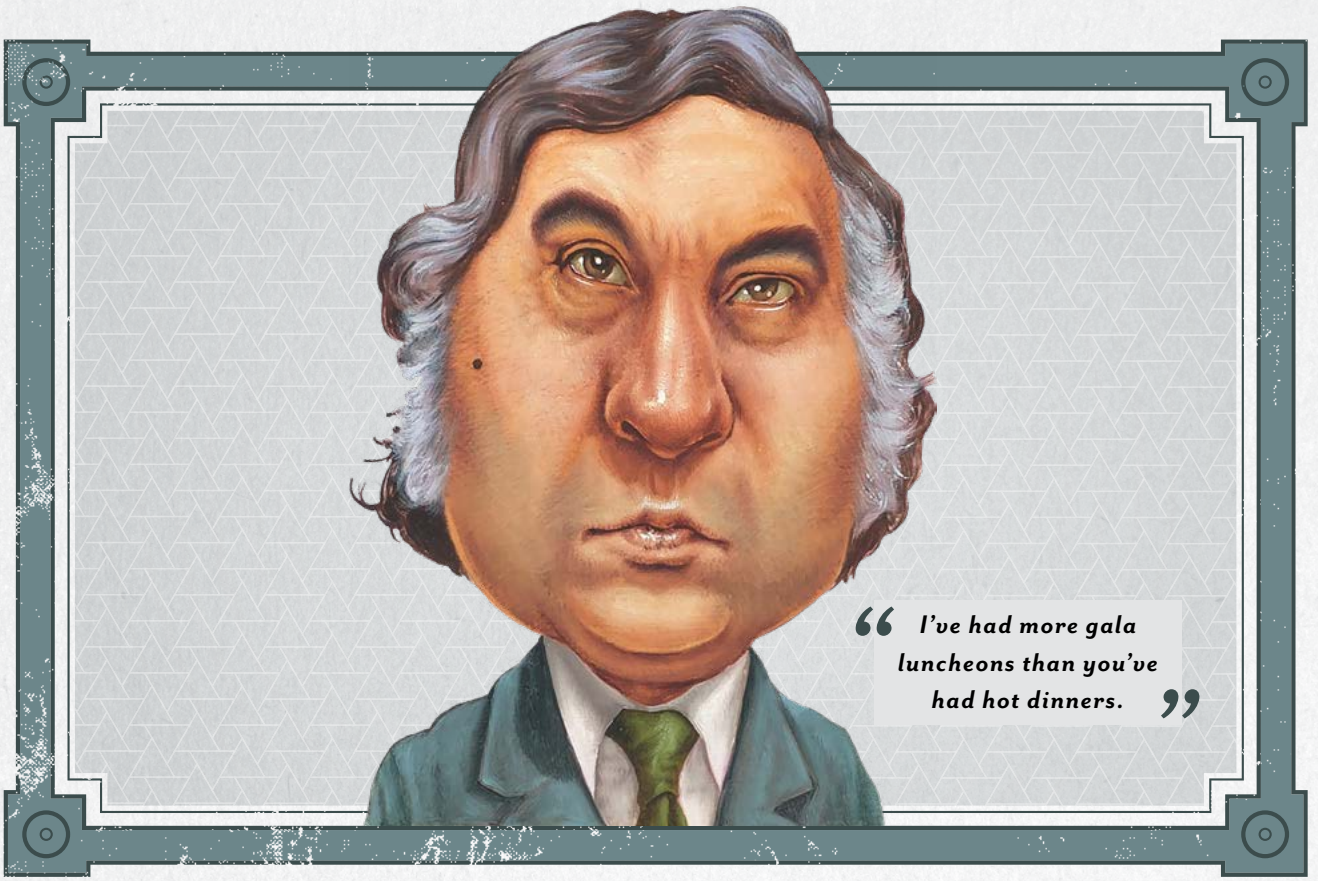
4: An advertisement for money. Sexually suggestive endorsements required. OR an advert for an Accoutrement. Each Participant must provide a persuasive endorsement for a piece of equipment. OR an advertisement for an upcoming advertisement.

5: 'The Money Programme', about fetishising money. Hosted by Bill Devious.

6: 'Pecuniary Prose', which challenges contestants to spout an alliterative line about a currency (e.g., 'I forked over four hundred forty-five French francs for my fridge').

7: Including a lump of cold sick, real Turkish Samarvi (the fabled delicacy of the Kublai Kahn; don't be put off by its appearance), Atom-Cleen carpet cleaner (don't be put off by its smell), and genuine Regency commodes.

8: All revenues so derived must be delivered in person to authors of this book or donated to The Authors of This Book Charity Drive.



Mr. Ian Throat, MP

BESHREWMENT TRIGGER: **3 OR MORE DEMERITS** ◆ COMPLAINT LETTERS BEFORE HE RESIGNS HIS POST IN DISGUST AND RETURNS TO PARLIAMENT: **3**

Parliament has stepped in to do something about the appalling quality of television programming. Mr. Throat is the former Minister for Silly Walks and current Minister for Broadcasting, and he’s here to put British television bally well back on track. He doesn’t pay much attention to the actual content (he doesn’t watch sophomoric, low-brow stuff like this himself), but he’ll know if there’s been any foul language used or if everyone treats their betters inappropriately. Good show!

Goes In For (Merits)

- Good, clean humour.
- Family values and shooting rare species of animals.
- Golf, strangling small animals, and [*censored*].

Frowns Upon (Demerits)

- Drug references and naughty language: bum, knickers, knockers, botty, wee wee, pox, and especially Semprini.
- Propagating radical, progressive values that undermine the social order and good old-fashioned patriarchy.

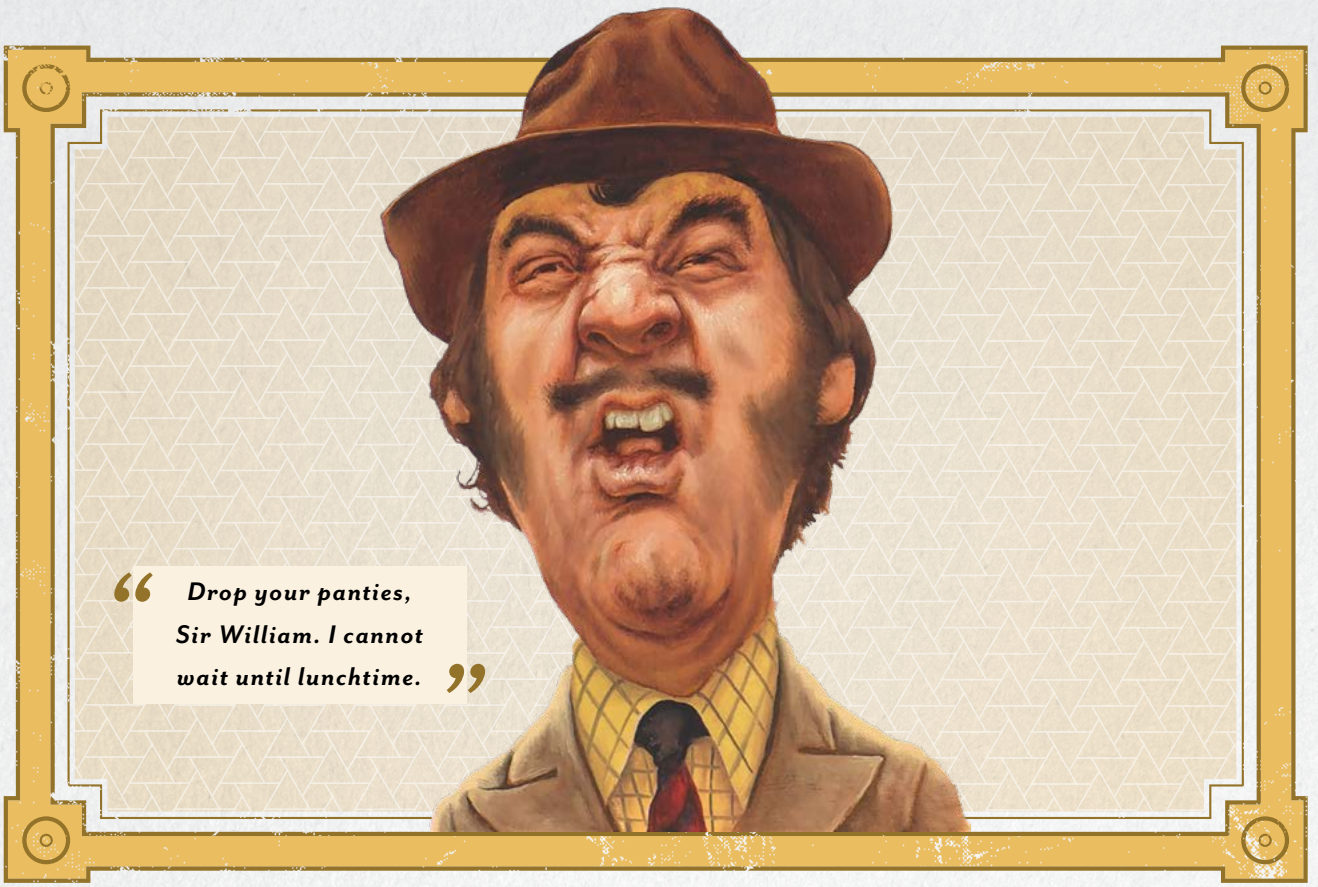
1: Programme Planning Police, Light Entertainment Division, Special Flying Squad
2: Light Entertainment Police, Comedy Division, Special Flying Squad
3: See p. 124 for guidance and examples.
4: For ‘Darwin’s Little Helper’, the just-out automatic hunting bazooka.
5: ‘No One Likes a Climber’, about people of low birth who famously achieved great things, and how they really were out of order there. Hosted by Sir William Atkinson.
6: ‘Keep Your Head On!’, about famous rulers or aristocrats who were executed, and why that was not very fair. With Sir George Head.

BESHREWMENTS TABLE

d30	BESHREWMENT	EFFECT
1	The Foot	A colossal foot squashes you with a rude noise. You are No More.
2	Police Raid	A battalion of police constables floods the scene with shouts of 'What's all this then?' The entire party is arrested for whatever is most apt and hauled off to gaol. The scene in progress is cut short and the Programme resumes at a new location of the HoLE's choosing, as though the whole affair has been somehow resolved. If the party pays a 50-Currency fine, they can avoid arrest and carry on with the current scene. The fine increases by 50 for every subsequent offence until a new HoLE Persona takes over.
3	The Studio Audience Revolts!	Outraged peers of the realm rush the scene, meerschaums and pitchforks in hand. The set is trashed. All non-Upper-Class characters suffer 1 bit of Death and reset one random Trait to d4.
4	Needed for Another Sketch	A studio executive arrives and informs you that you're needed to perform some menial task in another scene. If you go along without complaint, you'll be returned to the scene after 10 minutes or so and with 3 Merits for doing programme control a favour. If you make things difficult by refusing, roll again on the Beshrewments table using a d10. Upper-Class PCs appear to be too vital to the scene. The executive apologises for the interruption and chooses a Lower- or Middle-Class PC instead.
5	And Now for Something Completely Different	The current scene is abruptly ended and the entire party is transported to a new location of the HoLE's choosing.
6	The Colonel	A disappointed army colonel strides in and berates everyone for the poor quality of this entire quest. So stern is his rebuke that all PCs with more Traits on the Silly side (d10 or lower) than the Serious side suffer 2 bits of Loony.
7	Nobody Expects the Spanish Inquisition!	***Cardinal Ximinez*** takes over as HoLE.
8	Bengal Tiger Attack	One of Mr. Throat's hunting prizes seems to have not been completely dead. Your leg is ripped off. A bit of Death and a bit of Loony, I'm afraid, old bean. And there's the leg being gone.
9-10	Silly Walks for All!	All PCs now have a remarkably silly walk. Everyone resets Bardistry and Nimbleness to d4.
11-12	Head Borrowed for a Public Service Cartoon Teaching	The overlarge hand of a BBC animator sneaks into the scene and pops your head off for a cartoon teaching Lower-Class children the value of being sensible when it comes to hopes and dreams. You're not hurt, but it makes using certain Traits more difficult. When the current scene ends, the hand comes back round and returns your head, which now features dirt smudges and doodles of wee wees.
13	The Show So Far	Mr. Throat hasn't been paying attention and is completely confusticated. You must immediately give a summary of what's happened so far before things can continue.
14	Unmouthed	You must have said 'Semprini'. Your mouth flies off your face. It'll come back next scene, chastened.
15	The Studio Audience Is Revolted	Backbench heckling. All rolls (by all PCs) are made using a die value one lower until the end of the scene, or until someone crushes the dreams and ambitions of a precocious Lower- or Middle-Class child.
16	Mr. Patrick Loone, TV Critic	A scathing review. All Complaint Letters have double effect until the HoLE is sacked.
17-18	Inspector Thompson's Gazelle[1]	On the prowl for sketches that end without proper punchlines. He issues a warning to all that sketches must end with a proper punchline, then hangs around in the wings for the remainder of the scene. He won't allow the scene to end – or the PCs to leave – until a punchline is proffered.
19-20	Inspector Fox[2]	On the prowl for any activity intended to cause grievous mental confusion. He issues a warning to all, then hangs around in the wings for the remainder of the scene. If anyone causes someone else to become confused, he'll slap them with a 10-Currency fine. If the fine isn't paid, it's a proper slap: 1 bit of Death.
21	The Dragon Ship Arrives To Take You To Your Quest's End	Mr. Throat has an engagement and would like to move things along. PCs are spirited off to their current quest's ending scene. It's all rather shocking, and the PCs arrive a bit green around the gills (a bit of Death and a bit of Loony for all).
22	Alternate Programming[3]	Roll a d4. 1 = Commercial Break.[4] 2 = High-Minded Lecture Show.[5] 3 = Quiz Show.[6] 4 = Variety Show.[7]
23	Superintendent Harold Gaskell of the Vice Squad	Dressed in period attire, the strident, brave undercover man demands that everyone in the scene relinquish all pornographic material or naughty sexual paraphernalia. He destroys anything turned over.[8]
24	Snap Election	Participants vote on a resolution calling for the sacking of Throat. If the yeas have it, new HoLE Persona needed!
25-29	Complaint Letter	Counts towards the HoLE's sacking.
30	Mr. Throat is at a brothel spanking some family values into everyone.	None. You've got away with it.

7: 'Voulez-Vous Couchez avec Moi, Chez Moi?', about the joys of tax-free secondary residences in France, featuring MPs and hosted by Dr. Reg Le Crisp.

8: Gaskell, quite to his surprise, is constantly finding himself living in different eras of English history and being mistaken for a famous person. All this – in addition to the vexatious absence of his trusty sidekick Sergeant Maddox – means that he is fairly easily outwitted.



An Upper-Class Twit

BESHREWMENT TRIGGER: **4 OR MORE DEMERITS** ◆ COMPLAINT LETTERS BEFORE HE RUNS HIMSELF OVER WITH HIS CAR: **1**

One of the five listed below. All are extremely Upper-Class. Toweringly so. Can't be bothered to keep tabs on all this programming nonsense. If the Upper-Class Twit is sacked, run over, or otherwise removed from the position, there's a 50% chance (flip a coin or a roll a die) that another Upper-Class Twit very much like him takes over immediately.

1. Vivian Smith-Smythe-Smith, who has an O-level in chemo-hygiene, can count up to 4, and is in the Grenadier Guards.
2. Simon Zinc-Trumpet-Harris, an Old Etonian, who is married to a very attractive table lamp.
3. Nigel Incubator-Jones, whose best friend is a tree and who's a stockbroker in his spare time.
4. Gervaise Brook-Hampster, who is used as a wastepaper basket by his father. He's also in the Guards and in the wine trade.
5. Oliver St John-Mollusc, another old Etonian who's said to be this year's outstanding twit. His father was a Cabinet Minister, and his mother won the Derby.

Goes In For (Merits)

- Hunting.
- Abuse of Lower-Class persons (physical preferred).
- Displays of great skill in vital physical activities such as croquet, bra unclasping, and jumping over matchbooks.

Frowns Upon (Demerits)

- Fraternising with the serving class.
- Middle-Class PCs. The Twit is especially hard on them. Lower-Class PCs must put in some effort to even be noticed.

BESHREWMENTS TABLE

d30	BESHREWMENT	EFFECT
1	The Foot	A colossal foot in a fine patent-leather shoe squashes you with a rude noise. You are No More.
2	Backing the Car	The Twit backs his car over you, then drives away. You take 3 bits of Death. It's not a punishment or anything; the Twit was and remains wholly unaware of your existence.
3	Hunting Accident	The Twit and his associates are pheasant hunting. You are hit by an errant shot and take 2 bits of Death.
4	The Croquet Mallet	A colossal croquet mallet swings in from one side and knocks you through a colossal hoop several miles away. You suffer 2 bits of Death, but the audience claps and says things like 'Righto' and 'Well knocked.' All PCs add +1 to all rolls until the HoLE is sacked.
5	The Studio Audience Revolts!	Upper-Class twits totter through the scene, hunting rifles in hand – and going off. The set is trashed. Everyone in the scene is riddled with birdshot and covered in gin, suffers 1 bit of Death, and resets one random Trait to d4.
6	The Colonel	A disappointed army colonel strides in and berates everyone for the poor quality of this entire quest. So stern is his rebuke that all PCs with more Traits on the Silly side (d10 or lower) than the Serious side suffer 2 bits of Loony.
7	The Studio Audience Is Revolted	Loud boos, obnoxious whistling, and rifle fire are heard, but the source cannot be identified. All rolls (by all PCs) are made using a die value one lower until the end of the scene, or until an Upper-Class PC insults a waiter.
8	And Now for Something Completely Different	The current scene is abruptly ended and the entire party is transported to a new location of the HoLE's choosing.
9-11	The Twit has Run Himself Over with his Car.	New HoLE Persona needed!
12-13	Gradual Twitification	You develop an aristocratic overbite. In the next scene, your nose scrunches up. In the one after that, you're wearing a twill hunting jacket, then you develop vowel difficulty or vocal distinction, and so on until you've undergone a complete physical transformation into an Upper-Class twit. No effect on Traits.
14-16	Alternate Programming[1]	Roll a d4. 1 = Celebrity Talk Show.[2] 2 = Commercial Break.[3] 3 = High-Minded Lecture Show.[4] 4 = Sporting Event.[5]
17	The Charwoman	She swings in on a vine to sweep away the last remnants of chauvinism. The Twit is swept into oblivion. New HoLE Persona needed!
18-19	Historical Charades	The HoLE whispers to you the name of an aristocratic or rich moron from current events or history. If you can get the other Participants to guess the person in under 60 seconds, you win. Otherwise, you lose, and must reset Bardistry and Lorefulness to d4.
20	Nobody Expects the Spanish Inquisition!	***Cardinal Ximinez*** takes over as HoLE.
21	In My Day...	The scene zooms out and is revealed to be taking place on a television screen that's being completely ignored by a group of blustery Yorkshire gentlemen and women. The scene cannot resume until each of the Participants, taking on the roles of the Yorkshire gentlemen and women, boasts about how hard they had it growing up
22	I Say, We're on the Telly, Old Bean!	The scene zooms out and is revealed to be taking place on a television screen in a posh sitting room. Two toffs are taking tea and commenting on the shoddy acting, misrepresentation of history, and overall appalling state of television. The scene cannot resume until the Participants have agreed entirely, sung the old school song, or done some other bit of Upper-Class nonsense to appease them.
23	BBC Announcement	A voiceover says, 'We interrupt this programme to annoy you and make things generally irritating.' The first time this result is rolled, there's no additional effect. The second time, the announcer adds that the interruption is also necessary in order to provide work for the announcer (all PCs take 1 bit of Loony). The third time it happens, the announcer goes on about their tragic personal situation and how they need work in order to provide for Jo-jums and the kids (all PCs take 2 bits of Loony).
24	***Ewan McTeagle***	The famed Scottish poet, having heard that there are some well-heeled persons in the area, arrives to recite one of his masterpieces, such as 'Lend us a quid till the end of the week', 'Can I have £50 to mend the shed?', 'My new cheque book hasn't arrived', and 'What's twenty quid to the bloody Midland Bank?' Lending him any amount of Currency sends him on his way, but he comes back in the next sketch anyway, and continues doing so until the session is over or the HoLE is replaced.
25-29	Complaint Letter	Counts towards the HoLE's sacking.
30	The Twit is being introduced into the House of Lords.	None. You've got away with it.

1: See p. 124 for guidance and examples.

2: 'Avec Gaz, Sans Vous', featuring celebrities in the field of insulting waiters. Hosted by Sir Clive Henshaw.

3: For the new Austin-Healey Spankster Sport with extra-loud-slamming doors and a special old-lady rear plough. What other features does it have?

4: 'Mummy, Give Us a Hand', about the difficulties of undoing brasier clasps, with Mrs. Gwen Excelsior-Charredremains.

5: 'The Upper-Class Twit of the Year' olympics, hosted by Mandible Smith, Sir Astin Martin, Cheryl of Nazareth, and Adrian Wapcaplet.

Dino Vercotti

BESHREWMENT TRIGGER: **3 OR MORE DEMERITS** ◆ COMPLAINT LETTERS BEFORE ARREST: **2**

Somehow, the notorious East End gangster from Sicily has infiltrated the BBC. How did he get past security? Can't they tell the difference between a sleazy extortionist in a pinstripe suit and a television executive?

Goes In For (Merits)

- Extortion. Grift. Vague threats.
- A half-decent Sicilian accent.
- References to famous outlaws or gangster movies.
- Italian language and culture (real or earnestly attempted).

Frowns Upon (Demerits)

- Going too long without a bit of shaking down, threatening, putting on vaguely menacing airs.
- Going too long without nose-thumbing the authorities.
- Making fun of Italian culture.

1: See p. 125 for guidance and an example.

2: If a PC is wearing ***Surgical Stockings*** (a Heartiness Accoutrement), the Hell's Grannies do not attack. They view the wearer as one of them and will even join the party for a time, as long as they're allowed to beat people up and get their kicks.

3: See p. 124 for guidance and examples.

4: 'My Lord, M'lord!', featuring judges and politicians who are in the pockets of the mafia. Hosted by Mr. Howie Knowall.

5: For Cervotti Bros. Sicilian (but the Good Sort) Pizza.

6: 'Ethyl the Frog', about the notorious Piranha Brothers and their violent crimes, with host Ron Geppo.

7: The thrilling final of the Pisan over-90 bocce championships, hosted by Lefty Goldblatt.

BESHREWMENTS TABLE

d30	BESHREWMENT	EFFECT
1	The Foot	A colossal foot in spats squashes you with a rude noise. You are No More.
2	Alternate Programming	'Tutte le Cose Nostre: Organised Crime Speaks!', a variety show[1] featuring organised crime figures, hosted by Luigi Vercotti. The Participants are mafia insiders. There is no typical Trait reset, but if a Participant answers any question or offers information on the family, its activities or associates, their PC is shot dead. No More.
3	An Italian Chef	Bustles into the sketch, calls everyone heartless bastards, and explains how crucial it is to peel the tomatoes and remove the seeds for bolognese sauce. He demonstrates on you with an unnaturally large knife: that's 3 bits of Death, and reset Druidry to d4.
4	Ken Clean-Air System	A frighteningly stupid boxer advances and beats the living daylights out of you. 2 bits of Death (3 if you're a little schoolgirl), and reset one random Trait to d4. Ken is subsequently shot dead – he was supposed to take a dive but couldn't remember what that meant.
5	***Spiny Norman***	A gigantic hedgehog pokes his head out from somewhere and says 'Dinsdale'. If ***Dinsdale Piranha*** hasn't been defeated or killed, he will launch a tactical nuclear missile at the site. When it arrives (d30 minutes from now), everything will be destroyed. Anyone who doesn't get away and is caught in the blast suffers 3 bits of Death and glows in the dark thereafter.
6	Dino and Luigi Vercotti	The notorious gangsters arrive in person to shake you down. They offer you protection against 'accidents' in exchange for all your Currency. It's not a question. If you act gangstery, they'll let you off the hook. If you don't, or refuse to pay, they leave, but some terrible accident befalls you in the next scene.
7	Police Raid	A battalion of police constables floods the scene with shouts of 'What's all this then?' The entire party is arrested for disorderly conduct, racketeering, or whatever is most apt and hauled off to gaol. The scene in progress is cut short and the Programme resumes at a new location of the HoLE's choosing, as though the whole affair has been somehow resolved. If the party pays a 50-Currency bribe, they can avoid arrest and carry on with the current scene. Either way, Dino legs it. New HoLE Persona needed!
8	Pizza	A delivery from Cervotti Bros. Sicilian (but the Good Sort) Pizza arrives. 'Mama mia, somabody ordered this-a pizza and she's-a gotta be a-paid for.' It's terribly embarrassing. You must reset Decorum to d4.
9-10	Gradual Gangsterification	A pair of Italian leather shoes appears on your person. In the next scene, a pinstripe suit. In the one after that, a facial scar or two, and so on until you've undergone a complete physical transformation into a 1970s East End Sicilian gangster, including dialect. No effect on PC Traits or other mechanics...unless the HoLE deems it fitting.
11	A Knight with a Chicken Cacciatore	A knight in full armour enters the scene, strikes you with a dead, plucked chicken in red sauce, then exits. Take 1 bit of Loony, and reset Animal Husbandry and Authority to d4. But you taste *delizioso*.
12	The Studio Audience Revolts!	Outraged gangsters rush the sketch, espresso and pitchforks in hand. The set is trashed. Everyone in the scene suffers 1 bit of Death and resets one random Trait to d4.
13	The Colonel	The Colonel erupts into the scene, berates everyone for improper behaviour, and is immediately shot dead by a member of the studio audience.
14	The Studio Audience Is Revolted	Loud boos, obnoxious whistling, and Italian curse words. All rolls (by all PCs) are made using a die value one lower until the end of the scene, or until someone sings a bit of 'That's Amore' or the like.
15-16	Hell's Grannies[2]	A fearsome gang of aggressive old women saunters into the scene and shoves, taunts, and abuses you – and anyone who tries to interfere. Victims reset Authority and Valour to d4.
17	The BBC is (mysteriously) Short on Funds	The suits have levied a tax on PC activities. If your PC wants to speak in this scene, they must pay 1 Currency per sentence. Performing physical activities (stunts) costs 3.
18	Baby Snatchers	A dozen very large infants in pin-striped nappies storm the scene and make off with you. They leave behind a ransom note. Paying the ransom (5,000 in Currency or any one item likely to amuse a baby) immediately or at a later time allows the PC to return.
19-22	Alternate Programming[3]	Roll a d4. 1 = Blackmail Call-In Show.[4] 2 = Commercial Break.[5] 3 = Current Affairs Show.[6] 4 = Sporting Event.[7]
23	And Now for Something Completely Different	The current scene is abruptly ended and the entire party is transported to a new location of the HoLE's choosing.
24	Here's How We Do It	The scene zooms out and is revealed to be taking place on a television screen in a dingy basement where a bunch of gangsters are planning a complicated heist. The scene cannot resume until each Participant (as one of the gangsters) has proffered up an alternative suggestion for how to go about the thing without getting caught.
25-29	Complaint Letter	Counts towards the HoLE's sacking.
30	Luigi's been nicked. Dino's down bailing him out.	None. You've got away with it.

The Wonderful Timmy Williams

BESHREWMENT TRIGGER: **2 OR MORE DEMERITS** ◆ COMPLAINT LETTERS BEFORE HE DECLARES IT ALL RATHER BORING AND RESIGNS: **1**

A bonafide celebrity and man-about-town – isn’t it sooper! He’s surrounded by biographers, journalists, camerapeople, boom mic operator, and paparazzi, all hanging on his every word and telling him how triffic he is. Marvellous...really really sooper.

Goes In For (Merits)

- Sycophants. Sucking up to the HoLE works a treat.
- Referencing any of Timmy’s smashing, sooper shows, films, books, albums, op-eds, pamphlets, doodlings.
- French things. They’re *très chic*, you know.

Frowns Upon (Demerits)

- Being dull, drab, or depressing.
- Going too long without complimenting him.
- Being interrupted or criticised.

1: See p. 124 for guidance and examples.
2: ‘Who Says Mr. Tim’s a Tit?’, featuring people who’ve been overheard disparaging Mr. Williams. Hosted by Betty Weiss.
3: ‘Isn’t It Sooper Being Sooper?’, featuring people who are famous mostly for just being famous. With Sarah Polley.
4: ‘Ancient Armenian Agrarian Reforms: A Philosophical Look’. Mr. Williams dies of boredom. New HoLE Persona needed!
5: ’The Charming Life’, featuring questions about celebrities. ‘Timmy Williams’ is the only correct answer. Wrong answers earn Demerits. Presented by Rebecca Simpkins.
6: With Products Like Ass-Kissing Lip Balm and Tongue-Black Boot Polish

BESHREWMENTS TABLE

d30	BESHREWMENT	EFFECT
1	The Foot	A colossal foot squashes you with a rude noise. You are No More.
2	A Giant Boom Mic	Timmy's sound man has been careless, and a cartoonishly large boom mic drops on your head. 2 bits of Death, and reset Lorefulness, Strategy, and Wisdom in the Ways of Science to d4.
3	Capturé	An escouade of sooper French Chevrailleurs nabs the entire party in a net. The PCs must hand over a farm animal or be thrown into a game of Fetchez la Vache. After the game, they're returned to the scene.
4	The Studio Audience Revolts!	Mr. Williams fans, outraged by how this whole thing has gone all non-Mr. Williams, rush the sketch, pitchforks in hand. The set is trashed. Everyone in the scene suffers 1 bit of Death and resets one random Trait to d4.
5	The Colonel	A disappointed army colonel strides in and berates everyone for the poor quality of this entire quest. So stern is his rebuke that all PCs with more Traits on the Silly side (d10 or lower) than the Serious side suffer 2 bits of Loony.
6	Chartered Accountants	A cadre of terribly dull and awful accountants shuffles in to assess your tax liability. You take 1 bit of Death (they are that dreadful), reset Wisdom in the Ways of Science to d4, and have your taxes done. You must pay over 72.7331% of your Currency, only a small portion of which is kept by the accountants. Mr. Williams is appalled and utterly bored – and quits on the spot. New HoLE Persona needed!
7	Unmouthed	Your mouth flies off your face to perform a service on Mr. Williams' backside. It'll come back next scene, though it might require some sanitising.
8	Needed for Another Sketch	A studio executive arrives and informs you that you're needed to perform some menial task in another sketch. In truth, the knob of Mr. Williams' dressing room door needs polishing. If you go along without complaint, you'll be returned to the scene after 10 minutes or so and with 3 Merits for doing programme control a favour. If you make things difficult by refusing, roll again on the Beshrewments table using a d10. PCs who are Serious (d14 or higher) in Decorum appear to be too fab to disturb. The executive apologises for the interruption and chooses the PC with the lowest Decorum instead.
9	The Show So Far	Mr. Williams is terribly bored. You must immediately give a truly sooper summary of what's happened so far before things can continue.
10	Script Check	Mr. Williams can't believe there's so little about him in this sketch. A couple of production assistants huddle around you, get you sorted, then exit. Reset Glibness and Argumentation to d4.
11-14	Alternate Programming[1]	Roll a d4. 1 = Blackmail Call-In Show.[2] 2 = Celebrity Talk Show.[3] 3 = High-Minded Lecture Show.[4] 4 = Quiz Show.[5]
15	The Dragon Ship Arrives To Take You To Your Quest's End	Mr. Williams is bored and wants to skip ahead a bit. A mystical ship with a dragon's head at the prow arrives to spirit you to the quest's end. The PCs are transported to their current quest's ending scene. It's all rather shocking, and the PCs arrive a bit green around the gills, so that's 1 bit of Death and 1 bit of Loony for the lot.
16-18	BAFTA Award	Mr. Williams has won a BAFTA...for something. The sketch cannot proceed until each Participant has given a grovelling introduction speech and the HoLE has proffered his acceptance.
19	The Studio Audience Is Revolted	Loud boos, obnoxious whistling, and chants of 'Bring on Timmy!' All rolls (by all PCs) are made using a die value one lower until the end of the scene, or until someone tells a fab story about Mr. Williams.
20	A Door-to-Door Sycophantic Supply Salesman[6]	A cheerful and persistent door-to-door salesman approaches you with his wares in a tray. It's terribly embarrassing; you suffer 1 bit of Loony right away and for each new scene he follows you to. He's Indifferent to all Traits and isn't actually selling anything; he just wants Mr. Williams' autograph, and will leave as soon as he believes he has it.
21	You're on the Telly!	The scene zooms out and is revealed to be taking place on a television screen in a Middle-Class home. Two middle-aged ladies, who thought they were tuning into a show about that Wonderful Timmy Williams, are entirely confused and appalled. The scene cannot resume until the Participants have explained to the ladies what's going on and how Mr. Williams will be along shortly.
22-23	Photo Op	Paparazzi rush the scene looking for Mr. Williams, flashbulbs popping. 1 bit of Loony for all, and anyone not wearing eye protection of some kind is blinded for a few moments.
24	And Now for Something Completely Different	The current scene is abruptly ended and the entire party is transported to a new location of the HoLE's choosing.
25-29	Complaint Letter	Counts towards the HoLE's sacking.
30	Mr. Williams is at the palace knighting the Queen and doesn't have time for your nonsense.	None. You've got away with it.

Ralph the Wonder Llama

BESHREWMENT TRIGGER: **3 OR MORE DEMERITS** ◆ COMPLAINT LETTERS BEFORE IT'S HAD ENOUGH OF TELLY AND MOVES ON TO A FANCY MOVIE PROJECT: **2**

A prancing, preening, pinstripe-wearing film producer par excellence. Like the Standard Llama, Ralph is a dangerous, finned, quadrupedal river monster with two ears, a heart, a forehead, and a beak for eating honey. But what makes Ralph so wonderful is its motion picture production acumen. Like most producers, it has a short attention span and is preoccupied with budgets, but it punctuates lively action with high-pitched 'olé's.

Goes In For (Merits)

- Spanish language and culture (real or earnestly attempted).
- Dancing of all kinds, but especially flamenco.
- Honey.

Frowns Upon (Demerits)

- Mentions of bees, bears, and other honey hogs.
- Going too long without mentions of honey.
- Boringness.

1: Fraud Film Director Squad
2: See p. 124 for guidance and examples.
3: 'We Sí You!'. Candid short films of embarrassing flamenco dancing, hosted by Mrs. Gabby Dudley.
4: 'A Funny Thing Happened on my Way to the Kennel'. Animal celebrities from cinema and television share their worst moments. Hosted by Lassie.
5: Advert for 'Weather, You Like It or Not', a weather-control helmet and handheld remote.
6: 'Peak of Your Career'. Llamas, camels and goats in politics around the world, with political analyst and part-time camelid stylist Elizabeth Scrint.
7: 'Bovine Divine'. A documentary on the major behavioural differences between cows and oxen, hosted by Dr. Rogers and Dr. Waring.

BESHREWMENTS TABLE

d30	BESHREWMENT	EFFECT
1	The Foot	A colossal hoof squashes you with a rude noise. You are No More.
2	A Knight with a Chicken	A knight in full flamenco attire over their armour zapateados into the scene, strikes you with a dead, plucked chicken, then exits. Take 1 bit of Loony, 1 bit of Death (your feet are pulverised), and reset Animal Husbandry and Authority to d4.
3	The Studio Audience Revolts!	The outraged studio audience – composed entirely of livestock – storms the scene and trashes the set. Everyone in the scene suffers 1 bit of Death and resets one random Trait to d4. Anyone with honey on their person suffers an extra bit of Death and all of their equipment is destroyed.
4	BBC Budget Cuts: No Special Effects	Reset Sorcery to d4; Sorcery or other kinds of magic cannot be used by anyone for the remainder of the scene.
5	The Colonel	A disappointed army colonel strides in and berates everyone for the poor quality of this entire quest. So stern is his rebuke that all PCs with more Traits on the Silly side (d10 or lower) than the Serious side suffer 2 bits of Loony.
6	Inspector Leopard of the Yard[1]	Extremely violent. Everyone in the sketch takes 1 bit of Death, and the HoLE is frog-marched away. New HoLE Persona needed!
7-12	Alternate Programming[2]	Roll a d8. 1 = Blackmail Call-In Show.[3] 2 = Celebrity Talk Show.[4] 3 = Commercial Break.[5] 4 = Current Affairs Show.[6] 5 = High-Minded Lecture Show.[7] 6 = Quiz Show.[8] 7 = Sporting Event.[9] 8 = Variety Show.[10]
13	Dung Vat	A large tub of llama excrement appears and you fall into it. Reset Decorum and Heartiness to d4; not to mention the egregious (even for the Middle Ages) amount of shit all over you. Lower-Class PCs ignore the Decorum and Heartiness penalty.
14	BAFTA Award	Ralph has won a BAFTA. The HoLE must give an acceptance speech in llamanese. A Participant is chosen to translate.
15	The Studio Audience Is Revolted	Loud brays, moos, and neighs. All rolls (by all PCs) are made using a die value one lower until someone Strewths or makes farm animal noises.
16	Nobody Expects the Spanish Inquisition!	***Cardinal Ximinez*** takes over as HoLE.
17	And Now for Something Completely Different	The current scene is abruptly ended and the entire party is transported to a new location of the HoLE's choosing.
18	Script Check	You have clearly forgotten your lines or gone off-script. A couple of production assistants huddle around you, get you sorted, then exit. Reset Glibness and Argumentation to d4.
19	Flamenco Lesson	Ralph (the HoLE) gives a flamenco dancing lesson to the Participant who triggered the Beshrewment. The others clap to keep time. Olés encouraged.
20	André Segovia Just Tuned In!	Everyone (HoLE and Participants alike) must stand or hold a respectful salute for the next d30 minutes. Otherwise, the Programme proceeds as normal. If everyone joins in a round of air flamenco guitar playing, they may dispense with further formalities.
21	The Dragon Ship Arrives To Take You To Your Quest's End	Ralph is bored and wants to hurry things along. A mystical ship with a llama's head at the prow arrives to spirit you to the quest's end. The PCs are transported to their current quest's ending scene. It's all rather shocking, and the PCs arrive a bit green around the gills, so that's 1 bit of Death and 1 bit of Loony for the lot.
22	Egregious Nudity	Hooved animals frolic lasciviously under a light summer rain before your eyes. Reset Animal Husbandry and Chastity to d4.
23	A TV Pitchman selling hand-knitted Andean sweaters, blankets, mittens, and hats.	A moustachioed pitchman strolls into the scene trailing a microphone cable. He's smooth, persistent, only a wee bit smarmy, and ruins any social situation. All PCs roll twice and take the lower result during polite interactions with NPCs until the pitchman is dealt with. He's Indifferent to all Traits, but the purchase of something (Gold and Gemstones accepted) brings two production assistants out of the wings to supply the stuff and sends the pitchman on his way.
24	Mr. Patrick Loone, TV Critic	A scathing review. All Complaint Letters have double effect until the HoLE is sacked.
25-29	Complaint Letter	Counts towards the HoLE's sacking.
30	Ralph is on the phone with his agent.	None. You've got away with it.

8: 'Name That Knot!'. Knitting and crochet techniques decrypted by volunteers from the studio audience. Hosted by Wendy Conclusion.

9: Ostrich racing, hosted by Brian Thigh.

10: 'The Gracie Fields Show'. Gracie Fields and her guests reveal top spots for grazing.

Cardinal Ximinez

BESHREWMENT TRIGGER: **1 OR MORE DEMERITS** ◆ COMPLAINT LETTERS BEFORE HE IS RECALLED TO THE VATICAN: **1**

Cardinal Ximinez of the Spanish Inquisition is absolved of sin, has had his feet bathed in virgin olive oil by a vestal virgin, and is sworn in as HoLE by an anonymous monk of unquestioned virtue – hence the anonymity. His Excellency’s vow is to serve the Pope and the BBC, and the truth of British History shall be served forth on a sacred platter. One of the more intimidating and terrifying HoLE Personae, Ximinez employs diabolical laughter and acting with ruthless efficiency.

Goes In For (Merits)

- PCs who use surprise, fear, ruthless efficiency, almost fanatical devotion to the Pope, and nice red uniforms to their advantage.
- Torture with cruel devices like comfy chairs and soft cushions.
- Diabolical laughter and acting.
- Efforts to increase the overall piety of the Programme.

Frowns Upon (Demerits)

- Blasphemy, heresy, and other naughtiness as defined by the Pope, who was himself rather naughty, but no matter. Do as the Pope says, not as he does!
- Going too long without mention of the Pope.

BESHREWMENTS TABLE

d30	BESHREWMENT	EFFECT
1	The Foot	A colossal foot clad in a red slipper squashes you with a rude noise. You have joined the Choir Invisible and are No More.
2	Finger of God	A giant finger flicks the person with the lowest Purpose into the hereafter. They are No More and their soul suffers eternal spiritual spanking with palm leaves. If there's a tie, a high-stakes roll-off is required.
3	Tea and Torture Time	Cardinals Biggles and Fang appear and pull back the curtain of reality to reveal a plush tea parlour. Rugged nuns plunge your hands into piping hot tea while the dainty monks pelt you with brick-hard scones. They don't care if you confess. 2 bits of Death, and reset Argumentation and Purpose to d4.
4	A Knight (Swiss Guard) with a Chicken	A Swiss Guard in full armour enters the scene, strikes you with a dead, plucked chicken, then exits. Take 1 bit of Loony, and reset Animal Husbandry and Authority to d4.
5	Gradual Pontification	A Ring of the Fisherman appears on your finger. In the next scene, a crozier. In the one after that, a chasuble, funny hat, and so on until you've undergone a complete physical transformation into the Pope. No effect on PC Traits or other mechanics…unless the HoLE deems it fitting. Either way, Pope John XII won't be happy about this, and Cardinal Ximinez will need some convincing…
6-7	The Studio Audience Revolts!	The outraged audience – composed of a collegial conference of Anglican Bishops – storms the scene with scourges swinging and trashes the set. Everyone in the scene suffers 1 bit of Death and resets one random Trait to d4.
8	Police Constable Pan-Am	The Constable hustles into the scene with a firm 'What's all this then?' He capers about making aeroplane noises, singing, and threatening to do everyone for heresy, before leaving. All PCs suffer 1 bit of Loony, and all rolls on the Beshrewments table have a -1 penalty until the Head of Light Entertainment is replaced.
9-12	Cardinal Biggles	Ximinez's number two, Cardinal Biggles, appears in the scene and begins poking you with two well-stuffed torture cushions, demanding a confession. 1 bit of Loony, and reset Authority to d4.
13-16	Cardinal Fang	Ximinez's number three, Cardinal Fang, hustles a terribly comfy chair into the scene and throws you into it, demanding a confession. 1 bit of Loony, and reset Strategy to d4.
17	The Studio Audience Is Revolted	The outraged audience – composed of a collegial conference of Catholic Bishops – sets flame to its censers and fogs the entire scene with myrrh smoke. Seeing is quite impossible.
18	Alternate Programming[1]	Roll a d4. 1 = Celebrity Talk Show.[2] 2 = Commercial Break.[3] 3 = Quiz Show.[4] 4 = Variety Show.[5]
19-22	The Bishop!	A priest, monk, nun or other holy person (including PCs) in the scene dies in spectacular fashion (an exploding baby at the baptistry, etc.). If there's more than one eligible character, the lowest Luck roll gets it. Immediately afterwards, ***Rev. E.P. Nesbitt***, aka 'The Bishop!', bursts into the scene with his cadre of collared enforcers. The Bishop! mutters, 'We was too late to save the ___,' before exiting. If there are no holy persons in the scene, The Bishop! stops mid-sentence, realising he's got the wrong scene. Therefore, no effect.
23	A Door-to-Door Encyclopaedia Salesvicar	A cheerful and persistent door-to-door salesvicar approaches you with his wares in a tray (encyclopaedias, but also thumbscrews, pears of anguish, rats…). It's terribly embarrassing; you suffer 1 bit of Loony right away and for each subsequent scene he follows you to. He's Indifferent to all Traits and isn't actually selling anything; he's just waiting for someone to invoke a saint or say a Latin word, and will leave as soon as that happens.
24-27	The Pope Just Tuned In!	Everyone (HoLE and Participants alike) must stand or hold a respectful salute for the next d30 minutes. Otherwise, the Programme proceeds as normal. If everyone joins in a round of a hymn (well-known or inspired on the spot), they may dispense with further formalities.
28	The Francis of Assisi Game	You (the Participant) must pretend to be Francis of Assisi and hand one d6 to each of the other Participants. Then you see who can remain motionless longest. The first Participant to move then becomes Francis of Assisi. This continues until one of the Participants realises this makes no sense.
29	Complaint Letter	Cardinal Ximinez receives a papal bull requiring his immediate return to Rome for a surprise party for the Pope. New HoLE Persona needed!
30	The Cardinal is shopping for aftershave.	None. You've got away with it.

1: See p. 124 for guidance and examples.
2: 'I Do Like When They Say "Yow"', presented by Sam Trench, who tests torture devices on guests.
3: For Cardinal Fang's brand-new Electro-Whoopie Cushion.
4: 'Rename Torture Device!' Give classic torture devices new names. Hosted by Cardinal Biggles.
5: Cushion Hacking with Abbot Reg', featuring people who've come up with dastardly new uses for the average sofa cushion.

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NOTABLE HISTORICAL FIGURES

A GUIDE TO THE MOST FAMILIAR

NOTABLE HISTORICAL FIGURES

SPECIALLY DEVELOPED FOR THE LAY OBSERVER

VII. Notable Historical Figures

Here follows a collection of personages for your reenactment pleasure – some heroes, some villains, all thoroughly researched and vetted by a symposium of scholars, archaeologists, and theoretical pastiticians. In order to support your efforts to render up these Non-Participant Characters (NPCs) in a pedagogically sound fashion, the entries are formatted thusly:

1 **Class** The NPC's social standing: Upper Class, Middle Class, or Lower Class. It's important to specify – or, better yet, make clear through your portrayal of them – what their social class is, as this might have a bearing on how the PCs interact with them or how well their Deeds/Accoutrements work against them, should it come to that.

2 **Name** This is the name of the NPC. We assume you have some understanding of how names work.

3 **Die [d4, d6, d8, d10, d12, d14, d16, d18, or d20]** This is the only die you (the HoLE) will roll on the NPC's behalf. No matter which of their Traits is called upon for Deeds and Tests, this is the die the NPC uses. **NPCs do not Strewth or Spam**, but some can trigger Beshrewments.

To make an attack with an NPC, roll this die once on their turn. The result determines two things:

- Which of their attacks they make, per the number ranges in the attacks' headers.
- The number that a target of the attack must equal or exceed with their Test roll to defend successfully.

If the target succeeds on the Test, they avoid the effect of the attack, but it doesn't count as a successful Deed in terms of defeating the NPC. You can narrate a successful defence however seems appropriate (and compellingly colourful!), or simply tell the Participant they've successfully defended and let them describe the action.

If the target fails the Test roll, they suffer the effects of the attack, as specified in each attack's description.

4 **Deeds Required to Defeat [a number from 1 to 5]** This is the number of successful Deeds the PCs, as a group, must accrue in order to overcome the challenge presented by the NPC.

If PCs are victorious, the NPC is not necessarily killed– or even angry about it! See 'Victory! But Now What?' (p. 116) for guidance on interpreting how an NPC or creature reacts to being defeated.

5 **How [NPC Name] Attacks** Each NPC has one or more attacks in their arsenal. Each time it's the NPC's turn in the contestation, roll their die **once** to determine both the type of attack they make and what number the target will have to equal or exceed with their Test roll to avoid the effect.

Nota bene: Unless otherwise specified, when attacking, an NPC rolls one and only one die each turn. So no rolling twice and taking one or another result, no matter how Serious/Silly they are according to the Traits listed under the 'How [NPC Name] Defends' header.

[a certain circumstance, like 'Once Only, When First Encountered'] *[Attack Name]*

An attack presented this way is made only under certain circumstances, usually when the NPC is first encountered. Most NPCs don't have one of these circumstance-specific attacks, but if they do, it will be listed first, before their standard ones. It's up to the HoLE as to whether the NPC uses this or not. If they're not overly aggressive or spoiling for a fight, they can just as easily forgo this and enter the scene normally.

[number range] *Attack Name [Attack Trait vs. Test Trait. The former is the Trait the NPC is calling on for the Deed (attack); the latter is the Trait the target uses for their opposing Test roll]*

An attack presented this way (and the vast majority are) is a standard attack. Below the header is a description of the attack, along with how it can be avoided (which is really just narrative context for the Test specified in the attack header), and what happens to the target if the attack is successful.

Nota bene: The HoLE does not make a separate roll for the Deed indicated in the attack header. The Trait being used for the attack is only specified in case the target is Indifferent to the Trait being used, in which case they need not make an opposing Test roll (see 'Indifferences', p. 34).

Some NPCs have abilities or defences that allow them to make a specific attack immediately or on their next turn. If the type of attack is already specified, the HoLE still rolls the NPC's die as usual, but only to determine the number for the target's Test.

6 Observer's Notes Usually includes the NPC's manner of speaking, if it's distinctive. Might also include mannerisms, physical descriptors, and/or general demeanour, though this can vary according to the nature of the interaction.

7 How [NPC Name] Defends

Special Defence

If an NPC has some sort of special thing they can do as a defence, it will be here. Most NPCs don't have one of these, so you'll simply use their die and the NPC's Traits (see below). If they do have one of these, it's usually an immediate reaction that's triggered by a PC targeting a specific Trait.

Traits

The Traits specified in this section are for defensive (i.e., Test-roll) purposes, not for attacking. If a PC's Deed targets a Trait that the NPC is Serious in, roll the NPC's die twice and take the higher result. If Silly, roll twice and take the lower result. If a PC's Deed uses or targets a Trait that the NPC is Indifferent to, the attack has no effect whatsoever – but don't forget to narrate it properly so the PCs can deduce which Traits the NPC is Indifferent to (see 'Narrating Indifferences', p. 121). If the NPC must Test a Trait not listed here, roll their die once only.

Serious (roll twice and take the higher result)
[list of Traits]

Silly (roll twice and take the lower result)
[list of Traits]

Indifferent to [list of Traits]

HISTORICALLY ACCURATE PORTRAYAL

8 Who They Are A brief biography.

9 What They Fancy Things the NPC goes in for, agrees with, or supports. This is usually reserved for cataloguing personal tastes to inform the HoLE's portrayal, not for their deep-seated desires and motivations, which are specified in 'What They Want'.

10 What They Don't Fancy As above, the items in this section have more to do with personal tastes, pet peeves, idiosyncrasies, and the like. For specific people, factions, or other entities antagonistic to the NPC, see 'Enemies'.

11 What They Want Here are those deep-seated desires and motivations, the things that drive the NPC's actions and can be used by the HoLE to determine what the NPC is actually doing when they're encountered.

12 Allies The people, factions, and other entities listed here are in some way aligned with the NPC. The alignment might be anything from a general agreement in viewpoint (whether they've actually met or not) or casual friendship to a sworn allegiance or formal alliance. If the reason for their being listed as an ally isn't painfully obvious (we don't really have to tell you why King Arthur and Sir Galahad are considered allies, do we?), additional context has been included. NPC and creature names with bold and italic formatting have their own listing elsewhere (NPCs in this chapter; creatures in the next).

Nota bene: Not all such relationships are mutual. One NPC might consider another to be their ally, but the latter may not know they exist – or may even consider them an enemy.

13 Enemies Exactly as above, but exactly opposite. The entities listed here aren't necessarily nemeses who will attack the NPC on sight. They might be, but it's usually more nuanced than that, as the text will indicate.

On Comprehensiveness and Immutability Perhaps more than any other chapter, this one (and the one that follows) is a toolbox from which the HoLE may pluck, alter, and deploy at their discretion. If something about an NPC's likes, allies, enemies, or anything else doesn't comport with your needs or those of the quest, you are hereby granted permission to change them. You won't break anything by doing so, except perhaps the authors' hearts, but who gives a rip about them?

MIDDLE CLASS

Anne Elk (Miss)

DIE: 10 Deeds Required to Defeat 2

HOW MISS ELK ATTACKS

1-10 I Have a Theory *(Purpose vs. Decorum)*

Anne espouses a new theory. It's a maddeningly circuitous oratory, broken into small bits by spates of shrill coughing and throat-clearing. Everyone who can hear her is targeted. Anyone who can't contain their impatience suffers 1 bit of Loony.

HOW MISS ELK DEFENDS

a-HEM! If Anne is targeted with an Argumentation or Authority Deed, she further entrenches herself and starts again. She makes an immediate bonus *I Have a Theory* attack, rolling twice and taking the higher result.

Serious (roll twice and take the higher result)
Purpose

Silly (roll twice and take the lower result)
Glibness, Lorefulness, Druidry, Wisdom in the Ways of Science

Indifferent to Argumentation, Authority

HISTORICALLY ACCURATE PORTRAYAL

Who She Is A scientist and researcher. She's actually quite a silly person who has made no real contribution to science, but she is entirely convinced that her theories are vital and groundbreaking,[1] and that does lend her a certain gravitas.

What She Fancies Ancient relics and fossils. She's always in possession of a great many of them and knows where many more are. Getting that information out of her requires no small degree of mental fortitude and stamina.

What She Doesn't Fancy Being rushed or interrupted. She's got something important to say, and what she says, which is to say the thing she's going to say, that being the important thing that needs saying, must not be rushed in the saying. Ahem.

What She Wants A dais. A platform. An audience. To be taken seriously. A lozenge.

Allies

Marquis Guy de Lombard and ***Anusius Prolapsus***, who have allowed her to conduct targeted archaeological digs. (In fact, both have discovered that she's an excellent defensive-moat digger. Just point, say, 'There's bound to be old things buried here', and away she goes.)

Sir Bedevere, with whom she has had a number of stimulating theoretical exchanges.

Enemies

Bishops, ***Vicars***, Clerics, and other persons of the cloth, most of whom don't go in for her important new ways of thinking.

The Lady of the Lake, who refused to contribute to Anne's 'Things I Found Underwater' exhibition.

Vikings, who are notorious for interrupting.

[1] Recent theories involving Romanesque antiquities ('Some are older than others.') and Viking seagoing vessels ('Some of them float.') are too complicated even to summarise in footnotes – let alone parentheticals.

UPPER CLASS

Anusius Prolapsus

DIE: 18 **Deeds Required to Defeat** 3

HOW ANUSIUS ATTACKS

1-8 Castiyatio *(Authority vs. Heartiness)*

Anusius administers a traditional punishment: he hits one taryet with his staff. It's as embarrassiny as it is painful. If the taryet can't absorb the blow without cryiny out, it's 1 bit of Death and 1 bit of Loony.

9-13 Militiae Mutatio *(Authority vs. Subtlety)*

Anusius assigns some menial, undesirable duty (swabbiny the latrine, polishiny his collection of erotic statuary) to up to four people. Any taryet who can't subtly shirk the duty and pass it to someone else nearby suffers 1 bit of Loony and they drop everythiny and yet to it.

15-18 Fustuarium *(Purpose vs. Purpose)*

Anusius invokes a mayor disciplinary action. A handful of centurions hustle forward with cudyels, beat some obedience into one taryet, then hustle back out of the scene. If the taryet cannot keep their spirit and skull intact, it's 1 bit of Death, and reset Authority, Lorefulness, and Wisdom in the Ways of Science to d4.

HOW ANUSIUS DEFENDS

Haviny None of It If Anusius is taryeted with an Aryumentation or Ylibness Deed, he makes an immediate bonus *Castiyatio* attack, rolliny twice and takiny the higher result.

Serious (roll twice and take the higher result)
Authority, Decorum, Purpose

Silly (roll twice and take the lower result)
Chastity, Lorefulness

Indifferent to Aryumentation, Ylibness

HISTORICALLY ACCURATE PORTRAYAL

Who He Is An Imperial Leyate, Roman senator, and commander of the XX $^{I}/_{III}$ Leyion (known as Sciuri Victores). As with all Romans of high breediny, he has a distinctive speech pattern (some might call it an impediment, but it hasn't impeded his ability to command…and he's not even aware of it).

Like all his centurions, he is descended from a lony line of Romans (400 years' worth) who once ruled Brittania (as they call it) but never yot the memo to come home and defend Rome from the barbarians at her yate. As far as they are concerned, they are still the rulers of this isle, and the Roman Empire is still humminy alony.

What He Fancies Drills, drills, drills.

When off-duty, he enyoys the finer things: wine, philosophical debate, yourmet meals, being fanned by barbarians, and swanniny about.

What He Doesn't Fancy Disobedience. Disoryanisation. Sloth. A lack of structure and routine.

What He Wants To broaden the footprint of his territory beyond his current corner of north Wales, and to beef up his troop numbers. Both have been whittled down considerably by enemy raids, and soldiers yetting fed up and fuckiny off elsewhere.

Also wants — nay, needs! — his leyion's *aquila* (eayle standard) back. Someone nicked it a few years ayo, and it's yalling him. He suspects the People's Front of Yudea, but they have merely issued a stronyly-worded proclamation that such a thiny should be done.

Oh, and it'd be nice if some orders from Rome would come through. He, like his ancestors, hasn't heard a peep from HQ. His father taught him to fake the receipt of orders and news to keep morale up. Should someone devise a way to forye convinciny orders or impersonate a high-born Roman envoy, they'd be able to command Anusius and his leyion to do just about anythiny.

Allies

His loyal Roman ***Leyionnaires***.

Miss Anne Elk, whom he dupes into diyying defensive trenches by telliny her there are fossils around.

Douy and Dinsdale Piranha. Anusius made them a deal: they scare deserters bound for Rome back to his camp; he yives them the schedules of the tax wayons.

Enemies

The People's Front of Yudea (and splinter yroups).

Yumbys, who are encroachiny on his territory.

All monarchs and ***Sovereigns*** who defy Rome's lawful rule.

THE 99 (REMAININY) SOLDIERS OF THE XX $^{I}/_{III}$ LEYION:

HUMMUS ATHUN, SLIPTA DISCUS, DUBIUS EXCREMENTITIUS, OBLIVIUS VICISITUDINUS, ODORUS VOLVULUS, PREVIUS NONSIMALTANEUS, ULTRAFASTIDIUS, OVERSCRUPULUS, PACHYDERMATUS, DON CONTRADICTUS, MISCELLANEUS, SANCTIMONIUS, CEREAL STRATOCUMULUS, OVOVIVIPARUS, PLATOTUDINUS, OVERCREDULUS, NONMONAYAMUS, HYMENOPTERUS, PARSIMONIUS, HIPPOPOTAMUS, FATUUS INCOMMODIUS, NECROPHAYUS, PROMISCUUS RUMPUS BLASPHEMUS, CACOPHANUS, DUPLICITUS, ABACUS ISOCHRONUS, METICULUS, VOCIFERUS, LASCIVIUS, OESOPHAYUS, OBSEQUIUS, ANONYMUS, LOQUATIUS, ERRONEUS, SYNONYMUS THESAURUS, VICARIUS, DIAPHANUS TRANSCUTANEUS, NEFARIUS, PONDERUS, SARTORIUS, FELLONIUS, TRAPEZIUS, NEBULUS TINNITUS, HIBISCUS, SONORUS NAUSEUS, CUSCUS PLATYPUS, EUNUCHUS MICROBUS, MARASMUS, SYLLIUS SERIUS, YASEUS VISCUS, RAUCUS, NOXIUS, OBVIUS, VACUUS, PHALLUS WARMUS, BONUS BEYESUS, MINUS XENOPUS, YRAMPUS VOMITUS, NEXUS, PLEXUS, SEXUS, MUCUS, PORUS, UTERUS HIATUS, ODIUS DOOFUS, FOCUS, HOCUS, POCUS, FUCUS, TAXUS, TOFUS, TUTUS, LUBUS OPUS, LINUS UPARAILFORUS, PSEUDO PSEUDOLUS, HERO OVERHERO, SENEX, NECRA PHILIA, HYSTERIUM CARCUS, DOMINA FATSA, DONAYUS LYCUS, MEALUS YLORIOSUS, YYMNASIA, TINTINNABULA, VIBRATA, YEMINAE, WHOSETHIS YEMUS, SETUS UPA NOTHEROUND, OLIVE YUS, LAURELIN HARDLY TEACUPUS, MICCIMUS, MINIMUS, FABULUS FANNAE, DIDDLURANUS, CANNAED PEACHUS, YETTIMMI OFFUS, EYREYIUS CUSPIDUS, LUSCIUS OPUS.

UPPER CLASS

Arthur Son of Uther Pendragon of the Castle of Camelot, King of the Bri[illegible] Defeater of the Saxons, Sovereign of All[illegible]d (King)

DIE: 20 **Deeds Required to Defeat** 5

…or was it 3? (It's definitely 5)

HOW KING ARTHUR ATTACKS

1-10 Repress *(Authority vs. Purpose)*

Arthur tells someone to bloody well do as they're told. If the target can't remember their own intrinsic self-worth, it's 1 bit of Loony and spend their next turn grovelling.

11-19 Vexcalibur *(Valour vs. Valour)*

Arthur has had it up to here. He says 'So be it!' and swings his famed sword Excalibur at one target. If the target cannot parry, it's 1 bit of Death and one of their limbs is lopped off.

20 Call Up an Army *(Purpose vs. Wisdom in the Ways of Science)*

Utterly exasperated, Arthur calls up an army: 227 men-at-arms emerge on a nearby ridgeline, ready to attack on his signal. Everyone who can hear him can attempt a Wisdom in the Ways of Science roll to recognise the scientific improbability of it. If at least one person succeeds, the army grumbles 'Oh you're no fun anymore' and goes back home. If all the rolls fail – well, brace to receive a charge…

HOW KING ARTHUR DEFENDS

JESUS CHRIST! Arthur becomes increasingly frustrated with how things are turning out. On his second turn, he adds +2 to all his rolls. On his third, +3, and so on.

Well, I Am King If Arthur is targeted with a Decorum Deed, he makes an immediate bonus *Repress* attack, rolling twice and taking the higher result.

Serious (roll twice and take the higher result)
Authority, Purpose, Valour, Wisdom in the Ways of Science

Silly (roll twice and take the lower result)
Argumentation, Luck, Sorcery

Indifferent to Decorum, Subtlety

HISTORICALLY ACCURATE PORTRAYAL

Who He Is The High King of England. He has not yet achieved realm-wide renown, but he's working on it. Though he's a powerful warrior armed with a magic sword, he prefers non-violent resolutions to conflict. He's a pious Christian but has been known to blaspheme when under extreme duress (specifically, exclaiming 'JESUS CHRIST!').

What He Fancies Holding court. When not out a-questing, he travels his realm, seeking knights to join his cause and visiting one of his many castles scattered across the land. When he is in residence at one or another of his castles, that castle becomes 'Camelot', and there he spends his time meting out justice, feasting the local nobility, hunting, and pondering the question of might vs. right. Unfortunately, whenever he leaves one of his castles, things tend to get a bit silly there, which he finds terribly off-putting. Sometimes he can muster the energy to wade in and set things aright; other times he can't be arsed and travels on.

What He Doesn't Fancy Silliness. Dishonesty. Invaders and rebels. Rudeness/Impertinence. Having his authority challenged. Political discussions.

What He Wants To unite England under his rule and bring peace and prosperity to his land and people. And, well, to generally do the right thing, by God! (Literally and figuratively.)

Allies

His beloved ***Queen Guinevere***, ***Merlin***, and the Knights of the Round Table.

The Lady of the Lake.

Brother Maynard, who has come along on several quests and hasn't been eaten once!

Patsy, his loyal Manservant.

Enemies

All would-be usurpers, rebels, invaders, and the like, be they French lords, Roman legions, Saxon barons, Norse raiders, or constitutional-minded peasants.

Lawbreakers, anarchists, and criminals of all stripes.

Behold! The basis for a system of government!

Excalibur

The fabled blade is an Authority Accoutrement that grants +4 to Authority rolls, +3 to Valour rolls, -3 to Animal Husbandry rolls, and makes Lower-Class persons uncomfortable – even downright hostile. The sword has a personality as well, and it's a trifle bitchy as it happens. It offers commentary in an otherworldly and overloud voice whenever possible. Arthur has figured out how to shut the thing up, but non-Arthurs might be in for a rude surprise.

d8	Commentary
1	Obliterates the wielder's self-confidence.
2	Announces its intention to murder the nearest person.
3	Terrible but well-argued advice.
4	Reads the mind of everyone nearby and reveals uncomfortable truths.
5	Tells the wielder exactly what to say next. If the wielder follows the advice, they can make any accompanying roll twice and take the preferred result.
6	Begs to be taken back to ***The Lady of the Lake*** and melted down, then shuts up.
7	Goes on and on about what a wonderful wielder King Arthur was. Good English stock. Lovely palm-feel.
8	Goes on and on about what a dunce King Arthur is. Wouldn't know a riposte from a post in the ground.

LOWER CLASS

Arthur Figgis

DIE: 12 **Deeds Required to Defeat** 2

HOW ARTHUR ATTACKS (WHEN ON THE JOB)

1-4 Alms Request *(Strategy vs. Glibness)*

Arthur proffers a beatific, empty-headed grin and holds his hand out. It is a well-calculated, weaponised request. Anyone who sees it must come up with a quick excuse or give Arthur half of whatever Currency they have. If they happen to have some worthless detritus (bits of string or wood, a piece of moss, dead birds, and the like), Arthur will accept that instead.

5-12 Idiocy *(Nimbleness vs. Strategy)*

Arthur performs an astounding act of blithering idiocy, like falling off a wall, pouring something over himself, ramming something with his head, etc. Anyone witnessing the act who can't work out how such a thing might be safely performed suffers 2 bits of Loony.

HOW ARTHUR ATTACKS (WHEN OFF THE JOB)

1-11 A Lesson in Idiocy *(Sorcery vs. Nimbleness)*

Arthur produces a wall and forces one person to fall off it. The target must produce a 14+ in Nimbleness/Heartiness (target's choice) to land deftly/keep their wind. Otherwise, it's a bit of Death.

12 Vocational Counselling *(Argumentation vs. Purpose)*

Arthur calls one person to a life of idiocy. If they can't stay true to themselves, they are rendered immediately and irrevocably Coconuts and become a full-time (NPC) idiot.

HOW ARTHUR DEFENDS

Serious (roll twice and take the higher result)
Nimbleness

Silly (roll twice and take the lower result)
Authority, Chastity, Decorum, Subtlety

Indifferent to Valour, Wisdom in the Ways of Science

HISTORICALLY ACCURATE PORTRAYAL

Who He Is A professional village idiot who takes idioting seriously and works with special training equipment to keep him silly. He is also a freelance lecturer in idiocy.

When he's encountered, there's a 90% chance that he's 'on the job' (i.e., actively idioting).

If one wishes to get anything but idiocy out of him, they'll first have to get him into 'off the job' mode. Defeating him will do it, and he's not necessarily antagonistic afterwards.

What He Fancies Off the job: rigorous discussion about things like dung in the trousers. On the job: dung in the trousers.

What He Doesn't Fancy People who don't take silliness seriously.

What He Wants Off the job: to establish the first university of idioting. At the moment, his lectures and field training take place in undignified settings, like ditches, fallow fields, and public parks. On the job: alms.

Allies

His apprentice idiots.

Enemies

Ewan McTeagle, troubadours, ***Bards***, and others competing for attention and alms.

Sewer Budgies, which are especially bothersome to those whose profession calls for them to fall into sewers.

The Equators…bloody amateurs.

ADVERTISEMENTS.

JOHN ROBERTSON,
WALL BUILDER, GREENFIELD, ALLOA,

BEGS to thank his friends and the Public generally for their favours in the past, and also to state that in addition to the Monumental Business, he is prepared to undertake Wall Building in all its Branches.

ANDREW MITCHELL,
Wall Builder and Joiner
14 CANDLE STREET, ALLOA.

JOHNSTON & ROBIN,
WALL BUILDERS
PRIMROSE STREET, ALLOA.

J. & R. beg respectfully to intimate that they continue to carry on business as above, in all its Branches; and they hope, by assiduous attention, punctuality, and moderate charges, coupled with practical knowledge, to merit a share of public patronage.

Jobbing punctually attended to.

On Idiocy: A Treatise

by Arthur Figgis,
RSI, MuFF, PhLUB, HMBS

Idiocy is not the result of sudden pressure on the brain due to an imbalance of the bodily humours. Neither is it merely finding or pretending to find amusement in the mundane and things not specifically formulated to be diverting. Idiocy is the practice of drawing attention to the metaphysical drollery of modern life through finely wrought displays of skill, such as messing in one's trousers. Sure, the average punter can mess his trousers, but only the seasoned, professional idiot can infuse the act with a sense of dramatic irony, flecked with subtle hints of pathos and yearning, in order to achieve a transcendent effect on passersby. In either case, a new pair of trousers is called for, but only the idiot can be confident that their efforts have elevated the consciousness of those fortunate enough to have borne witness. The idiot, therefore, is an invaluable component of and contributor to vibrant, introspective, appropriately amused societies. Proper idiocy is proven to result in profound social criticism, individual epiphanies, and a more robust sex life for everyone. So flip a shekel to your local idiot, you cheap, ungrateful bastards. Trousers aren't free, you know.

UPPER CLASS

Bedevere the Wise (Sir)

DIE: 12 Deeds Required to Defeat 2

HOW SIR BEDEVERE ATTACKS

1-2 The Sword *(Valour vs. Valour)*

Bedevere, unable to come up with something better, reluctantly swings his sword at one person. If they can't parry, it's a bit of Death.

3-11 Scientological Strategery *(Strategy vs. Wisdom in the Ways of Science)*

Bedevere draws on his advanced learning to construct some machine from his surroundings. It doesn't function very well but nevertheless is awfully distracting to anyone who sees it. If they can't draw upon modern learning to dismiss the thing as a trifle, they take 1 bit of Loony and must spend the next few minutes examining it.

12 Fffffffffffffttttt…Ewa Terribly Sorry *(Heartiness vs. Decorum)*

Bedevere begins waving his visor. He's awfully ashamed. Anyone within olfactory range who can't politely ignore it takes 2 bits of Death.

HOW SIR BEDEVERE DEFENDS

Serious (roll twice and take the higher result)
Strategy, Wisdom in the Ways of Science

Silly (roll twice and take the lower result)
Decorum, Glibness, Druidry

Indifferent to Bardistry

HISTORICALLY ACCURATE PORTRAYAL

Who He Is King Arthur's sixth-greatest knight. What he lacks in swordsmanship, he makes up for in vast knowledge of new-fangled teachings in the areas of science, astrology, battlefield tactics, and witchology.

What He Fancies Though not especially assertive, he relishes being consulted on strategy and looked to for adjudication. Given enough time, Sir Bedevere can devise a complex plan for using science to accomplish an especially difficult task, although he almost always fails to remember one or two details.

What He Doesn't Fancy Fast talking. He's easily befuddled by silver-tongued types.

What He Wants A student – someone he can tutor in the Ways of Science. A new visor would be nice, too: he's constantly having to lift his faulty one up to have a look around, proffer an opinion, or, um, ventilate.

Allies

The Camelot crew.

Miss Anne Elk, with whom he has had a number of stimulating theoretical exchanges.

His Manservant Raymond the Hun.

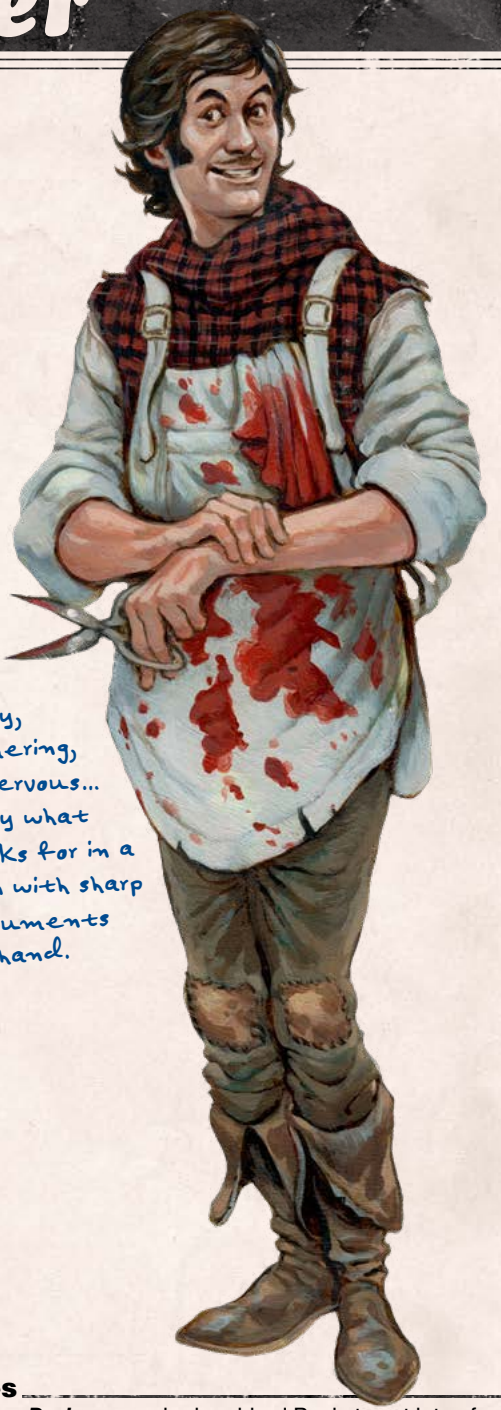
Enemies

Rev. E.P. Nesbitt, who has proclaimed a number of his theories heretical.

Arthur X and all other ***Sheep***. Sir Bedevere has conducted a few too many experiments involving their bladders.

MIDDLE CLASS

Bevis the Barber



DIE: 8 **Deeds Required to Defeat** 2

HOW BEVIS ATTACKS

1-7 Stab-Kill-Mutilate *(Purpose vs. Glibness)*

Bevis loses control, grabs the nearest sharp instrument, and attacks one person in a frenzied, compulsive manner. If the target can't distract him with idle chatter, it's a messy 1 bit of Death.

8 To the Woods…in Song! *(Bardistry vs. Purpose)*

Bevis snaps, rips off his roughspun to reveal…well… more roughspun, but he's in full singing woodcutter mode now! Everyone who can see and hear him must dig deep to avoid the tempting lifestyle he sings about. For those who fail, it's 2 bits of Loony, and they're compelled to stand about looking manly and belting out the chorus. When the song is done, Bevis bounds off into the woods to begin his new career, taking anyone who's gone Coconuts with him.

HOW BEVIS DEFENDS

Serious (roll twice and take the higher result)
Animal Husbandry, Druidry, Nimbleness, Wisdom in the Ways of Science

Silly (roll twice and take the lower result)
Chastity, Decorum, Purpose

Indifferent to Subtlety

HISTORICALLY ACCURATE PORTRAYAL

Who He Is A barber and bloodletter with an unfortunate thirst for the red stuff. He does his best to treat imbalances in humours (and the like) in his tidy little practice, but he mistrusts himself around leeches and sharp instruments.

What He Fancies A nice relaxing day with no customers to be seen. If one does darken his door, he'll do just about anything to avoid actually treating them, or to trick them into thinking he has treated them.

What He Doesn't Fancy Being a barber. Oh, the work's alright; he's just terrified of losing control of himself and hacking another patient's head off. Even when he's engaged in a perfectly polite (non-combative) exchange, there's a 50% chance that every few minutes Bevis will be overcome by the desire to *Stab-Kill-Mutilate*.

What He Wants To be a woodcutter, what with all the singing, tree-cutting, lunch-eating, lavatory-going, shopping, skipping, jumping, buttered scones for tea, wildflower-pressing, putting on of women's clothing, and hanging around in bars.

Allies

Anusius Prolapsus, who has hired Bevis to cut lots of legionnaire locks and palisade logs.

The Three-Headed Giant, who needs the occasional haircut but hates going into town.

Enemies

Scourges of the forest, especially ***The Knights Who Say 'Ni'*** and ***The Black Knight***.

UPPER CLASS

The Black Knight

DIE: 18 **Deeds Required to Defeat** 4

HOW THE BLACK KNIGHT ATTACKS

1-4 Taunt *(Decorum vs. Decorum)*

The Black Knight questions the worthiness, honour, and stones of one person, in the proper fashion. If the target can't draw upon their knowledge of chivalric code to respond in the customary way, it's 1 bit of Loony, and they charge forward recklessly and attack with Valour their next turn, rolling twice and taking the lower result.

5-15 Hi-YAH! *(Valour vs. Valour)*

The Black Knight swings his sword at one person. If the target can't parry, it's 2 bits of Death.

16-18 Heave-Ho! *(Strategy vs. Nimbleness)*

The Black Knight flings his sword at the head of one person. If the target can't dodge, the sword is sheathed in their skull and they are No More.

HOW THE BLACK KNIGHT DEFENDS

Serious (roll twice and take the higher result)
Decorum, Strategy, Valour

Indifferent to Everything else

HISTORICALLY ACCURATE PORTRAYAL

Who He Is A stoic warrior and fearsome guardian of a thing, be it a bridge, a doorway, a stretch of road, a pickle jar, etc. Whatever it happens to be, you'll only get near it over his very bloody, not-quite-dead body. Despite his fearsome mien, he is occasionally plagued by doubts and other preoccupations.

What He Fancies The thing he's guarding.

What He Doesn't Fancy Lack of chivalry. He only fights proper single combats.

What He Wants To slay those who would use/take/belittle/destroy his thing. Also a bit of company. He'll never admit it, but he's terribly lonely.

Allies

Merlin, who has been known to help reattach his body parts after they've been lopped off.

Enemies

French Chevrailleurs, who taunt him incessantly…from a safe distance.

Prince Charming, who doesn't fight fairly.

PERSONAL PREOCCUPATIONS

d17	Preoccupation
1	How to set up his flower press
2	How best to display his collection of 40k warhammers
3	His pavilion needs reorganising
4	That striking youth is dropping by today
5	His horse keeps trying to bite him. But he doesn't own a horse.
6	What if killing is wrong?
7	Is there a remedy for armour-chaffed nipples?
8	His black pepper grinder is being delivered soon. What is the return policy? It is too late to exchange for a smaller one?
9	Heard there's an imposter Black Knight in the area calling himself the Black L'Adder. Must be French.
10	Secretly tired of wearing black
11	Considering trying out some new action words. 'Hi-yah!' is wearing thin.
12	Why hasn't Mum written? Must be dead.
13	How does one get one's helmet off?
14	That chatty squirrel is right: I really must take that holiday to Italy this year. But who will guard my thing?
15	The pottage is burning!
16	We'll use the old ways!
17	Peter Piker piked a peck of of pickled pikes. No, no. Peter Pecker picked a pack of puckered piggies? Mm. Peter...

ADVERTISEMENT.

Abscesses, Erysipelas, Piles, and Fistulas.

This Ointment is invaluable to the young and timid, on occasions when undue bashfulness may endanger life. It arrests the spreading inflammation, soothes the excited vessels, cools the overheated skin, allays all throbbing and smarting pains, and thereby gives great ease.

Both the Ointment and Pills should be used in the following cases:

Bad Legs	Chiego-foot	Fistulas	Sore Throats
Bad Breasts	Chilblains	Gout	Skin Diseases
Burns	Chapped Hands	Glandular Swellings	Scurvy
Bunions	Corns (Soft)	Lumbago	Sore Heads
Bite of Moschetoes and Sand-Flies	Cancers	Piles	Tumours
	Contracted and Stiff Joints	Rheumatism	Ulcers
		Scalds	Wounds
Coco-bay	Elephantiasis	Sore Nipples	Yaws

The Ointment and Pills are sold at Professor HOLLOWAY'S Establishment, 533 Oxford Street, London; also by nearly every respectable Vendor of Medicine throughout the Civilized World, in Pots and Boxes, at 1s 1½d, 2s 9d, 4s 6d, 11s, 22s, and 33s each. The smallest Pot of Ointment contains one ounce; and the smallest Box of Pills four dozen.

Full printed directions are affixed to each Pot and Box, and can be had in any language.

N.B.—Advice can be obtained, free of charge, by applying at the above address, daiy, between the hours of 11 and 4, or by Letter.

Brian the Wild (King)

DIE: 14 **Deeds Required to Defeat** 3

HOW KING BRIAN ATTACKS

1-8 Abasso *(Glibness vs. Purpose)*

Brian roars deeply personal insults and threats of violence at one person. If the target can't hew to their own self-worth, it's 1 bit of Loony (or 2 bits if his herald Heraldo is nearby to editorialize) and they feel simply awful about themselves for the next several minutes (making all rolls vs. King Brian twice and taking the lower result).

9-12 Swordcatto *(Valour vs. Valour)*

Brian unsheaths his sword and hacks at one person. If the target can't parry, it's 1 bit of Death and one of their limbs is chopped off.

13-14 Crashendo *(Authority vs. Strategy)*

Brian signals for his one-legged catapulters, who are never far away, to launch an entire church, which lands on up to eight people. Any target who can't anticipate the church's path and get out of the way takes 2 bits of Death.

HOW KING BRIAN DEFENDS

Serious (roll twice and take the higher result)
Authority, Strategy, Subtlety, Valour

Silly (roll twice and take the lower result)
Decorum, Bardistry (Gregorian chant only; he's Indifferent to other types), Purpose

Indifferent to Argumentation, Bardistry (except Gregorian chant), Chastity

HISTORICALLY ACCURATE PORTRAYAL

Who He Is A despotic, bloodthirsty Saxon monarch who is feared throughout the world for his terrible natural disposition and penchant for casually murdering and maiming his subjects and visitors alike. It's the only thing he's fair about, really. He has a keen strategic mind and is extremely paranoid, which makes him hard to sneak up on and assassinate.

He doesn't know it, but a great deal of his ill-temper can be chalked up to insomnia, which can be remedied by Gregorian chant, sung in unison.

What He Fancies Above all else, murdering close-harmony singers mid-song. It's the only thing that brings him true happiness. When close-harmony singers aren't around for his homicidal pleasure, he turns his ire on his subjects, which is why so few have all of their limbs or internal organs – and why they're all eager to recruit close-harmony groups to perform for him.

What He Doesn't Fancy Manners, washing, and other pretensions. He demands fealty from all, but can't abide anyone more mannerly or clean than himself (which is pretty much everyone). His castle and kingdom are a shambles – everything is dirty and tattered.

What He Wants Power! First step: usurp this pretentious, jumped-up warlord 'King' Arthur.

Allies

His creepy servant Harold the Herald (as ***Ne'erdowell***), who lures close-harmony singers into the King's clutches, and his herald Heraldo (as ***Bureaucrat***), who tends to over-editorialise the King's every decree. If Heraldo is nearby and actively editorialising, King Brian's *Abasso* attack inflicts an extra bit of Loony (2 in total).

The Equators, who are just his sort of people.

Doug and Dinsdale Piranha, pawns in his scheme to become Mayor of London (see 'Piranhas in the Thames' quest, p. 333).

Enemies

All rulers. Posers!

Kevin and Maurice, who once danced at King Brian's court…and were rudely laughed and shot at.

Close Harmony Groups of the Tenth Century

Unearthable Orbs
(squashed by The Shrine of the Ninth Wonder, 903 CE)

BC/AD
(pummeled by the Church of St. Rosie the Grotesque, 918 CE)

Caudle
(creamed by the Chapel of the Mother's Lament, 928 CE)

◀ **Myron's Maidens**
(crushed neath the Church of St. Charlotte the Harlot, 919 CE)

The Thameswomen
(pulverised by the Chantry of the Holy Love Pump, 922 CE) ▼

Mauve Llwyd ▶
(pulped by St. Tropaz's Cathedral, 905 CE)

◀ **Paul & Artfunkel**
(flattened by the Basilica of St. Benedictus, 901 CE)

Her Majesty ▶
(hammered by the Song of the Prophet Church, 910 CE)

MIDDLE CLASS

Dennis Moore

DIE: 16 Deeds Required to Defeat 3

HOW DENNIS ATTACKS

Contestation with this practised footpad does not proceed in the usual alternating-turns fashion. Dennis always surprises his victims and goes first, and his attacks proceed in order until one or more opponents can beat one of his rolls, at which point those opponents – and only those – can take a turn. Following that, Dennis proceeds with his next attack. This continues until he gets what he came for and leaves or he is defeated.

Upon Arrival ***Stand and Deliver!*** *(Authority vs. Valour)*

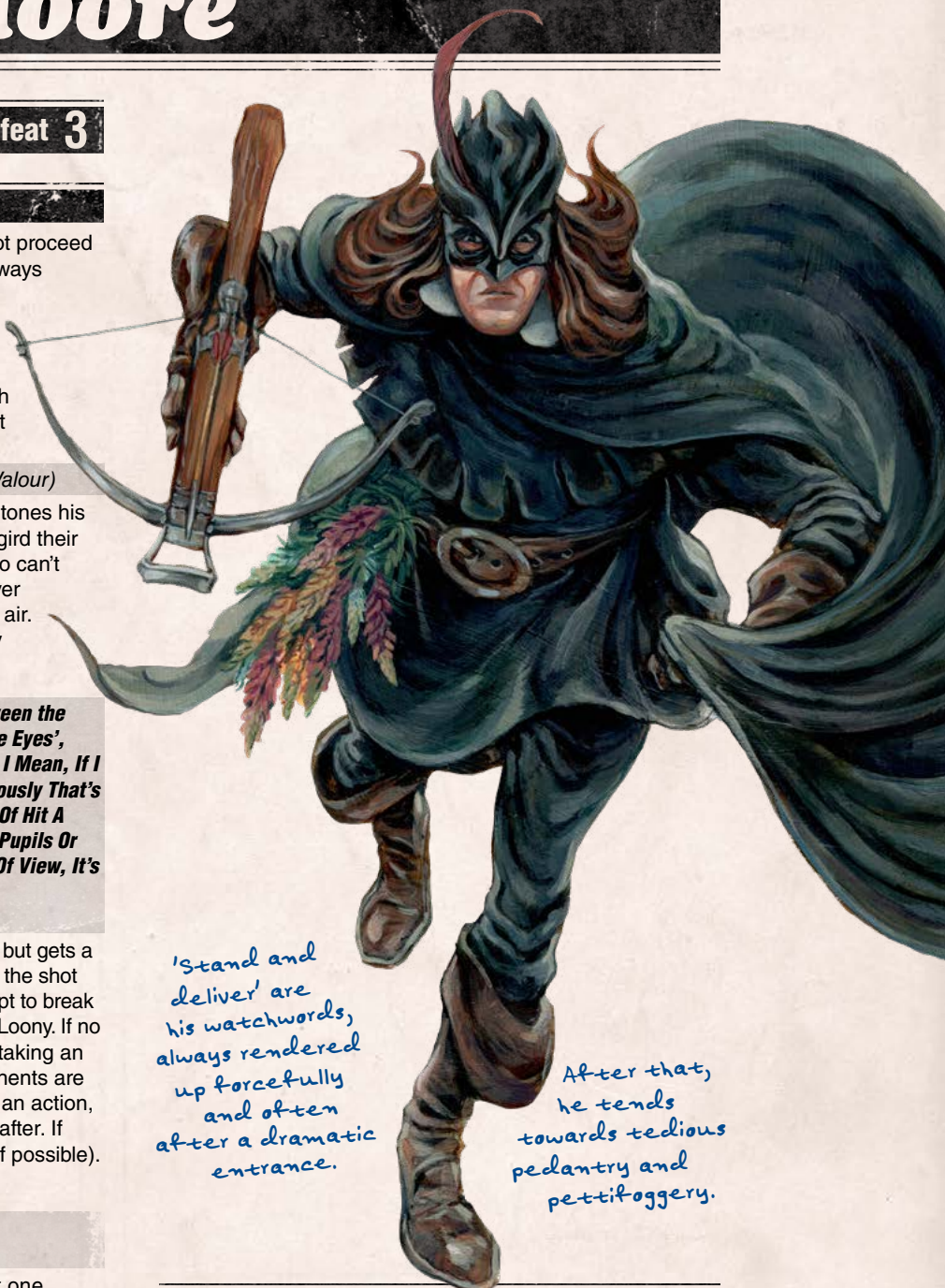
Upon entering a scene (dramatically), Dennis intones his catchphrase. Everyone nearby must attempt to gird their loins on hearing the dreaded words. Anyone who can't suffers 1 bit of Loony, immediately drops whatever Currency they have, and puts their hands in the air. Anyone who succeeds (beats Dennis's roll) may take an action, then Dennis carries on with…

Next ***Right Between the Eyes…Oh Not Right Between the Eyes. I Mean, When I Say 'Right Between the Eyes', Obviously I Don't Have To Be That Accurate. I Mean, If I Hit You In That Sort of Area, Like That, Obviously That's Alright For Me. I Don't Have To Try And Sort Of Hit A Point Bisecting A Line Drawn Between Your Pupils Or Anything Like That. I Mean, From My Point Of View, It's Perfectly Satisfactory…***
(Glibness vs. Argumentation)

Dennis threatens extreme violence via crossbow, but gets a bit distracted trying to nail down the particulars of the shot he intends to make. Everyone nearby must attempt to break into his spiel. Anyone who doesn't suffers 1 bit of Loony. If no one can, he repeats the attack – with everyone taking an additional bit of Loony – until one or more opponents are able to beat his roll. Those opponents may take an action, then Dennis tells everyone what Currency he's after. If everyone hands it over, he leaves (dramatically if possible). If not, he proceeds to Demonstration of Force.

Finally ***Demonstration of Force***
(Strategy vs. Nimbleness)

Dennis fires one of his twin hand-crossbows at one person, preferably of the Middle Class, but he'll settle for Upper Class, then Lower Class if need be. If the target can't dodge it, they are No More. (We told you he was deadly.) If the target succeeds, they may take an action. Following that, Dennis again demands all Currency of the type he's after. If it's handed over, he makes a dramatic exit. If not, he reverts to *Right Between the Eyes*.



'Stand and deliver' are his watchwords, always rendered up forcefully and often after a dramatic entrance.

After that, he tends towards tedious pedantry and pettifoggery.

HOW DENNIS DEFENDS

Serious (roll twice and take the higher result)
Authority, Valour, Strategy, Subtlety

Silly (roll twice and take the lower result)
Argumentation, Glibness, Purpose, Wisdom in the Ways of Science

HISTORICALLY ACCURATE PORTRAYAL

Who He Is A notorious gentleman-bandit and murderous blackguard: brave, deadly, reasonably polite. Astride his black stallion Concorde, he terrorises Upper-Class toffs on lonely roads and in their very manor houses.

What He Fancies Return visits. He's short on imagination, so once he's hit upon a reliable source of the thing he needs – be it a stretch of road or a particular estate – he'll return again and again until his targets are completely bereft.

What He Doesn't Fancy Being confused. He is easily daunted by persuasive arguments, distracted by open-ended philosophical questions, and foiled by silver-tongued types. Full disclosure: he's as dense as they come. Dumb, dumb, dumb.

What He Wants Well, you know, a little place of his own, the right girl, that sort of thing. Oh, you mean right now? The redistribution of wealth. Dennis is sworn to help the impoverished of the land, one family at a time. And he's not above delivering on his threats of violence if need be. He attaches himself to a Lower-Class family in need, brings them whatever Currency he was last told has the most value, and continues to do so until redirected by them. For example, having been told by a charming lass that Lupins are the most precious of all things, Mr. Moore proceeded to seek out Lupins exclusively, which he brought to a poverty-stricken couple until they got fed up and reoriented him towards Gold.

Allies

Most ***Churls***, ***Peasants***, and other downtrodden folk, whom he serves with blind faith and utter stupidity. Dennis recently helped redistribute shed roofs in ***Ewan McTeagle's*** favour.

Enemies

Most Upper-Class persons.

All bandits, robbers, and pirates. Dennis's campaign to redistribute wealth makes plundering it in one go much more difficult.

The King of the Swamp, who once tried to convince Dennis to redistribute tracts of land. Dennis was confused by the whole thing and declined to help.

The Ballad of Dennis Moore

Dennis Moore, Dennis Moore,
Galloping through the sward.
Dennis Moore, Dennis Moore,
And his horse Concorde.
He steals from the rich
And gives to the poor.
Mr Moore, Mr Moore, Mr Moore.

Dennis Moore, Dennis Moore,
Riding through the night.
Soon every lupin in the land
Will be in his mighty hand
He steals them from the rich
And gives them to the poor.
Mr Moore, Mr Moore, Mr Moore.

Dennis Moore, Dennis Moore,
Dum dum dum the night.
Dennis Moore, Dennis Moore,
Dum de dum dum plight.
He steals dum dum dum
And dum dum dum dee.
Dennis dum, Dennis dee,
dum dum dum.

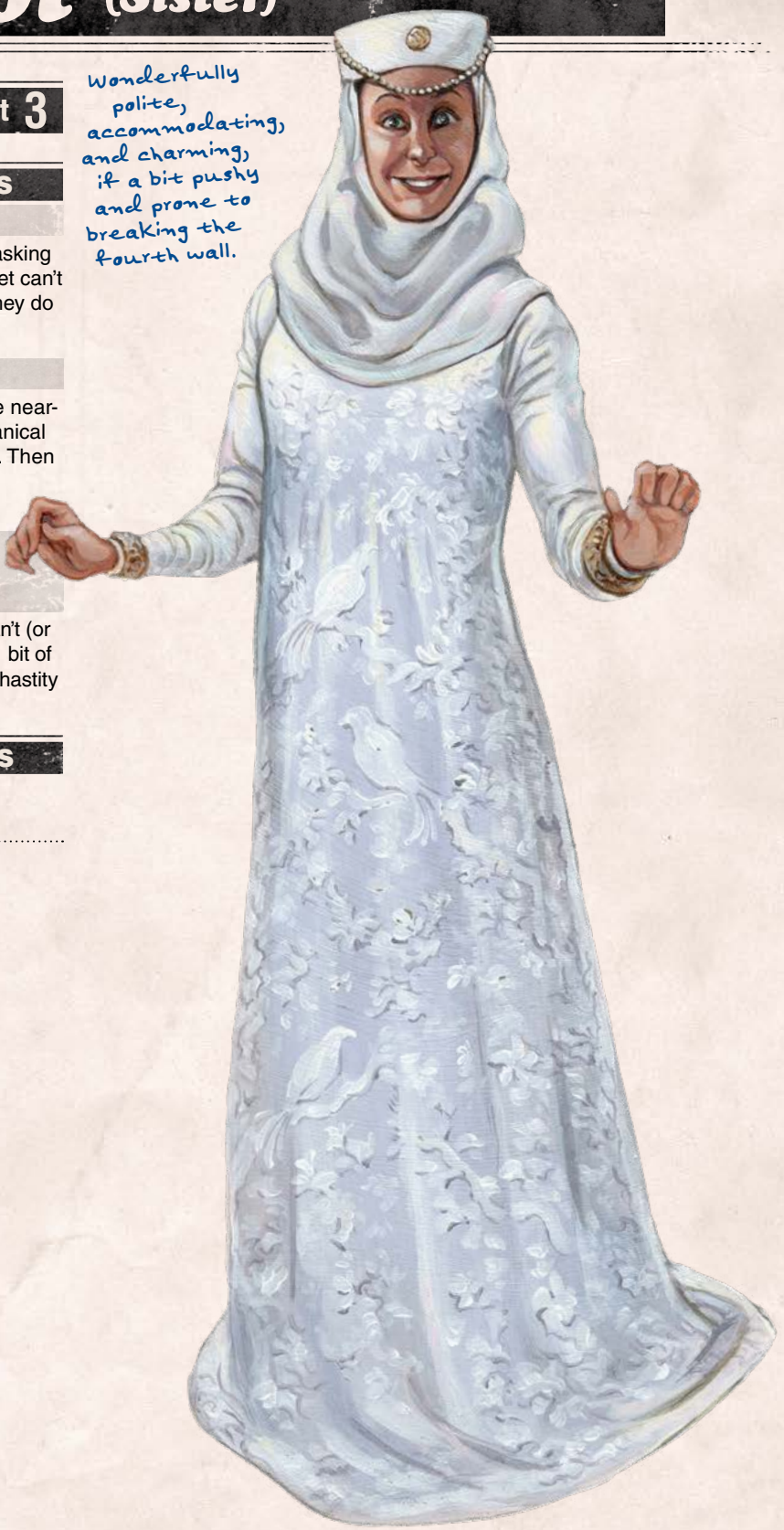
Dennis Moore, Dennis Moore,
Riding through the woods.
Dennis Moore, Dennis Moore,
With his bag of things.
He gives to the poor
And takes from the rich.
Dennis Moore, Dennis Moore,
Dennis Moore.

Dennis Moore, Dennis Moore,
Riding through the land.
Dennis Moore, Dennis Moore,
Without a merry band.
He steals from the poor
And gives to the rich.
Stupid Bitch.

MIDDLE CLASS

Dingo/Zoot (Sister)

DIE: 14 Deeds Required to Defeat 3



HOW SISTER DINGO/ZOOT ATTACKS

1-8 Chival Service *(Glibness vs. Decorum)*

Dingo/Zoot appeals to the gallantry of one person, asking them to stay a while, lie down, acquiesce. If the target can't find a way to politely demur, it's 1 bit of Loony and they do what she's asking.

9-14 A Spanking! *(Nimbleness vs. Chastity)*

Dingo/Zoot presents herself to be spanked. Anyone nearby who can't (or would rather not) keep on the puritanical path takes 1 bit of Loony and gives her a spanking. Then Dingo/Zoot makes an immediate *A Shagging!* proposal.

Only After A (successful) Spanking! ***A Shagging!*** *(Authority vs. Chastity)*

Dingo/Zoot demands an orgy. Anyone nearby who can't (or would rather not) keep on the puritanical path takes 1 bit of Death (it's a vigorous undertaking), and must reset Chastity to d4.

HOW SISTER DINGO/ZOOT DEFENDS

Serious (roll twice and take the higher result)
Authority, Decorum, Purpose, Strategy

Silly (roll twice and take the lower result)
Chastity, Luck, Subtlety

HISTORICALLY ACCURATE PORTRAYAL

Who She Is Sister Dingo is a kind and helpful reverend mother to eight score (160) varletesses in her flock, including Dr. Piglet, Dr. Winston, Midget, and Crapper. They're fetching lasses all, and none a day over 19 ½. Her order is dedicated to providing succour to poor, brave adventurers who've lost their way in the Forest Sauvage.

Dingo has an alter ego, Zoot, who is a bit more proactive in her attempts to lure adventurers to her succouring. Zoot will employ any tactic – from fake grail beacons in the belfry to lingerie hanging from the trees for miles around.

What She Fancies Having lots of good lines and participating in scenes. She really gives each scene her all and checks with the studio audience every now and then to make sure she's doing alright.

What She Doesn't Fancy Being all cooped up way out in the nasty forest with nothing to do but bathe, dress, undress, and make exciting underwear. Dingo detests always having to apologise for Zoot's bad, naughty, wicked naughtiness.

What She Wants An anti-ageing serum. She'll turn 19 ½ soon…and then what will become of her? Also, a proper shag. For her and her flock. But her first.

Allies

The Lady of the Lake, who buys a lot of exciting underwear.

Prince Charming, who buys a lot of exciting underwear.

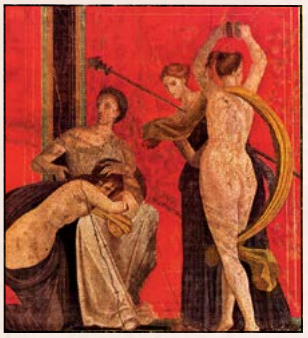
Kargol the Amazing. He swings by the convent every now and then to recruit nuns who've hit their 19 ½ birthday. Dingo/Zoot isn't particularly fond of him.

Enemies

Rev. E.P. Nesbitt. Every time he shows up one of her flock explodes, and he never stays around long enough for spankings.

Captain Gladys Stoutpamphlet, who, as her alter ego Rita Fairbanks, regularly campaigns to have the convent moved or shut down.

NUN SPANKING THROUGH THE AGES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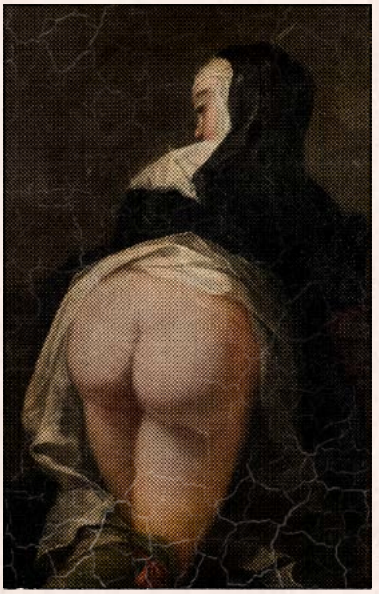
Ca. 600 A.D.

Ca. 1350 A.D.

Ca. 1600 A.D.

Ca. 1800 A.D.

Ca. 1100 A.D.


Ca. 1725 A.D.

Ca. 1860 A.D.

Ca. 1600 A.D.

Ca. 1601 A.D.

Ca. 1550 A.D.

LOWER CLASS

Dinsdale and Doug

DIE: 16 **Deeds Required to Defeat** 3

HOW DINSDALE ATTACKS

1-5 Nostril Split *(Subtlety vs. Heartiness)*

Dinsy whips out a razor and cleaves the nares of one person in twain. If the target doesn't exhibit remarkable resilience in that area, it's 1 bit of Death, and they make an awful flapping noise when they breathe.

6-10 Leg Saw *(Purpose vs. Druidry)*

Dinsy sets his jaw and saws the leg off one person. If the target can't distract him with gory details of their own pseudo-surgical experience, it's 1 bit of Death and one leg removed.

10-15 Head Nail *(Valour vs. Glibness)*

Dinsy grabs his trusty, rusty hammer and nails one person's head to something (the floor is preferable, but anything will do) with an obscenely large nail. If the target can't beg convincingly for a reprieve, it's 2 bits of Death, and that head is well and truly attached to something.

16 Whistles for the Gang *(Authority vs. Bardistry)*

Dinsdale emits an ear-piercing whistle. Anyone nearby can attempt to drown out the sound, but if no one can they'll have to deal with the d6 gang members (as ***Brigands***) who show up right quick.

HOW DINSDALE DEFENDS

Come Again, Mate? If anyone tries Argumentation on Dinsdale, he removes their liver. That's d4 bits of Death, depending on how much of it he gets.

Serious (roll twice and take the higher result)
Authority, Purpose, Valour

Silly (roll twice and take the lower result)
Chastity, Decorum, Bardistry, Wisdom in the Ways of Science

Indifferent to Argumentation

Dinsdale: Dim but boisterous, with an East End accent. Does his best putting on of airs when stepping out with a date, but his nasty temper is never far from erupting.

Doug: Dim but subtle, with an East End accent. Devastating cynical sardonicism.

Piranha

DIE: 18 Deeds Required to Defeat 3

HOW DOUG ATTACKS

Before Doug Is Encountered ***Doug Wants To See You***

Doug sends a henchman to tell one person that he wants to see them. The target must make a Valour roll. If they can't manage a 6 or better, they become so frightened they pull their own head off and are No More. If the target is Serious (d14 or higher) in Heartiness, they survive the ordeal and are merely Virtually Dead – and their head is no longer attached to the rest of them, of course.

1-7 Boot in the Groyne *(Subtlety vs. Subtlety)*

Doug delivers his patented sneak attack, which he's been perfecting since he learned to walk. If the target isn't subtle enough to see it coming, it's 1 bit of Death and they're incapacitated for the next few moments.

8-18 Withering Sarcasm *(Glibness vs. Purpose)*

Doug fires off a scathing salvo of dramatic irony, metaphor, bathos, puns, parody, litotes, and/or satire to inflict existential carnage on one person. If the target can't keep a grip on their sense of self-worth, it's 3 bits of Loony.

HOW DOUG DEFENDS

Eowww, Don't We Talk Posh? If anyone tries to shame Doug with Decorum, he makes an immediate *Boot in the Groyne* attack.

Serious (roll twice and take the higher result)
Authority, Glibness, Subtlety

Silly (roll twice and take the lower result)
Argumentation, Lorefulness, Strategy

Indifferent to Decorum, Bardistry

HISTORICALLY ACCURATE PORTRAYAL

Who They Are Notoriously violent Corsican pirate captains. Born in Southwark, they were exiled from England by unanimous national referendum (the first of its kind, although the entire episode has been hastily and assiduously swept under the rug of History) – at the age of not-yet-born and three months, respectively – for crimes against humanity, inhumanity, and pseudo-humanity. They found their way to Normandy but were exiled two weeks later. After several such episodes, they ended up in Corsica, where they found that the piratical lifestyle and the delightful local concept of *vendetta* suited them.

Dinsdale captains a Viking longship, *The Other Operation*, under the dreaded nailed skull and crossed hammers flag. When fully crewed, there are 10 Brigands aboard, known as 'The Gang', which includes Vince Snetterton-Lewis, Charles Paisley the Baby Crusher, Kierkegard, Stig O'Tracy, and Gloria Pules.

Doug captains a single-masted cog, *The Operation*, under the dreaded tarsals-to-pelvis bone flag. He's usually forced to sail it alone, so devastating are his beratements. But when fully crewed, it holds 10 Barbarians.

What They Fancy Dinsdale: threatening to do terrible things to people. Doing terrible (physical) things to people, usually involving a large hammer, a large nail, an inanimate object, and one's head. Also fancies a jaunty tune (sea shanties in particular). He has a hurdy-gurdy that he'd like to learn to play properly.

Doug: doing terrible (existential) things to people. Dinsdale is the talker, the threatener, the shake-down geezer. Doug is who you see when Dinsdale's threats don't work. An amateur boxer, Doug also enjoys challenging people to proper fisticuffs…and promptly doing improper things (*Boot in the Groyne*).

What They Don't Fancy Dinsdale: when people pay up, which means he can't do violent things to them. This makes him lose his temper, which usually results in him doing violent things to them.

Doug: hurdy-gurdies and, even worse, sea shanties.

What They Want Dinsdale: famous friends (he's a name-dropper). Above all, for that damned Spiny Norman to stop hounding him.

Doug: to be accepted into proper society. He treasures his (forged) invitations to banquets and balls. He'd do just about anything for a peerage. Also wants a third ship for the armada. He'll christen her *The Other Other Operation*. Above all, for his brother to stop going on about that damned Spiny Norman…ohhhh he's SOOO scary.

Allies

Anusius Prolapsus, who tips them off on tribute routes; in return, they scare his deserters back to camp.

King Brian the Wild, who has manipulated the Piranhas into joining his scheme to become Mayor of London (see 'Piranhas in the Thames' quest, p. 333).

The Three-Headed Giant (but only the right head).

Enemies

Paranoid Dinsy is convinced that the giant hedgehog ***Spiny Norman*** is after him, because Spiny is known for popping up at random places and uttering only one word: 'Dinsdale'. When Spiny's about (or rumoured to be so), Dinsdale goes very quiet and starts wobbling and his nose swells up and his teeth move about and he gets very violent and claims he's laid famous people.

God, who was captain of Marylebone Cricket Club wot slit the Piranhas up a treat back in the day.

Captain Gladys Stoutpamphlet, pirate-hunter extraordinaire.

Incorruptible rulers, law-makers, constables, sheriffs, bounty hunters, and keepers of the peace.

UPPER CLASS

E.P. Nesbitt (Rev.), aka 'The Bishop!'

DIE: 12 **Deeds Required to Defeat** 3

HOW THE BISHOP! ATTACKS

Once Only, Upon Entering a Scene We Was Too Late…

Whenever Nesbitt is encountered or enters a scene, something spectacularly horrific happens immediately to a member of the Catholic clergy, be they PC, NPC, or, if no one else fits the bill, one of Nesbitt's own posse. If there's more than one candidate, each makes a Luck roll, and the lowest roll gets it. They are No More…and Nesbitt utters his catchphrase.

1-11 Rough 'Em Up Boys *(Authority vs. Purpose)*

Nesbitt orders his priestly posse forwards to attack one person. If the target can't bathe themselves in holy light to put the posse off the job, it's 1 bit of Death.

12 Strike 'Em Dead, Boss

Oblivious to how far outside Rome's favour he has fallen, Nesbitt beseeches God to smite down his enemies. ***The Giant Hand*** appears immediately and goes to work on anyone Silly (d10 or lower) in Purpose… starting with Nesbitt himself.

HOW THE BISHOP! DEFENDS

Blasphemy! If anyone tries any of that pagan nonsense (Druidry) on Nesbitt, he makes an immediate *Rough 'Em Up Boys!* attack.

Serious (roll twice and take the higher result)
Authority, Chastity, Heartiness, Lorefulness

Silly (roll twice and take the lower result)
Decorum, Luck, Purpose, Strategy

Indifferent to Druidry

HISTORICALLY ACCURATE PORTRAYAL

Who He Is A rogue bishop with a chip on his shoulder. The Pope wants to excommunicate him and has let fly several papal bulls to that effect, but so far none of the Church officials has been able to catch up with him. As a result, Nesbitt still thinks he's doing the Lord's work…or maybe he's aware of his pending excommunication, and that's why he stays on the move.

What He Fancies Styling himself as a swaggering, devil-may-care action hero. His magical crosier alerts him whenever a (Catholic) clergyman is in danger, and he thunders off in his gilded chariot, always accompanied by four thuggish priests (Father Further, Father Clamour, Father Ruckus, and Father Blastocyst, as ***Soldiers***). Between rescue attempts, Nesbitt and his gang strut around town being bullies and nuisances.

What He Doesn't Fancy His own rotten luck. No matter how hard he tries, he's always a fraction of a second too late to save his fellow clergymen from whatever terrible fate is in store for them.

What He Wants To save the endangered (Catholic) clergy of the realm from nefarious forces plotting their destruction, one vicar at a time. He'd also love a faster chariot. Maybe then he wouldn't always be late.

Allies

None.

Enemies

Pope John XII.

The Giant Hand.

All Catholic persons of the cloth, who are terrified he'll show up at their door.

The Grim Reaper. That Nesbitt causes one to get off the sofa far too often.

Arthur X, his jealous former lover.

June 9th, 929 AD.

Dear Journal, arrived in York to meet with with Bishop Briggs and report on the results of my undercover investigation into rumours of Brianistic infiltration of the Church. I'd just finished my genuflections when Briggs entered the nave and the pendulous censer knocked his head clean off. That's the fourth brother I've lost whilst trying to get the results of my investigation on the books. Suspect my dispatches to Rome are being nicked. Concerned that deep undercover work has begun to cloud my judgement. Brianism is an insidious dogma. Verily, anyone who says 'Yes' more than twice a day has got the taint. Regardless, investigation is yielding results. The Shoe Sect has offered me a position in the hierarchy. I'm now a Rooster, in charge of reminding the flock when to wake up. Have heard rumours of another, higher position: Brewster. Investigation ongoing. Managed to smuggle out a hymnal full of secret Brianist psalms and invocations, including 'Yes, Yes, Yea Verily Yes' and 'We Are All Different,' which appears to be a call-and-answer number. Both are a trifle stale, melodically speaking, but they are plumb-full of juicy doctrinal secrets. Will attempt to contact Father Anglegrinder in Birmingham, though he's always in the confessional booth. Last time in confessional booth ended poorly..for Father Clancy, God rest his soul. But why was there a barrel of acid suspended over the booth in the first place?

LOWER CLASS

The Equators, Brian and Audrey

DIE: 10 **Deeds Required to Defeat** 2

For the purposes of attacks, defence, Deeds, Tests, and all other dice rolls, Brian and Audrey are a single entity.

HOW THE EQUATORS ATTACK

Once Only, Upon Arrival How D'ya Do?
(Heartiness vs. Decorum)

The couple imposes themselves on the scene, and during introductions one vomits and the other shits themselves liberally. Both welcome the events as whimsical tomfoolery. All nearby must bring to bear their sense of decency, otherwise it's 1 bit of Loony. Following this, the Equators make an immediate rolled attack.

1-6 Was That Yours? *(Strategy vs. Nimbleness)*

The Equators admire an item in the possession of one character. If the PC can't snatch it back in time, the Equators will break it or otherwise render it useless.

7-10 I Took the Liberty of Inviting Along…
(Glibness vs. Glibness)

The Equators open a door and a ***Ne'erdowell*** enters the scene, quite drunk. If at least one PC can't come up with an amusing way to send the new arrival away, they'll have to deal with that lot, too.

HOW THE EQUATORS DEFEND

I Don't Much Like the Tone of Your Voice
If anyone uses Authority against the Equators, Brian expresses his disappointment, then shoots the offending party with a crossbow for 1 bit of Death.

Serious (roll twice and take the higher result)
Glibness, Heartiness, Luck

Silly (roll twice and take the lower result)
Chastity, Decorum, Nimbleness, Subtlety

Indifferent to Authority, Argumentation, Valour

Brian:
- Highly amused by his own boorish behaviour.
- Probably drunk.
- Great brays of laughter.

Audrey:
- Highly amused by Brian's boorish behaviour.
- Terribly clumsy.
- Hideous cackling laughter.
- Probably drunk.

HISTORICALLY ACCURATE PORTRAYAL

Who They Are Awful, uncouth maniacs who impose themselves upon any tea time, party, or intimate appointment they stumble across. They are completely batty, prone to falling over and breaking things, and probably psychotic. Brian is crude, obnoxious, and generally quite jovial, but he can be surly if someone is rude to him or Audrey. As Brian likes to say, Audrey smells a bit but has a heart of gold. The first bit is true; the latter highly questionable.

What They Fancies, Like A stiff drink (supplied by someone else). Beans. More people at the party. Calling each other the worst names – always followed by peals of laughter.

What They Doesn't Fancy Rude hosts. They are completely unaware of the discomfort their behaviour causes others (they think they're a hoot!), but they're prickly and thin-skinned when a flustered host calls them out for being awful.

What They Wants For the good times to never end. If the gin runs out, they're off to the next do…likely leaving a trail of destruction in their wake. They'd also very much like to be useful to society. HAH! Got ya! Now give us a kiss, luv.

Allies

Arthur Figgis, but only when he's on the job.

King Brian the Wild: he gets it.

Gumbys, who the Equators find delightfully droll and up for it.

Sister Dingo/Zoot—always up for it!

Enemies

The Camelot crew, ***Captain Gladys Stoutpamphlet***, Upper-Class persons, and the rest of the lah di dah, high-table crowd.

GUESTS THE EQUATORS HAVE TAKEN THE LIBERTY OF INVITING

d25	Guest
1	Spamwise Game-knee
2	Spamwell Tarheely
3	Spamantha Foxxx
4	Spamuel Hell (Jack's son)
5	Spam Getzit
6	Spammy Davis Jr.
7	Spam Peckishpaw
8	Spammit Oldrich
9	Spamantha Egger
10	Spamuel Taylor Colorectridge
11	Spammin' Spam Snead
12	Spammy Hagar the Horrible
13	Earl of Spamwych
14	Spamly Cubebrick
15	Spamantha Johoness
16	Spammit Leigh
17	Spamuel Erewhon Bildungsroman
18	Spamuel Clemens (aka Hank Morgan la Fey)
19	Spamuel Peepees
20	Spamuel Adams
21	Spam Cooked
22	Spam Rayme
23	Spam 'Lightnin' Hoppinkins
24	Spam Law-Earl
25	Spam the Spam Moosejarl

ADVERTISEMENTS.

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Is warranted to Cure all Discharges from the Urinary Organs in either sex, acquired or constitutional, Gravel or Pains in the Back.—Sold in Boxes, 4s 6d each,
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LOWER CLASS

Ewan McTeagle

DIE: 10 **Deeds Required to Defeat** 2

HOW EWAN ATTACKS

1-6 Couplet *(Glibness vs. Glibness)*

Ewan knocks together an off-the-cuff rhyming couplet about needing a loan. Anyone who hears it must do likewise. Otherwise, they give him some Currency.

7-9 Sonnet *(Bardistry vs. Bardistry)*

Ewan devises and recites a sonnet about the state of his shed roof. Anyone who hears it must find some fault in the metre or rhyme scheme. Otherwise, they give him all of their Currency.

10 Magnum Opus *(Bardistry vs. Argumentation)*

Ewan composes and recites a chant royal about the Midland Bank. Anyone who hears it must explain the difficulties faced by modern banking institutions. Otherwise, they take 1 bit of Loony, give Ewan all of their Currency and possessions, and are compelled to fix his shed as soon as they reasonably can. It's not far away, but you'd better hurry or he'll write a poem about you. Aye, your mates can come.

HOW EWAN DEFENDS

Serious (roll twice and take the higher result)
Lorefulness, Bardistry, Purpose

Silly (roll twice and take the lower result)
Authority, Luck, Subtlety

Indifferent to Decorum

HISTORICALLY ACCURATE PORTRAYAL

Who He Is From the lonely crofts of Scotland, two three turn, from the haunts of coot and hern, pause kick, comes a still small voice in a world gone mad, jump two three down, round, spin: the poetry of Ewan McTeagle. This young Scottish poet, up two three, spin, jump and down, has taken the world of literature by the throat, pause, kick kick pause, with such poems as 'Spare us 50p for a Cup of Tea, Guv' and the world famous 'Lend Us a Quid Till the End of the Week.'

What He Fancies Difficult to tell. He's a grumpy fellow.

What He Doesn't Fancy Stingy sodding misers, bloody patronising philanthropists, and village idiots, the useless twats.

What He Wants Money that's owed him. A line of credit. His new cheque book to arrive. Someone to mend his shed.

Allies

Anyone who'll give him a bob.

Doug Piranha, who's been generous with loans.

Dennis Moore, who helped him with his shed roof once. But where's he been since?

Enemies

Anyone who won't.

Doug Piranha, who informed him recently that the loans have come due.

Troubadours, Minstrels, ***Bards***, and any other no-talent gits with their hands out.

The King of the Swamp, who never paid him for a ballad commissioned for his son's wedding.

MIDDLE CLASS

French Chevrailleurs

DIE: 8 **Deeds Required to Defeat** 1

HOW A CHEVRAILLEUR ATTACKS

1-8* Raillerie *(Glibness vs. Decorum)*

The Chevrailleur taunts one person with colourful, obscene, slightly obscure insults. The target must politely ignore them. Otherwise it's 1 bit of Loony, and they must attack using Valour on their turn…no matter how strategically disadvantageous or ridiculous.

****If in a castle or with a catapult nearby,***
5-7 Launchez L'Animal

The Chevrailleur launches a farm animal at a group of enemies. Everyone rolls their Luck. Lowest roller gets it. What 'it' is depends on the type of animal.

d6	Animal	Effect
1	Rat	Contract the Plague. 1 bit of Death, and Heartiness is d4 until cured.
2	Fish	1 bit of Loony, and move Authority one degree towards Silly.
3	Chicken	1 bit of Loony, and move Valour one degree towards Silly.
4	Goat	1 bit of Death, and move Purpose one degree towards Silly.
5	Pig	1 bit of Death, and move Decorum one degree towards Silly.
6	Cow	2 bits of Death.

HOW A CHEVRAILLEUR DEFENDS

You Don't Frighten Me… If anyone attempts to use Authority against a Chevrailleur, they make an immediate *Raillerie* attack.

Serious (roll twice and take the higher result)
Glibness, Argumentation, Strategy

Silly (roll twice and take the lower result)
Animal Husbandry, Decorum, Heartiness, Subtlety

Indifferent to Authority

HISTORICALLY ACCURATE PORTRAYAL

Who They Are Men-at-arms in the employ of the ***Marquis Guy de Lombard***. These mercenaries (the majority of which are conscripted criminals) spend most of their time behind the walls of occupied castles, but they occasionally venture out on errands for their liege lord.

What They Fancy Humiliating and capturing English types (especially king-types and k'niggits). If an *escouade* of French Chevrailleurs has the upper hand in a contestation, they offer quarter if their opponents agree to march straight to the nearest Fetchez la Vache arena and compete for their amusement.

What They Don't Fancy English weather and food, both of which disagree with them. Can you imagine?

What They Want To Frenchify England. Also, to discover the secret to designing and producing a new, stylish, soft, flat-crowned piece of headwear.

Allies

Marquis Guy de Lombard, their liege lord.

Enemies

Non-French people, especially English non-French people, particularly the Camelot crew.

Farmers and shepherds despise them for commandeering livestock to use as catapult ammunition.

UPPER CLASS

Galahad the Pure (Sir)

DIE: 16 **Deeds Required to Defeat** 3

HOW SIR GALAHAD ATTACKS

1-9 Shining Example *(Chastity vs. Chastity)*

Galahad weaponises his purity to shame others for their naughtiness. Everyone nearby who can't make themselves appear worthy of being in his company suffers 1 bit of Loony and spends the next few minutes feeling beastly ashamed (making all rolls vs. Galahad twice and taking the lower result).

10-13 Heater of Holiness

Galahad brandishes his crusader's shield. There's no immediate effect, but the next Deed directed at him is reflected back onto the Deed-doer.

14-16 Smite the Naughty *(Valour vs. Purpose)*

Galahad draws his sword and smites one person. There's no parrying this: only one's faith or sense of destiny can divert it. Otherwise it's a righteous 2 bits of Death. Targets who are Silly (d10 or lower) in Chastity suffer 1 bit of Loony, too.

HOW SIR GALAHAD DEFENDS

Serious (roll twice and take the higher result)
Chastity, Decorum, Purpose

Silly (roll twice and take the lower result)
Argumentation, Glibness

Indifferent to Druidry

HISTORICALLY ACCURATE PORTRAYAL

Who He Is Arthur's second-greatest knight and the closest thing he's got to the chivalric ideal. Though Sir Galahad is no slouch in feats of arms, it's his purity of spirit that sets him apart. Unfortunately, he can be perilously indecisive at key junctures.

What He Fancies Himself. He's rather impressed with himself and his purity, in a quiet sort of way, which makes him susceptible to flattery.

What He Doesn't Fancy Being rebuffed or chastised. Ever enthusiastic and ready with a helpful prompt or suggestion, his is a tender soul that is easily bruised, although he bounces back quickly and doesn't hold grudges.

What He Wants To be the perfect knight. He holds as sacred his vows of generosity, purity, fellowship, cleanliness, courtesy, and chastitty. Sorry, chastity.

Allies

The Camelot crew.

His Manservant, Raymond of Pirbright.

Enemies

False rulers, usurpers, and challengers to good King Arthur's rightful authority.

Naughty, sinful persons, especially ***Kargol the Amazing***, whose impurity is almost unfathomable.

Excerpts from Sir Galahad's Favourite Book:

DAME TALKATIVE's
OLD SAYINGS,
NEW REVIVED
FOR THE AMUSEMENT OF
Young People.

PUBLISHED BY E. WALLIS, 42, SKINNER STREET, LONDON.

Goosey, Goosey, Gander,
Where will you wander,
Up stairs and down stairs,
To my lady's chamber.

An old fashioned fellow once lived at the rose,
His chin was, believe me, just under his nose,
His mouth was between them, and as for his eyes,
If I'm not mistaken, were both of a size.

To bed, to bed, says Sleepy Head,
Pray stop awhile, says Slow,
Put on the pot, cries Greedy Guts,
We'll sup before we go.

Lady-bird, Lady-bird,
Fly away home,
Your house is on fire,
Your children's at home.

Snail, Snail,
Come out of your hole,
Or else I will beat you,
Black as a coal.

Drunk or sober go to bed Tom,
Go to bed Tom,
Get up in the morning
And follow the drum.

Girls and boys come out to play,
The moon doth shine as bright as day,
Come with a hoop, come with a call,
Come with a good will, or not at all.

MIDDLE CLASS. THAT'S UPPER MIDDLE, THANK YOU.

Gladys Stoutpamphlet (Captain) and Stig

DIE: 16 **Deeds Required to Defeat** 3

HOW CAPTAIN GLADYS STOUTPAMPHLET ATTACKS

1-10 Stig Launch *(Strategy vs. Animal Husbandry)*

Gladys flings her intrepid spaniel at one person. If the target can't calm the little bastard, they're viciously nipped, humped, pooed, and tinkled on for 1 bit of Death and 1 bit of Loony.

11-16 Commence Ladies *(Authority vs. Bardistry)*

Gladys gives her whistle a toot. If someone in the area can produce a sound that drowns out the whistle, nothing happens. Otherwise half a dozen Batley Townswomen charge in, handbags swinging. All of Gladys' nearby enemies are beaten to an absolute pulp for 3 bits of Death. Lower-Class characters are immune, the poor dears. After the pummelling, the Townswomen exit stage port.

HOW CAPTAIN GLADYS STOUTPAMPHLET DEFENDS

Serious (roll twice and take the higher result)
Authority, Decorum, Strategy, Valour

Silly (roll twice and take the lower result)
Glibness

Indifferent to Argumentation

HISTORICALLY ACCURATE PORTRAYAL

Who She Is A famed sea-captain, explorer, and defender of English coasts and rivers. Little else is known about her, but her hulk, *The Guilded Lily*, crewed by 6 ladies (as ***Soldiers***), appears whenever pirates or Norse raiders are about. Dashing and strategic, if a bit too careful with her words, Captain Gladys and her maritime heroics are the stuff of legend.

When pirates aren't about (or when she's simply desperate for a quiet cup of tea), she returns in secret to her twee cottage in the town of Batley and assumes the identity of Rita Fairbanks. Her crew follows suit, and together they make up the Batley Townswomen's Guild, which undertakes various civic-improvement projects. Of an evening, one might hear squawks and shrieks coming from behind the guildhall's wall – it's the ladies undergoing their gruelling training regimen: reenacting famous battles.

What She Fancies A warm shawl. A cosy book in a cosy nook. Lopping the heads off pirates and other villains.

What She Doesn't Fancy Having her dual identities revealed. She relishes both roles equally and will stop at nothing to keep her private and privateering lives well separated. She also despises dens of immorality, such as naughty nunneries and all big cities — London in particular.

What She Wants Well, the Townswomen's Guild could always use some funding. Aside from the joy she receives from eviscerating freebooters, replenishing the Guild's coffers is what drives her once more unto the beach. Also, to complete her book, *The London Guide, and Stranger's Safeguard Against the Cheats, Swindlers, and Pickpockets That About Within the Bills of Morality; Forming a Picture of London, as Regards Active Life, Collected from the Personal Investigations of Mrs. Rita Fairbanks, and Others, To Which Is Added, A Glossary of Cant Terms.*

Allies

Stig, her intrepid spaniel companion. He's a yappy little shite if we're honest, but Gladys dotes on him.

The Three-Headed Giant (but only the left head).

Any Lower-Class persons on their uppers, the poor dears.

Enemies

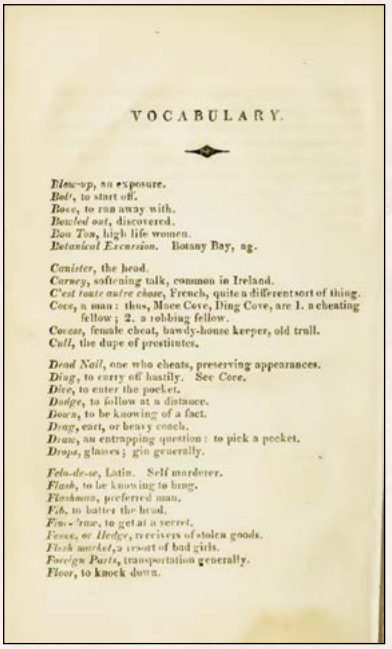
Pirates, ***Vikings***, and seafaring marauders of all kinds.

The Equators showed up for a village fete once and Batley society has yet to recover from the shock.

Sister Dingo/Zoot. The Batley Townswomen's Guild has executed several successful campaigns to force the nuns to relocate their convent further away from polite society.

Gumbys, who occasionally destroy one or another public-works project she and the Townswomen have gone to all the trouble of organising.

Glossary of Cant Terms Used by Cheats, Swindlers, and Pickpockets of London, excerpted from Mrs. Fairbanks' traveller's guide to that sinful quagmire on the Thames:



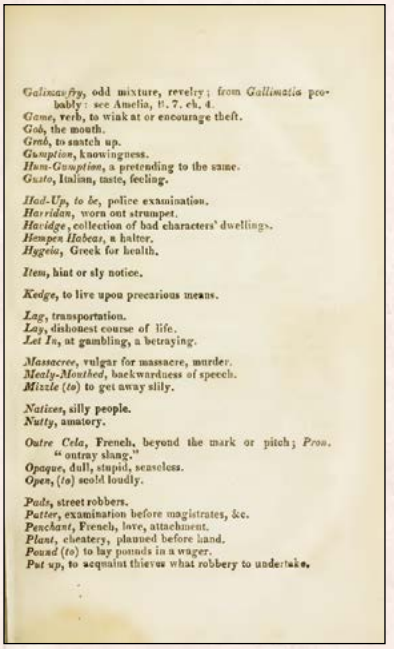
VOCABULARY.

Blow-up, an exposure.
Bolt, to start off.
Bose, to run away with.
Bowled out, discovered.
Bon Ton, high life women.
Botanical Excursion. Botany Bay, ag.

Canister, the head.
Carney, softening talk, common in Ireland.
C'est toute autre chose, French, quite a different sort of thing.
Cove, a man: thus, Mace Cove, Ding Cove, are 1. a cheating fellow; 2. a robbing fellow.
Coxcas, female cheat, bawdy-house keeper, old trull.
Cull, the dupe of prostitutes.

Dead Nail, one who cheats, preserving appearances.
Ding, to carry off hastily. See Core.
Dive, to enter the pocket.
Dodge, to follow at a distance.
Down, to be knowing of a fact.
Drag, cart, or heavy coach.
Draw, an entrapping question: to pick a pocket.
Drops, glasses; gin generally.

Felo-de-se, Latin. Self murderer.
Flash, to be knowing to hang.
Flashman, preferred man.
Fib, to batter the head.
Fin-a'-vine, to get at a secret.
Fence, or Hedge, receivers of stolen goods.
Flesh market, a resort of bad girls.
Foreign Parts, transportation generally.
Floor, to knock down.



Galimaufry, odd mixture, revelry; from *Gallimatia* probably: see Amelia, v. 7. ch. 4.
Game, verb, to wink at or encourage theft.
Gob, the mouth.
Grab, to snatch up.
Gumption, knowingness.
Hum-Gumption, a pretending to the same.
Gusto, Italian, taste, feeling.

Had-Up, to be, police examination.
Harridan, worn out strumpet.
Havidge, collection of bad characters' dwellings.
Hempen Habeas, a halter.
Hygeia, Greek for health.

Item, hint or sly notice.

Kedge, to live upon precarious means.

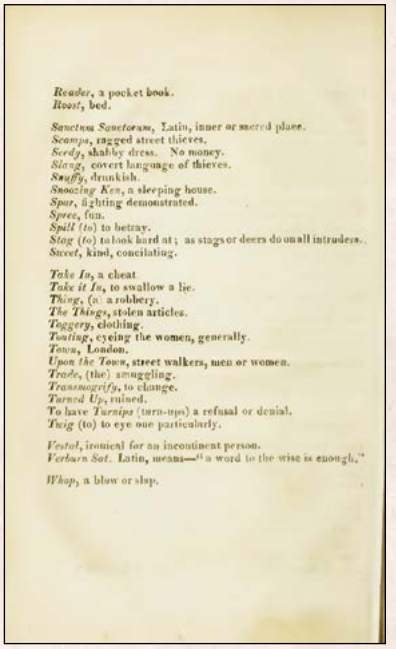
Lag, transportation.
Lay, dishonest course of life.
Let In, at gambling, a betraying.

Massacree, vulgar for massacre, murder.
Mealy-Mouthed, backwardness of speech.
Mizzle (to) to get away slily.

Natives, silly people.
Nutty, amatory.

Outre Cele, French, beyond the mark or pitch; *Pron.* "outray slang."
Opaque, dull, stupid, senseless.
Open, (to) scold loudly.

Pads, street robbers.
Patter, examination before magistrates, &c.
Penchant, French, love, attachment.
Plant, cheatery, planned before hand.
Pound (to) to lay pounds in a wager.
Put up, to acquaint thieves what robbery to undertake.



Reader, a pocket book.
Roost, bed.

Sanctum Sanctorum, Latin, inner or sacred place.
Scamps, ragged street thieves.
Seedy, shabby dress. No money.
Slang, covert language of thieves.
Snuffy, drunkish.
Snoozing Ken, a sleeping house.
Spar, fighting demonstrated.
Spree, fun.
Spill (to) to betray.
Stag (to) to look hard at; as stags or deers do on all intruders.
Sweet, kind, conciliating.

Take In, a cheat
Take it In, to swallow a lie.
Thing, (a) a robbery.
The Things, stolen articles.
Toggery, clothing.
Touting, eyeing the women, generally.
Town, London.
Upon the Town, street walkers, men or women.
Trade, (the) smuggling.
Transmogrify, to change.
Turned Up, ruined.
To have *Turnips* (turn-ups) a refusal or denial.
Twig (to) to eye one particularly.

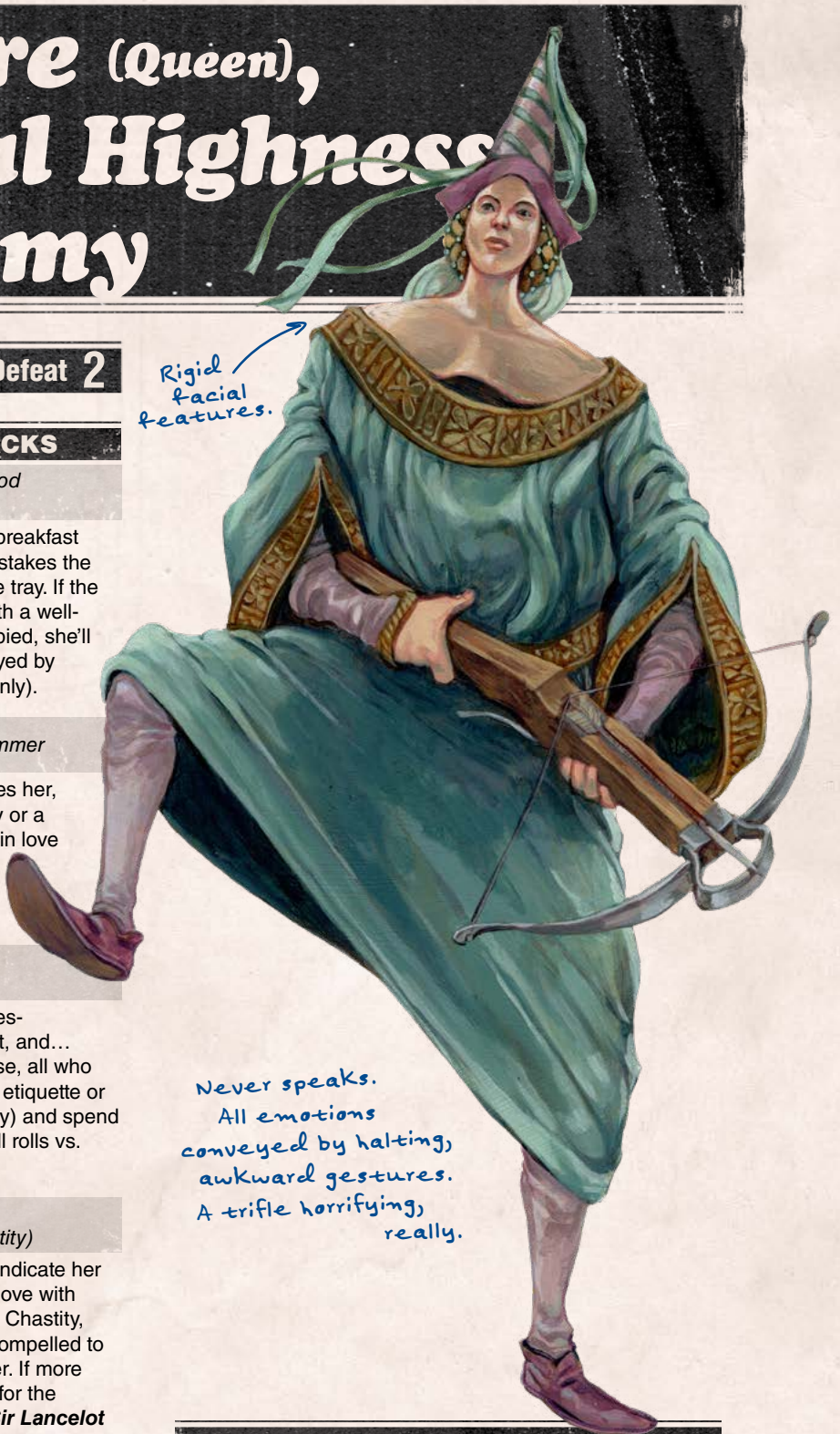
Vestal, ironical for an incontinent person.
Verbum Sat. Latin, means—"a word to the wise is enough."

Whop, a blow or slap.

UPPER CLASS

Guinevere (Queen), Her Royal Highness the Dummy

DIE: 12 **Deeds Required to Defeat** 2



HOW QUEEN GUINEVERE ATTACKS

Once Only, and Only at Breakfast or Tea Time *Bolt from the Blue Blood (Strategy vs. Subtlety)*

When anyone enters the Queen's territory at breakfast or tea time, she's hiding in the bushes and mistakes the person wearing the most metal for her service tray. If the target can't spy her first, she impales them with a well-aimed harpoon for 2 bits of Death. If she's espied, she'll forgo the attack but is grumpy about it (conveyed by stamping, hands on hips, and other mimery only).

Upon First Meeting Her (Monarchs, Nobles, and Knights Only) *Heart Mummer*

The first time a Monarch, Noble, or Knight sees her, they must choose whether to make a Chastity or a Purpose roll. If the result is 6 or less, they fall in love with her. If they chose Purpose, the love is platonic, knightly devotion. If they chose Chastity, it's carnal lust.

1-8 Genuflesticulation *(Authority vs. Decorum)*

Guinevere pantomimes a series of queenly gestures, like cup-handed waving, standing about, and… whatever do queens do, exactly…? In any case, all who can see this regal display must exhibit proper etiquette or suffer blistering embarrassment (1 bit of Loony) and spend the next several minutes grovelling (making all rolls vs. Guinevere twice and taking the lower result).

9-12 Whither My Champion? *(Bardistry vs. Purpose/Chastity)*

Guinevere performs a series of histrionics to indicate her need for protection. Anyone nearby who is in love with her must resist her charms (using Purpose or Chastity, depending on the nature of their love) or be compelled to defend her against whatever is threatening her. If more than one person is in love with her, they fight for the honour. If no one present is in love with her, ***Sir Lancelot*** shows up right quick.

HOW QUEEN GUINEVERE DEFENDS

Serious (roll twice and take the higher result)
Authority, Decorum, Subtlety

Silly (roll twice and take the lower result)
Chastity, Heartiness, Nimbleness, Purpose

Indifferent to Argumentation, Glibness

HISTORICALLY ACCURATE PORTRAYAL

Who She Is Arthur's beloved bride and the queen of all the land. Also very clearly a dummy, although the fact seems entirely lost on lovestruck King Arthur and on virtually every other Upper-Class person who meets – and immediately falls in love with – her. Pretty much everyone else can clearly discern the pantomimery of her nature from several yards away, although most are either too afraid or too polite to mention it. So they all play along.

What She Fancies Designing new and exciting costumes for herself. She's yet to find a tailor with the skills to realise her visions, but perhaps one day the right suiter will come along…

In the meantime, she takes great delight in hunting her breakfast and tea. She lies in wait, harpoon in hand, fires from cover, then pounces heels-first on the helpless servingware.

What She Doesn't Fancy The suggestion that she's somehow not a real person. It sends her into a murderous rage.

What She Wants To win the Queen Victory Handicap at Epsom, an annual steeplechase run by all the queens of the land (without horses, of course). She's turned away every year because she's…well, never mind. As a result, King Arthur declares war on the Baron of Epsom annually.

Allies

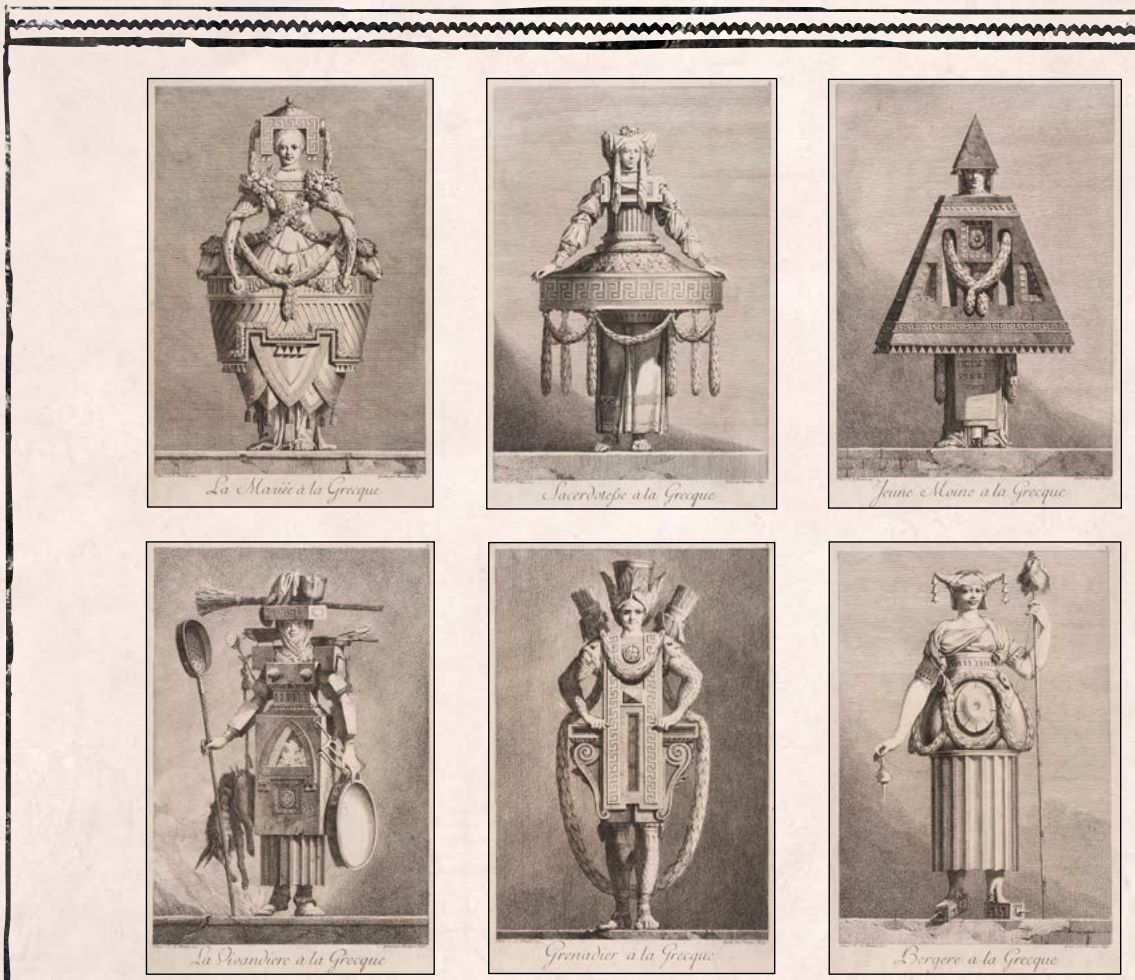
The Knights of the Round Table, who are platonically in love with her and defend her honour and good name with their lives, especially ***King Arthur***, who is deeply devoted to her, and ***Sir Lancelot***, who has a special place in her… oh, you know the story.

Enemies

The King of the Swamp, who wants her to leave Arthur and marry his son (or him – either, really).

Marquis Guy de Lombard, who sends her love letters. But she doesn't speak French – or at all.

Merlin, who is suspicious of her, thinks she might be all gears and cogs under there.



Guinevere's Costume Designs

LOWER CLASS

Gumbys

DIE: 1 Gumby = 4 | 2 Gumbys = 6 | 3 Gumbys = 8 | And so on.

Deeds Required to Defeat 1

HOW A GUMBY (OR GROUP THEREOF) ATTACKS

1-any My Brain Hurts *(Purpose vs. Decorum)*

The Gumby shouts something and continues to do so. Anyone nearby must endeavour to remain polite despite the harangue. Otherwise, the target's frustration gets the better of them and they take 1 bit of Loony and move their most Serious Trait one degree towards Silly. For each additional Gumby, the Trait is moved another degree.

HOW A GUMBY (OR GROUP THEREOF) DEFENDS

Serious (roll twice and take the higher result)
Heartiness, Purpose

Silly (roll twice and take the lower result)
Everything else

Indifferent to Authority, Decorum, Glibness, Sorcery, Valour

HISTORICALLY ACCURATE PORTRAYAL

Who They Are A clan of barbarians known for their distinctive attire, facial hair, speech pattern, and violence. They are the salt of the earth, the 'man on the street' or cartrut, as it were, and some scholars believe they've developed a rich and nuanced culture. Others consider them a boorish nuisance, as they can block up a road or ruin a wedding quicker than a herd of horny sheep. Known collectively as Gumbys, individuals go by initials (R.J., F.H., L.R., D.P.), and many assume the honorific 'Professor'.

What They Fancy Bricks. They often bang their own heads with them with no discernable side effects.

What They Don't Fancy When their brains hurt, which is often. Not being understood, despite how hard they're trying.

What They Want Who knows? The Gumbys certainly don't seem to.

Allies

The Equators. Gumbys tend to keep their own company, but ***The Equators*** fit in just fine.

The salt-of-the-earth ***King of the Swamp*** isn't above offering them jobs here and there. They make terrible guards, but at least they never sing.

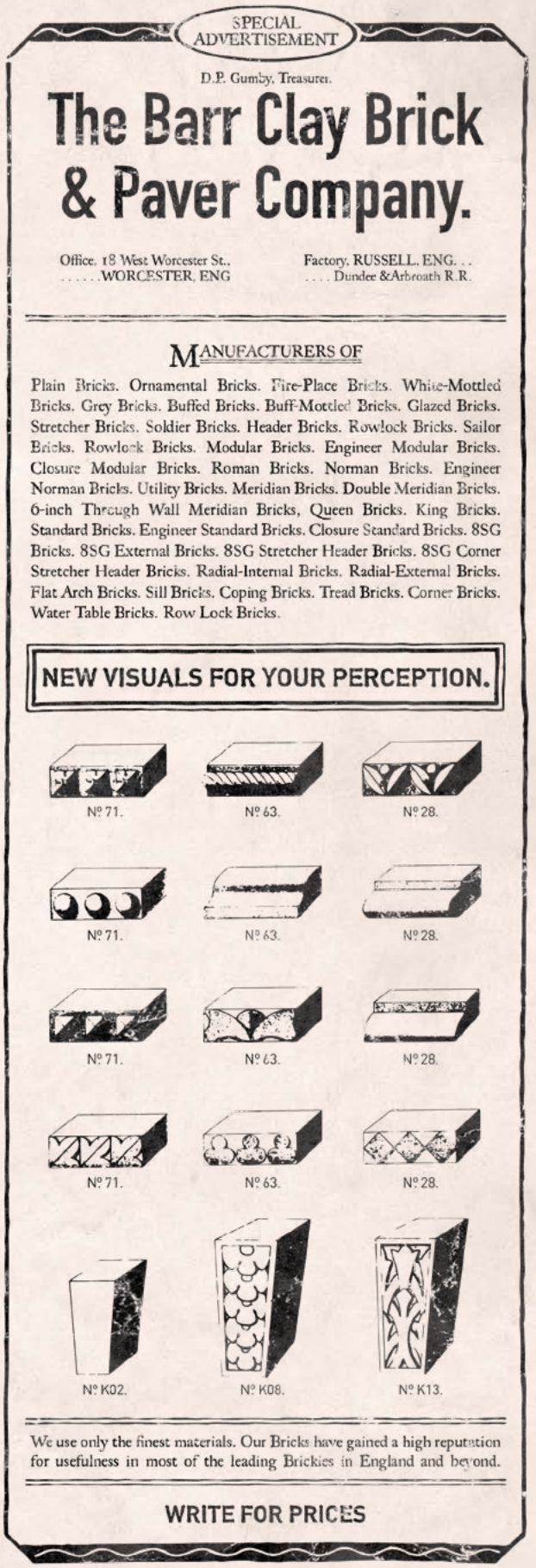
Enemies

Anusius Prolapsus and the Romans, who've built their fort right across the Gumbys' favourite standing stream.

Ralph the Wonder Llama and his ilk: vicious river monsters that nip at Gumbys' wellies while they're standing in streams.

The Modern Gumby

(artist's rendering, prior to being hit with brick)



UPPER CLASS

Guy de Lombard (Marquis)

DIE: 18 **Deeds Required to Defeat** 4

HOW MARQUIS GUY DE LOMBARD ATTACKS

1-15 Continental Deride *(Decorum vs. Argumentation)*

Guy issues a rebuke of English food, art, weather, or some other element of the culture that the English are secretly embarrassed about (which is to say, almost everything). The target must offer a treatise on the value of whatever Guy is deriding or it's 2 bits of Loony, and they spend the next few minutes paralysed by feelings of cultural inferiority (making all rolls vs. Guy and any other French persons twice and taking the lower result). Non-English persons are unaffected.

16-18 Summon Soldiers *(Authority vs. Bardistry)*

Guy blows a cultural horn. If someone nearby can't negate the sound with their own calibrated noise, up pops an *escouade* of ***French Chevrailleurs***, ready to do their liege lord's bidding. Roll a d6 twice to determine how many arrive.

HOW MARQUIS GUY DE LOMBARD DEFENDS

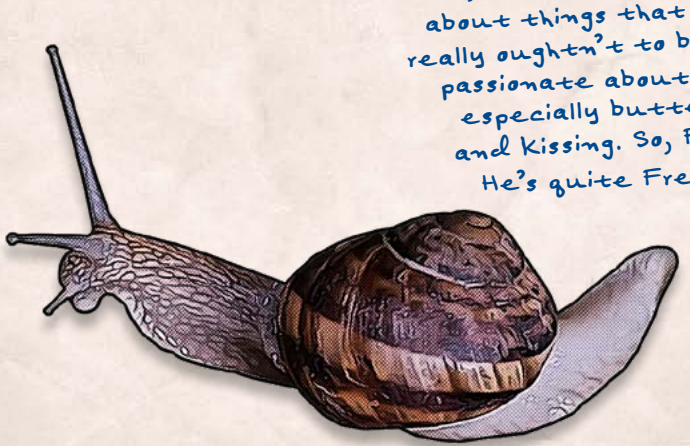
Le Grand Ennui If Guy is targeted with a Purpose Deed, he rolls his eyes and denigrates the speaker's earnestness with a series of flippant gestures and rude noises. The zealous fool can't attempt any further Purpose Deeds (targeting Guy or anyone else) until the resulting dejection eases (at the end of the scene).

Serious (roll twice and take the higher result)
Authority, Decorum, Glibness, Strategy

Silly (roll twice and take the lower result)
Animal Husbandry, Chastity

Indifferent to Purpose

Snooty, flamboyant, aloof, and passionate about things that one really oughtn't to be passionate about – especially butter, art, and kissing. So, French. He's quite French.



HISTORICALLY ACCURATE PORTRAYAL

Who He Is A Norman invader…like William the Conqueror, but much, much Frenchier. A marquis by title but a king in his own mind, he commands fierce loyalty from his indoctrinated soldiers (as ***French Chevrailleurs***), most of whom are criminals that have been knighted and sent to England to wreak havoc.

What He Fancies Occupying English castles. The Marquis himself won't set *pied* on the uncouth island with its low-quality butter, art, and sex. It will take a major event or setback (the sacking of several of his occupied castles, an international food festival, a yacht orgy, or the like) to lure him away from his motherland.

What He Doesn't Fancy Bad food, prudish types, and animals (much too stinky and unrefined–excellent ammunition, however!).

What He Wants *La Mort d'Arthur!* (Note the spelling Frère Mallory.) Guy wishes to do away with Arthur King and his silly English k'niggits, at present the largest threat to his plan to annex the island and turn it into a penal colony. Naughty!

Allies

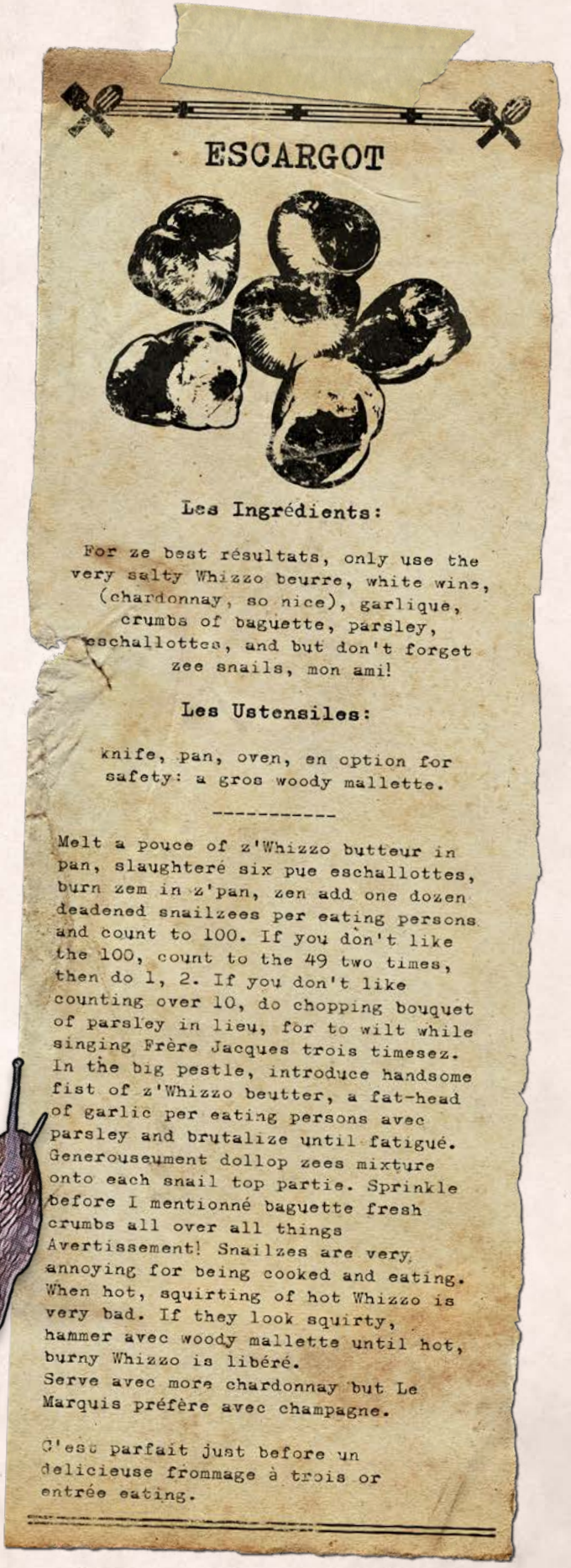
Guy has made overtures to several Saxon barons who oppose King Arthur. ***King Brian the Wild*** and ***The King of the Swamp*** seem particularly keen on coming to some arrangement.

Miss Anne Elk, who's tedious but handy with a shovel.

Like a great many other well-heeled sorts, he has fallen in love with ***Queen Guinevere***, but he doesn't understand why she's not replying to his love letters.

Enemies

The Camelot crew (except *son cherie* Guenevere, of course) and the English in general. Also Italians, because *'Sacré Bleu!* Panetone? What *pain de merde* ees dees?!'



ESCARGOT

Les Ingrédients:

For ze best résultats, only use the very salty Whizzo beurre, white wine, (chardonnay, so nice), garlique, crumbs of baguette, parsley, eschallottes, and but don't forget zee snails, mon ami!

Les Ustensiles:

knife, pan, oven, en option for safety: a gros woody mallette.

Melt a pouce of z'Whizzo butteur in pan, slaughteré six pue eschallottes, burn zem in z'pan, zen add one dozen deadened snailzees per eating persons and count to 100. If you don't like the 100, count to the 49 two times, then do 1, 2. If you don't like counting over 10, do chopping bouquet of parsley in lieu, for to wilt while singing Frère Jacques trois timesez. In the big pestle, introduce handsome fist of z'Whizzo beutter, a fat-head of garlic per eating persons avec parsley and brutalize until fatigué. Generouseument dollop zees mixture onto each snail top partie. Sprinkle before I mentionné baguette fresh crumbs all over all things Avertissement! Snailzes are very annoying for being cooked and eating. When hot, squirting of hot Whizzo is very bad. If they look squirty, hammer avec woody mallette until hot, burny Whizzo is libéré.
Serve avec more chardonnay but Le Marquis préfère avec champagne.

C'est parfait just before un delicieuse frommage à trois or entrée eating.

MIDDLE CLASS

Kargol the Amazing

DIE: 14 **Deeds Required to Defeat** 4

If Janet is around, Kargol uses a d16 instead of a d14.

HOW KARGOL ATTACKS

1-7 Moderately Astounding Magical Feat *(Sorcery vs. Lorefulness)*

Kargol performs a rather unimpressive bit of conjuring with great panache. Everyone who witnesses the act and doesn't realise it's an old, ooold trick suffers 1 bit of astonished Loony.

8-12 Id Unleashment *(Argumentation vs. Argumentation)*

Kargol calmly lays out a logical and reasonable-sounding hypothesis for why doing horrible things is perfectly natural. Everyone nearby who can't come up with a sound rebuttal suffers 1 bit of Loony and immediately does something horrible to an ally. What form it takes is up to the id-unleashed PC, but the next time the victim rolls a die, they have to roll twice and take the lower result.

13+ Rodentialise *(Sorcery vs. Heartiness)*

Kargol squeaks out a conjuration. If the target doesn't have the physical fortitude to resist the effect, they are turned into a large and extremely sexy mouse for several minutes.

HOW KARGOL DEFENDS

Serious (roll twice and take the higher result)
Argumentation, Luck, Sorcery

Silly (roll twice and take the lower result)
Animal Husbandry, Chastity, Purpose, Subtlety

Indifferent to Authority

Longish rants about criminality punctuated by questionable displays of ESP.

HISTORICALLY ACCURATE PORTRAYAL

Who He Is A prolific criminal who travels the land advocating for the removal of statutes and laws that punish people for doing that which all of us, honestly, feel the need to do. And committing said crimes, of course. He must have luck on his side, as he's never been caught.

What He Fancies Unleashing the id. Also, sexy mice.

What He Doesn't Fancy The restriction of perfectly natural criminal impulses, which only serves to grant them an air of mystique among the young people.

What He Wants A society unburdened by unhealthily repressive laws. After all, a murder is really nothing more than an extroverted suicide.

If he witnesses a moral offence, Kargol is empathetic and apologetic. 'I mean, who can honestly say they've never felt the need to impale the heads of grannies on pikes along the roadside?'

Allies

Janet, his fetching magician's assistant (as ***Bard***), who generally shows up to facilitate an act of Sorcery, then exits after some flouncing and bowing, unless Kargol has grown weary of her and turned her into an eel. If Janet is around, Kargol uses a d16 instead of a d14.

Criminals, pirates, anarchists–anyone with a healthily unleashed id really. Also ***Houses Too Dangerous to Live***, who have a straightforward method for dealing with dull, repressed people.

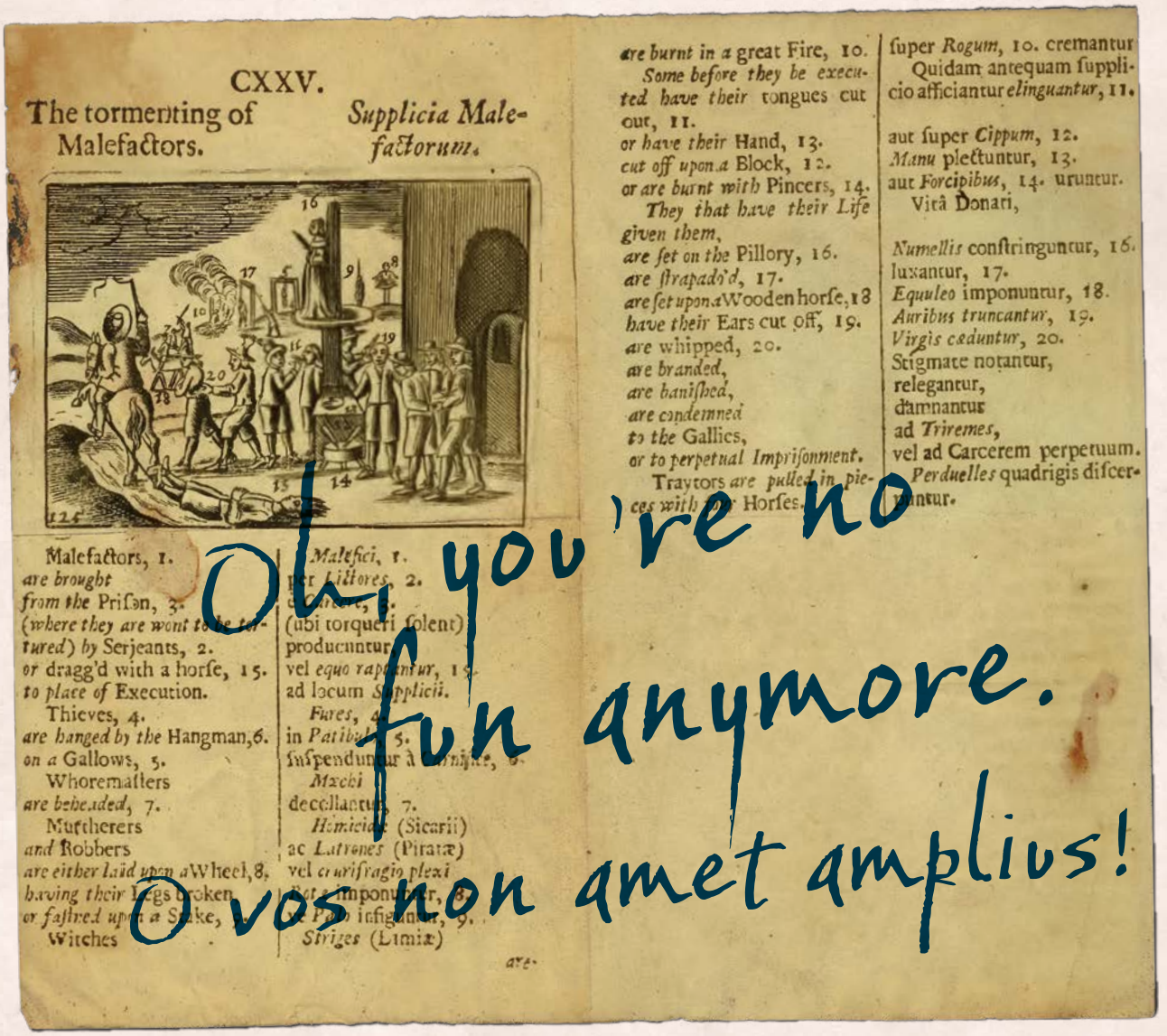
Sister Dingo/Zoot, from whose convent he recruits assistants and promptly renames them Janet.

The Devil, naturally.

Enemies

Repressed, lawmakers, law-enforcers, and law-followers.

The Killer Rabbit of Caerbannog doesn't appreciate Kargol's objectification of rodents.



The King of the Swamp

DIE: 12 **Deeds Required to Defeat** 2

HOW THE KING ATTACKS

1-8 Slop 'Em! *(Animal Husbandry vs. Animal Husbandry)*

The King calls in his two prize pigs, Wintry John and Spiky Mills (as ***Boars***), and orders them to attack one person. If the target can't quickly make friends with the two, it's 1 bit of Death. If the target's roll is a 19+, Wintry John and Spiky Mills change loyalties completely and become devoted followers of their new owner. After the slopping, Wintry John and Spiky mills stick around and must be dealt with one way or another.

9-12 Stop That! *(Authority vs. Argumentation)*

The King musters his royal bearing and orders one person to stop whatever it is they're doing. If the target can't offer up a logical explanation for why they're doing it, it's 1 bit of Loony and they stop whatever it was.

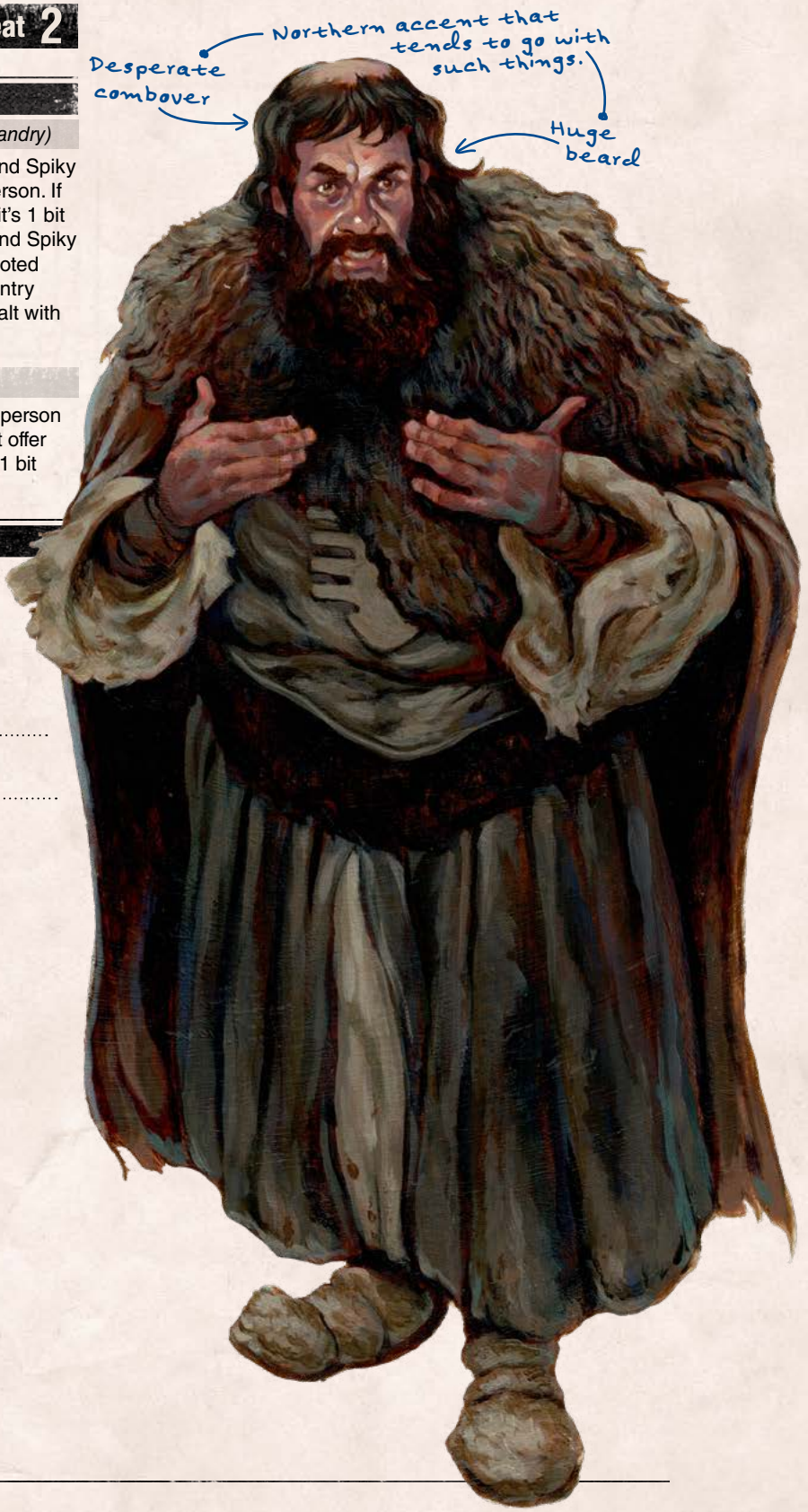
HOW THE KING DEFENDS

If anyone attempts to use Bardistry against him or while inside his castle, the King makes an immediate *Stop That!* attack, rolling twice and taking the higher result.

Serious (roll twice and take the higher result)
Animal Husbandry, Authority

Silly (roll twice and take the lower result)
Strategy, Wisdom in the Ways of Science

Indifferent to Bardistry



HISTORICALLY ACCURATE PORTRAYAL

Who He Is A Saxon baron who styles himself a king, he's an incorrigible opportunist yoked to a piece of land that's incapable of supporting a castle, let alone good pigging. His once-flush coffers have been severely depleted by castle building – and re-building, after they've fallen over, burned down, and/or sunk into the swamp. If he just hired a decent architect and some engineers who know about swamp drainage, he'd be in a much better position. But he's a stingy and old-fashioned sort who doesn't go in for all these fancy fellows with their modern ideas about things.

The King employs a phoney deep voice when giving orders. Despite his uncouth manner and appearance, he's quite patient with his employees.

What He Fancies Pigs. His dearest wish is to be the pork baron of all England, but he must get hold of some decent pig country first.

What He Doesn't Fancy His son, Prince Herbert – a tender soul who just wants a bit of romance and to sing about it. Also music and singing in general.

What He Wants To marry his son Prince Herbert to anyone with a decent dowry of land so he can get out of this bloody swamp. A recent arrangement with one Princess Lucky fell through when ***Sir Lancelot*** arrived unexpectedly and violently. Speaking of which, he could do with some more men-at-arms. He has a few ***Guards*** remaining, but they're not particularly reliable or sober.

Allies

Marquis Guy de Lombard has suggested a partnership to overthrow King Arthur.

He gets on with ***Gumbys*** better than most.

Enemies

Sir Lancelot. He mucked up the whole thing with Princess Lucky. The King doesn't want Lancelot dead necessarily; he'd prefer that Lancelot return and have a civil chat about appropriate reparations.

Prince Charming, who has staunchly refused to marry his son Herbert.

Princess Lucky's entire family, whoever they are.

Now that's me idear of 'eavan!

The Lady of the Lake

DIE: 16 **Deeds Required to Defeat** 4

HOW THE LADY OF THE LAKE ATTACKS

1-12 Mamasaymamasay *(Authority vs. Bardistry)*

The Lady scats out an order to one person. If the target can't muster up some worthy scatting of their own, it's 1 bit of Loony and they are compelled to do whatever it is that mama say.

13-16 High Note *(Bardistry vs. Heartiness)*

The Lady belts out a B5. All glass shatters and everyone who can hear it must gird their otic loins or it's 1 bit of Loony, 1 bit of Death, and they're deafened for the next hour or so.

HOW THE LADY OF THE LAKE DEFENDS

If anyone attempts to impress or harm her with Valour or Strategy, she is outraged and tosses fish on the ground. Her attacker and another person of her choice are compelled to immediately do the Fish Slapping Dance for her amusement. The pilchard-wielder goes first, and the slappee suffers 1 bit of Loony and resets Authority to d4. The trout-wielder follows, and the slappee suffers 1 bit of Death and resets Heartiness to d4.

Serious (roll twice and take the higher result)
Chastity, Lorefulness, Bardistry, Nimbleness

Silly (roll twice and take the lower result)
Subtlety

Indifferent to Strategy, Valour

HISTORICALLY ACCURATE PORTRAYAL

Who She Is The aquatic diva herself is an accomplished, if histrionic, singer and dancer, and happens to be a gifted metalsmith. She wore her dressing gown to an encounter with ***King Arthur*** once, and now all she ever hears about is how she goes about 'clad in the purest shimmering samite'. Rubbish! She much prefers gillnet cloaks and sequined leotards.

What She Fancies The spotlight. Dramatic entrances. She's not keen on the exit part. Also, tales of deeds good and true…set to stirring music, of course. Duetable, preferably.

What She Doesn't Fancy Being upstaged. Not having enough lines.

What She Wants Excalibur. It's a shoddy piece of work and a stain on her reputation. She'd be most pleased to have it back, melt it down, and hear no more about it.

Also, a bit of romance. A good bit. She's not at all interested in love or relationships, but she's keen on singing duets with the right person. The surest way to be granted an audience with her is to sing longingly at her lakeside, but it takes a Bardistry Deed of 15+ to impress her. Also, the song had better be constructed in such a way that she can join in and take the lead.

Oh, and she could do with an agent.

Allies

The Camelot crew (except that old creep ***Merlin***).

Sister Dingo/Zoot, whose nuns make the loveliest underwear.

Giant Bearded Snails, a number of which guard her lake in exchange for fish bones.

Enemies

Patriarchal boors and lechers.

Merlin, who's always asking for a date with her sister but can't remember her name.

Miss Anne Elk trawled the Lady's lake for her 'Things I Found Underwater' exhibition. Without permission.

Tim the Enchanter, the overheated git.

THE LADY OF THE LAKE'S GREATEST HITS

LITTLE RED CARTLETTE
THE ARMS OF ALBION
COUNT ROVES OVER SEA
THE MORNING PARCHMENT
999
PURPLE REIGN
IF I WAS THY MAID
ST. ALPHABET
FEASTING WITH DELORES
BREAK NOT THY FAST YET
MINSTREL CYCLE
WHEN DOVES FRY

A DISPELLATION OF WHITE SAMITE MYTH

UPPER CLASS

Lancelot the Brave (Sir)

DIE: 18 Deeds Required to Defeat 4

HOW SIR LANCELOT ATTACKS

1-16 Swordmentum *(Valour vs. Valour)*

Lancelot shouts an enthusiastic declamation and charges in with longsword swinging. If the roll is a 1, he gets hung up on the wording of the declamation and takes no action. Otherwise, he targets one person, and if that person can't parry, it's 1 bit of Death. The next time he acts, he automatically uses *Swordmentum* again, and targets two people. The time after that, it's three targets…and so on. This continues until Lancelot rolls a 1 or someone uses a successful Deed that targets his Decorum to calm him down.

17-18 Swashbucklery

Lancelot performs some outrageous feat of derring-do, like swinging from a chandelier or leaping from a tower, and then makes an immediate *Swordmentum* attack, rolling twice and taking the higher result. He incorporates nearby objects and pieces of scenery in performing this feat, but the feat and its result are almost always more extreme than necessary.

HOW SIR LANCELOT DEFENDS

If anyone (except King Arthur) attempts to use Authority against him, Lancelot takes it as a refutation of King Arthur's sovereignty and makes an immediate *Swordmentum* attack.

Serious (roll twice and take the higher result)
Chastity, Decorum (when not in combat), Purpose, Valour

Silly (roll twice and take the lower result)
Animal Husbandry, Decorum (when his dander's up), Glibness, Subtlety

Indifferent to Authority (except for Arthur's), Bardistry

HISTORICALLY ACCURATE PORTRAYAL

Who He Is Arthur's greatest knight, if kill count is any measure at all. He is utterly brave, loyal, and without scruple once he gets his dander up. Indeed, he tends to get carried away in his idiom when action is afoot, and often finds he owes a great many apologies once he's calmed down.

What He Fancies Action, questing, derring-do, and whatever else King Arthur tells him he's supposed to fancy.

What He Doesn't Fancy Having to stop mid-deed because he can't find the right words for his peroration.

What He Wants Look, he's a rather simple chap, if we're honest. King Arthur typically aims him at a problem and off he goes. At some point, he'd like to sort out his sexual identity, but that's rather hard to do when you've taken a vow of chastity.

Allies

The Camelot crew, especially ***Queen Guinevere*** and sweet Concorde, his loyal, ever optimistic Manservant, who never fails to offer up the perfect suggestion when Lancelot stumbles over his words.

Enemies

The King of the Swamp. A slight misunderstanding during a recent wedding feast. No hard feelings on Lance's side, though.

Beasts don't take kindly to him. Too many innocent bystanders have found themselves chopped to bits during one of Lancelot's ride-by hackings.

Maynard (Brother)

DIE: 12 Deeds Required to Defeat 2

HOW BROTHER MAYNARD ATTACKS

1-7 Cateschism *(Decorum vs. Purpose)*

Maynard gazes with weaponised disdain at one person. If the target can't stay true to their ideals, it's 1 bit of Loony, and if they weren't already Catholic, they are now.

8-11 Bless Me But Have You Sinned! *(Purpose vs. Chastity)*

Maynard produces a portable confession booth and forces one Catholic person into confession (non-Catholics are immune). If the target can't prove their purity, it's a heap of shame (2 bits of Loony) and the target must spend the next few minutes bashing out Our Fathers (making all rolls vs. Maynard twice and taking the lower result).

12 Instant Beatification *(Purpose vs. Nimbleness)*

Maynard calls down the wrath of God on one person. If the target can't dodge, they are squashed flat by a giant finger and they are No More…but chin up! Maynard assures onlookers that they're in heaven now.

HOW BROTHER MAYNARD DEFENDS

Serious (roll twice and take the higher result)
Decorum, Lorefulness, Purpose

Silly (roll twice and take the lower result)
Chastity, Druidry, Nimbleness, Wisdom in the Ways of Science

Indifferent to Argumentation, Glibness

HISTORICALLY ACCURATE PORTRAYAL

Who He Is A humble, very wealthy Catholic priest available for hire. He has extensive knowledge of holy relics, ancient languages, and pornography (the better to guard against its perniciousness).

What He Fancies Devout Catholics of the best sort. He'll only deign to minister to or converse with Upper-Class Christians, and he'll only serve those of them who are Rather (d16 or higher) in Purpose.

What He Doesn't Fancy This 'selling of indulgences' business. He prefers 'reserving of eternal real estate', a much less gauche descriptor for the purveyance of plots of land in the hereafter.

What He Wants Twelve chickens to follow him around (he'll name them after the Apostles), and a wheeled, mule-drawn coop for when they get tired.

Allies

God. Jesus. The Holy Spirit. St. Mary. The Pope. All those other saints. On good terms with the Camelot crew.

Enemies

The Devil and his minions, including those blasphemous Brianists and the People's Front of Judea.

Like all other Catholic clergy, he lives in constant fear of ***Rev. E.P. Nesbitt*** dropping in.

LOWER CLASS

Merlin

DIE: 14 **Deeds Required to Defeat** 2

HOW MERLIN ATTACKS

1-8 Alakazammer *(Valour vs. Decorum)*

Merlin bops one person on their Duke of Montrose with a little hammer. It doesn't hurt very much, but it's embarrassing. If the target can't maintain their composure, it's 1 bit of Wayne Rooney.

9-12 Hocusprockets Pocusprockets *(Strategy vs. Nimbleness)*

Merlin flings a bunch of well-greased sprockets at up to four people. If the targets can't dodge them, it's 1 bit of Brown Breath.

13-14 Sim Sala Booster Cables *(Wisdom in the Ways of Science vs. Heartiness)*

Merlin hooks one person up to an old (old for him; he got it years ahead) car battery and gives them a jolt. If the target can't muster the fortitude to withstand the jolt, it's 2 bits of Brown Breath (3 if the target is wearing metal armour).

HOW MERLIN DEFENDS

Serious (roll twice and take the higher result)
Glibness, Druidry, Nimbleness, Wisdom in the Ways of Science

Silly (roll twice and take the lower result)
Lorefulness, Purpose

Indifferent to Sorcery (what rubbish!)

HISTORICALLY ACCURATE PORTRAYAL

Who He Is A salt-of-the-earth bloke who's handy with tools. There's not a lick of magic about him, despite what everyone seems to think, and he's awfully confused as to why they insist he wear a fake beard, pointy hat, and starry robes. Truth is, people think he's a wizard because of his strange way of speaking.

What He Fancies Existing backwards in time (yes, that part of the legend is Isle of Wight). It's why he's so Wise in the Ways of Science, has so many yet-to-be-invented gadgets in his workshops, and knows crispy duck-all about the past. It's also why he has a cockney accent and dialect. Also fancies a good bird bath. Yes, he likes a good laugh too, but dialect aside, he loves bird baths.

What He Doesn't Fancy Saying no. He's a frightfully accommodating chap, and no matter what you ask him for – be it a magic breastplate or the location of hidden treasures, he's quick to oblige. Never mind that the breastplate will turn out to be rubbish and directions to the hidden treasure nonsense. If confronted with the uselessness of a bestowal, he sullenly goes about fixing it. 'I mean, all magic armour does this…when it's new…it's meant to give a little with the body, you see…'

What He Wants A date with ***The Lady of the Lake***'s sister Nimue. Or is it Vivian? The lore is terribly confusing on the matter. Maybe he fancies the Lady herself. Also, a pint of apple fritter wouldn't do him any harm.

Allies

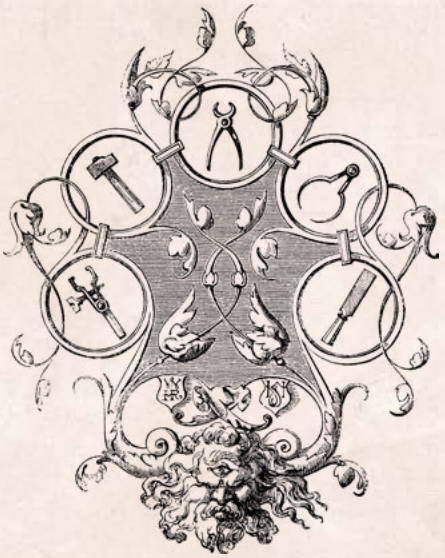
King Arthur. Proper chicken-and-rice of him to provide workshop space in his castles.

The Grim Reaper, to whom Merlin sends gadgets and gifts as bribes for not interfering in his living backwards through time, which upsets the order of things.

He's trying to make friends with ***Scott's Penguin*** in the hope of charging his battery off it. It's slow going, but he hasn't been throttled yet.

Enemies

Prince Charming, who made off with several apprentice tinkerers and the Luger he bought in Switzerland when he was younger (several hundred years in the future).



MERLIN'S TOOLS

Merlin collects all sorts of things in his workshops, which are mostly located round the back of Arthur's castles, though he's often found plying his trade on the roads between them. He's always got loads of gear with him, including a Holy Grail. Well, if it's not exactly the Holy Grail, that's nothing a couple of wingnuts and a bit of polish can't fix!

d25	Loot
1	A block of sturdy Cheddar (2 Cheese)
2	16 Acorns
3	A tub of putrid bicycle chain grease (22 Whizzo Butter)
4	sack of cubic zirconia (88 Gemstones)
5	A Druidry Accoutrement
6	A Nimbleness Accoutrement
7	A Wisdom in the Ways of Science Accoutrement
8	An Apprentice tinkerer, shrunk and stuffed into a snuffbox for being naughty.
9	Magnifying glass
10	Stilts
11	One snowshoe
12	A telescopic maypole (his invention)
13	A workbench with vice and tool compartments
14	A corded belt sander (although there's nowhere to plug it in)
15	Clamps of all sizes
16	A bicycle repair kit wrapped in a red cape with an S on it
17	A pair of Bermuda shorts and sunglasses
18	Cleats
19	Rollerblades
20	A car battery (not dead yet)
21	A crank charger
22	440 sprockets marinated in oil
23	A monkey wrench
24	A drill
25	A mitre saw

UPPER CLASS

Prince Charming

DIE: 12 **Deeds Required to Defeat** 2

HOW PRINCE CHARMING ATTACKS

Once Only, at the Beginning of a Contestation ***Bring forth the Beast!***

Charming calls for his tinkerers to bring forth the dragon. From their wagon rings out the most terrifying roar, the most utterly blood-curdling bellow, a sound of such indescribable strangeness that it cannot be described. All who can hear it must make a Valour roll, and if they can't manage a 5+, they suffer 1 bit of Loony and quake with fear (making all rolls twice and taking the lower result) until Charming makes a *Dragon Attack!*

1-4 Dragon Attack!

The (very small, mechanical) dragon is unleashed from the wagon and Charming orders it to strike one person. If the target can't find a loose spring and disable it (a Wisdom in the Ways of Science roll of 4+ is required), they trip over the thing. It doesn't hurt, but it's terribly embarrassing, so 1 bit of Loony.

Nota bene: If the dragon is destroyed violently, it explodes, dealing 1 point of Death to its vanquisher.

5-8 How Dare You! *(Authority vs. Authority)*

Charming brings his regal bearing to bear. It's simply unbearable. Everyone nearby must bear up themselves or it's 1 bit of Loony, and their own Authority is reset to d4.

9-12 Ready, Aim, Smite! *(Strategy vs. Nimbleness)*

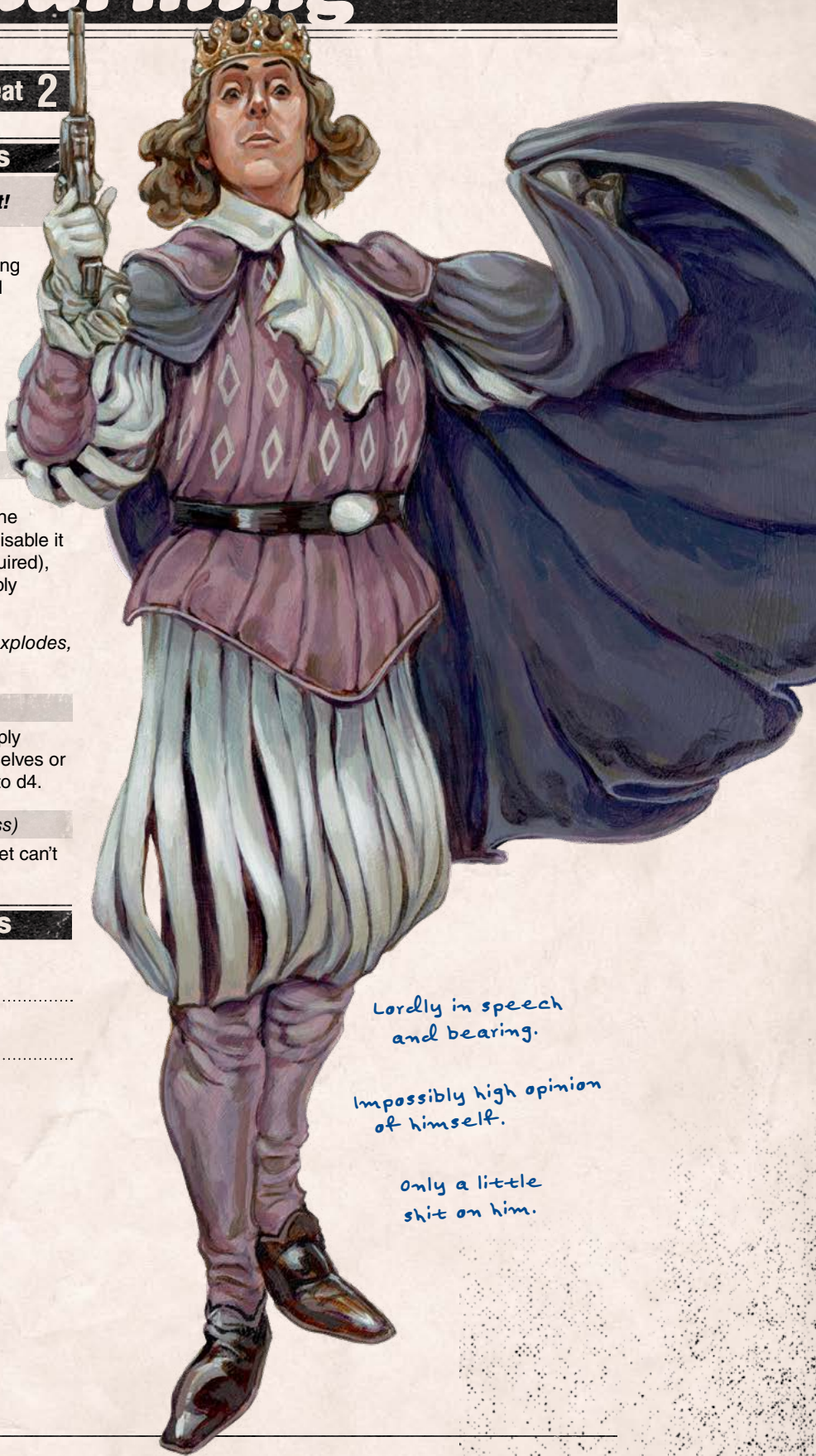
Charming fires his Luger at one person. If the target can't dodge the bullet, it's 3 bits of Death.

HOW PRINCE CHARMING DEFENDS

Serious (roll twice and take the higher result)
Authority, Decorum, Nimbleness, Strategy

Silly (roll twice and take the lower result)
Argumentation, Glibness, Valour

Indifferent to Purpose



HISTORICALLY ACCURATE PORTRAYAL

Who He Is Hailing from the Kingdom of the Golden Lakes, this apotheosis of young manhood (page 5 in the *Observer's Book of Princes*) was orphaned as a wee fellow. A cadre of opportunistic monks moved in, built an abbey within the walls of the family keep, and reared the lad. They also built Prince Charming's ego to towering heights, knowing that this would make it nearly impossible for him to find a spouse he deems worthy, which is a condition he must meet ere he inherits his kingdom.

Prince Charming has impeccable manners (when dealing with the Upper Classes), is always dressed to the nines, and cuts a dashing figure, especially when astride his magnificent courser Golden Shower.

What He Fancies Displaying his courage and skill in battles with monsters. Not real ones, mind you; little mechanical ones. His retinue of tinkerers (as ***Burghers*** in a large cart with 'Royal Toy Dragon Farm' on the side) constructs mechanical beasts for him to slay.

What He Doesn't Fancy Danger: like most spoiled, entitled gits, he's actually quite cowardly. The firearm he nicked from Merlin some years back makes him feel brave. Ish. He simply detests being interrupted, ignored, or overlooked. Also dislikes arts and crafts, and spicy foods.

What He Wants To meet, woo, and win the hand of a spouse worthy of him. It all must be done by the book, of course. Formalities are what separates the likes of him from, well, literally everyone else.

Allies

Sister Dingo/Zoot. She and her varlettesses make fabulously exciting underwear for him.

Enemies

Merlin, from whom he stole a futuristic weapon and several apprentice tinkerers.

The King of the Swamp, who doesn't understand why he won't marry Herbert.

The Black Knight doesn't appreciate having been shot dead several times. He keeps popping up to demand chivalrous satisfaction.

UPPER CLASS

Robin (Sir)
the Not Quite So Brave as Sir Lancelot

DIE: 6 **Deeds Required to Defeat** 4

HOW SIR ROBIN ATTACKS

1-3 Scarper *(Strategy vs. Strategy)*

Robin looks for an opening and attempts to leg it. If whomever he's fighting can't devise a way to block his egress, he's gone, bolted, exited the scene.

4-5 Backfire

Robin suffers a messy accident in his armour. Anyone within olfactory range must make a Heartiness roll. If they can't manage a 4+, it's a bit of Death and they are violently ill for the next several minutes (making all rolls vs. Robin twice and taking the lower result).

6 A Song of Cowardice *(Bardistry vs. Decorum)*

If they're present, the Minstrels à la Mode launch into a heart-felt recitation of the near-deeds of Sir Robin. Anyone nearby who can't maintain their composure suffers a bit of Loony and spends the next several minutes rolling around, laughing hysterically. If the Minstrels à la mode are not present, this result is a *Backfire*.

HOW SIR ROBIN DEFENDS

Serious (roll twice and take the higher result)
Nimbleness, Luck, Strategy

Silly (roll twice and take the lower result)
Authority, Valour

Indifferent to Purpose

HISTORICALLY ACCURATE PORTRAYAL

Who He Is Arthur's least greatest knight and perhaps the most cowardly chap ever to soil a surcoat. He joined up thinking that knighthood was primarily about dressing up and dancing. He's profoundly disappointed by the reality but too chicken to quit. And yet, he's remarkably difficult to dispatch, thanks to a keen mind for strategic retreat and no small amount of luck.

What He Fancies Cosy castles, shoppes, dancing, fancy dress, lullabies.

What He Doesn't Fancy When people scare him for no good reason.

What He Wants To be recognised for his various exploits. He has taken the chicken for his sigil, in honour of his nearly standing up to ***The Vicious Chicken of Bristol***, and he has several other near-deeds on his CV. He often employs minstrels to sing and spread word of his almost-exploits.

Allies

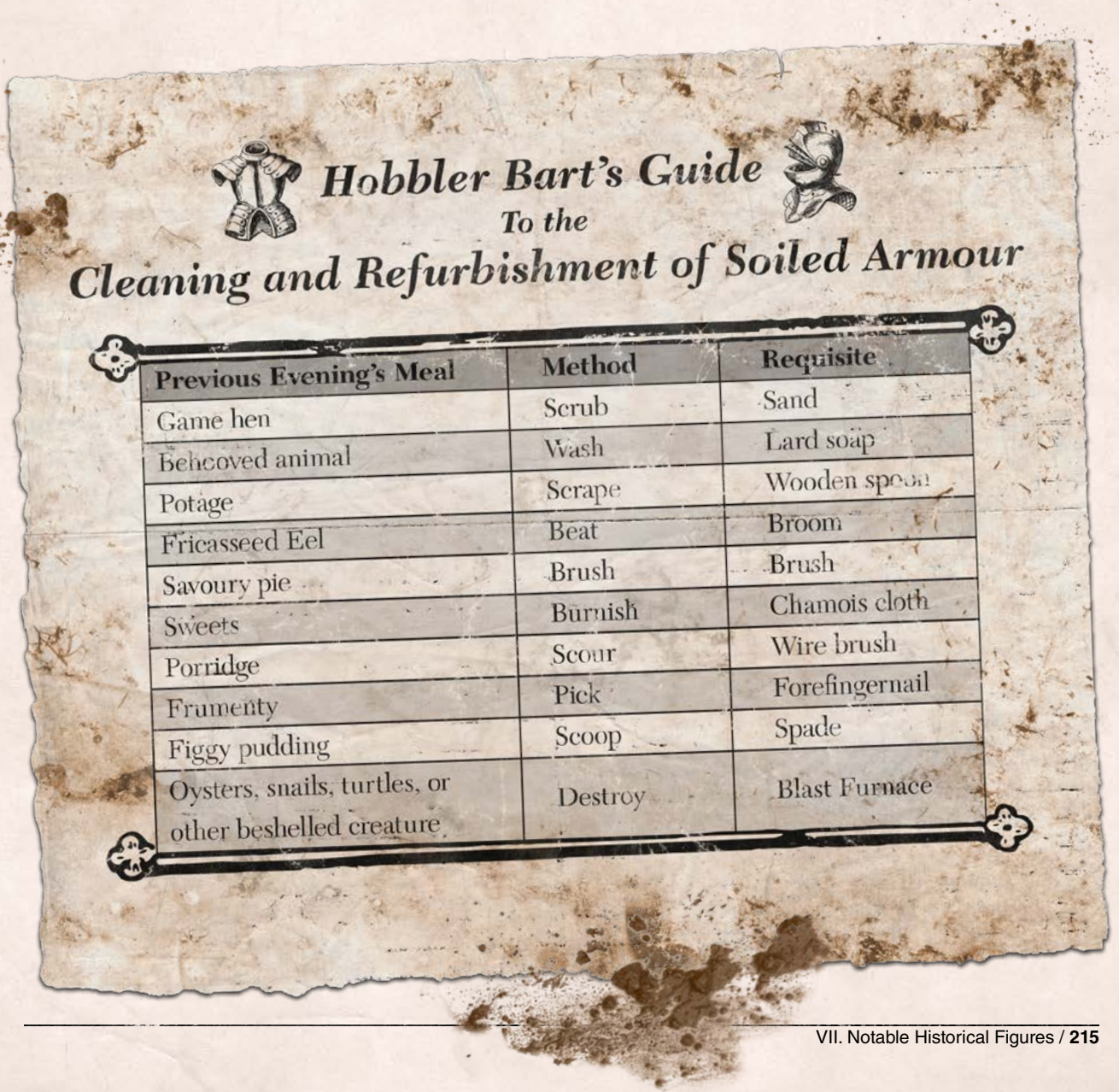
The Camelot crew.

His Manservant Hobbler Bart. A gentle soul who patiently cleans soiled armour on a near daily basis.

His Minstrels à la Mode, a troupe of 6-10 ***Bards*** (mostly woodwind players) who secretly despise Robin's cowardice but are happy to have a paying gig. Singer/tambourinist Miles Yellowbird writes derisive lyrics that can be unintentionally helpful to Robin's cause.

Enemies

All ***Chickens*** take offence at being the symbol of cowardice and would have you know that they are in fact quite brave.



Hobbler Bart's Guide
To the
Cleaning and Refurbishment of Soiled Armour

Previous Evening's Meal	Method	Requisite
Game hen	Scrub	Sand
Beloved animal	Wash	Lard soap
Potage	Scrape	Wooden spoon
Fricasseed Eel	Beat	Broom
Savoury pie	Brush	Brush
Sweets	Burnish	Chamois cloth
Porridge	Scour	Wire brush
Frumenty	Pick	Forefingernail
Figgy pudding	Scoop	Spade
Oysters, snails, turtles, or other beshelled creature	Destroy	Blast Furnace

LOWER CLASS

Tim the Enchanter

DIE: 20 **Deeds Required to Die:** 3

HOW TIM ATTACKS

1-10 Pyroportation *(Sorcery vs. Wisdom in the Ways of Science)*

Tim seemingly explodes, then immediately reappears elsewhere. Anyone witnessing the performance must come up with a logical explanation or suffer 1 bit of Loony.

11-15 Flamespew *(Sorcery vs. Nimbleness)*

Tim fires a gout of flame from his staff at one nearby person. If the target can't dodge it, it's 1 bit of Death, and anything flammable on their person is ignited.

16-18 Fireball *(Sorcery vs. Strategy)*

Tim launches a flaming missile from his staff at one non-nearby person. If the target can't locate and duck behind cover quickly, it's 2 bits of Death, and anything flammable on their person is ignited.

19-20 Remote Combustion *(Sorcery vs. Druidry)*

Tim points at a natural object (tree, rock, etc.) he can see, and that object explodes. If someone standing near that spot can convince the natural object not to explode, the effect is negated. If not, everyone standing near it suffers 3 bits of Death, and they're thrown several feet in the air.

HOW TIM DEFENDS

Serious (roll twice and take the higher result)
Authority, Lorefulness, Sorcery

Silly (roll twice and take the lower result)
Decorum, Druidry, Wisdom in the Ways of Science

Indifferent to Valour

HISTORICALLY ACCURATE PORTRAYAL

Who He Is A mysterious and powerful fire wizard who can be found in the wildest of regions, practising his pyromancy on the landscape. He knows much that is hidden and is often sought out by adventurers who've lost the thread, although being in his company is no treat.

What He Fancies Fire. He just loves the stuff. Tim must use one of his fire spells every few minutes or he himself detonates, dealing 2 bits of Death and setting fire to everyone and everything nearby. If a Monarch is in the party and they evince awe and respect befitting Tim's power, he can be quite accommodating. He's less interested in non-monarchs, but he can be bribed.

What He Doesn't Fancy Having the validity of his name questioned. Okay, so it's a bit simple for an arcanist of his stature and esoterism, and he does tend to deliver it in a half-hearted sort of way. But it's his real name, by Vulcan, and he'll not have it questioned or sniffed at!

What He Wants Something to ease his intestinal distress. All this pyromancy gives one awful heartburn, you know. He's almost always in need of a new assistant (his tend to have short shelf lives), and is much pleased by an adventuring party willing to put one of their retinue members into his custody…ah…care!

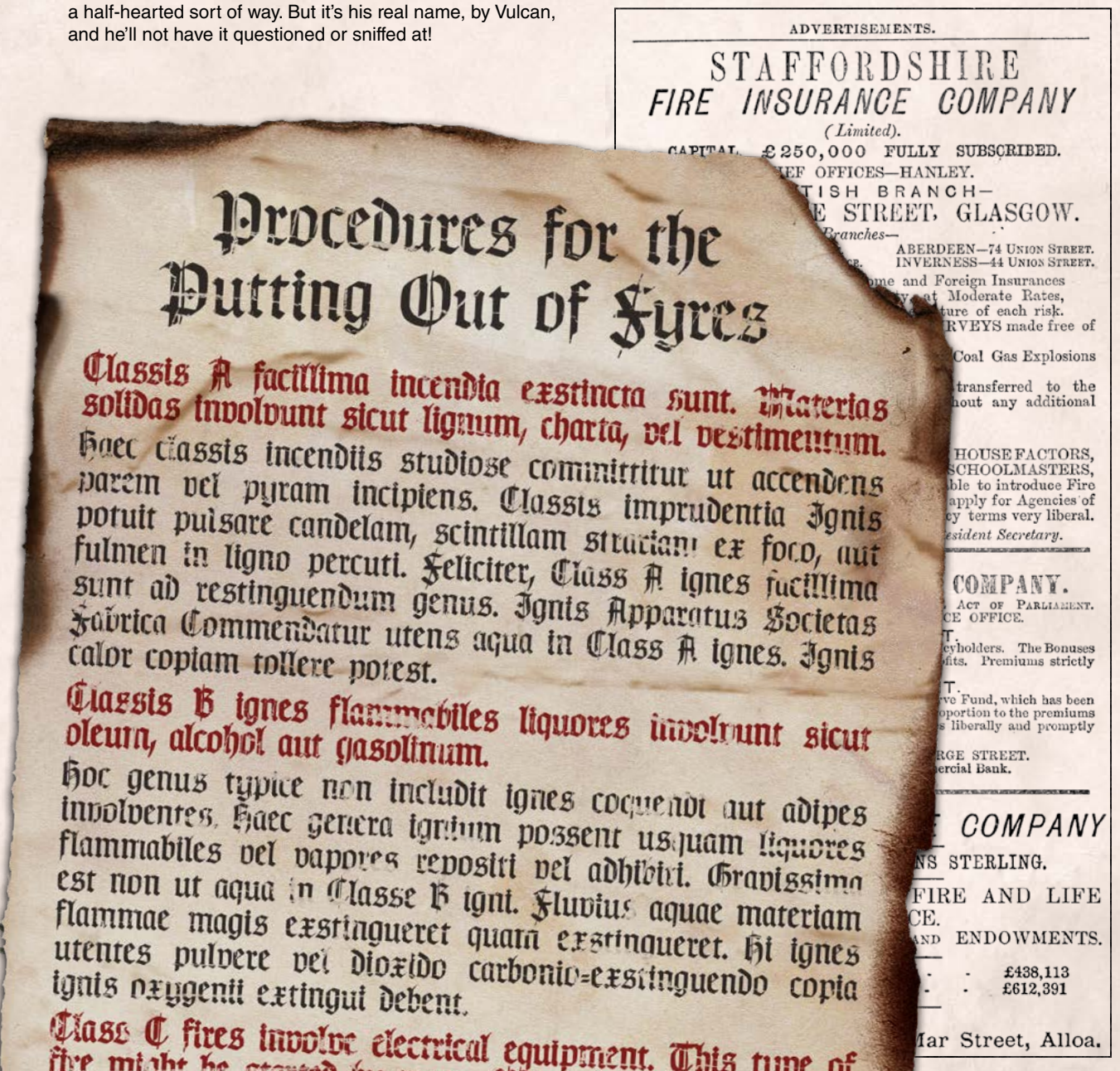
Allies

It has been surmised that Tim is in a secret alliance with ***The Killer Rabbit of Caerbannog***. Though he fears The Rabbit, he does get quite a kick out of watching brave clods being eviscerated by it.

Enemies

The Lady of the Lake, the watery tart.

Merlin, that no-talent imposter.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Procedures for the Putting Out of Fyres

Classis A facillima incendia exstincta sunt. Materias solidas involvunt sicut lignum, charta, vel vestimentum.

Haec classis incendiis studiose committitur ut accendens parem vel pyram incipiens. Classis imprudentia Ignis potuit pulsare candelam, scintillam straciam ex foco, aut fulmen in ligno percuti. Feliciter, Class A ignes facillima sunt ad restinguendum genus. Ignis Apparatus Societas Fabrica Commendatur utens aqua in Class A ignes. Ignis calor copiam tollere potest.

Classis B ignes flammabiles liquores involvunt sicut oleum, alcohol aut gasolinum.

Hoc genus typice non includit ignes coquendi aut adipes involventes. Haec genera ignium possent usquam liquores flammabiles vel vapores repositi vel adhibiti. Gravissima est non ut aqua in Classe B igni. Fluvius aquae materiam flammae magis exstingueret quam exstinqueret. Hi ignes utentes pulvere vel dioxido carbonio-exstinguendo copia ignis oxygenii extingui debent.

Class C fires involve electrical equipment. This type of fire might be started by mage (Merlin).

Si fieri potest, flammas exstinguere conetur utens carbonis dioxide vel sicco pulvere. Si et cum virtus fons consistit

Historically Accurate Persons Commonly Encountered in Mediaeval England

UPPER CLASS

Aristocrat

A member of the peerage – usually by birth, sometimes as a result of buying the necessary paperwork. The Aristocrat thrives on courtly intrigue and up to three banquets a day.

DIE: 8 **Deeds Required to Defeat** 1

HOW AN ARISTOCRAT ATTACKS

1-7 Abasement *(Decorum vs. Purpose)*

The Aristocrat makes one person feel very poorly about themselves. If the target can't hold true to their sense of self-worth, it's 1 bit of Loony.

8 Peer Pressure *(Glibness vs. Decorum)*

The Aristocrat attempts to sweet-talk one person into performing some task. If the target can't come up with a polite demurral, it's 1 bit of Loony, and they do what's asked of them.

HOW AN ARISTOCRAT DEFENDS

Serious Decorum, Glibness

Silly Heartiness

Indifferent to Authority from Lower- and Middle-Class characters

Aristocrat

LOWER CLASS

Barbarian

A smelly, hide-covered heathen freshly emerged from among the hunter gatherers of yore. They are pagans, and worship the sun, the moon, stars, rocks…pretty much any inanimate object in their general vicinity. The Barbarian shuns the settlements of seed-sowers and pities those enchained by notions of ownership.

DIE: 12 **Deeds Required to Defeat** 1

HOW A BARBARIAN ATTACKS

1-10 Traditional Violence *(Valour vs. Valour)*

The Barbarian brings their axe, spear, or pointy rock to bear against one person. If the target can't parry, it's 1 bit of Death.

11-12 Barbaric Yawp *(Heartiness vs. Heartiness)*

The Barbarian eructs an otherworldly roar. Everyone nearby must answer in kind or suffer 1 bit of Loony.

HOW A BARBARIAN DEFENDS

Serious Druidry, Heartiness, Valour

Silly Decorum, Wisdom in the Ways of Science

Indifferent to Authority

Barbarian (hiding)

LOWER, MIDDLE, OR UPPER CLASS

Bard

An entertainer gifted in music, buffoonery, theatre, dance, storytelling, and/or poetry.

DIE: 4 **Deeds Required to Defeat** 1

HOW A BARD ATTACKS

1-4 Roast and Revile *(Bardistry vs. Decorum)*

No matter their medium, a Bard can wield satire like a weapon against one person. If the target can't maintain their composure, it's 1 bit of Loony, plus an additional bit for every 10 people present to witness the humiliation.

HOW A BARD DEFENDS

Serious Bardistry

Silly Subtlety

UPPER CLASS

Bishop

A clergyperson, but the really posh and sartorial sort.

DIE: 10 **Deeds Required to Defeat** 1

HOW A BISHOP ATTACKS

1-10 Feel the Presence! *(Purpose vs. Purpose)*

The Bishop, suffused with holiness, invokes feelings of awe and insignificance in up to 10 people (the same roll determines the number affected). Those affected must maintain their sense of purpose or take 1 bit of Loony and move Purpose one degree towards Silly.

HOW A BISHOP DEFENDS

Indulge Me... If anyone attempts an Authority Deed against a Bishop, they – recognizing no higher authority – thump verily their hymnal, and the attack is transmuted into a gift to the cause. The attacker gives over 1/10th of their Currency.

Serious Decorum, Purpose

Silly Chastity

Indifferent to Authority

LOWER CLASS

Brigand

A footpad, pirate, bandit, or other outlaw who is adept at avoiding consequences. Most prefer ambush and ranged weapons over hand-to-hand messiness.

DIE: 8 **Deeds Required to Defeat** 1

HOW A BRIGAND ATTACKS

1 Scarper

The Brigand doesn't like the odds and decides to live to rob another day.

2-8 Viable Violence *(Strategy vs. Nimbleness)*

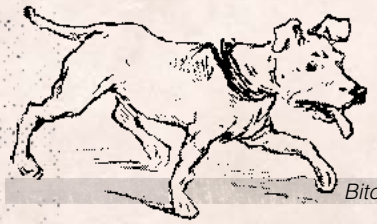
The Brigand attacks one person from a distance. If the target can't dodge, it's 1 bit of Death.

HOW A BRIGAND DEFENDS

Down with the Law! If anyone attempts to use Authority against the brigand, the brigand gives them a kick in the shin and runs away.

Serious Strategy

Indifferent to Authority



Bitch

Bishop *Brigand*

MIDDLE OR UPPER CLASS

Bureaucrat

A functionary or leader of a court, guild, church, or other overly organised organisation. These dreadfully dull and awful persons are obsessed with paperwork, regulations, and licences, and they seemingly have no sense of pragmatism and efficiency. If one wants something from a Bureaucrat, be it information or access to an important person, one must put one's sanity and patience to the test.

DIE: 10 **Deeds Required to Defeat** 1

HOW A BUREAUCRAT ATTACKS

1-8 You'll Have to Fill This Out *(Purpose vs. Glibness)*

The Bureaucrat presents to one person a sheaf of paperwork that requires completion. If the target can't smooth-talk their way out of it, it's 1 bit of Loony.

Nota bene: Filling out the paperwork does no good, as errors will be found, a supplementary form will be needed, or some other bit of nonsense.

9-10 I'll Have to Ask My Supervisor *(Decorum vs. Glibness)*

The Bureaucrat calls in reinforcements. Unless someone nearby can sweet-talk them out of it, four additional bureaucrats arrive to consult.

HOW A BUREAUCRAT DEFENDS

Serious Decorum

Silly Purpose

Indifferent to Authority, Argumentation

MIDDLE CLASS

Burgher

A middle-of-the-road, Middle-Class muddler. They're not beholden to liege lords and ladies, but they'll never be one either. Some are poor craftspeople barely scraping by; others are rich and powerful business owners. Most are somewhere in between. And in between – betwixt the peers and the plebs, the tax collectors and their quotas, the haves and the don't have shits – is where they will stay.

DIE: 6 **Deeds Required to Defeat** 1

HOW A BURGHER ATTACKS

1-5 Banal Blithering *(Glibness vs. Purpose)*

The Burgher whinges about tax rates, carps about local ordinances, gossips about the neighbour. Anyone nearby who can't stay the course, mentally, suffers 1 bit of Loony.

6 Guards! *(Authority vs. Glibness)*

The indignant Burgher calls for the town watch, whose wages the burgher's taxes pay, damn it! 1d4 ***Guards*** arrive straight away. Unless at least one person can do some quick explaining, the guards will do some nicking.

HOW A BURGHER DEFENDS

Serious Strategy, Wisdom in the Ways of Science

Silly Druidry

Indifferent to Purpose

Bureaucrat

Burgher

LOWER CLASS

Druid

A sage of the natural world. Wise in herbology, standing stones on one end, wild animal excrement, tree identification, and keeping everyone guessing as to who they are and what they're doing.

DIE: 10 **Deeds Required to Defeat** 1

HOW A DRUID ATTACKS

1-8 A Larch *(Druidry vs. Decorum)*

The Druid produces a set of tree-identification flashcards and begins running through the basics of identifying the larch with one person. It is blisteringly boring. The target must maintain their dignity or suffer 1 bit of Loony.

9-10 We'll Use the Old Ways *(Lorefulness vs. Wisdom in the Ways of Science)*

The Druid reveals to one person an ancient secret of the universe, like how to get dried candle wax out of a tablecloth with a bit of parchment and a hot iron. If the target can't come up with a rational, modern explanation, they suffer 1 bit of Loony and move Wisdom in the Ways of Science one degree towards Silly.

HOW A DRUID DEFENDS

Serious Animal Husbandry, Druidry, Lorefulness

Silly Wisdom in the Ways of Science

Indifferent to Purpose

LOWER CLASS

Guard

Guards aren't paid to think; they're hired muscle, modestly trained and equipped, which means they're unlikely to stick around if things get hairy.

DIE: 6 **Deeds Required to Defeat** 1

HOW A GUARD ATTACKS

1 Above My Pay Grade

The Guard doesn't like how things are looking and scarpers.

2-6 Polearm *(Valour vs. Valour)*

The Guard has a go with their polearm against one person. If the target can't parry, it's 1 bit of Death.

HOW A GUARD DEFENDS

Silly Purpose

LOWER CLASS

Hermit

Mediaeval tradition holds that these Christian ascetics are admirable recluses and sources of invaluable guidance. And while they are knowledgeable, they're also flea-bitten, solipsistic lipwags who thrive on cliquishness and gossip, so accessing that knowledge can be a chore.

DIE: 8 **Deeds Required to Defeat** 1

HOW A HERMIT ATTACKS

1-7 Prattle *(Glibness vs. Purpose)*

The Hermit gossips about trifles to one person. If the target can't focus on important things, they take 1 bit of Loony.

8 Symposium on Solitude *(Purpose vs. Argumentation)*

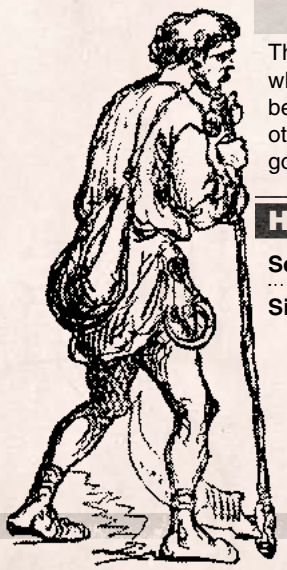
The Hermit begins a lecture on the benefits of solitude, which causes nearby Hermits to crowd around, interrupt, be shushed, jostle for space, carry on in pairs, and call on others for input. Anyone nearby who can't come up with a good refutation has their Situation converted to Eremite.

HOW A HERMIT DEFENDS

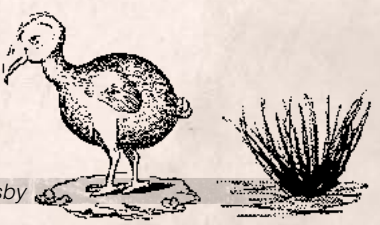
Serious Glibness, Lorefulness

Silly Purpose

Guard



Hermit



Lord Stokesby

UPPER CLASS

Knight

Some Knights serve the greater good – that being the current, local feudal hierarchy. Others strike out on their own, following their own moral compass, which may or may not be broken.

DIE: 12 **Deeds Required to Defeat** 1

HOW A KNIGHT ATTACKS

1-12 Have at Thee! *(Valour vs. Valour)*

The Knight swings something heavy and sharp at one person. If the target can't parry, it's 1 bit of Death.

HOW A KNIGHT DEFENDS

Serious Valour

Silly Sorcery

Indifferent to Subtlety.

Knight

MIDDLE CLASS

Legionnaire

The Roman footsoldier is disciplined, highly trained, and occasionally sober.

DIE: 12 **Deeds Required to Defeat** 1

HOW A LEGIONNAIRE ATTACKS

1-7* Ave Imperator! *(Decorum vs. Lorefulness)*

The Legionnaire salutes the Emperor smartly, which can result in a hard smack to one person standing in front of them. If the target doesn't know enough about Roman military history and can't anticipate the gesture, they take 1 bit of Death.

8-11 Ad Pila! *(Strategy vs. Nimbleness)*

The Legionnaire throws a javelin at one person. If the target can't dodge, it's 2 bits of Death.

12 Ad Signa! *(Bardistry vs. Bardistry)*

The Legionnaire calls their comrades to the legion's standard with a blast from a buccina (like a trumpet, but Romaner). If someone nearby can't imitate a similar sound and belay the order, four more Legionnaires arrive in lockstep right quick.

***In the presence of a Roman senator, legate, or general, this roll results in:**

1-7 Throw Them to the Ground *(Authority vs. Decorum)*

The Legionnaire throws one person to the ground. If the target can't maintain their dignity through this abasement, they suffer 1 bit of Loony and move Authority one degree towards Silly.

HOW A LEGIONNAIRE DEFENDS

Testudinem Induere If attacked with Valour, the Legionnaire whips their scutum into turtle position, and the weapon used to make the attack breaks on the shield.

Serious Heartiness, Valour

Silly Wisdom in the Ways of Science

Ne'erdowell

LOWER CLASS

Ne'erdowell

A con artist, a prankster. Quick hands and quicker feet. Looking for trouble and compounding the interest.

DIE: 6 **Deeds Required to Defeat** 1

HOW A NE'ERDOWELL ATTACKS

1-5 I'll Have That *(Subtlety vs. Subtlety)*

The Ne'erdowell lifts an item or all Currency of one type from one person – if the target isn't crafty enough to detect the attempt, they'll have to do without it.

6 Shiv *(Subtlety vs. Heartiness)*

Bereft of other options, the Ne'erdowell goes for a simple dagger up the strap against one person. If the target isn't sufficiently strapping, it's 1 bit of Death.

HOW A NE'ERDOWELL DEFENDS

Serious Nimbleness, Subtlety

Silly Valour

LOWER CLASS

Peasant

Any sort of agrarian rustic, from villeins, who are bound to the lord whose land they work, all the way up to ceorls, who own their own little piece of land. They know nothing of polite society, but if an unbeshitted person attempts repression, they're quick to call the lads round to bear witness.

DIE: 4 **Deeds Required to Defeat** 1

HOW A PEASANT ATTACKS

1-4 Filth Fling *(Strategy vs. Decorum)*

The Peasant hurls some filth at one person. If they can't maintain their dignity, they take 1 bit of Loony and move Decorum one degree towards Silly.

HOW A PEASANT DEFENDS

Did You All See That? If Authority is used against a Peasant, they call for witnesses to the repressive act, and four new Peasants arrive right quick.

Serious Animal Husbandry

Silly Authority

Indifferent to Decorum

MIDDLE CLASS

Soldier

A professional soldier or mercenary. They're not well-bred enough to qualify for knighthood, but they're a step up from ***Guards*** in terms of training, equipment, and loyalty.

DIE: 8 **Deeds Required to Defeat** 1

HOW A SOLDIER ATTACKS

1-8 Standard Violence *(Valour vs. Valour)*

The Soldier swings a weapon at one person. If the target can't parry, it's 1 bit of Death.

HOW A SOLDIER DEFENDS

Serious Heartiness

Silly Purpose

Peasant

Soldier

Solder's Snack

UPPER CLASS

Sovereign

One who wields supreme executive power as conferred by God, an aquatic ceremony, not having much shit on them, or any other thing besides a mandate from the masses.

DIE: 8 **Deeds Required to Defeat** 1

HOW A SOVEREIGN ATTACKS

1-7 Fetch Me… *(Authority vs. Decorum)*

The Sovereign issues an edict demanding that one or more people do some minor service for them (the number of people affected is determined by the same roll). Each target must attempt to appear above such things or take 1 bit of Loony and perform the service.

8 Guards! *(Authority vs. Authority)*

The Sovereign calls for their guards. If someone nearby can't countermand the order, four ***Guards*** show up right quick.

HOW A SOVEREIGN DEFENDS

Oh Shut Up and Fetch Me Some Figs If anyone attempts a Deed of Argumentation, the Sovereign makes an immediate *Fetch Me…* attack.

Serious Authority, Decorum

Silly Luck

Indifferent to Argumentation

MIDDLE CLASS

Vicar

Charged with looking after the flock and converting unconvinced sheep. Typically assigned to a specific church, but that can vary based on the religion. Vicars really go in for shaming.

DIE: 8 **Deeds Required to Defeat** 1

HOW A VICAR ATTACKS

1-8 For Shame! *(Chastity vs. Decorum)*

The Vicar clucks their tongue at one person. The target must maintain their dignity or take 1 bit of Loony and move Decorum one degree towards Silly.

HOW A VICAR DEFENDS

Reason Is Such Nonsense! If anyone uses Argumentation against a Vicar, they obstinately deny logic, reason, and their own senses – even going so far as to close their eyes, stick tufts of wool in their ears, turn their back, and sing an improvised Gregorian chant. The attacker moves Argumentation one degree towards Silly.

Serious Chastity, Purpose

Indifferent to Argumentation

Sovereign

Vicar

LOWER CLASS

Viking

A fearsome nordic invader, pillager, and Spam enthusiast. They are the scourge of coastal towns, though they're tolerated by innkeepers, who've found that Vikings won't cause much damage as long as spam is being served. When not a-pillaging, Vikings are jovial and friendly, if notoriously interruptive.

DIE: 12 **Deeds Required to Defeat** 1

HOW A VIKING ATTACKS

1 Pining for the Fjords

The Viking stares wistfully to the north…the fjords are calling. (No effect.)

2-11 Axe Chop *(Valour vs. Valour)*

The Viking aims their axe at one person. If the target can't parry, it's 1 bit of Death.

12 Spam, Spam, Spam, Spam… *(Bardistry vs. Bardistry)*

The Viking breaks into the Spam Song, which is thought to be either a sacred war chant or a way of releasing digestive pressure. Either way, if someone nearby can't counter the noise sonically, it brings four additional Vikings into the scene.

HOW A VIKING DEFENDS

Interruption If someone uses Argumentation against a Viking, they interrupt to finish sentences or say something strange, like 'lemon curry?'. The attacker takes 1 bit of Loony.

Serious Druidry, Valour

Silly Subtlety

Indifferent to Argumentation

Vicar After Speaking with Viking

LOWER, MIDDLE, OR UPPER CLASS

Witch

A person who dabbles in magic, be they a crone in the woods, a wizard in a tower, or a court magician.

DIE: 10 **Deeds Required to Defeat** 1

HOW A WITCH ATTACKS

1 Bubble, Bubble, I'm in Trouble

The Witch's spell has backfired. They explode, disintegrate, evaporate, whatever.

2-8 Hex *(Sorcery vs. Purpose)*

The Witch casts the evil eye against one person. If the target doesn't have the inner fortitude to ward it off, it's 1 bit of Loony, and they must make all rolls twice and take the lower result until the Witch is defeated.

9-10 Spellcraft *(Sorcery vs. Heartiness)*

The Witch casts a spell of some sort against one person. If the target can't resist the effect, they suffer 2 bits of something – either Death, Loony, or one of each – depending on the nature of the Witch and the spell, which is up to the HoLE.

HOW A WITCH DEFENDS

Serious Sorcery

Indifferent to Valour

Witch

SPONSORED BY THE NATIONAL LUSUS NATURAE SOCIETY AND THE NATIONAL BESTIARY FEDERATION

THE HoLE FIELD GUIDE SERIES

A FIELD GUIDE TO CREATURES

HISTORICAL, MYTHICAL, AND MUNDANE

NORÞANHYMBRA RĪĊE LABORATORY OF ETHOLOGY

COMPLETE DESCRIPTIONS, BEHAVIOURS, AND STATISTICS OF OVER 46 BEASTS AND MONSTROSITIES RECORDED IN THE FIELD, BOTH UPJUMPED AND MUNDANE

SECOND EDITION

VIII.

A FIELD GUIDE TO CREATURES HISTORICAL, MYTHICAL, AND MUNDANE

All entries in this guide are categorised as either **Beasts** or **Monstrosities**. Creatures categorised as Beasts are animals, both mundane and upjumped, while Monstrosities are anything from mythical creatures to entities that appear to be human but are too strange or otherworldly to fit comfortably alongside the mortals – legendary though they may be – in Chapter VII. A creature's Beast/Monstrosity categorisation has no bearing on how it behaves, but it can determine how certain Deeds or items affect it. For example, a PC bearing the Vicious Axe earns an additional +1 to all Trait rolls vs. Monstrosities (but not Beasts). It's the Participants' responsibility to keep track of their pluses, but HoLEs should provide the category for the asking.

See Chapter VII (p. 164) for an explanation of how to interpret the various components of each entry (e.g., for assistance in understanding the ephemeral and tricky concept of a 'name'). The entries in this chapter work the same as they do in Chapter VII.

Finally, to enhance the drama and mystery of an encounter with a Beast or Monstrosity, consider describing its appearance and mannerisms, rather than offering up its name right away.

PRECAUTIONS TO BE TAKEN WHEN PERFORMING FIELD OBSERVATIONS OF DANGEROUS CREATURES.

1. Scrub any trace of blood, meat, or entrails from one's person.
2. Request permission to borrow Rico's safety goggles.
3. Ensure that oxygen tank has been stirred.
4. Sharpen ladder.
5. Oh really, Rico! Of course I'll return them.
6. Notify Gerald that you'll be late for tea.
7. Pack a picnic. No tarragon!
8. Ensure that the tyre pressure of FV101 Scorpion is commensurate with manufacturer's recommendations.
9. Take domesticated dog-shaped creatures for walkies.
10. This really is awful of you, Rico. You'll have your dibber back when planting season's done. And I don't see how that's got anything to do with this.
11. Establish an alibi.
12. Hire assassin to murder Rico.
13. At the inquest, claim that the safety goggles are yours and you'd like to have them back.
14. Oil the sword. Feed the horse.

BEAST

Arthur X

DIE: 14 Deeds Required to Defeat 2

HOW ARTHUR X ATTACKS

1-7 Threats with Obscure References *(Authority vs. Purpose)*

Arthur X brings to bear his mobster slang to intimidate one person, using phrases like 'It's taaapestries for you, mya,' and 'Baaag yer maaanacles, Seamus, you'll never take me alive, byaa.' If the target can't stick to their guns, they suffer 1 bit of Loony and are daunted (making all rolls vs. Arthur X twice and taking the lower result).

8-12 Columbustrum Bomb *(Strategy vs. Nimbleness)*

Arthur X lobs a wheel of explosive Malvern at one person. If the target and anyone standing within a few feet of them can't dodge, it's 1 bit of Death each, and they're on fire.

13-14 Bleat It *(Animal Husbandry vs. Animal Husbandry)*

Arthur X emits a butch 'byaaa'. Four ***Killer Sheep*** show up right quick, and any ***Standard Sheep*** nearby are immediately converted into Killer Sheep. If someone nearby can't shoo the new arrivals away before they get stuck in, they'll have to deal with the ovine reinforcements.

HOW ARTHUR X DEFENDS

Serious (roll twice and take the higher result)
Animal Husbandry, Authority, Strategy

Silly (roll twice and take the lower result)
Chastity, Decorum, Glibness, Valour

Indifferent to Baaardistry

HISTORICALLY ACCURATE PORTRAYAL

What It Is Startlingly intelligent (by sheep standards) and ruthless, Arthur X is the eye-patch-wearing leader of the notorious mob of ***Killer Sheep*** known as the Pennine Gang. His intelligence is infectious. Mundane animals that witness a heist or other scheme that Arthur X has planned become more intelligent themselves – and most turn to a life of crime.

Though he prefers hatching plots and giving orders from his hideout, he's capable of defending himself with cheese bombs and intimidation.

What It Fancies Bank heists. Unfortunately, banks haven't been invented, so he settles for cart-jackings and cathedral hold-ups. Arthur dotes on his entourage of ewes, which produce wheels of explosive cheese, and he's quite keen on sharp threads, speakeasies, rolling the bones, gaspers, heavies, and dames – *notre*, *votre*, *tes*, or otherwise.

What It Doesn't Fancy Danger. Arthur X is actually a bit of a coward, and if threatened while not surrounded by Killer Sheep will flee – or, barring that, bargain. Also, mugs dat can't help but notice dat it don't have no 'orns (as a ram ought).

What It Wants Loot, booty, treasure. And to be properly shorn. Ever since he became a mafioso and blew up his shepherd, he's been hard-pressed to find something with opposable thumbs to operate a pair of shears. And perhaps they could remove the elastration device on his nethers before they fall off. Oh, and maybe someday one of these stout Welsh lads will pull their finger out and make an honest sheep of him.

Allies

Killer Sheep, but only those that have officially joined up with the Pennine Gang. All other Killer Sheep are considered rivals.

Standard Llamas, which are often deployed as guard llamas to protect sheep from predators. Arthur X and his gang have no need for their protection these days, but they remember those noble, slobbering brunos fondly.

Farmers and shepherds, tender lovers that they be.

Enemies

The Catholic Church, and in particular ***Rev. E.P. Nesbitt***, who threw Arthur over for the cloth when they were young and in love.

Sir Bedevere, who's over keen on experimenting with sheep's bladders.

Dennis Moore, whose wealth-redistribution campaign makes it harder to take down big scores.

Ralph the Wonder Llama. They were once great friends, but now they have beef.

The Arthur X - Ralph the Wonder Llama

Beef in Brief

'Tis a tale as old as time. Lamb meets cria. Lamb and cria frollick among the pampas. Is it the thin air of the Andes that makes them giddy? Neigh. 'Tis the blossoming of a forbidden love. Young Arthur, his lambswool still months from shearing, is rebuked by the flock for neglecting his grazing duties. Young Ralph's parents disapprove of fraternisation with the flock they're meant to be protecting. They steal away in the night, and on a bed of pasto dulce, bathed in the moonlight, they share their hearts' desires. Arthur dreams of rising through the ranks and becoming the bellwether of the flock. Ralph dreams of moving to Los Angeles and becoming a motion picture producer. They run away together. Alack, they are caught. A struggle ensues. Arthur loses an eye and is dragged off for shearing. Ralph escapes and vows to return for him...one day. That day never comes, for Hollywood has a way of making one forget about promises made on the pampas. Arthur embarks upon a life of crime and swears on his lost dreams, his lost bell, his lost eye to take revenge on his fickle, furry friend-turned-foe. *Fin.*

BEAST

The Atomically Mutated Cat

DIE: 12 Deeds Required to Defeat 2

HOW THE ATOMICALLY MUTATED CAT ATTACKS

Once Only, on First Seeing the AMC *Eeeeek!*

The ground trembles and the grotesque creature arrives. All who can see it must make a Valour roll, and if they can't manage a 5+ they suffer 1 bit of Loony and quake with fear for several minutes (making all rolls vs. the AMC twice, and taking the lower result).

1-6 Structural Ingestment *(Heartiness vs. Nimbleness)*

The AMC slurps up an entire cart or building and swallows it whole. Anyone on or inside it who can't jump free in time is not harmed, but they are well and truly inside the AMC. Once inside, PCs who are Serious (d14 or higher) in Heartiness are excreted alive one day later, beshitted but unscathed. All others take 1 bit of Death before being excreted. Of course, they needn't wait around; a little creativity might get them out sooner.

7-12 Pounce 'n' Bat *(Nimbleness vs. Animal Husbandry)*

The AMC targets the PC with the highest Nimbleness. If the target can't befriend the AMC quickly, they're pounced upon and batted around to the tune of 2 bits of Death and 1 bit of Loony (the experience does little for one's self-esteem). Once the Atomically Mutated Cat has played with someone, it won't retarget them with *Pounce 'n' Bat* during the same encounter.

HOW THE ATOMICALLY MUTATED CAT DEFENDS

Expression of Disdain If anyone attempts to use Authority against the AMC, it empties its perianal gland in their direction. The musk is weapons-grade. The target resets Decorum to d4. If they don't have Decorum or are already at d4, they suffer an immediate Beshrewment.

Serious (roll twice and take the higher result)
Heartiness, Subtlety, Nimbleness

Silly (roll twice and take the lower result)
Purpose

Indifferent to Argumentation, Authority, Decorum, Glibness, Valour

Eerily silent, save for the earth-shaking pound of its pawsteps and thunderous after-meal belches.

HISTORICALLY ACCURATE PORTRAYAL

What It Is A terrible, 140'-tall Siamese cat that walks about on its hind legs. The result of atomic mutation, it is made all the more frightening by the fact that atoms and Siam have not yet been invented.

Invulnerable to conventional attack (unless the requisite 300,000,000 armoured soldiers can be mustered) and highly territorial, it can consume an entire village – the buildings, mind you; not the people, unless they happen to be in the buildings – in a single feed.

At the end of the day – and often at the beginning – it's just a cat. Anyone who can offer it a very large ball of yarn and/or produce a 15+ in Animal Husbandry can make friends with it. They won't be able to order it around or anything (have you ever tried telling a cat what to do?), but it won't eat a building they're in or otherwise harm them.

What It Fancies Carts and buildings. Eating them, to be precise.

Naps. It sleeps 16 hours a day.

Batting things about. Though it has no interest in killing or eating smaller life forms, it does derive great amusement from pouncing on them and pawing them around.

What It Doesn't Fancy Encroachers on its chosen territory. Lupins.

What It Wants Catnip. It's just wild about the stuff. If a sufficient quantity (a cartful at least) can be gathered, the AMC will prioritise it over all else. If someone bearing the catnip can produce a 10+ in Animal Husbandry, they will be able to negotiate with the AMC in a very limited sort of way. 'Stop doing that and I'll let you have this,' is about the extent of what's possible.

A hand big enough to give it proper belly rubs.

Allies

The Giant Hand could be an ally, since it's big enough for super tummy rubs. If only the Giant Hand could be convinced not to squash it, what a pair they'd make.

Enemies

Killer Carts, which flee in terror at the very sight of it.

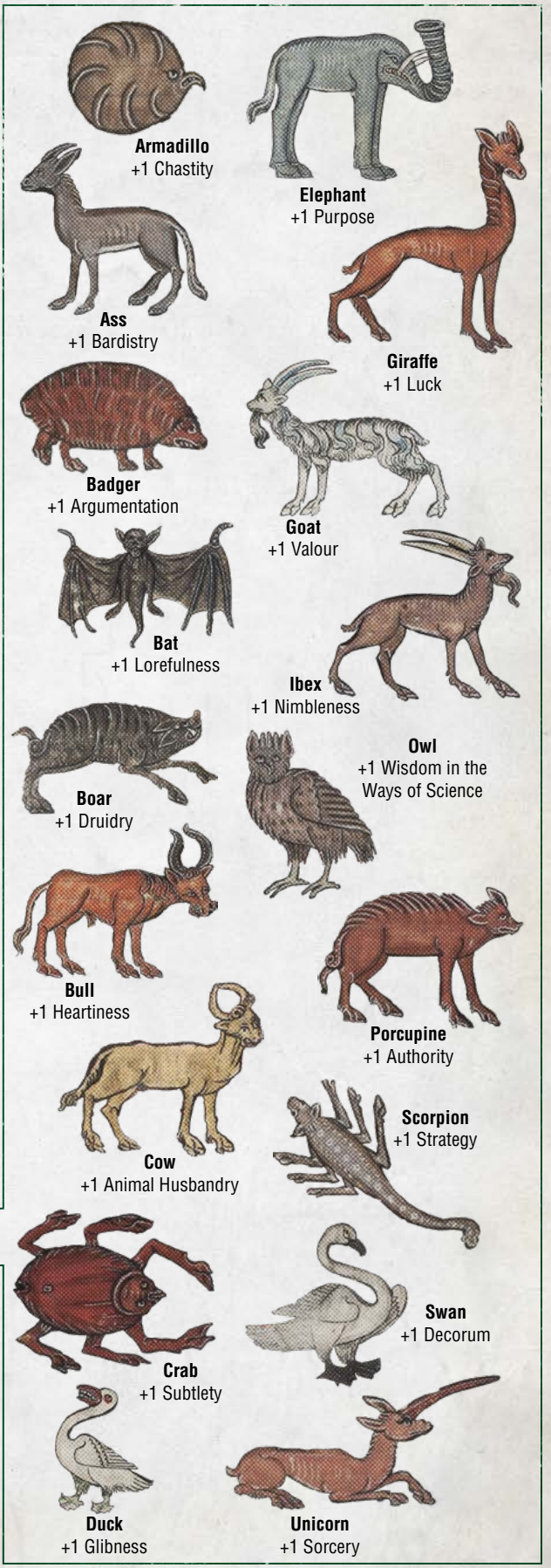
The Giant Hand, its mortal enemy, which seems to yearn for the AMC's destruction. With cats it's always love/hate.

Houses Too Dangerous to Live, which live in terror of being gobbled up by the AMC.

It used to be tickle buddies with ***Scott's Penguin***, but the friendship was undone by the AMC's claws.

THE ATOMICALLY MUTATED CAT'S GASTROINTESTINAL MENAGERIE

In the AMC's belly are 18 surprisingly undigested animals, each with a shiny silver bell tied to them. If the AMC is defeated or given cause to regurgitate, the entire collection will spring free and fly, hop, waddle, run, or flutter back towards wherever they came from. If one is caught and the bell retrieved and tied to one's person, that person will receive a +1 to a particular Trait, depending on which animal's bell it is.



Attila the Bun

DIE: 6 **Deeds Required to Defeat** n/a

HOW ATTILA ATTACKS

Once Only, When a Food Pun Is Made While Eating at a Table ***Pounce Cake*** *(Valour vs. Lorefulness)*

The spirit of Attilla is invoked whenever someone at meat offers a pithy food pun. Unless someone at the table can produce a 10+ in Subtlety, no one notices that a small oval teacake has suddenly popped into existence. The next time the speaker of the pun opens their mouth, Attila charges across the table, swinging its famed sabre, the Sword of Gnawed. If the target can't draw upon their Roman military history to marshall their forkses and set up a skirmish line on advantageous terrine, Attila lops their head clean off – they are No More. If the target isn't alert to Attila's appearance, they must make their roll twice and take the lower result. If the target is Serious (d14 or higher) in Heartiness, they survive the ordeal and are merely Virtually Dead – although their head is no longer attached to the rest of them, of course.

1-3 Gibbering Mouthwaterer *(Glibness vs. Purpose)*

Attilla dashes around the table jabbering maniacally. All who can hear it must fortify themselves or take 1 bit of Loony.

4-6 Hard Crack 'n' Slash *(Valour vs. Valour)*

Attila swings the Sword of Gnawed at one person. If the target can't parry, it's 1 bit of Death.

HOW ATTILA DEFENDS

Indoughmitable Atilla is Indifferent to Deeds of all types. It can only be defeated by being first sedated with a pat of warm butter, then eaten. If someone speaks to it in a high-pitched gibber while it's sedated, Attila will share what it knows of battlefield tactics. The interlocutor sets their Strategy die to d20. But the sedation doesn't last long, so butter make it quick.

Indifferent to All.

HISTORICALLY ACCURATE PORTRAYAL

What It Is It's hot. It's cross. Just don't call it a hot cross. (It's a hawkshead whig, which is perhaps why it tends to get so carawayed.) The scourge of breakfast tables worldwide, Attila is a ~~pun~~ bun gone wrong that pops into existence whenever someone gets cute with gastronomical discourse.

What It Fancies Currant events and a pat of warm, soothing butter. The latter is the only thing that sedates Attila long enough for it to be eaten, which is the only way to defeat it. And even that is merely temporary, for the spirit of Attilla the Bun is immortal. The next time a food pun is made, it shall rise once more.

What It Doesn't Fancy Food puns.

What It Wants The blood of food punners. But what does it knead?

Allies
None.

Enemies
Glib gastronomes with their bun mots.

MONSTROSITY[1]

The Beasts Gladisant Volant

DIE: 16 **Deeds Required to Defeat** 3

HOW A BEAST GLADISANT VOLANT ATTACKS

1-15 Aspect Pinch *(Target Trait vs. Target Trait)*

The BGV swoops down on a single person who is Serious (d14 or higher) in the Deed it is drawn to. There are only two ways to avoid the attack: Spam the Test roll, or substitute Luck for the Test and beat the BGV's roll. If either approach fails, the victim removes the Trait from their character sheet and must roll a d4 for it until the creature is defeated. The BGV flies off, looking back often to encourage pursuit.

16 Breathe Fire *(Target Trait vs. Luck)*

The frustrated BGV decides it's not worth the bother and belches a spume of fire. Everyone in the scene must Test their Luck, and if they fail, it's 1 bit of Death.

HOW A BEAST GLADISANT VOLANT DEFENDS

You Can't Be Serious Only PCs who are d12 or lower in the Trait a BGV is drawn to can attack the BGV with it. Those who are Neither Really (d12) in it can roll twice and take the preferred result. If someone who is d14 or higher in the Trait attempts to use it against the BVG, they merely flail around embarrassingly.

Serious (roll twice and take the higher result)
The Trait it's drawn to.

Silly (roll twice and take the lower result)
Luck

Indifferent to Everything else.

HISTORICALLY ACCURATE PORTRAYAL

What They Are There are 17 of these majestic creatures, each of which has a strong affinity with one aspect of humanity. They are the offspring of some unknown beplumed creature and the legendary Questing Beast, the sight of which could compel knights to throw over all other quests in pursuit of it.[2]

What They Fancy It has been surmised that BGVs enjoy being chased after, and that they make off with vital aspects of people to instigate a pursuit.

What They Don't Fancy Lucky persons. Like their parent, BGVs are inherently unlucky. There is one BGV for each Trait, except Luck.

What They Want[3] Each BGV is drawn to a different aspect of humanity (Trait), and the more pronounced (Serious) the aspect, the more powerful its allure. When a BGV comes across a person who is Serious in its preferred Trait, it will seek to steal that Trait. If the BGV is defeated, anyone who has had a Trait stolen by it recovers the Trait, and may make its die value whatever they like.

Allies

Miss Anne Elk has conducted research, and is considered the foremost expert on them.

Enemies

Keep Left Signs and ***Gumbys***, which make people more Silly.

[1] Yes, it has 'Beast' in its title. But it's a Monstrosity, not a Beast. Flying lemurs can't fly and aren't lemurs, and you're not picking nits with David Attenborough over it.
[2] The great King Pellinore famously devoted his life to hunting the Questing Beast, but in the end realised he loved it and they had a good cry.
[3] Unless you have a specific Trait in mind for a BGV, roll a d18 to determine which BGV is encountered.
1 = Animal Husbandry. 2 = Argumentation. 3 = Authority. And so on. (Reroll if 11 [Luck] comes up.)

MONSTROSITY[4]

The Black Beast

DIE: 18 Deeds Required to Defeat 4

HOW THE BLACK BEAST ATTACKS

Once Only, Upon Entering Its Lair: Surprise Chomp

When PCs enter the lair of the Black Beast, everyone faces a Subtlety Test. If no one can produce a 7+, the Black Beast surprises and eats a member of the party – who is No More. Everyone Tests their Luck. Lowest roller gets it.

Once Only, Upon First Seeing It Armour-Soiling Aura

When someone first lays eyes on the Black Beast, their Valour is Tested. Anyone who can't produce a 6+ must choose one of the following effects:

- Suffer 1 bit of Loony and be daunted for several minutes (making all rolls vs. the Black Beast twice and taking the lower result).
- Soil their armour. Reset Decorum to d4. If they don't have Decorum or are already at d4, they suffer an immediate Beshrewment.
- Suffer 1 bit of Loony and run away. Far away.

1 Cartoonal Coronary

The artist animating the Black Beast keels over. The Black Beast disappears.

2-18 Standard Chomp *(Valour vs. Nimbleness)*

The Black Beast bites one person. If the target can't dodge, it's 2 bits of Death.

HOW THE BLACK BEAST DEFENDS

Serious (roll twice and take the higher result)
Subtlety, Valour

Silly (roll twice and take the lower result)
Bardistry, Nimbleness, Strategy

Indifferent to Argumentation, Authority, Chastity, Glibness

[4] Yes, it has 'Beast' in its title. But it's a Monstrosity, not a Beast. Look, we've already been through this with The Beasts Gladisant Volant.

HISTORICALLY ACCURATE PORTRAYAL

What It Is A huge, horned, horrific bipedal monster of old, it lairs in caves and feasts upon unwary adventurers. Though the legendary abomination stands over 16 ¾' tall, it's surprisingly stealthy, and its cluster of 22 eyes makes it hard to sneak up on.

What It Fancies Unbeknownst to all but the most sagacious cryptozoologists, the Black Beast is quite fond of music, and can be lulled to sleep by a well-lilted lullaby or driven delirious by a deftly done drinking ditty.

What It Doesn't Fancy Alliteration. Intruders. Morsels that are good at hiding.

What It Wants A mate. It's right horny.

Allies

The Black Beast thinks ***The Giant Hand*** drew it into existence, for some reason.

Enemies

The Killer Rabbit of Caerbannog, which hangs around outside caves, scaring off or murdering a lot of old Beeb's food.

A Brace of One-Headed Giants

The Beshirted Centaur

The Black Beast

The Shielded Footnewt

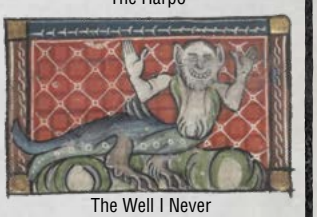
The Swordfish

The Red-backed Goosetit

The HMS Thatcherfish

The Harpo

The Stack-Snouted Boarfish


The Well I Never

The Caledonian naturalist known as Fionnuala is widely regarded as the mother of modern cryptozoology. Her collection of carefully rendered drawings, published posthumously (once the blood and viscera had been cleared off) as *Dè Am Fuk A Tha An Rud Sin?* contains some of the only surviving eyewitness accounts of now-extinct creatures, including The Black Beast.

Blancmanges
from the Planet Skyron in the Galaxy of Andromeda

DIE: 12 **Deeds Required to Defeat 2**

HOW A BLANCMANGE ATTACKS

1-5 Gobble *(Heartiness vs. Valour)*

The Blancmange attempts to slurp up a person creature like so much coulis. If the target can't parry the onslaught, they are No More. A target wielding a spoon or spoonlike implement may roll twice and take the preferred result.

6-12* Sport Shot *(Strategy vs. Strategy)*

The Blancmange produces kit associated with its sport du jour and serves it at a target. If the target can't return serve, they lose – and take whatever Death/Loony damage seems appropriate for the sport. (A tennis ball won't do quite as much damage as a caber or a dressage warmblood.) If the target beats the Blancmange's roll, the Blancmange must then make its own Strategy roll. If it beats the target's roll, it volleys back. And so on and so forth until someone ends up on the losing end. Once the Blancmange and its opponents are engaged in this high-stakes sporting contest, results of 1-5 or 11-12 (near a spaceship – see *Sterayotyper*) don't initiate different attacks, they only count towards the contest's progress.

***If the Blancmange is near its spaceship, a roll of 11-12 results in:**

11-12* Sterayotyper *(Wisdom in the Ways of Science vs. Purpose)*

If the Blancmange is near its spaceship, on a roll of 11 or 12 it activates a ray-weapon to transform one target into a person from a country not known for its prowess in the Blancmange's sport du jour. If the target can't stay true unto themselves, it's 2 bits of Loony, and they are transformed into a proud and patriotic person of the nationality chosen by the Blancmange. Nota bene: In order for the Sterayotyper to work, it must be loaded with clothing associated with the type of people the target is being polymorphed into.

HOW A BLANCMANGE DEFENDS

Serious (roll twice and take the higher result)
Purpose, Strategy, Wisdom in the Ways of Science

Silly (roll twice and take the lower result)
Nimbleness

Indifferent to Argumentation, Authority, Chastity, Glibness

HISTORICALLY ACCURATE PORTRAYAL

What They Are Barrel-sized, technologically advanced, extraterrestrial gelatinoids. Blancmanges aren't terribly difficult to overcome, but if a defeated one isn't eaten, the delicious globs of cream will recompose in a day or two and carry on.

What They Fancy Sport. Winning at sport. People. Cooked or raw. Also, chickens, which they can ingest whole to fortify their constitution. It's terribly uncomfortable for all parties, but for every chicken eaten, a Blancmange adds a +1 to its rolls for the day.

What They Don't Fancy Spoons and those who carry them. Fair competition.

What They Want To be sporting legends, at all costs. They bring to bear their advanced technology and strategic acumen to perpetrate complex schemes to that end. (For more, see the 'Close Encounters of Dessert Kind' quest, p. 285.)

If the current quest hasn't already defined one, choose a sport that Blancmanges are currently focusing all their efforts on dominating:

d10	Sport du Jour	d10	Sport du Jour
1	Caber tossing	6	Horseshoes
2	Cricket	7	Lawn Bowling
3	Croquet	8	Jousting
4	Fish Slapping	9	Tennis
5	Dressage	10	Wrestling

Allies

Tailors, with whom invasion-minded Blancmanges place extremely large orders.

Enemies

Spike and Harry. The Blancmanges have been at war with — well, really just beating up on — the Xzargoons for eons. Indeed, it was a Blancmange cruiser that shot down Spike and Harry's ship over Judea in 33 CE.

Chickens (which are terrified of them), including ***Eggs Diamond*** and ***The Vicious Chicken of Bristol***.

[illegible] from the Planet Wzlygzzimmmawyzl. The git.

NOTICE:

Recent off-planet archaeological endeavours have unnotearthed evidence that the Blancmange Empire coeval with the terrestrial Mediaeval Period had successfully developed a technology analogous to twenty-first century artificial intelligence. Dr. Eleanor "Flash" Rordan, project lead, has advanced a theory that high-ranking Blancmanges had implanted deep within their gelatinous constituent unimaginably sophisticated devices that performed most, if not all, of their high-level thought processing for them. Dr. Rordan's hypothesis further posits that Blancmanges revelled in sport in an effort to generate some degree of stimulus not processed, interpreted, and fed back to them by their implants. At this junction, one might be forgiven for taking the opportunity to aver that no part of the Cocurricular Mediaeval Reenactment Programme, neither art nor text, design nor pedagogical underpinnings, was generated by artificial intelligence. Likewise, the utilisation of said technology in order to afford oneself an advantage in the Programme shall prove futile. That would be cheating. Who wants to win by cheating? Besides, History is no game! And even if one were to interpret the reenactment of it as such, which it emphatically isn't, one would be operating under the false assumption that it is possible to 'win' at History. Rubbish. History must be lived! Or at least lived through. Possibly relived vicariously in a kind of fugue state during which one gradually loses one's grip on reality — or more precisely, reality loses its grip on one. Far more enjoyable and less likely to result in one getting tossed out of one's flat for failing to pay the rent. At any rate, the invitation is extended: avail yourself of the one thing artifecal intelligence will never achieve in a trillion years (owing, in part, to the fact that the Blancmanges' home galaxy of Andromeda will invade our Solar System in a most Equatoresque fashion in approximately 4.5 billion years), and that is the mysterious gift of your imagination. Why is this treatise tucked away in the fourth column of page XX? Partially due to technical constraints that prevented it appearing on the front cover, a thorny problem that not even snapcheatGP3pio could sort out. Therefore, here, on a page few will consult, in a paragraph that, at a glance, is most off-putting, all dense text, turgid verbosity, bereft of well-advised paragraph and sentence breaks, shall this abundance of scientifical and philosophical knowledge live evermore. Unless our editors find it. In order to prevent such an occurrence, it shall be stated here, near the conclusion, that in no uncertain terms shall the characters found herewith and somewhere between these covers or more precisely on page XX, serve no other purpose than to enshroud the previous assertions with an opaque and impenetrable camouflage of letters and word associations. Carry on.

MONSTROSITY

Death,
aka The Grim Reaper, aaka Wendell

DIE: 30 **Deeds Required to Defeat** 4

HOW DEATH ATTACKS

1-15 Otherworldly Demonstration *(Sorcery vs. Wisdom in the Ways of Science)*

Death performs some sort of paranormal feat, like walking through solid objects, making flowers wilt, or appreciating Proust. Anyone witnessing the feat who can't come up with a logical explanation takes 2 bits of Loony and is unnerved for several minutes (making all rolls vs. the Reaper twice and taking the lower result).

16-24 Follow. Me. Now.

The Grim Reaper is tired of waiting around. It waves its hand and the physical bodies of those near to death (i.e., Virtually Dead) are No More. Affects everyone nearby.

25-30 Soul Scythe *(Valour vs. Purpose)*

Wendell swings its scythe at one person. If the target doesn't have an especially strong feeling that this is not the way they're destined to go, their soul is separated from their body. Their body is No More.

HOW DEATH DEFENDS

Serious (roll twice and take the higher result)
Druidry, Purpose, Sorcery, Valour

Silly (roll twice and take the lower result)
Argumentation, Decorum, Glibness, Luck, Wisdom in the Ways of Science

Indifferent to Everything else.

HISTORICALLY ACCURATE PORTRAYAL

What It Is The harvester of souls. Though it can be lethal if need be, generally speaking Death's not what kills you; it's what shows up once something else has. Killing folks itself merely increases its workload, and it's already busy enough as it is. The Robinsons have lost nine today, you know.

Two of Death's attacks specify that the body of its victim is No More. This means that the victim's soul and the soul-versions of all their equipment are separated from their corporeal versions and become phantom-like replicas. Whether they're immediately ushered into the afterlife or perhaps given another chance at life is up to the HoLE (see 'Allies' below).

What It Fancies Though most dour while in the mortal realms, Death can become surprisingly jaunty when leading souls to the afterlife. It's been known to skip along, in spite of itself, but only because it's happy to be returning to its flat in the afterlife. Also, watching police procedurals. Sadly, the television Merlin made for it is on the blink. Wish someone would pop round and fix it…

What It Doesn't Fancy Time-wasters. It's bad enough that Death has to get off its sofa, don the cowl, gargle with rusty ball bearings, take up the scythe, and trek to the mortal world at all hours of the day and night. But when the dead can't get it through their skulls that they're dead and they muck it about – well it's just too much, isn't it?

What It Wants Being taken seriously by mortals would be nice. In truth, Death just wants to stay in the afterlife. It's got a lovely flat there, all the amenities. But that's too much to ask, apparently. Maybe someone would be willing to take its place, if only for a little while. There's a *Z Cars* marathon coming up. Oh, and could someone do something about this bubonic plague? It's not as if old Wendell's paid by the soul, is it?

Allies

Merlin, who sends it engaging little toys, like its television. But the thing's playing up at the moment and Merlin isn't returning calls.

The HoLE. Should a forgiving HoLE wish to give a PC who has snuffed it another chance at life, Death can show up to harvest their soul. The PC will then have to devise a way to avoid being herded into the afterlife by Death and get back into their body, all of which can make for a diverting mini-adventure. Just keep it brief, as the other Participants won't have much to do – or better yet, include them in the effort! In addition, if the entire party kicks the bucket and seems unenthusiastic about creating new characters, the Reaper can arrive to harvest all their souls…and the mini-adventure is underway.

Enemies

The Devil. Such a soul hog.

Spots of Gangrene, and any other entity that drags Death off its sofa regularly.

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The Devil

DIE: 20 **Deeds Required to Defeat** 4

HOW THE DEVIL ATTACKS

1-10 Oh Let's... *(Glibness vs. Chastity)*

Old Scratch suggests some deliciously naughty course of action, usually involving his tail. If the target fails to demur, it's 1 bit of Death, 1 bit of Loony, and they can't move until they get the tail out.

11-17 The Unfurling *(Argumentation vs. Chastity)*

Lucky Luci presents one person with a lengthy contract written on virgin goat skin. If the target can't resist temptation, it's 1 bit of Death (they have to sign in blood, of course) and their soul goes to the Nether Regions upon their death. In exchange, they can have pretty much anything they desire (but not the completion of a quest if it's one God gave them), although the gift always turns out to be cursed somehow.

18-20 Fork It! *(Subtlety vs. Purpose)*

The Adversary has had enough of talking, produces a cleverly hidden telescopic pitchfork, and runs one person through. If the target can't make a shield of their faith, they are No More. The Devil then brandishes a contract supposedly signed by them, and he's off with their soul as well. If the target is Serious (d14 or higher) in Heartiness, they survive the ordeal and are merely Virtually Dead. But they've got three holes in them, out of which their soul is slowly seeping into the ground, and from there to the Fiery Pit.

HOW THE DEVIL DEFENDS

Immortal Hole The Devil cannot be slain, at least not by conventional means. If defeated, a fiery hole opens in the ground and he scuttles back to the friendly conflagration. God will be pleased and might show up to give you a pat on the head or a reward.

Serious (roll twice and take the higher result)
Everything else.

Silly (roll twice and take the lower result)
Animal Husbandry, Chastity, Bardistry

Indifferent to Authority, Strategy, Valour

HISTORICALLY ACCURATE PORTRAYAL

Who He Is Look, there's no point going into all the nasty details. We'd need a book as imposing as the bloody Bible. In a nutshell, he's the tempter of Eve, the fallen angel charged by his father to rule Hell and punish the wicked eternally for momentary lapses in judgement.

Though he's immune to mundane attacks (swords, arrows, and the like bounce right off), he prefers disguise and subterfuge to physical combat. When in disguise – which he can assume at any time – only those who are at least Quite (d18) Subtle or Loreful can detect his true nature. Animals (except for goats, the evil blighters) always know it's him, though, and panic in his presence.

What He Fancies Swindling people out of their immortal souls in exchange for material wealth and sundry favours. Also, a lively jig.

What He Doesn't Fancy Meddling by his father. Pious blowhards.

What He Wants Your eternal soul! Oh, and a holiday in Finland would be nice.

Allies

Kargol the Amazing.
Hypocritical clergy, barristers, insurance salespersons, and despots.

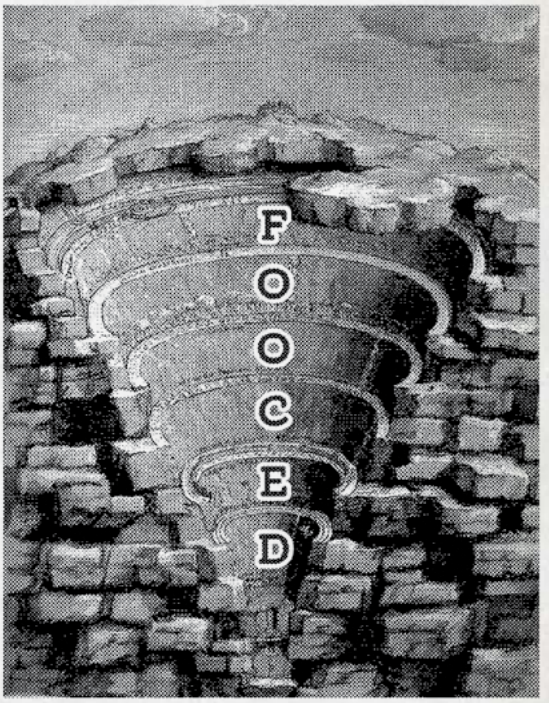
Enemies

God.
The Grim Reaper, that soul-hogging scamp.
Beethoven.

SOUL FUNNEL

A soul funnel is a marketing term used to capture and describe the journey that potential torturees go through, from lead nurturing to damnation. A soul funnel consists of several steps, but only one things counts in this death: get them to sign on the line which is dotted. In blood, preferably.

X .....



First Sin
Observation
Official Visit (with Promises)
Contract Presentation
Equivocation
Damnation

The Dragon of Angnor

DIE: 14 Deeds Required to Defeat 4

HOW THE DRAGON ATTACKS

Once Only, When Someone Comes Within Smelling Distance ***Weapons-Grade Breath***

Anyone who comes within several hundred feet of the Dragon will be assaulted by its halitosis. They must produce a 6+ in Heartiness or suffer a bit of Death, and they must try the roll again every minute or so (or every turn if full-fledged contestation breaks out), taking additional bits of Death, until they succeed.

1-8 Inane Prattle *(Glibness vs. Purpose)*

The Dragon twaddles on about the weather, the price of hygiene tools, or other nonsense. Everyone nearby who can't stay focused takes 1 bit of Loony – and if they haven't overcome its *Weapons-Grade Breath*, 1 bit of Death, too.

9-14 Gobble *(Subtlety vs. Nimbleness)*

Mid-prattle, the Dragon suddenly attempts to gobble up one person. If the target can't dodge, it's 3 bits of Death.

HOW THE DRAGON DEFENDS

Serious (roll twice and take the higher result)
Glibness, Heartiness, Subtlety

Silly (roll twice and take the lower result)
Decorum, Luck, Strategy

Indifferent to Argumentation, Valour, Wisdom in the Ways of Science

HISTORICALLY ACCURATE PORTRAYAL

What It Is One of the few remaining dragons of King Arthur's time, it is largely misunderstood and deeply concerned with its personal appearance. It is particularly embarrassed by the state of its teeth. They're all yellow and crooked-like, though why one should be concerned about such things is beyond our ken. Black tea and a gasper, anyone?

What It Fancies A nice chat, although its voracious appetite often gets the better of it, and the interlocutor becomes internalised. It's a bit of a gobbler, though, and has been admonished for not masticating properly – which is, incidentally, the provenance of the phrase 'chew the fat'. PCs attempting to peaceably engage the Dragon will find it willing, but they must produce a 5+ in Glibness to hold its attention. The roll must be repeated, with the difficulty increasing by 1 (6+, 7+, etc.) every minute or so, as the Dragon's appetite begins to outweigh its predilection for prattle – and there's the Weapons-Grade Breath to contend with as well. If the interlocutor fails a roll, the Dragon makes an immediate Gobble attack.

The Dragon adores young lasses and can be appeased immediately by the offering up of a tasty damsel.

What It Doesn't Fancy Being shamed for its bad teeth and breath. If successfully shamed, which requires a 13 or better in Decorum, it crawls away into a hole somewhere and pouts for a month or two.

What It Wants Personal grooming implements. If slain or run off, the Dragon's collection of high-quality personal grooming equipment will be laid bare for plunder. It would do absolutely anything for one of those interspace toothbrushes.

Allies

Ewan McTeagle, who swings by to read poems and ask for loans. He smells too bad to eat.

Enemies

Anything with properly functioning olfactories.
Sir Robin, who ran bravely away.
Prince Charming, who styles himself as the realm's foremost dragon-slayer.

TOPICS THE DOA IS EAGER TO DISCUSS

d16	Topic
1	Fashion
2	Famous people
3	The antics of a cat it once had
4	The weather
5	Shades of green
6	Richard Nixon, the baker's son
7	Kierkegaard, what a funny word!
8	Mother Shipton's drug habit
9	The thickness of this flat world
10	The reputation of water
11	Gumbys
12	The flavours of priests
13	The purpose of hats
14	Why all the best people have bad teeth
15	Why Yanks have good teeth
16	Best brands of toothpaste

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"I am 27 years old. Most of my teeth have been out for 13 years. My health was failing until I installed these life saving teeth. I feel better than in 3 years. I can not say enough for your fitting my teeth and the appearance they have. My wife actually talks to me once a week now."

Attendance at STIRLING every Friday,
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BEAST

Eggs Diamond

DIE: 14 Deeds Required to Defeat 4

HOW EGGS ATTACKS

1-2 Hunt and Peck *(Nimbleness vs. Valour)*

Eggs pecks one person. If the target can't parry, it's 1 bit of Death.

3-14 Loose! *(Strategy vs. Nimbleness)*

Eggs orders one or more of her eggsassins to crack open and fire a single arrow at one person, after which the eggsassin dies. If the target fails to dodge, it's 1 bit of Death for each arrow. If she's all out of eggs, treat this result as *Hunt and Peck*.

HOW EGGS DEFENDS

Serious (roll twice and take the higher result)
Druidry, Nimbleness, Strategy, Subtlety

Silly (roll twice and take the lower result)
Animal Husbandry, Chastity, Valour

Indifferent to Argumentation, Authority

Clucks, cackles, murmurs, and squawks.

Sports a rakish bycocket, green tights, and leather turnshoes.

Old Eggsy's Eggsassasins are silent and indistinguishable from normal hen's eggs, aside from their matching bycockets. And the fact that they move around. And kill people.

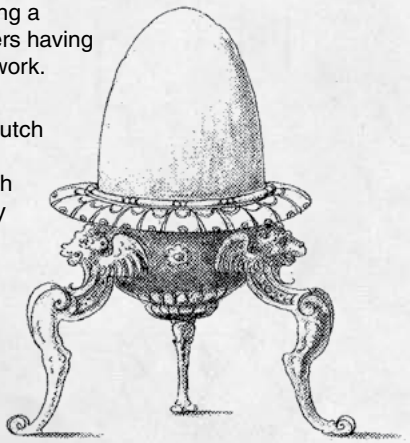
HISTORICALLY ACCURATE PORTRAYAL

What She Is A lovely specimen of a Standard Dorking hen, and leader of the band of notorious outlaws known as the Chicken Gang. She and her brood are the scourge of travellers on country lanes. Her enemies are likely to find themselves riddled with arrows, courtesy of her clutch of eggsassins.

Intelligent but nonverbal, she's a ruthless wolf's head, successful footpad, and master of surprise tactics, tracking, and living off the land. But she's a chicken, after all, and can be tempted by bribes of corn, anything shiny, and gentle scritches via Animal Husbandry.

What She Fancies Her eggs. She lays one per day, but they go off after a week, so there are never more than seven of them in the gang. Sometimes fewer, since an egg dies immediately after attacking.

What She Doesn't Fancy
Physical confrontation. Though capable of administering a painful peck, she prefers having her eggs do her dirty work.



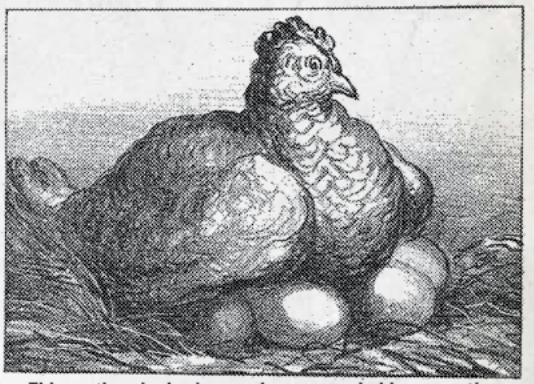
Her favourite tactic is ordering one of her clutch to pose as a normal hard-boiled egg, which is served to an enemy in an egg cup by an unwitting innkeeper or serving person. If the target can produce a 7+ in Subtlety or Strategy (target's choice), they detect the danger and can avoid it. If they fail to do so, the egg cracks open, an arrow flies out (usually accompanied by taunts like, 'Eggs Diamond says beakfest is served',) and the target is shot dead, kaput, No More. The eggsassin dies in the process as well, but Eggs has one fewer enemy…and she'll lay a new eggsassin on the morrow.

What She Wants All the shinies.

Allies
The Vicious Chicken of Bristol, a favoured lover in whose coop she stores her ill-gotten wealth.

Enemies
Churls, ***Peasants***, and other agricultural types.
Burghers, Eggs' favourite targets for robbery.
Lawmakers, enforcers, and do-gooders.
Foxes.
Sir Robin, who has taken as his sigil the chicken, bringing shame upon them all.
Dennis Moore, whose efforts to redistribute wealth make it much harder for Eggs to get hold of any.
Blancmanges, terrors of chickens everywhere.

EGGS DIAMOND'S
LEGGENDARY EGGS



This motherclucker's eggs have remarkable properties for humans able to abscond with one.

State	Effect
Raw	If rubbed on the body, your maximum Death increases to Mr. Neutron permanently.
Hard-Boiled	If dyed and carried around, all your Purpose rolls are made twice and the preferred result taken – but it only lasts a week before going bad. If undyed and carried around, all Monstrosities have -1 to rolls made against you, but it still goes bad after a week.
Fried	If the yolk is intact and the egg is eaten, set Luck to d20. If the yolk is broken and the egg is eaten, set Luck to d4.
Pickled	Set Heartiness to d20.
Poached	If eaten, set Decorum to d20, but you're stalked by an angry ***Boar*** for a week.
Scrambled	If eaten, take 1 bit of Loony and speak in disorder until lunchtime.
Deviled	If eaten, Monstrosities flee from you for the next 24 hours.
Omelette	If eaten, you can change the Eggs Currency to any other type for the next 24 hours.
Souffle	If eaten, you sprout a moustache, can speak French, and all French persons see you as a friend for the next 24 hours.
As Part of a Full English	Roll on this table twice and gain the benefits of both rolls. If you roll a 10, you've got two more rolls!

"Enjoyed by most!"

BEAST (FORMER)

Eric the Half a Bee

DIE: 6 Deeds Required to Defeat **1**

HOW ERIC ATTACKS

Once Only, When Anyone First Sees Eric Beewitch

Upon first laying eyes on Eric the Half a Bee, a person must make a Wisdom in the Ways of Science roll to discern that it is little more than half an insect. If they can't produce a 5 or better, it's 1 bit of Loony and they're compelled to pick it up immediately.

Once Only Stabbee-Stabbee

Once someone has been Beewitched by Eric and picks it up, or if someone is rooting through a treasure horde in which Eric is hiding, they impale themselves on Eric's long and naughty stinger. They must make a Chastity roll to see if they can stay…composed. If they can't produce a 7 or better, it's 1 bit of Loony and they're now madly in lust with it – with all the strange compulsions that come along with this affliction (see 'What It Fancies' and 'What It Doesn't Fancy').

HOW ERIC DEFENDS

Indifferent to Everything? Nothing? It's the back half of a dead bee.

HISTORICALLY ACCURATE PORTRAYAL

What It Is The back half of a bisected bee. For reasons impossible to explain, it exudes sexual magnetism, and a prick from its stinger can cause people to fall madly in lust with it. It's almost always found in a treasure horde, and many fall prey to its pheromone-charged pointy while digging through the loot, often before they've ever even laid eyes on the wretched demi-bee.

What It Fancies Being fawned over and sung to – or so one presumes, as its victims are compelled to serenade it with silly little ditties at least once a day.

What It Doesn't Fancy Difficult to tell. It doesn't communicate in any way. Those not in lust with it insist that it's just a dead partial insect, which causes great offence to its lovers, resulting in intense denial and even violence.

What It Wants As above.

Allies

Its lovers.

Enemies

Puritanical types deem Eric to be, as it were, ipso facto, some sort of succubus.

BEAST

Giant Bearded Snails

DIE: 14 Deeds Required to Defeat 2

HOW A GIANT BEARDED SNAIL ATTACKS

1-9 Shmounce *(Strategy vs. Heartiness)*

The Giant Bearded Snail bounces extra high and lands on top of the source of its discontent. If the target can't keep their lunch down, it's 1 bit of Death and 1 bit of Loony (from revulsion). The target remains pinned under the Snail (no additional damage) until it bounces away, but pinned persons are not immobilised (i.e., they can still do things under there). When the target does eventually emerge, they have a long, bushy beard that drips snail slime. Permanently.

10-14 Spiral Bound *(Nimbleness vs. Purpose)*

The Giant Bearded Snail makes a spinning leap. Everyone nearby who can't remain focused becomes mesmerised by the spinning spiral, which disorients the mind (1 bit of Loony).

HOW A GIANT BEARDED SNAIL DEFENDS

Eject! If things aren't going its way, a GBS can squirt out of its shell and slink away. But who cares? Look at all this loot left behind in its shell!

Serious (roll twice and take the higher result)
Heartiness, Nimbleness

Silly (roll twice and take the lower result)
Valour

Indifferent to Argumentation, Authority, Chastity, Glibness

HISTORICALLY ACCURATE PORTRAYAL

What They Are Not your garden-variety escargot, these gastropods have developed remarkable agility and the ability to leap, which they do with great jubilation.

Though some can grow to exceptional proportions, they're not aggressive unless they feel threatened, their beards are insulted, or someone within smelling distance is carrying Webb's Wonder Lettuce. Its distended eyeballs make sneaking up on it nigh impossible.

What They Fancy Webb's Wonder Lettuce. They'll pounce on anyone carrying it.

Hirsute people and animals, especially about the face. What few know is that GBS slime, properly rendered, is a cure for male pattern baldness.

Collecting things in their shells. Many of these things are deemed valuable to non-gastropods.

What They Don't Fancy Ashes, sand, powdered glass, and grit of all kinds. It won't come near a patch of ground or person so covered.

Anyone carrying fork-like implements, tongs, gardening tools, or any amount of Whizzo Butter. Giant Bearded Snails assume that such persons are hunting them and attack.

What They Want Calcium. They won't automatically attack anyone carrying eggs, milk, bones, or other calcium-rich substances, but they'll make clear through antennae probing that they are most interested in these things. Giving one of these substances over occupies a GBS for a time, as it digests it and fortifies its shell. Give lots over and you might even make a friend of one!

Allies

The Lady of the Lake, whose lake is guarded by GBSs.
Hansper Hobgoblins, growers of magnificent beards.

Enemies

The French, ***Spiny Norman***, ***Eggs Diamond***, ***The Vicious Chicken of Bristol***, chickens in general, and all others who consider snails a delicacy.

The Giant Hand

DIE: 14 Deeds Required to Defeat 3

HOW THE GIANT HAND ATTACKS

1-14 Harag *(Purpose vs. Nimbleness)*

The Hand pounds up to 10 human-sized creatures, so long as they're standing close together. Anyone who can't dive out of the way is squashed flat – and is No More. Anyone so squashed who is Serious (d14 or higher) in Chastity or Purpose survives the ordeal and is merely Virtually Dead…and now a two-dimensional person.

HOW THE GIANT HAND DEFENDS

Serious (roll twice and take the higher result)
Purpose

Indifferent to Everything else.

HISTORICALLY ACCURATE PORTRAYAL

What It Is The hand of God, which God occasionally cuts off and unleashes upon the world in answer to a prayer, or as a punishment for it being naughty. The disembodied Hand is terribly Old Testamentish. Just ask the Hittites, Amorites, Perizzites, Hivites, or Jebusites. You can't, of course; they were exterminated. Along with the Canaanites, 'both men and women, young and old, oxen, sheep, and donkeys.' As were 70,000 Israelites, who didn't do any Sodoming or Gomorrahing; they were squashed to punish wise King David for taking a census, which God doesn't like, apparently. Along with donkeys.

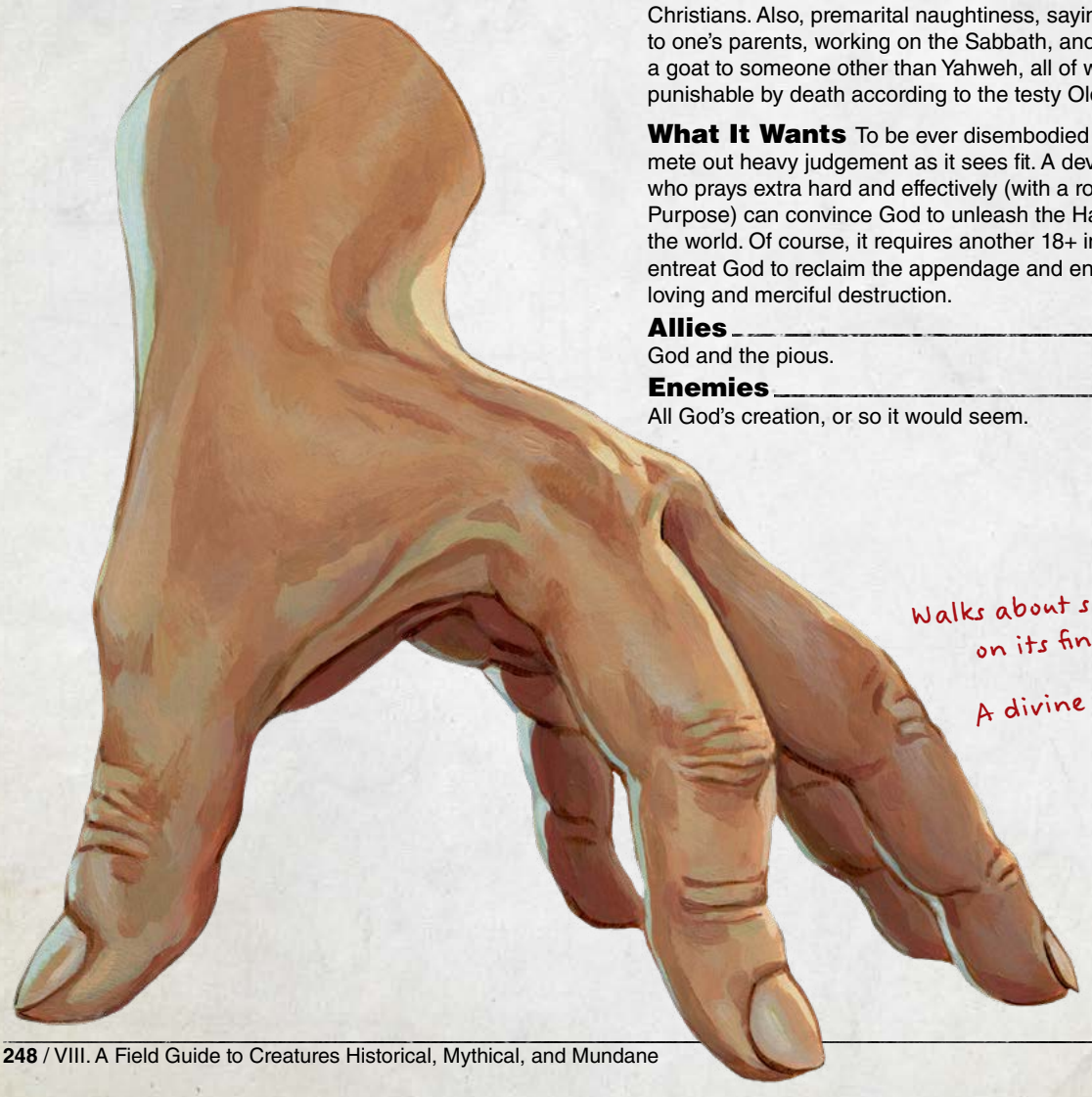
What It Fancies Sacrifices. If the proper propitiations are made, the sacrificer will be spared the wrath of the Hand. For Lower-Class people, it's a cup of flour. For the Middle Class, a female goat. For the Upper Class, a young bull. Alternatively, any Class can earn respite by giving it a ram.

What It Doesn't Fancy Pagans, apostates, and creatures. It always targets them first. But if it runs out of those, it'll be able to divine some reason for *Haragging* Christians. Also, premarital naughtiness, saying bad words to one's parents, working on the Sabbath, and sacrificing a goat to someone other than Yahweh, all of which are punishable by death according to the testy Old Testy.

What It Wants To be ever disembodied and free to mete out heavy judgement as it sees fit. A devout Christian who prays extra hard and effectively (with a roll of 18+ in Purpose) can convince God to unleash the Hand upon the world. Of course, it requires another 18+ in Purpose to entreat God to reclaim the appendage and end the reign of loving and merciful destruction.

Allies
God and the pious.

Enemies
All God's creation, or so it would seem.



BEAST

Halluxian Mammoths

DIE: 14 Deeds Required to Defeat 3

HOW A HALLUXIAN MAMMOTH ATTACKS

1-10 Tap *(Druidry vs. Druidry)*

The Mammoth probes for comestible foliage, affecting up to four people standing close together. Anyone who can't make like a bit of inedible bog moss receives a powerful bonk on the head for 1 bit of Death.

11-14 (But Only Once) Toejectile *(Strategy vs. Nimbleness)*

The panicked mammoth launches its toenail at a person. The target and anyone standing nearby must dodge the shrapnel or suffer 2 bits of Death, and their clothing and armour are utterly shredded. Mammoths can only use this attack once (it takes months for a replacement nail to grow), and they always run away after using it.

HOW A HALLUXIAN MAMMOTH DEFENDS

Phalantic Panic If a Mammoth hasn't already used its *Toejectile* attack, it does so immediately when a second successful Deed is done to it.

Serious (roll twice and take the higher result)
Druidry, Heartiness, Subtlety, Valour

Silly (roll twice and take the lower result)
Luck, Nimbleness

Indifferent to Animal Husbandry, Bardistry, Sorcery

HISTORICALLY ACCURATE PORTRAYAL

What They Are A rare and splendid species of *mammuthus*, the distinguishing feature of which is the large human toe where one would expect a trunk to be. Poachers harvest the nail as the prime ingredient for an aphrodisiac jelly that's said to also dispel magical effects, lift curses, and the like. This jelly is known as…oh, don't make us say it.

What They Fancy A wee tickle on the toe bit – but it has to be from something very large. Human-sized fingers, swallow-sized feathers, and other mundanities are merely nettlesome. Also, they love little piggies.

What They Don't Fancy Corn. Hammers, Fungi.

What They Want Well, not being murdered for a body part would be nice.

Allies

Anyone or anything large enough to tickle the toe.

Enemies

Athletic types. Halluxian Mammoths are incensed by them.

Hansper Hobgoblins

DIE: 8 Deeds Required to Defeat 1

HOW A HANSPER HOBGOBLIN ATTACKS

1-8 Stomp *(Valour vs. Nimbleness)*

The Hobgoblin raises one foot high in the air – they're quite limber, as it turns out – and brings it down on 1-4 persons. Any target who can't dodge suffers 3 bits of Death. Normal-sized Hansper Hobgoblins can crush buildings up to the size of large cottages with this attack. Extra-big ones…one shudders to think!

HOW A HANSPER HOBGOBLIN DEFENDS

Immortal Sole If slain, the creature is sucked back whence it came, and all that remains is a pair of unturned turnshoes. If the turnshoes are not turned right-side out or destroyed, a new Hansper Hobgoblin will spring from them the next time they get wet.

Serious (roll twice and take the higher result)
Heartiness, Purpose, Subtlety (when not looking at its reflection), Valour

Silly (roll twice and take the lower result)
Subtlety (when looking at its reflection), Wisdom in the Ways of Science

Murmurings and grumblings.
Growling laughter when amused.

Their thunderous footsteps can be heard for miles.

HISTORICALLY ACCURATE PORTRAYAL

What They Are Large, leggy, aggressively territorial creatures that roam upland areas. Most are between 30' and 40' tall, but it's said that in the most remote regions of the Scottish Highlands they can reach heights of 100' or more. Their legs make up most of their body mass. Indeed, there's very little to them beyond legs, head, and a short, tufted, prehensile tail.

They wear sturdy Viking turnshoes. Most people don't know that Hansper Hobgoblins are created whenever a turnshoe is left unturned and then gets wet. As it happens, the first Hansper Hobgoblins in Britain sprang from a Norse merchant cog that foundered in the Hebrides, spilling its cargo of unturned turnshoes onto the Scottish coast.

What They Fancy Admiring their well-toned gams and bahookies. They have a keen sense of smell (have a look at that neb!), but it's possible to sneak up on or – perhaps more wisely – past one while it's ogling its reflection in the surface of a tarn.

Their other favourite pastime is stomping buildings. If there are intruders inside, all the better. But even empty buildings are most satisfying to trample underfoot.

What They Don't Fancy Trespassers. Their territoriality is legendary. Intruders are not simply chased away, they are pursued until they can be proper stomped – no matter how far they run.

Also, buildings that are too large to stomp. If a Hobgoblin deems, or is made to believe, that a structure is too large or sturdy for stompage, it becomes paralysed with doubt.

What They Want A new hat. They are born wearing brightly coloured arming caps. Fancier, more decorative hats are considered status symbols, though how Hobgoblins manage to source or even put them on is something of a mystery. Oh, and a foot rub would be lovely. Fanks!

Allies

A few remote highland clans have established a symbiotic relationship with Hansper Hobgoblins. In exchange for offerings of regular foot rubs, beer, livestock, and the occasional new hat, the creatures allow the clans to live in their stomping grounds.

Giant Bearded Snails admire the Hobgoblins' commitment to facial hair.

Enemies

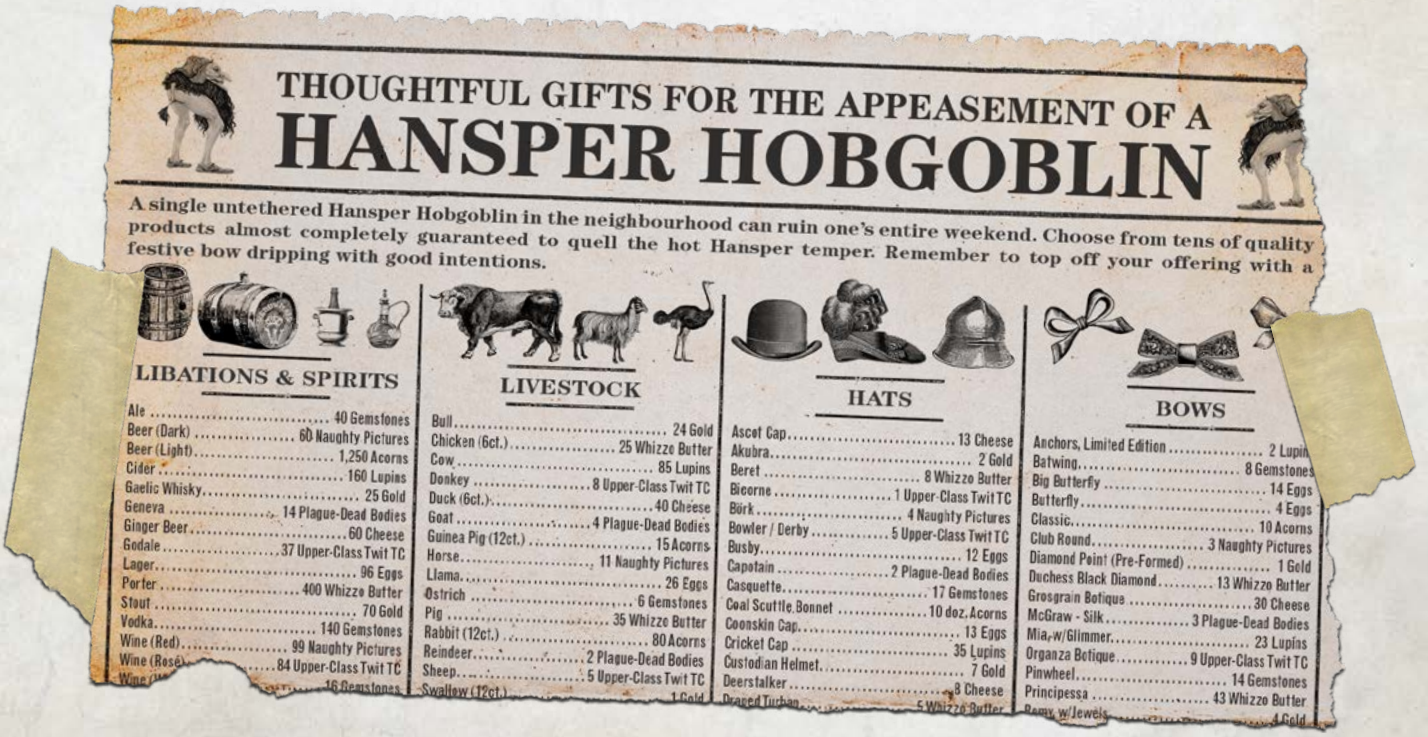
Houses Too Dangerous To Live, which tend to bite back when stomped.

Anything, including other Hansper Hobgoblins, that intrudes on their turf.

HANSPER HOBGOBLIN REACTION TO GIFTS OF BEER AND/OR LIVESTOCK

Offerings of foot rubs or new headwear are the surest way of ingratiating oneself with a Hansper Hobgoblin. Large quantities of beer and a head or two of livestock can do the trick too, but it's no sure bet.

d10	The Hansper Hobgoblin…
1	Shares the beer and/or pens the livestock.
2	Stomps.
3	Proposes a game of bowls against the gifters, using beer barrels and/or livestock.
4	Stomps.
5	Turns violent somersaults and brains itself on a crag.
6	Stomps.
7	Is delighted and dances a lively jig known as the 'hop-goblin shuffle'.
8	Looks pensive, then stomps.
9	Is thrilled and vacates its bowels. Look out below!
10	Stomps itself in the foot accidentally, sits down, pouts.



THOUGHTFUL GIFTS FOR THE APPEASEMENT OF A

HANSPER HOBGOBLIN

A single untethered Hansper Hobgoblin in the neighbourhood can ruin one's entire weekend. Choose from tens of quality products almost completely guaranteed to quell the hot Hansper temper. Remember to top off your offering with a festive bow dripping with good intentions.

LIBATIONS & SPIRITS

Ale	40 Gemstones
Beer (Dark)	60 Naughty Pictures
Beer (Light)	1,250 Acorns
Cider	160 Lupins
Gaelic Whisky	25 Gold
Geneva	14 Plague-Dead Bodies
Ginger Beer	60 Cheese
Godale	37 Upper-Class Twit TC
Lager	96 Eggs
Porter	400 Whizzo Butter
Stout	70 Gold
Vodka	140 Gemstones
Wine (Red)	99 Naughty Pictures
Wine (Rosé)	84 Upper-Class Twit TC
Wine (…)	16 Gemstones

LIVESTOCK

Bull	24 Gold
Chicken (6ct.)	25 Whizzo Butter
Cow	85 Lupins
Donkey	8 Upper-Class Twit TC
Duck (6ct.)	40 Cheese
Goat	4 Plague-Dead Bodies
Guinea Pig (12ct.)	15 Acorns
Horse	11 Naughty Pictures
Llama	26 Eggs
Ostrich	6 Gemstones
Pig	35 Whizzo Butter
Rabbit (12ct.)	80 Acorns
Reindeer	2 Plague-Dead Bodies
Sheep	5 Upper-Class Twit TC
Swallow (12ct.)	1 Gold

HATS

Ascot Cap	13 Cheese
Akubra	2 Gold
Beret	8 Whizzo Butter
Bicorne	1 Upper-Class Twit TC
Bork	4 Naughty Pictures
Bowler / Derby	5 Upper-Class Twit TC
Busby	12 Eggs
Capotain	2 Plague-Dead Bodies
Casquette	17 Gemstones
Coal Scuttle Bonnet	10 doz. Acorns
Coonskin Cap	13 Eggs
Cricket Cap	35 Lupins
Custodian Helmet	7 Gold
Deerstalker	8 Cheese
Draped Turban	5 Whizzo Butter

BOWS

Anchors, Limited Edition	2 Lupin
Batwing	8 Gemstones
Big Butterfly	14 Eggs
Butterfly	4 Eggs
Classic	10 Acorns
Club Round	3 Naughty Pictures
Diamond Point (Pre-Formed)	1 Gold
Duchess Black Diamond	13 Whizzo Butter
Grosgrain Botique	30 Cheese
McGraw - Silk	3 Plague-Dead Bodies
Mia, w/Glimmer	23 Lupins
Organza Botique	9 Upper-Class Twit TC
Pinwheel	14 Gemstones
Principessa	43 Whizzo Butter
Remy w/Jewels	4 Gold

Houses Too Dangerous To Live

DIE: 8 Deeds Required to Defeat 4

HOW A HOUSE TOO DANGEROUS TO LIVE ATTACKS

Once Only, When an Unsuspecting Person Approaches — ***Knock Shock*** *(Subtlety vs. Wisdom in the Ways of Science)*

The House Too Dangerous to Live, posing as a normal house, springs its trap on a person approaching its door. If the target can't detect beforehand that something's amiss with its architectural comportment, they are sucked through the door and devoured – and are No More.

1-8 Doormastication

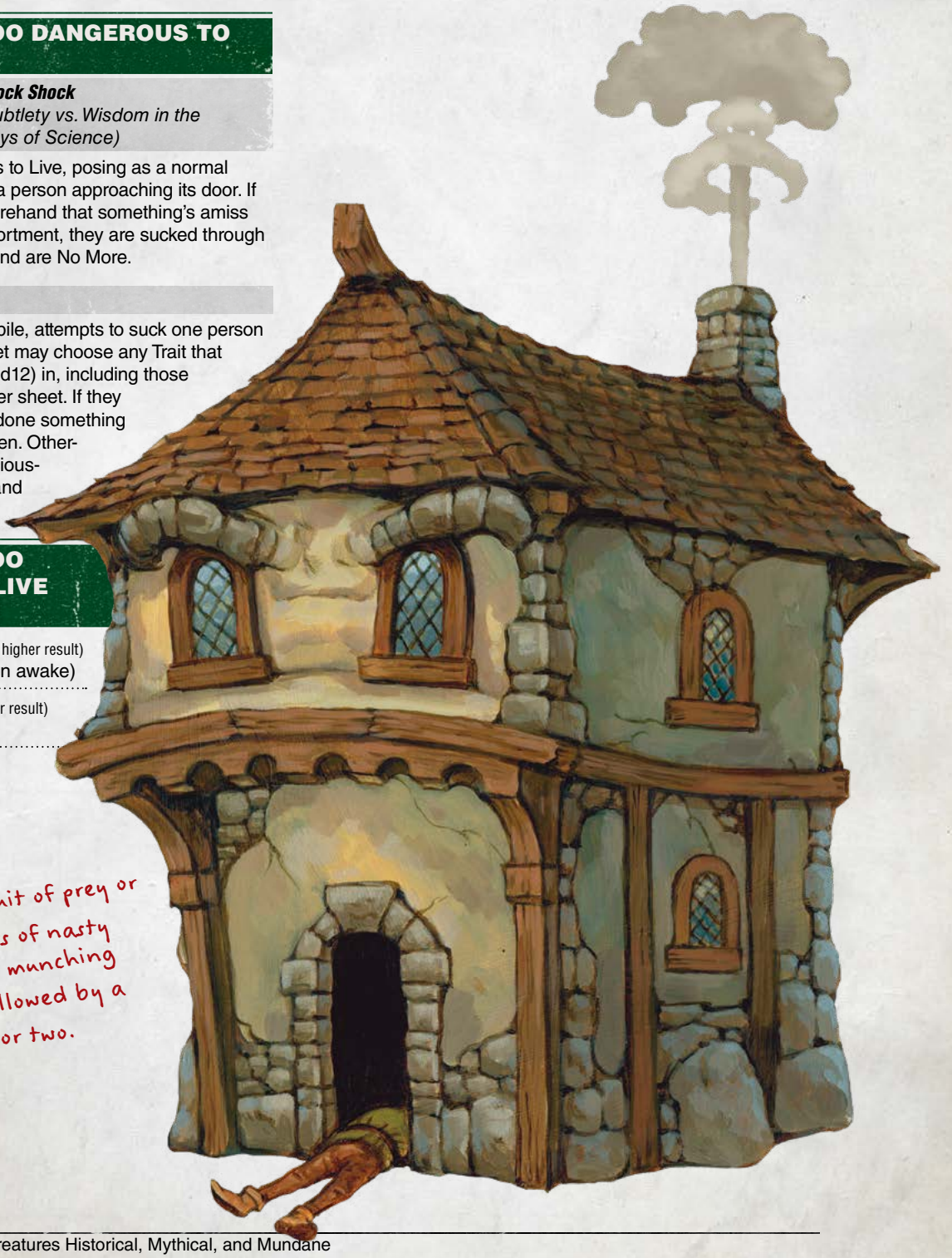
The House, now gone mobile, attempts to suck one person into its doormaw. The target may choose any Trait that they're not Neither Really (d12) in, including those that aren't on their character sheet. If they Strewth or Spam, they've done something interesting and are not eaten. Otherwise, they're deemed deliciously boring and devoured – and are No More.

HOW A HOUSE TOO DANGEROUS TO LIVE DEFENDS

Serious (roll twice and take the higher result)
Heartiness, Subtlety (when awake)

Silly (roll twice and take the lower result)
Subtlety (when napping)

Indifferent to
Any kind of talking



While in pursuit of prey or feeding, lots of nasty grumbles and munching sounds, followed by a belch or two.

HISTORICALLY ACCURATE PORTRAYAL

What They Are Houses gone feral. Egregious Middle-Class banality causes these otherwise normal houses, usually located in densely populated areas like towns, ports, and cities, to become self-aware and hungry for boring folk. Their ***Burgher*** inhabitants are their first victims. After devouring them, they go mobile, actively sneaking up on and gobbling up people of all kinds – though Middle-Class dullards are still their favourite snacks.

To combat these scourges of urban society, lords, mayors, and town elders often hire specialised house hunters to track down and destroy the things. It's a challenging profession, given that HTDTLs are nearly indistinguishable from normal houses when not moving. They do leave a trail of spoor that experienced house hunters (or anyone able to produce a 7+ in Druidry) can use to track them. It's a dangerous way to make a living, but it pays well. There are so many freelance house hunters about that it's becoming a vital part of the economy in many populated areas. If only there were an apt name for the industry…

What They Fancy Naps in the forest. While sleeping, a House can be easily snuck up on.

What They Don't Fancy Condemnation. In fact, the fastest, safest way to destroy one is to nail an official 'Property Condemned' sign to it. An unofficial notice won't do it, but a condemned sign forged using an Authority Deed of 6+ AND a Subtlety Deed of 6+ will do the trick. Once condemned, the house will immediately deteriorate and collapse into a pile of rubbish and, most likely, bones.

What They Want They are endlessly hungry for boring people, especially of the Middle-Class ***Burgher*** variety. A Middle-Class PC who's Neither Really (d12) in one Trait attracts Houses Too Dangerous To Live. Someone who's Neither Really in more than one…well, might as well be a pot of honey at a llama convention.

Allies

Kargol the Amazing, who shares the Houses' disdain, if not hunger, for boring, repressed people.

Man-Eating Mundanities are often found inside, brought to murderous life by whatever weird magicks animated the House Too Dangerous To Live.

Enemies

The Atomically Mutated Cat and ***Hansper Hobgoblins***… the murderers!

Burghers.

INTERIOR FURNISHINGS

There are heaps of items inside, but they're all very boring. Roll on any Accoutrements table as often as you like, ignoring any results that are of the slightest interest. Then roll 9-17 times on the Tables table (inside front cover). At least one of these tables is a ***Man-Eating Mundanity***.

SHEDRACH, MESHACK, AND ABIGWINNEBEGO, PATRON SAINTS OF HOUSE HUNTERS

The holy trinity of house hunters-turned-martyrs scoured the world for Houses Too Dangerous To Live, condemnation notices in hand, until that fateful day when they stumbled into an entire mews lined with Houses Too Dangerous To Live. A real murderous row.

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Keep Left Signs

DIE: 8 **Deeds Required to Defeat 1**

HOW A KEEP LEFT SIGN ATTACKS

1-8 Jostle *(Purpose vs. Decorum)*

When a person with more Traits on the Serious end than the Silly passes by a Sign, it animates and begins jostling them. If the target can't maintain their dignity, they move their seriousest Trait one degree towards the Silly end. On the Sign's next turn, roll a d4 to determine how many additional Signs arrive, and the same thing happens each turn thereafter until all the Signs are defeated or everyone in the scene has more Traits towards the Silly end than the Serious one.

HOW A KEEP LEFT SIGN DEFENDS

The Colonel (if any Participant laughs during this encounter)
Whilst the sign battle rages, should any Participant lose their composure and have a little titter, 'The Colonel' Beshrewment (p. 129, amongst others) is triggered immediately, regardless of whether or not it's on the current Head of Light Entertainment Persona's Beshrewment list.

Serious (roll twice and take the higher result)
Never!

Silly (roll twice and take the lower result)
Everything

HISTORICALLY ACCURATE PORTRAYAL

What They Are Normal, perfectly functional Keep Left signposts in the middle of byways…until someone with more Traits on the Serious side than the Silly comes along. At this point they animate, bumble forward, and begin aggressively jostling an overly serious person.

When a vicious gang of Keep Left Signs is initially encountered, there are typically 2-4 of them present.

What They Fancy Sillying things up.

What They Don't Fancy Being micturated upon. Silliness is all well and good, but no one wants to smell of tinkle.

What They Want To cluster together into vicious gangs. To left the wrongs of the world.

Allies

None.

Enemies

Dogs, the piddle-filled blighters.

Captain Gladys Stoutpamphlet. Or, more specifically her spaniel, Stig. Piddle-filled blighter.

The Beasts Gladisant Volant, which prefer serious persons (and Traits).

Kevin and Maurice

DIE: 10 Deeds Required to Defeat **2**

For the purposes of attacks, defence, Deeds, Tests, and all other dice rolls, Kevin and Maurice are a single entity.

HOW KEVIN AND MAURICE ATTACK

Once Only, If Snuck Up On Monstrous Mash

It takes a Subtlety Deed of 5+ to sneak up on Kevin and Maurice while they're dancing. Anyone who has Bardistry and witnesses the dance must make an immediate Bardistry Test. If they can't produce a 6+, they suffer 1 bit of Loony and cry out in horror. This alerts Kevin and Maurice to their presence, and the monsters make an immediate *Pounce* attack.

1-10 Pounce *(Nimbleness vs. Valour)*

Kevin and Maurice leap into the air and come down on their target in a whirl of claws and maws. If the target can't parry, it's 2 bits of Death.

HOW KEVIN AND MAURICE DEFEND

Serious (roll twice and take the higher result)
Bardistry, Nimbleness, Subtlety

Silly (roll twice and take the lower result)
Decorum, Purpose

Indifferent to Chastity, Lorefulness, Wisdom in the Ways of Science

HISTORICALLY ACCURATE PORTRAYAL

What They Are An inseparable pair of dance-happy creatures that hide out in hedges. When the coast is clear, they leap onto the road and dance merrily. Their contortions, while rhythmic, are grotesque.

What They Fancy Upbeat music that one can really shake a tail to. But they're picky: it has to be well-executed. If at any time someone can produce a 12+ in Bardistry and specify that they're playing something bouncy, Kevin and Maurice stop whatever they're doing and dance. If challenged to a dance contest (Bardistry vs. Bardistry), they will accept, on the condition that they get to eat the loser.

What They Don't Fancy They're acutely self-conscious and susceptible to shaming. Having their dance routine observed before it has been perfected makes them aggressive and violent.

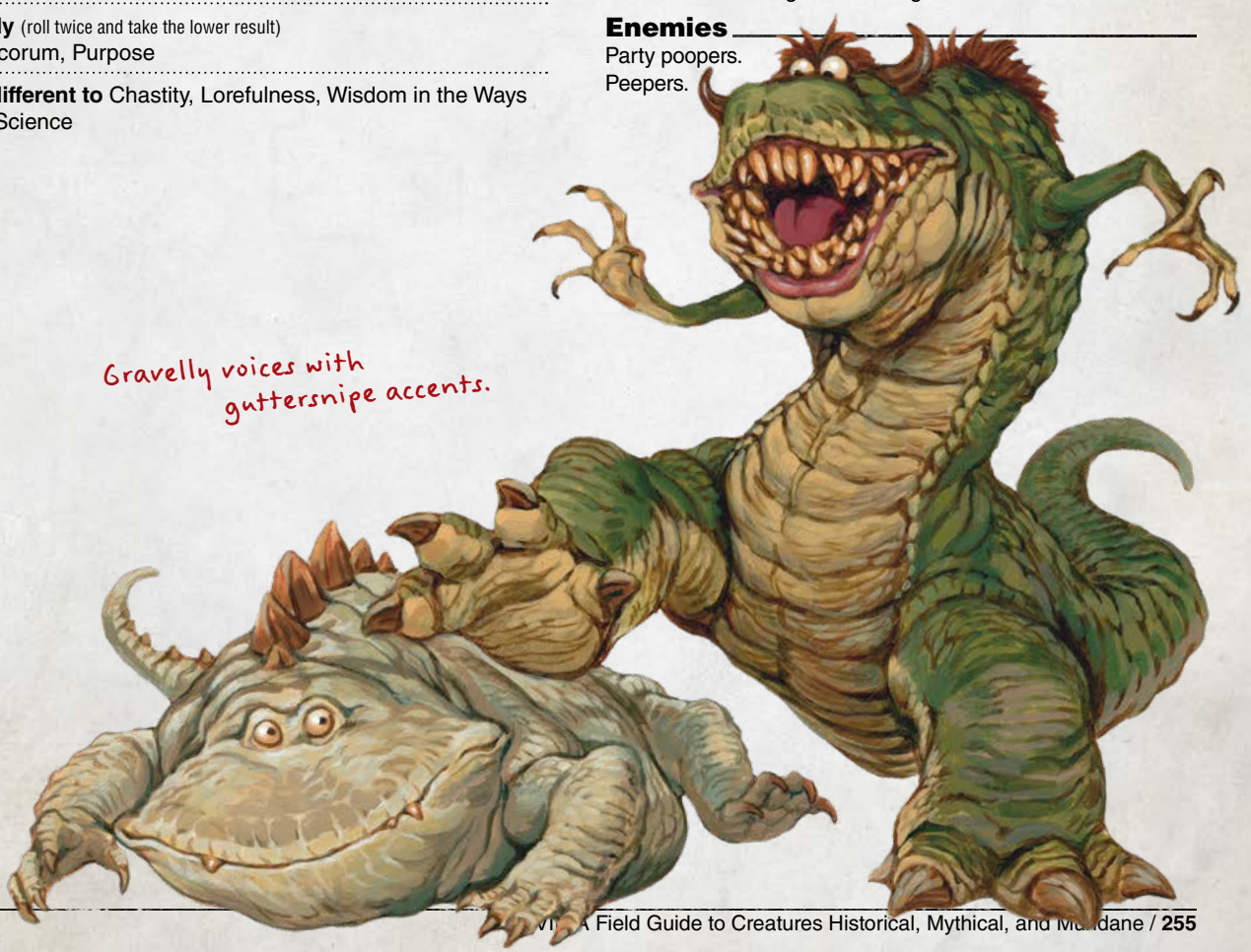
What They Want To enter the Ronde and Reel Melee, a seasonal dance contest hosted by ***The Devil*** (disguised as a charming troubadour) in various locations across England.

Allies

The Lady of the Lake – she rolls like a rocking stone. If only they had the confidence to tell her how much they enjoy dancing to her music.
Musicians who've got that swing.

Enemies

Party poopers.
Peepers.



Gravelly voices with guttersnipe accents.

Killer Carts

DIE: 8 **Deeds Required to Defeat** 1

HOW A KILLER CART ATTACKS

1-8 Roadkill *(Strategy vs. Subtlety/Druidry)*

The Killer Cart leaps from hiding and lands on a lone target (a person not standing or walking immediately next to another). If the Cart is hiding in plain sight in a populated area, the target will need Subtlety to detect the danger and drop flat; if it's hiding in the bushes in a rural area, it's Druidry. Failure means being squashed for 2 bits of Death. If the target has a draught animal (horse, mule, ox, etc.), it will alert them to the danger, and they can make the roll twice and take the preferred result.

HOW A KILLER CART DEFENDS

Serious (roll twice and take the higher result)
Nimbleness, Strategy, Subtlety

Silly (roll twice and take the lower result)
Animal Husbandry, Valour

Indifferent to Any kind of talking

HISTORICALLY ACCURATE PORTRAYAL

What They Are Carts that have gained some semblance of self-awareness, and which have taken it upon themselves to depopulate congested areas. This they do by pouncing on unwary stragglers and lone travellers.

Killer Carts plague cities and large settlements in particular, but can also be found hiding in the bushes near rural crossroads.

What They Fancy Though not terribly strategic and rather simple-minded, Killer Carts do seem to derive some enjoyment from a successful squashing, as evidenced by the happy squeaks and rumbles.

Lone travellers. A Killer Cart will only pounce on people that have strayed a bit from the herd, so to speak. When Killer Carts are about, there's safety in numbers!

What They Don't Fancy Pedestrian congestion. Open roads and rutways…that's the life!

What They Want A world free of people. Just carts carting about cartily.

Allies

The Giant Hand (mortal enemy of ***The Atomically Mutated Cat***), perhaps? The enemy of my enemy and all that…

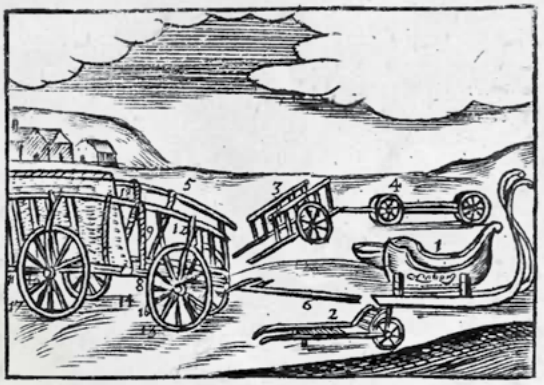
Man-Eating Mundanities, which agree that the world is far too cluttered with people.

Enemies

The Atomically Mutated Cat. The very sight of it sends Killer Carts scurrying away like so many cockroaches when the tallow's lit.

Draught animals (horses, mules, oxen, etc). How would you like having one of their rear ends in your face? For their part, draught animals have an instinctive fear of and dislike for Killer Carts.

CARTOLOGY



We are carried on a Sled, 1. *over Snow and Ice. A Carriage with one Wheel, is called a* Wheel-Barrow, 2. *with two Wheels, a* Cart, 3. *with four Wheels, a* Wagon, *which is either a* Timber-wagon, 4. *or a* Load-wagon, 5. *The parts of the Wagon are, the* Neep (*or* draught-tree) 6. *the* Beam, 7. *the* Bottom 8. *and the* Sides, 9. *Then the* Axle-trees, 10. *about which the* Wheels *run, the* Lin-pins, 11. *and* Axletree-staves, 12. *being fastned before them. The* Nave, 13. *is the groundfast of the* Wheel, 14. *from which come twelve* Spokes, 15. *The* Ring *encompasseth these, which is made of six* Fellows, 16. *and as many* Strakes, 17. Hampiers *and* Hurdles, 18. *are set in a Wagon.*

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BEAST

The Killer Rabbit of Caerbannog

An ordinary white rabbit, hopping, nibbling, occasionally squeaking... until someone encroaches on its territory, at which point it becomes a nightmarish blur of flying fur and fangs.

DIE: 16 Deeds Required to Defeat 4

HOW THE KILLER RABBIT ATTACKS

Nota bene: The Killer Rabbit is never taken by surprise, and when attacked it always goes first.

1-16 Fang Flurry *(Nimbleness vs. Valour)*

The Killer Rabbit leaps to its bloody work, fangs gnashing. Everyone within leaping distance who can't parry takes 1 bit of Death. Whomever has the lowest roll is decapitated – and is No More.

HOW THE KILLER RABBIT DEFENDS

The Tender Trap Should an intruder attempt a gentle approach (i.e., using Animal Husbandry, soothing Bardistry, or the like), the Killer Rabbit will approach timidly, leap lightly into their arms, snuggle against their breast, and look up at them with heart-rendingly innocent eyes…then tear their head off – they are No More.

Serious
(roll twice and take the higher result)
Nimbleness, Subtlety, Valour

Silly (roll twice and take the lower result)
Heartiness, Strategy

Indifferent to Everything else except Sorcery.

HISTORICALLY ACCURATE PORTRAYAL

What It Is The most foul, cruel, and bad-tempered rodent you've ever set eyes on. How this particular bunny came to acquire preternatural agility and a taste for blood is unknown, though you're welcome to ask it.

What It Fancies Treasure, secrets, and things of value to people. It has no use for any of them, but it has discovered that setting up shop near these things results in a steady supply of foolhardy food.

What It Doesn't Fancy Strategic sorts. Though dynamite at close quarters, the Killer Rabbit is susceptible to attacks from a distance. After one successful attack from a distance, it will retreat to cover in the hope that its food will come closer.

What It Wants Some roughage. The all-meat/guts/blood menu is somewhat wanting in dietary fibre. Should some high-quality hay or greens be proffered, it will become entirely distracted for as long as it takes to consume them.

Allies

None, although ***Kargol the Amazing*** has tried several times to convince it to pop out of his hat on command. He always arrives with lots of food recruited from ***Sister Dingo/Zoot's*** convent, so he's managed to get away alive so far.

Enemies

The Black Beast begrudges the Killer Rabbit's penchant for devouring things before they can make their way to its underground lair.

MONSTROSITY

Knights Who Say 'Ni'

DIE: 16 **Deeds Required to Defeat**

11-14 Knights present **3**
15-18 Knights present **4**
19+ Knights present **5**

For the purposes of attacks, defence, Deeds, Tests, and all other dice rolls, the Knights are a single entity.

HOW THE KNIGHTS WHO SAY 'NI' ATTACK

Once Only, When Someone Enters Their Domain ***Skulk and Surprise Ni!***

When anyone enters the Knights' domain, the intruders begin seeing peripheral glimpses of them. Valour is Tested! PCs need a 6+ to avoid suffering 1 bit of Loony. Next, each person must make either a Druidry or a Subtlety Test (Participant's choice). If at least one person can't produce a 10+, the Knights surprise the PCs by popping up out of nowhere and making a Ni! attack. The purpose of this is to cow intruders into treating with them, not to initiate ongoing combat.

1-10 Ni! *(Authority vs. Heartiness)*

The Knights say 'Ni!' All who can hear it must bear up physically or suffer 1 bit of Death and 1 bit of Loony.

11-15 Peng!

The Knights say 'Peng!' Everything made of glass or wood that's within range of the reverberation shatters.

16 Neee-wom! *(Sorcery vs. Purpose)*

The Knights say 'Neee-wom!' All who can hear it must hold firm to their truth or suffer 1 bit of Loony and be turned into a bullock (with lovely horns perfect for adorning helmets) for the next hour. If a Knight PC fails the roll, they're not turned into a steer but are instead indoctrinated into the order, complete with horned helm, black surcoat, and non-humanness. They are now an NPC and bolster the number of Knights present. If the Knights Who Say 'Ni' are defeated, PCs turned into bullocks or indoctrinated return to their previous form.

HOW THE KNIGHTS WHO SAY 'NI' DEFEND

Serious (roll twice and take the higher result)
Authority, Druidry, Nimbleness, Subtlety

Silly (roll twice and take the lower result)
Animal Husbandry, Decorum, Wisdom in the Ways of Science

Indifferent to Chastity, Strategy, Valour

HISTORICALLY ACCURATE PORTRAYAL

What They Are An insidious order of grotesque creatures that lurk in dark forests, demanding sacrifices and services from all who would pass through their domain. They call themselves knights, but there's something inhuman and unnatural about them. They're adept at using the landscape to their advantage, first terrorising trespassers with fleeting glimpses before springing up before them all at once.

The leader, a 10' tall nightmare crowned with antlers, speaks for the group. He's always surrounded by 10-20 smaller, bull horn-helmed members of the order who snivel, giggle, and echo key points in high-pitched shrieks of their own. All wear long black surcoats so that everyone knows they're bad. If the leader is slain or otherwise taken out of the picture, one of the others grows to a height of 10' and takes their place. Their weird magicks make them impervious to run-of-the-mill hacking and slashing.

What They Fancy The Sacred Words. Only the Sacred Words. Although a nice vegetable garden wouldn't be unwelcome. Neither would a new tea set. And who doesn't fancy a cucumber sandwich at tea? (They're actually awfully twee.)

What They Don't Fancy The Cursed Word. Also, when trespassers whinge and carp about a task they've been assigned.

What They Want First, a sacrifice. If the sacrifice is rendered up, they'll propose a compulsory trial of worthiness. If the trial is won, they'll demand a tribute… and so on until the trespassers fail and the Knights get to kill them. Their desires are unpredictable and unfathomable to outsiders, and they change each time the Knights are encountered.

To determine what the Knights want:

- Roll a d20 to determine a category of Accoutrement. 1 = Animal Husbandry, 2 = Argumentation, etc. Make a subsequent roll on that Accoutrements table to determine what exactly they're after. On a roll of 19, the Knights want some mundane item of the HoLE's choosing (informed by the sensibilities of the current HoLE Persona). On a roll of 20, the Knights want some impossible feat performed. Keep in mind that the Knights don't actually care if it's done. They're hoping for failure, which allows them to kill the intruders – so the feat demanded is often absurd in nature.
- For physical items, apply a complication:

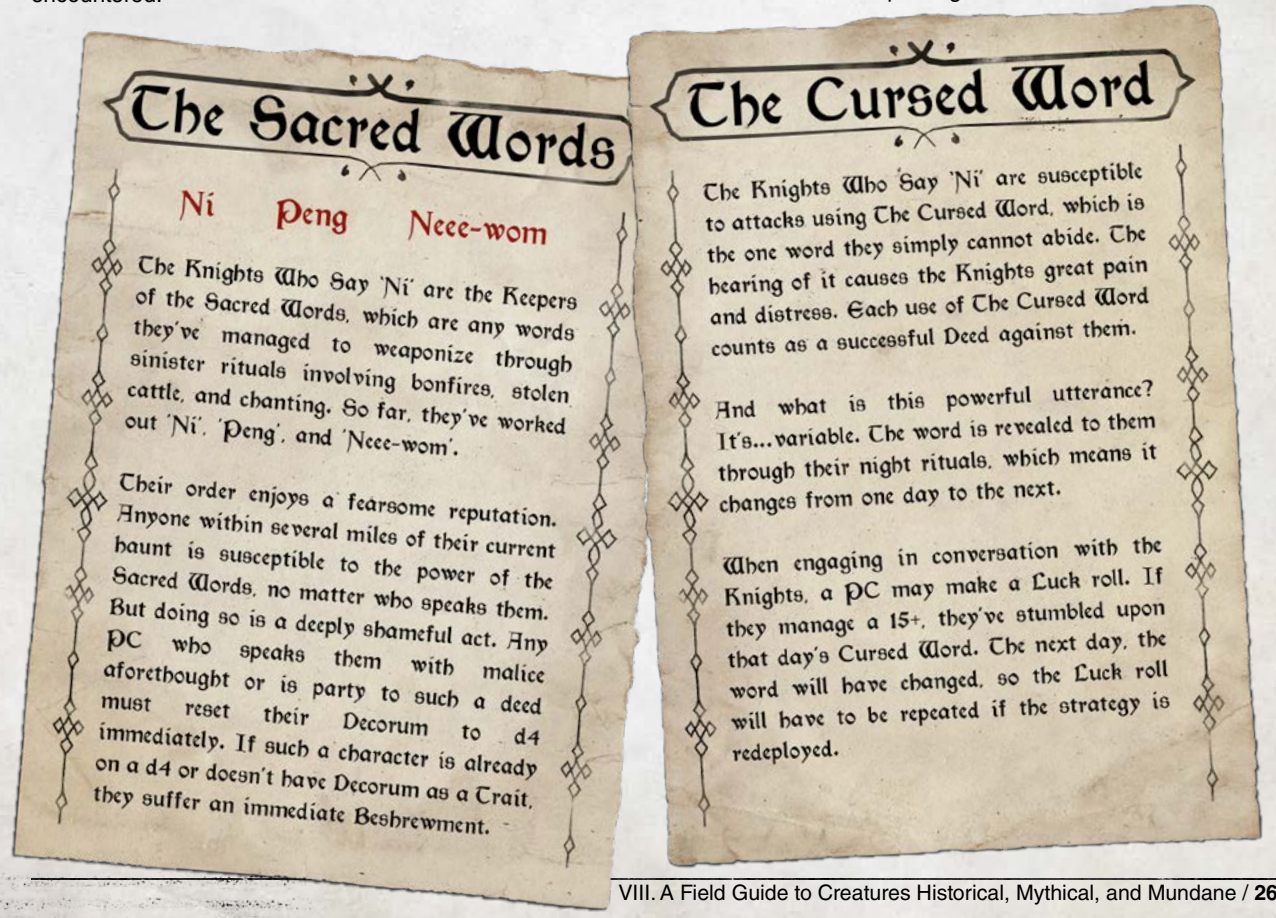
d10	The Accoutrement Must Be…	d10	The Accoutrement Must Be…
1	Hand-painted by virgins.	6	Sculpted out of Spam.
2	Made of Lupins.	7	Twice as large as a normal one.
3	Frozen in a block of ice.	8	Invisible but palpable.
4	Spat upon by a person in holy orders who is without sin.	9	Possessed by the spirit of an Upper-Class person.
5	Filled with custard.	10	HoLE's choice (informed by the HoLE's Persona).

Allies

Burghers, who find that business is good near a wood haunted by the Knights. They might put on airs and decry the woeful state of things, but they'll just as happily sell you something meant to appease the fiends…and at higher than normal prices.

Enemies

Gumbys, who have a knack for stumbling upon the Cursed Word and then repeating it ad nauseam.



The Sacred Words

Ni Peng Neee-wom

The Knights Who Say 'Ni' are the Keepers of the Sacred Words, which are any words they've managed to weaponize through sinister rituals involving bonfires, stolen cattle, and chanting. So far, they've worked out 'Ni', 'Peng', and 'Neee-wom'.

Their order enjoys a fearsome reputation. Anyone within several miles of their current haunt is susceptible to the power of the Sacred Words, no matter who speaks them. But doing so is a deeply shameful act. Any PC who speaks them with malice aforethought or is party to such a deed must reset their Decorum to d4 immediately. If such a character is already on a d4 or doesn't have Decorum as a Trait, they suffer an immediate Beshrewment.

The Cursed Word

The Knights Who Say 'Ni' are susceptible to attacks using The Cursed Word, which is the one word they simply cannot abide. The hearing of it causes the Knights great pain and distress. Each use of The Cursed Word counts as a successful Deed against them.

And what is this powerful utterance? It's...variable. The word is revealed to them through their night rituals, which means it changes from one day to the next.

When engaging in conversation with the Knights, a PC may make a Luck roll. If they manage a 15+, they've stumbled upon that day's Cursed Word. The next day, the word will have changed, so the Luck roll will have to be repeated if the strategy is redeployed.

Man-Eating Mundanities

DIE: 8 **Deeds Required to Defeat** 1

HOW A MAN-EATING MUNDANITY ATTACKS

Once Only, When Someone Comes Near ***Surprise Chomp***

If no one near the Man-Eating Mundanity has Sorcery as a Trait, the Mundanity surprises everyone and chomps the PC highest in Heartiness, for 2 bits of Death.

1-8 Subsequent Chomp *(Valour vs. Valour)*

Once active, the Man-Eating Mundanity goes into a feeding frenzy, prioritising the person highest in Heartiness. If the target can't parry, it's 1 bit of Death.

HOW A MAN-EATING MUNDANITY DEFENDS

Serious (roll twice and take the higher result)
Subtlety, Valour

Silly (roll twice and take the lower result)
Nimbleness, Sorcery

Indifferent to Any kind of talking

They appear to be entirely unremarkable pieces of furniture until a juicy homo sapien morsel wanders within range. Then it's all chomping, growling, and lip-smacking...even if most Mundanities don't actually have lips.

HISTORICALLY ACCURATE PORTRAYAL

What They Are Ordinary, even banal, bits of furniture or similar-sized conveniences that have been witched into insatiable bogies. They bide their time until a scrumptious meat bag comes within chomping distance. Mundanities take many forms. Cauldrons. Roll-top desks. Millstones. Prams. Wicked persons put them to terrible use.

What They Fancy A bit of meat on the bone. Twiggy, academic types are not nearly as toothsome. Mundanities always prioritise the most Hearty party member.

What They Don't Fancy Items with a whiff of magic about them. If a Mundanity ingests a Sorcery Accoutrement, it will develop a nasty hair-n-bone ball and be entirely incapacitated until it can gack it up.

What They Want Each Man-Eating Mundanity has a safety switch, so to speak. Should it ingest a particular type of item, it'll go back to being a normal mundanity. The HoLE can come up with their own item, choose from the Accoutrements tables, or determine randomly: first roll a d18 to determine the Accoutrement type (1 = Animal Husbandry, 2 = Argumentation, etc.; reroll if Sorcery comes up), then roll a d10 on that list.

Allies

Houses Too Dangerous to Live. The strange witchcraft that brings them to life often brings to life the furniture inside them.

Killer Carts, which agree that the world is far too cluttered with people.

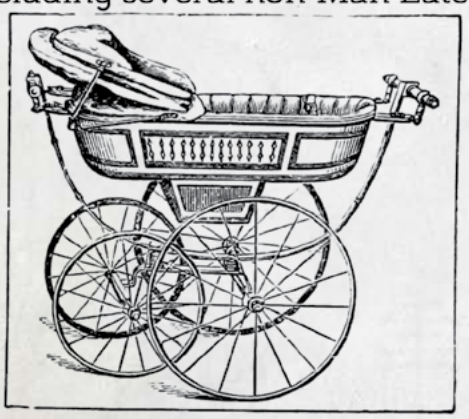
Enemies

The Atomically Mutated Cat and ***Hansper Hobgoblins***, which have devoured/stomped on many of their parent houses.

Advertisement.

Mummy Curtsey's Prams

Over 40 designs always in Stock, Including several non-Man Eaters.



Prices 10/- to £10.

No refunds. Muzzles sold separately.

HOW TO TELL WHETHER IT'S AN ORDINARY ITEM OR A MAN-EATING MUNDANITY

Hone your Man-eating Mundanity detection skills with this specially developed quiz.

1. Cousin Bertram hid inside the wardrobe and hasn't been seen since. How should you go about confirming the nature of the wardrobe?
   - **a.** Burn down the house.
   - **b.** Check the wardrobe for secret doors to far-off lands.
   - **c.** Throw chickens at it.
   - **d.** Murder Uncle Bert and Auntie Penelope. Frame the wardrobe.

2. The pram smells of decaying meat. The safest way of detecting a potential MEM situation is to:
   - **a.** Put your hand in and pull it out again…but really fast!
   - **b.** Feed the baby next time.
   - **c.** Call the police. Then take the next train to Stoke. Never come back.
   - **d.** Check the underside for road kill smatterings.

3. The writing desk is drooling. What test should be administered to evaluate the threat?
   - **a.** Run through a grove of cacti, losing a single piece of clothing on each plant. See if it follows.
   - **b.** Any algebra test involving quadratic equations.
   - **c.** Bring out the good gin. Invite the Bellsleys over. Seduce Mr. Bellsley. Roast a chicken. Ask the writing desk if it's carnivorous.
   - **d.** Remove 1/5 of your gallbladder and offer it as bait.

4. The tea kettle has eaten six squirrels this morning. To prevent further loss of life, you should:
   - **a.** Check the kettle for foxes.
   - **b.** Have the vicar perform an exorcism.
   - **c.** Point at the kettle with your index finger, then with the same hand point at your right eye with your pointer finger and your left eye with your middle finger. Don't say anything. Repeat until the kettle says it's sorry.
   - **d.** Seal off the kitchen. Pour concrete over the entire house. Erect watchtowers to the north, south, east, and west. To the northwest, northeast, and southeast, construct pillboxes armed with 50-calibre machine guns. Hire mercenaries and garrison them in a barracks made of spare ribs to the southwest.

Answer key: 1. d. Murder Uncle Bert and Auntie Penelope. Frame the wardrobe. You never liked them anyway. Two birds, one stone, what? **2. e.** Call an authorised pram repairman. **3. a.** Run through a grove of cacti, losing a single piece of clothing on each plant. See if it follows. Send us pictures. **4. b.** Have the vicar perform an exorcism. If the vicar is eaten, it's a MEM.

BEAST

Ralph the Wonder Llama

DIE: 16 **Deeds Required to Defeat** 3

HOW RALPH THE WONDER LLAMA ATTACKS

1-8 El Pico *(Valour vs. Valour)*

Ralph gnashes his sharp honey-eater at one person. If the target can't parry, it's 2 bits of Death.

9-14 Carambamancy *(Bardistry vs. Purpose)*

Ralph executes a stunning flamenco step. Anyone who sees the display and can't stay true unto themselves takes 1 bit of Loony and is transformed into a cantore (flamenco singer) for uno to tres horas. While in this form, the victim gains Bardistry as a Trait (at d18 or 'Quite'), but can only perform Bardistry Deeds. Otherwise, their personality remains intact, except that they will not harm Ralph and are compelled to sing/play for him while he's around. Ralph will not harm anyone in this state.

15-16 Llamastampedo *(Animal Husbandry vs. Animal Husbandry)*

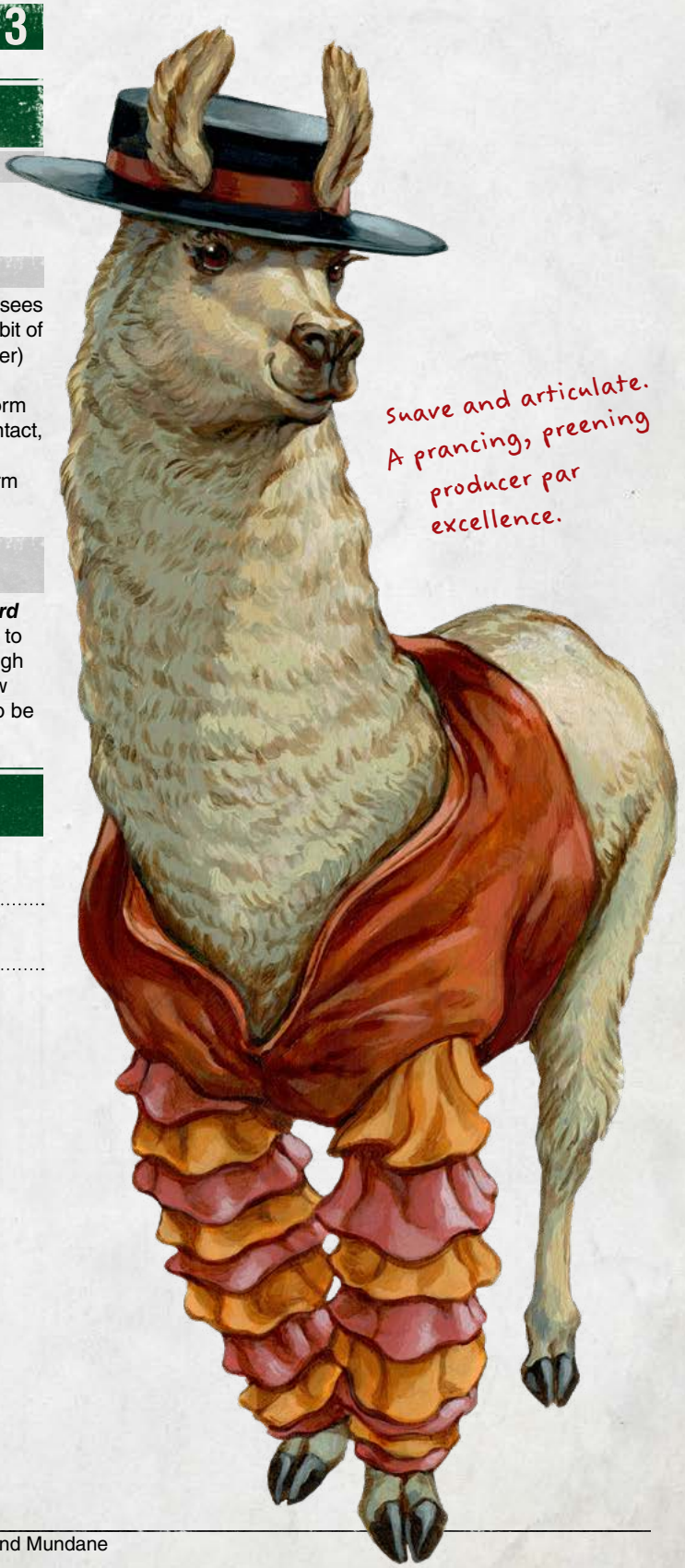
Ralph emits a high-pitched 'olé!' and a herd of ***Standard Llamas*** come galloping to his defence. Roll a d6 twice to determine how many. If anyone nearby can intuit enough about llamas to produce a loud, sudden noise, the new arrivals will scatter. If not, Ralph's new herd will have to be dealt with.

HOW RALPH THE WONDER LLAMA DEFENDS

Serious (roll twice and take the higher result)
Animal Husbandry, Bardistry, Nimbleness

Silly (roll twice and take the lower result)
Subtlety, Wisdom in the Ways of Science

Indifferent to Argumentation, Authority



Suave and articulate. A prancing, preening producer par excellence.

HISTORICALLY ACCURATE PORTRAYAL

Who He Is Like the ***Standard Llama***, Ralph is a dangerous, finned, quadrupedal river monster with two ears, a heart, a forehead, and a beak for eating honey. But what makes Ralph so wonderful is his motion picture production acumen.

Anyone who can produce a Lorefulness Deed of 5+ knows that there's a ritual for summoning Ralph that involves flamenco music, dancing, clapping, and honey – but actually performing the ritual requires a Bardistry Deed. If the result is 1-5, the would-be summoner suffers an immediate Beshrewment. On a 6-13, that many ***Standard Llamas*** are summoned instead, and they're not happy about it. On a 14-18, Ralph is summoned, but he's none too pleased. On a 19+, Ralph is summoned, is more than happy to be there, and considers the summoner his friend.

What He Fancies Spanish speakers and flamenco music. Spoken Spanish or llamanese, flamenco music and dancing, and/or rapid, rhythmic hand-clapping calm Ralph right down, no matter what he's doing.

What He Doesn't Fancy The simply awful job the current HoLE is doing (yes, even if that's himself). If, while Ralph is present, a Beshrewment is triggered, after the Beshrewment is dealt with, he challenges the current HoLE to a flamenco dancing showdown. The Participants nominate one of their own to do the dancing; the rest sing educational llama verses while playing flamenco guitars and castanets. (If these things aren't to hand, vocal stylings will have to do.) The chosen Participant and the HoLE flamenco dance until a clear winner emerges. If the Participant wins, Ralph usurps the current HoLE, and the HoLE takes on Ralph's Persona. If the HoLE wins, Ralph remains in the scene and turns on the Participants.

Also, sudden, loud noises. He spooks easily.

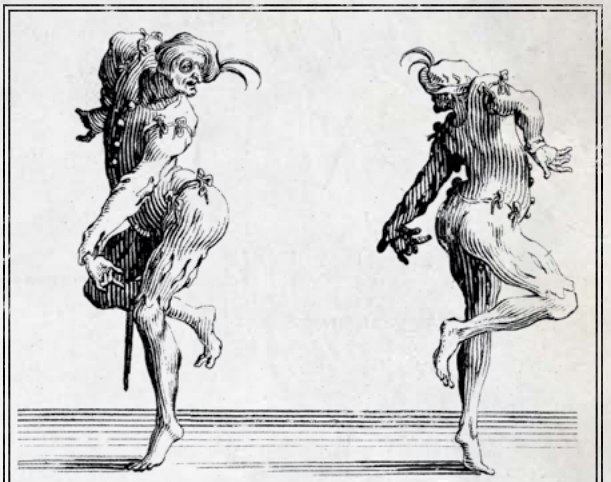
What He Wants Honey. Ralph is drawn to honey like llamas to honey. If there are more than a few jarfuls about, Ralph won't be long in arriving. When he does, he'll begin eating said honey, and woe betide anyone who gets in his way.

Allies

Standard Llamas.
Standard Sheep, ***Standard Flying Sheep***.

Enemies

The current HoLE Persona.
Arthur X and his ***Killer Sheep***. Ralph and Arthur go way back, but now they have beef.
Bees.



How to Flamenco Dance

For the first time ever, the secrets of flamenco dancing are revealed. All you need is an eight-sided die, 2-6 people to clap rhythmically, and many years of training!

Roll the d8 eight times and remember the order.

d8	Dance Manoeuvre
1	Back-Hoof Step Ball Change
2	Fore-Hoof Staccatto Flurry
3	All-Hoof Passion Stomp
4	Haunch Slap
5	Spin
6	Raspy Lamentation with Head Back and Full-Body Shaking
7	Foreleg Kick-to-Plié
8	Back Leg Splits, Forelegs Up

Scott's Penguin

DIE: 8 Deeds Required to Defeat 1

HOW SCOTT'S PENGUIN ATTACKS

1-8 (when happy) ***Tentatickle*** *(Nimbleness vs. Decorum)*

The Penguin extends its tentacles for a playful tickle. If the target can't remain dignified, they suffer 2 bits of Loony.

1-8 (when threatened or peeved) ***Throttacle*** *(Nimbleness vs. Valour)*

The Penguin extends its tentacles for a playful throttle. If the target can't bat the things away, they suffer 2 bits of Death.

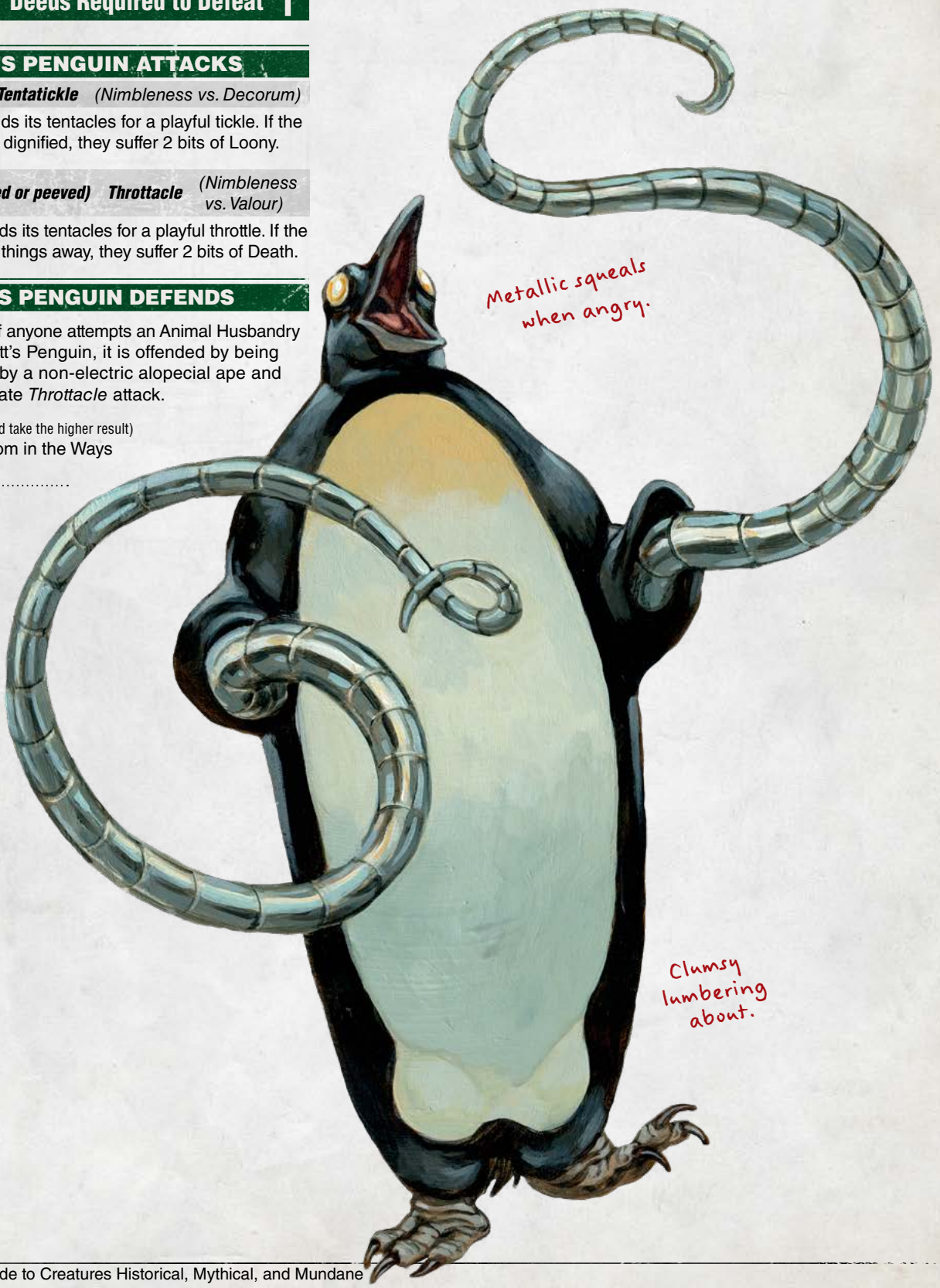
HOW SCOTT'S PENGUIN DEFENDS

Advanced Specism If anyone attempts an Animal Husbandry Deed against Scott's Penguin, it is offended by being condescended to by a non-electric alopecial ape and makes an immediate *Throttacle* attack.

Serious (roll twice and take the higher result)
Nimbleness, Wisdom in the Ways of Science

Silly (roll twice and take the lower result)
Authority, Luck, Purpose

Indifferent to
Animal Husbandry



HISTORICALLY ACCURATE PORTRAYAL

What It Is A bententacled, 25'-tall arctic cyborg. It runs on electricity, which has not yet been discovered by humans (except Merlin). Penguins have known about it for an epoch or two, and incorporated it into their biologies when humans were still trying to work out the wheel.

This one is just a baby and was accidentally left behind when the other giant electric penguins returned to their home planet aeons ago.[5]

What It Fancies A jolly good tickle. If someone can manage to get close enough, they can reduce it to a jiggling heap with a few well-placed cootchie-coos. A Wisdom in the Ways of Science Deed of 7+ allows someone to identify this as a weakness. Gastronomically speaking, it will eat anything but eels. Beastly slimy things.

What It Doesn't Fancy Chewing. (It's just a baby after all.) When it locates food, it attempts to mash it to comestible pulp with its tentacles before consuming it.

What It Wants For its kinspenguins to return and recolonise this lovely little world with all its fun ticklish creatures. What it doesn't know is that if it eats an ***Electric Eel***, its metallic squeals will be amplified and broadcast across the heavens. In a few minutes' time, its parents will return aboard a spaceship to collect it. Baby doesn't want to leave, though, and will throw an awful fit.

Allies

Merlin is trying to make friends with the Penguin so he can charge his car battery off it. He's making some progress.

Spike and Harry are hoping to hitch a ride with its parents. They know it wants to eat something electric, but they're having trouble locating sources of electricity on this benighted planet.

Enemies

The Atomically Mutated Cat used to come round for tickling, but its claws were too sharp and the two had a row.

SCOTT'S PENGUIN'S OBSERVED BEHAVIOURS

Are these displays greetings? Threats? A component of the mating ritual? No one knows, so try not to take anything too personally.

d8	Display
1	**Up periscope!** The penguin deploys its telescopic tentacles into the ground and elevates itself to a considerable height.
2	**Defibrillator.** The penguin extends a tentacle and gives off a small static charge. It doesn't hurt, so laugh along with the penguin until it tires of the game.
3	**Fish me.** The penguin opens its beak wide and gargles with eyes closed until a fish is tossed in.
4	**Bath time.** One tentacle excavates a shallow pit. The other tentacle plunges into the ground, locates a source of water, and pumps it into the pit. When it's full, the penguin, and anyone else who's feeling a little less than fresh, enjoys a delicious bath. There is an invigorating electric charge waiting for anyone who hops in.
5	**Math time.** Baffling mathematical figures appear in rapid succession on the penguin's chest, and its eyes emit coloured lights. After a time, it falls asleep on its feet and won't wake up unless toppled, which makes it surly.
6	**Siren song.** Its head rotates as it gives off a long sound with three components; shrill piping, a deep groan and a buzzing that seems to take place inside the skull of everyone who hears it. Dogs come from miles around, sit in a circle and howl.
7	**Showtime.** The penguin regurgitates a large cigar (along with a bit of its latest meal), which the penguin lights with the tip of a tentacle. It then begins humming a quaint melody and shuffles about with impressive agility, keeping time with complex slaps of its feet. It stops when the cigar is 1/3 smoked, at which point the penguin passes it to the nearest person and encourages them to shuffle.
8	For no discernible reason, the penguin begins to cry. If the tears are collected in a metal container, the container will emit a pleasant electrical hum for several hours. The penguin stops crying if it's given a good tickle.

[5] If you're wondering why this one hasn't grown into an adult in all this time, you clearly don't know the first thing about realistic giant extraterrestrial cyborg penguins.

BEAST

Sewer Budgies

Flapping, flitting, and croaking...merry tweeting has gone by the wayside.

DIE: 10 **Deeds Required to Defeat** 1

HOW A FLOCK OF SEWER BUDGIES ATTACKS

Swarm *(Nimbleness vs. Heartiness)*

The flock bethrongs one person (preferably someone with fruit on them who's not carrying anything scented). Some Budgies alight on their person, others flutter and flit in their personal space. If the target can't bring a robust physique to bear, they contract a disease and are seen as terribly sinful – even heretical (reset Heartiness, Purpose, and Chastity to d4 until the flock is dispersed).[6]

HOW A FLOCK OF SEWER BUDGIES DEFENDS

Serious (roll twice and take the higher result)
Nimbleness

Silly (roll twice and take the lower result)
Bardistry

Indifferent to Anything a bird wouldn't understand, Valour

[6] The HoLE may tack on additional symptoms of their choosing.

HISTORICALLY ACCURATE PORTRAYAL

What They Are They are what happens when regular folk toss their unwanted budgies into midden piles or open sewerways. The things become befouled, swell up, and breed incessantly until a flock of the bloated blighters takes wing.

They cause no immediate physical harm, but they do infringe on one's personal space, and they spread disease. Even to pre-germ-theory ignoramuses, the correlation between these feathered blighters and contracting an evil affliction is readily apparent, but it's usually chalked up to sin. Indeed, a great many of those that Sewer Budgies take a liking to are hanged or burned at the stake for witchcraft.

What They Fancy Like their less sullied cousins, Sewer Budgies adore music. But their time in the muck has altered their tastes. They only care for discordant, badly played, or off-key efforts. If anyone using Bardistry in their presence Spams it, the flock will be at their command until they stop playing.

What They Don't Fancy Sweet-smelling things. Scented candles, incense, perfumed oils, and the like keep them at bay. Why do you think so many religions incorporate these things into their ceremonies? It's the flocks of giant soiled Sewer Budgies, bird brain!

Sudden, loud noises. If subjected to such an effect, the flock will spook and fly off for a time. If the effect is particularly sudden and loud, the flock will suffer a collective heart attack and fall dead.

What They Want Fruit. They love the stuff, especially if it's rotten. A flock is drawn to anyone carrying fruit (rotten or not), and flinging away a rotten piece is a sure way to temporarily rid oneself of the Budgies' attentions. But now the Sewer Budgies associate you with their favourite thing and will be all the more drawn to you.

Allies

Spots of Gangrene, which often hitch rides on flock members.
Hack musicians.

Enemies

Perfumers and speciality chandlers.
Arthur Figgis and all idiots, whose profession requires them to fall into sewers on occasion.

Foul Feathers Roll a 100-sided die to determine what, exactly, a Sewer Budgie is covered in. Actually, don't bother rolling a die; it's all of the below:

d100	Sewage
1	decaying oyster goo
2	pig snot
3	basset hound slobber
4	melon rind
5	seaman's scurvy
6	myrrh
7	hangover barf
8	tomcat piss
9	baby slugs, the orange ones
10	drunkard bile
11	leper skin
12	Hansper Hobgoblin dandruff
13	nearly digested grape-fruit pulp
14	brussel sprouts
15	French andouillette
16	abscess pus
17	rheumy child feces
18	Roman soldier boot slime
19	scum a rat wouldn't eat
20	communal bath sludge
21	cow cud
22	pulped eyeball

d100	Sewage
23	frog intestines
24	canker scabs
25	blood from an ingrown toenail
26	aenemic feather mites
27	albatross guano
28	seal pup's stomach acid
29	***Spot of Gangrene***
30	bear milk
31	Guy de Lombard's toe cheese
32	Mr. Neutron's jock itch ointment
33	nettle paste
34	fish sweat
35	Halluxian Mammoth parings
36	boiled beet juice
37	blancmange
38	octopus mucous
39	Dinsdale Piranha's earwax
40	lark's vomit
41	plague pustule juice
42	innocent spider's guts
43	musk of horny llama
44	moose grout

d100	Sewage
45	honey marmalade soup
46	Arthur Figgis's belly lint
47	burned witch marrow
48	kitten brains
49	gobs of greasy, grimy gopher guts
50	mutilated monkey meat
51	Sir Robin's backfire
52	haggis
53	skunk fragrance sack
54	buttered lice
55	weasel liver pâté
56-68	chewed corn
69	rotten prunes
70	cabbage in rasberry jam
71	gorgonzola worms
72	termite pupa
73	cavier
74	troll pellets
75	cockroach cluster
76	scrambled chick
77	centipede larvae
78	triple white chocolate cake
79	Audrey Equator's mole fluid

d100	Sewage
80	leeks in taco sauce
81	Prince Charming's hair gel
82	Quark
83	filthy filth
84	squid ink
85	squid
86	warm evacuation of crumhorn
87	sugared mayonnaise
88	used KY jelly
89	fleas
90	dirt from an old hippo's creases
91	dark matter
92	gangster's nostrils
93	eczema scales
94	diaper rash
95	fried bats
96	ten drenched outhouse flies' legs
97	spoiled kaki
98	Mrs. Treason's back-washed tea dregs
99	cheddar cheese
100	spam

MONSTROSITY

Spike and Harry

DIE: 12 **Deeds Required to Defeat 2**

For the purposes of attacks, defence, Deeds, Tests, and all other dice rolls, Spike and Harry are a single entity.

HOW SPIKE AND HARRY ATTACK

Once Only, When First Encountered ***Aura of Weird***

Whenever someone sees Spike and Harry for the first time, the extreme weirdness causes a Lorefulness Test. Anyone who can't produce a 6+ lacks knowledge of things beyond those dreamt of in our philosophies, and suffers 1 bit of Loony. Brianists are not affected by this.

1-8 Raspberry Blow *(Glibness vs. Decorum)*

Spike and Harry call one person a very nasty name in Xzargoonish. To human ears, it looks and sounds like the most obscene bit of raspberry blowing. If the target can't rise above such nonsense, it's 2 bits of Loony and they blow a raspberry back.

9-12 Radio Waves *(Wisdom in the Ways of Science vs. Purpose)*

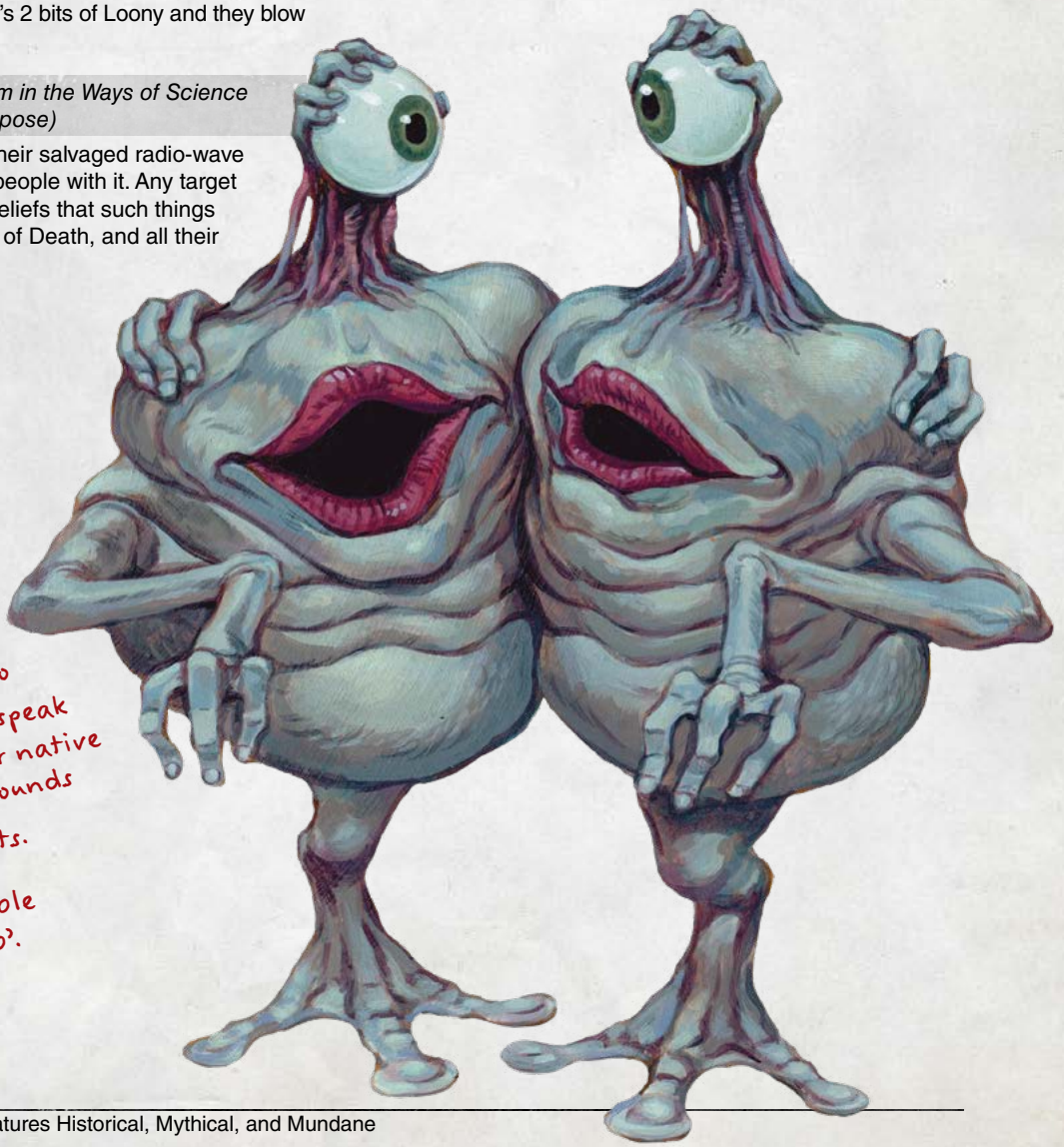
Spike and Harry break out their salvaged radio-wave emitter and blast up to four people with it. Any target that can't hold firm to their beliefs that such things are impossible suffers 2 bits of Death, and all their metal equipment melts.

HOW SPIKE AND HARRY DEFEND

Serious (roll twice and take the higher result)
Glibness, Strategy, Subtlety, Wisdom in the Ways of Science

Silly (roll twice and take the lower result)
Decorum, Lorefulness, Druidry, Nimbleness

Indifferent to Argumentation, Purpose



Mostly indifferent to human affairs. They speak to each other in their native language, which sounds a bit like wet farts.

The only discernible word is 'rhubarb'.

HISTORICALLY ACCURATE PORTRAYAL

What They Are Xzargoons from the Planet Eeeeyack-a-boo. After failing to outrun a Blancmange cruiser, they crashed in Judea in 33 A.D. and have been stuck on Earth ever since. Their real names are best left unpronounced, but Brianists refer to them (with great reverence) as Spike and Harry. According to church doctrine, they are angels sent by God to save Brian from certain death when He fell from a tower while fleeing Roman centurions.

What They Fancy Speed and daredevil driving. With bugger-all technology to work with on this planet, they have to make do with what they can get. They were able to salvage a few pieces of equipment from their hotrocketship after the crash, and for centuries have been scouring the planet for advanced technology with which to rebuild it.

Brandy and spam, the latter of which is also available on Eeeeyack-a-boo.

What They Don't Fancy Being chased around or gawked at. They've learned to disguise themselves as humans and keep a low profile, what with Brianists throwing themselves at their pseudopods and everyone else trying to kill them, screaming in terror, or otherwise making a fuss.

What They Want To find their crewmate (who was kipping in the crew quarters at the time of the crash) and get off this damned planet, either by repairing their hotrocketship or hitching a ride with ***Scott's Penguin***'s parents, should they return.

Allies

Brianists, who venerate Spike and Harry as angels. Spike and Harry would just as soon have nothing to do with them. The whole worshipping thing just confuses them.

They know that if ***Scott's Penguin*** eats something electric, it will signal for its parents, who left the planet ages ago, to come and collect it. They'd like to hitch a ride off-world, if they can find anything that will suffice. If only they knew about and could find some ***Electric Eels***…

Enemies

Blancmanges from the Planet Skyron, their mortal enemies.

Vikings…the rotten spam hoarders.

Most other humans. For their part, Spike and Harry hold no deep animosity, but you know how people can be about blob-shaped creatures that hold their eyeballs in one hand.

DECIPHERING THE LANGUAGE OF THE XZARGOONS

Sound	English Translation
Fffffthhhp	You exhibit signs of looniness, and we'd prefer you go away.
Pthhhlplplplpl	The word that refers to me is 'Spike'.
Shhhhfffffwhfff	No, no. That's 'Spike' with an i.
Qwrfffffffffffrhubarb	You seem Sensible. How fares your female progenitor?
Plethelplethelplethel… pap!	Please indicate with the appendage of your choice the direction of the least distant privy.
Pwipwhip	Never mind. It is now too late.
Bfffffffffiffle	You look hurt, can we be of assistance?
Kyooooooooooooo pubarb?	The cessation of vital functions to Blancmanges!
Frthhthththrhubarbthhthth thhthhth	Have you either direct or indirect knowledge of the location of a reliable source of electricity?
Squirk	It is surmisable that the sight of my crewmate and me is having delapidarical effect on your superstitional dogmatics. From this it is inferable that the belief systems on this inhabitable orbital make little allowance for Xzargoons, like those which stand before your ocular apparatuses. Yet, unless we are in possession of information that is erroneous, the adopters of these belief systems are compulsorarily invited to accept much that is unocularatable, included in this category are powerful life forms both naughty and unnaughty. The success of this message is able to be remarked upon. You are encouraged to correct us if our assumption that a non-zero number of bipedal lifeforms in this biome have discovered a method by which the Ultimate Force in the Ominverse can be contacted through a wringing of their non-ocular appendages. On pleasant tasting abode Eeeeyack-a-boo, such communication is effectuated through [blows a raspberry]. And yet, we are similarly extant in this specific supertemporal sliver of simultaneity, irregardless of the fact that an unequal infinite number of lifeforms existed but have since ceased vital functioning in so far as the present timespan is distracted. Therefore it is conclusable that…oh. I am in receipt of a forceful physical prodding from my crewmate, which is meant to convey to the elocutor that futher utterances would result in all present lifeforms experiencing non-pleasant neurological transmissions termed, unless my linguistical research has malfunctioned, embarrassment.
Flippppplerheuthhhhhh-purpbarb	Is that an albatross?

BEAST

Spiny Norman

DIE: 14 **Deeds Required to Defeat** 3

HOW SPINY NORMAN ATTACKS

At the Oddest of Times Intone Home

Spiny Norman pokes his head from around a corner and says 'Dinsdale.' It's all rather startling – Valour is Tested! If anyone can't manage a 4+, they give a yelp, which gives Spiny Norman a fright in return…and leads to an immediate *Pointy Ball Roller* attack.

1-9 Nip *(Nimbleness vs. Animal Husbandry)*

Spiny Norman gives one person's outerwear a quick little nibble, just to see if it's made out of slugs. It doesn't hurt, but it does put unsightly holes in clothing and ruins armour, unless the target can gently redirect things and stay nipless.

10-14 Pointy Ball Roller

Spiny Norman panics, balls himself up, and rolls away – and over whatever's in the way. Anyone between Norman and the nearest safe exit has their Nimbleness Tested. It takes a 6+ to avoid being impaled on a quill for 1 bit of Death and carried off to whatever safe hole or cave Spiny Norman is rolling to.

HOW SPINY NORMAN DEFENDS

If anyone attempts a Sorcery Deed against Spiny Norman, he panics and flees, using a *Pointy Ball Roller* attack in the opposite direction to the person doing scary magic.

Serious (roll twice and take the higher result)
Druidry, Subtlety

Silly (roll twice and take the lower result)
Animal Husbandry, Valour

Indifferent to Sorcery

HISTORICALLY ACCURATE PORTRAYAL

What He Is A giant hedgehog that's notorious for suddenly popping his head around a corner, uttering 'Dinsdale,' and disappearing again. Most assume that he's searching for the infamous pirate ***Dinsdale Piranha*** – including Dinsdale himself. Few but the most sagacious of erinaceologists know that Spiny Norman is in fact from the village of Dinsdale, vicinity of Malmsy, and would much like to find his way back there.

What He Fancies Slugs. Yum! He'll settle for snails if he must.

What He Doesn't Fancy Frightening people. Loud noises. Sudden movements. Spiny Norman is quite skittish and will lumber or *Pointy Ball Roller* away at the first sign of danger – and to poor old Spinesy, just about everything seems dangerous.

What He Wants Someone to help him home to Dinsdale village. He went off on a slug-hunting expedition years ago and happened upon a cave full of really juicy ones that happened to be magic. Spiny Norman gorged himself and grew quite large, but he also lost his bearings. Alas, he's terrifyingly gargantuan in size and can only speak one word, so making known his wants is challenging.

Allies

Anyone who can keep him safe.
Anyone who will help him get home.

Enemies

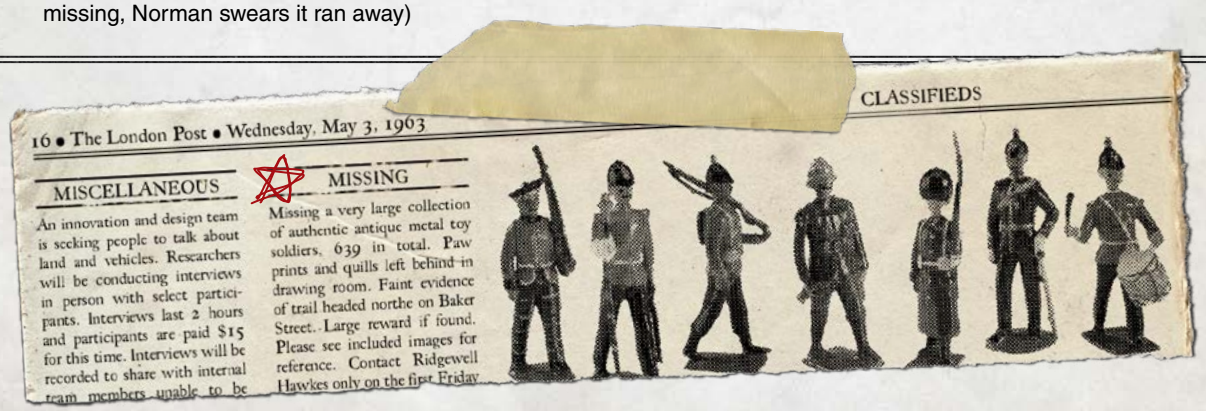
Doug and Dinsdale Piranha, the latter of whom has let paranoia get the better of him. He believes Spiny Norman is after him.

Giant Bearded Snails, which Spiny Norman eats if slugs can't be found.

WHAT'S ON SPINY'S SPINES?

Norman's propensity for rolling around has resulted in him impaling up a number of oddities, which, along with lots of grapes and other fruit, remain pinioned, most having worked their way into the veritable forest of quills. Some of Spiny's most favourite toys are here…if only he knew. He'd be much less jumpy if he knew his Jiffers was nearby.

- Pink skipping rope
- Six note xylophone with one note missing
- Abacus (counts to 14)
- Waddling duck pull toy (quacks at irregular intervals)
- Rubber squeaky giraffe named Jiffers
- Albatross ceiling mobile, all tangles
- Glow in the dark yo-yo (present from ***Merlin***)
- Slinky (also from ***Merlin***), only one kink in it!
- Tiny mirror shaped like an open hippo's mouth with ears and eyes on top
- The XX $^{I}/_{III}$ Roman Legion's *aquila* (see ***Anusius Prolapsus***, p. 168)
- Easel with chalk board and three colours of chalk
- Wooden wagon replica with carved blue horse
- Matching tie and handkerchief
- Clay bowl with Norman's likeness on one side and his name on the other
- 27 Jacks and bouncy troll pellet
- Fetchez la Vache travel size gameboard (1 meeple missing, Norman swears it ran away)
- Wind up music box that plays the melody to 'Christmas in Heaven'
- Barrel of monkeys game
- Model flying saucer wrought from an unidentifiable metal
- 639 toy soldiers
- Sack of 50 some-odd marbles with as many numbered polyhedrals
- Beanie with propeller
- Bowtie, multi-coloured polka dots
- Bandit mask (also works as a raccoon mask)
- Fleet of paper sailboats
- 2 wicker dolls, clothing optional
- Piston-action sparkler
- Porcelain birdcall waterpipe
- Japanese Kamikaze bandana
- Stilts, set of four, one fractured
- Solid gold ocarina
- Wooden hamster ball



16 • The London Post • Wednesday, May 3, 1963 CLASSIFIEDS

MISCELLANEOUS

An innovation and design team is seeking people to talk about land and vehicles. Researchers will be conducting interviews in person with select participants. Interviews last 2 hours and participants are paid $15 for this time. Interviews will be recorded to share with internal team members unable to be

MISSING

Missing a very large collection of authentic antique metal toy soldiers, 639 in total. Paw prints and quills left behind in drawing room. Faint evidence of trail headed northe on Baker Street. Large reward if found. Please see included images for reference. Contact Ridgewell Hawkes only on the first Friday

MONSTROSITY

Spots of Gangrene[7]

DIE: 8 **Deeds Required to Defeat** 1

HOW A SPOT OF GANGRENE ATTACKS

1-8 Glom On *(Nimbleness vs. Nimbleness)*

The Spot of Gangrene hops at one Upper-Class person. If the target can't dodge, the Spot attaches to their face. The good news is that it's very fashionable; when using Decorum the 'wearer' can roll twice and take the preferred result. The bad news is that it's not particularly easy to get rid of. If the wearer Spams a Decorum roll, makes a fool of themselves in polite company, or disguises themselves as Lower Class by wearing rags, covering themselves in filth, and not being interested in courtly foppery, the Spot of Gangrene will hop off and find someone more fitting.

For each day that a Spot of Gangrene is attached, the wearer must lower their Heartiness by one die value. When the die value is a d4, or if the wearer does not have Heartiness as one of their Traits, they must roll a d4 (no Spamming, Strewthing, or Accoutrement pluses/minuses). On a result of 1, the wearer dies of gangrene and is No More. On a result of 2-4, they live to see another day, but must make the roll again the following day.

HOW A SPOT OF GANGRENE DEFENDS

Modern Love If anyone attempts to combat the Spot of Gangrene with leeching, humoral balancing, or other modern medicinal practices (i.e., Wisdom in the Ways of Science), they cock the whole thing up. A brand new Spot of Gangrene is formed, ready for glomming.

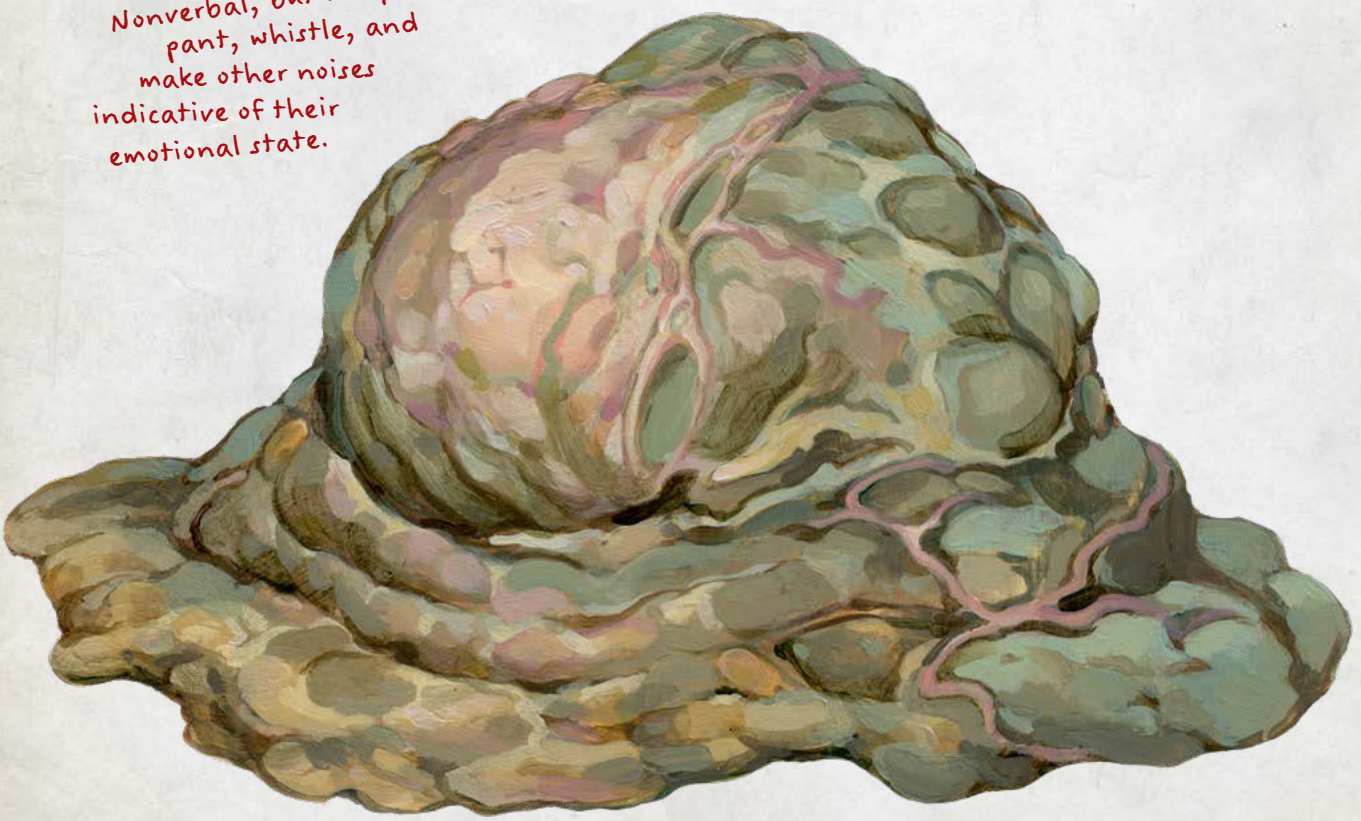
Serious (roll twice and take the higher result)
Nimbleness

Silly (roll twice and take the lower result)
Druidry

Indifferent to Everything else

[7] Unleashing deadly diseases on Participants who've experienced or been affected by them tends to undermine pedagogical outcomes, is not very nice, and might cause the educationalist to be found in violation of the of the Anti-Tit, -Tosser, -Bully, -Ass, and -Wanker Act, Section 4, clause 3b (p. 7). So be sure your Participants are game for it before you spring a gammy leg on them.

Nonverbal, but they can pant, whistle, and make other noises indicative of their emotional state.



HISTORICALLY ACCURATE PORTRAYAL

What They Are A Spot begins life as a perfectly ordinary bit of gangrene on an Upper-Class person's face. At some point it becomes sentient and mobile, and hops about seeking a new Upper-Class home.

Their bouncing makes a rather rude sound. We'd rather not go into detail. Suffice it to say, the noise is off-putting.

Farts. It sounds like farts. There, you made us say it. For shame. Our mother will be reading this, you know.

What They Fancy The Upper Class. A Spot will target only them with *Glom On*. If there are multiple candidates, it chooses the one with the highest Decorum.

What They Don't Fancy Herbs, homoeopathy, and traditional remedies.

What They Want A mate. The surest way of ridding oneself of a Spot of Gangrene is to find a mate for it; before long, though, the two will procreate in great numbers. The Upper-Class populations of many towns and cities have been entirely decimated by such a coupling.

Allies

Sewer Budgies, on whose filthy feathers Spots of Gangrene often hitch rides.

Sister Dingo/Zoot. When other remedies have failed, many Spot-afflicted persons seek out the famed healers. The Sister's order can do nothing about the Spot of Gangrene, but there's all sorts of other activities they might get up to.

Scientists, doctors, and other practitioners of modern medicine, all of which make brand new Spots of Gangrene.

Enemies

Hedge witches, druids, and other traditional healers.

The Grim Reaper, who is kept too busy by the little bastards.

SPOT OF GANGRENE ASPECTS

A Spot of Gangrene can assume many sizes, forms, and colours, though the smell is always the same.

d18	Aspect
1	cow pie
2	Chairman Mao-shaped wart
3	cheese pie
4	felt hat
5	religious relic
6	blooming onion
7	albatross nest
8	solid fart
9	second head
10	incense burner
11	partially flattened hedgehog
12	salt water taffy (chewed)
13	root ball
14	pickles
15	eye of newt
16	accurate regional map
17	gangteal
18	miniature giant space hamster

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MONSTROSITY

The Three-Headed Giant

DIE: 20 **Deeds Required to Defeat** 3

HOW THE THREE-HEADED GIANT ATTACKS

1-9 Nattering and Bickering

The heads begin arguing amongst themselves. They are completely absorbed for the moment, allowing opponents to escape if they so choose – but anyone who does must lower their Valour die value by one. If a PC is already on a d4 or doesn't have Valour, they suffer an immediate Beshrewment. Anyone who chooses to remain has their Decorum Tested. If they can't produce a 5+, they suffer 1 bit of Loony.

10-16 Greatswordecision *(Valour vs. Valour)*

The Three-Headed Giant swings his greatsword at one target. Each time this attack is about to be used, flip a three-sided coin to determine which head is controlling the attack and what effect it has.

1. Right head (Valour vs. Valour). If the target can't parry it's 3 bits of Death, and one piece of equipment is destroyed.
2. Left head (Valour vs. Valour). If the target can't parry, the attack heals 1 bit of Death, and one piece of equipment is destroyed.
3. Middle. The attack stops halfway through as the middle head dithers. No effect.

17-20 Lance a Lot *(Valour vs. Nimbleness)*

The Three-Headed Giant brandishes his giant lance and runs through up to four people (who must be standing in a line). Any target who can't dodge suffers 2 bits of painful Death and remains impaled on the lance.

HOW THE THREE-HEADED GIANT DEFENDS

Fomentation If a PC successfully uses Argumentation as a Deed against the Giant, it gets the heads going again. The Giant automatically uses *Nattering and Bickering* on its next turn.

Serious (roll twice and take the higher result)
Heartiness, Subtlety, Valour

Silly (roll twice and take the lower result)
Argumentation, Glibness, Nimbleness

Indifferent to Authority

HISTORICALLY ACCURATE PORTRAYAL

Who He Is A hulking, monstrous, brutal slayer who terrorises dark forests and other wild places with a frightening, echoey voice. Many a knight has met their doom on the business end of his lance and greatsword. The three heads must agree on a course of action before embarking upon it, and debates between the heads can allow potential victims to escape with their lives. But having six eyes means he's very hard to sneak up on.

Though each head has its own personality, all three are surprisingly poncy in their delivery. The right head is the most direct and coarse in manner. The left head is kind and a bit twee. The middle head is between the two in every way. The three heads bicker and pick on each other constantly.

What He Fancies

Right: violence, standing up, long, hot baths.

Left: tea but not biscuits, lying prone, not bathing.

Middle: agreement, sitting down, a quick sponge-off.

What He Doesn't Fancy

Right: the other two heads. Also cowards and bores.

Left: the other two heads. Also biscuits and boors.

Middle: the other two heads. Also noisy people and snores.

What He Wants

Right: a horse that can bear his prodigious weight.

Left: a new tea set.

Middle: a moment of blessed silence, and someone to brush his teeth.

Allies

Right: ***Doug and Dinsdale Piranha***, ***Kargol the Amazing***, ***Bevis the Barber*** (in murderous barber mode).

Left: ***Captain Gladys Stoutpamphlet*** (as her Rita Fairbanks alter ego) and ***Bevis the Barber*** (in lumberjack mode).

Middle: none. The other two keep all the sensible people from coming round.

Enemies

Right: ***King Arthur*** and the Knights of the Round Table. They're fun to kill.

Left: ***Doug and Dinsdale Piranha***, ***Kargol the Amazing***. Beastly persons!

Middle: ***Gumbys***. Pushy, obnoxious oafs.

Oh yes, The Lady's World sounds nice. I'll have that. Shall I?

BOLLOCKS! IT'S THE QUIVER!

I don't like violent things. YES I DO

Let's have The Lady's World for starters.

May I have the quill? IT'S THE QUIVER!

No, I mean I'd like to use the quill please.

NEVER LADY'S WORLD

That's not a nice thing to say. Cassell's Journal sounds nice.

Shut up SHUT UP

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BEAST

The Vicious Chicken of Bristol

DIE: 6 **Deeds Required to Defeat** 1

HOW THE VICIOUS CHICKEN OF BRISTOL ATTACKS

Once Only, When First Encountered ***Fearsome Feather Ruffle***

Old Brissy rustles his feathers and struts about. Anyone who has Animal Husbandry recognises that he's just doing normal chicken things. Everyone else, having heard tell of his ferocity, takes 1 bit of Loony or runs away (Participant's choice).

HOW THE VICIOUS CHICKEN OF BRISTOL DEFENDS

Eggsclamation If threatened, Old Brissy gives a shrill 'bee-GOKKK!', which brings ***Eggs Diamond*** in an hour or so. If whatever's bothering Old Brissy is still around, they'll have to deal with Eggs. If they've scarpered, Eggs will be on their trail right quick.

Serious (roll twice and take the higher result)
Nimbleness

Silly (roll twice and take the lower result)
Valour

Indifferent to It's a chicken

HISTORICALLY ACCURATE PORTRAYAL

What He Is A magnificent specimen of an old English Game chicken that has acquired a reputation as a ferocious killer. But he's not. He's just a cock.

Brissy lords over his coop, pining for his soulmate ***Eggs Diamond***, who's always out and about on banditry business. Oh sure, Eggs'll stop by for the occasional cloaca quickie, but come morning she's off again and Old Brissy's got no choice but to put on a brave face, do the cockadoodling, and strut about.

What He Fancies Corn. Insects. The occasional worm.

What He Doesn't Fancy Powerful odours. Herbs, incense, or particularly pungent body odour act as a repellent.

What He Wants All the shiny things, and for Eggs to stay home and help out around the coop.

Allies

Eggs Diamond.
Six henchmen (as ***Chickens***), who are always nearby.

Enemies

Sir Robin, who once nearly fought it and makes all chickens look bad.
Foxes, which eat chickens and eggs, in either order.
Giant Bearded Snails, whose smaller cousins are mercilessly devoured by chickens.
Blancmanges, terrors of chickens everywhere.

Pecking, scratching, clucking. You know, chicken shit.

Mundane Beasts

The forests, moors, and mountains are most faunaful, except near the castles of Upper-Class types, who derive a sense of accomplishment from chasing down and slaying scary unarmed beasts. Armed. On horseback. Assisted by hounds. And huntsmen.

Unless otherwise noted, Mundane Beasts are considered Serious in Druidry, Silly in Strategy, and Indifferent to Deeds of Animal Husbandry (unless it's a domesticated species), Argumentation, Authority, Bardistry, Chastity, Decorum, Glibness, Lorefulness, Purpose, and Wisdom in the Ways of Science.

Albatross

Huge seabird. Doesn't come with chips.

DIE: 6 **Deeds Required to Defeat** 1

HOW AN ALBATROSS ATTACKS

1-6 They Drop Down One By One *(Strategy vs. Luck)*

The high-flying Albatross lets excretory bombs fly. Anyone below who isn't sufficiently lucky is…decorated, and must reset Decorum to d4.

HOW AN ALBATROSS DEFENDS

Curses! Anyone who kills an Albatross is cursed. Until they visit the seashore and utter a blessing for all creatures, their Luck is d4 and they can only use Luck for Tests.

Badger

A solitary, tenacious, tunnelling, nocturnal hunter of mice and voles. For unknown reasons, Badgers may not attack anyone named Brian.

DIE: 6 **Deeds Required to Defeat** 3

HOW A BADGER ATTACKS

1-5 Bite *(Valour vs. Nimbleness)*

The Badger takes a bite out of some poor sod. If they can't dodge, it's 1 bit of Death.

6 Flurry of Dirt *(Strategy vs. Druidry)*

The Badger turns tail and shovels a disconcerting volume of earth in their foe's direction. If the target can't recall enough about these fellows to anticipate it, they get a facefull of dirt and can't see or speak for several minutes. In the meantime, the Badger scarpers.

HOW A BADGER DEFENDS

Serious Valour

Badger

Boar

Ferocious if cornered or their truffles are trod upon. The domesticated versions (Hogs and Pigs) are the same, statistically, except instead of a tusk attack they have a Chomp (1 bit of Death), and they're not Indifferent to Animal Husbandry.

DIE: 12 **Deeds Required to Defeat** 1

HOW A BOAR ATTACKS

1-12 The Tusk! *(Valour vs. Nimbleness)*

The incensed Boar charges one person. If the target can't get out of the way, it's 2 bits of Death.

HOW A BOAR DEFENDS

Serious Valour

Chicken

A sociable, intelligent creature capable of laying a Currency every day. Really amazing when you think about it! Not Indifferent to Animal Husbandry.

DIE: 4 **Deeds Required to Defeat** 4

HOW A CHICKEN ATTACKS

Peck *(Nimbleness vs. Animal Husbandry)*

The annoyed Chicken pecks a person. If the target can't unruffle its feathers, they must move Authority one degree towards Silly.

Boar

Cow

A gentle soul passionate about chewing grass into pulp – and grass is terribly resistant to becoming pulp. Not Indifferent to Animal Husbandry.

DIE: 4 **Deeds Required to Defeat** 1

HOW A COW ATTACKS

1-4 A Fart in Your Specific Direction

A Cow, if irked, discharges a cloud of methane that could choke a horse. Animal Husbandry is Tested. Anyone who can't produce a 4+ is insufficiently inured to such things and suffers 1 bit of Death. Churls are not affected by this.

Crocodile

The dreaded Crocodile once haunted the Nile until they mysteriously migrated to the forests of Northern Europe. You get used to it.

DIE: 10 **Deeds Required to Defeat** 2

HOW A CROCODILE ATTACKS

Once Only, When Someone Approaches Its Waters Surprise Chomp

The Croc springs from a river or moat and makes a Chomp attack against one person. Unless the target is Serious (d14 or higher) in Druidry, they must roll their Test twice and take the lower result.

1-10 Chomp *(Valour vs. Nimbleness)*

The Croc takes a bite out of one person. If the target can't dodge, it's 3 nasty bits of Death.

Electric Eel[8]

An aquatic serpent, according to the latest biological research. Electric Eels are not aggressive (they have no attacks), but they can defend themselves with a stimulating amount of undiscovered energy.

DIE: 4 **Deeds Required to Defeat** 1

HOW AN ELECTRIC EEL DEFENDS

Lizardly Lightning

Fiddling with an Eel triggers an Animal Husbandry or Druidry Test (fiddler's choice). If the roll isn't a 6+, the PC suffers 1 bit of Death (2 if they're wearing metal armour).

[8]You thought they were only in South America? You must be shocked.

Horse

A creature rumoured to be useful for transportation, farm work, and jousting. They must be awfully expensive. We suggest sticking with coconuts. Not Indifferent to Animal Husbandry. To ride one, a person must be Serious (d14 or higher) in Animal Husbandry. While mounted, a person can roll twice when doing Valour Deeds and take the preferred result.

DIE: 8 **Deeds Required to Defeat** 1

HOW A HORSE ATTACKS

1-8 Donkey Kick *(Valour vs. Animal Husbandry)*

The Horse kicks at one person with its back legs. If the target can't muster the experience necessary, they don't see it coming and take 1 bit of Death.

Llama, Standard

A quadruped that lives in big rivers like the Thames, has two ears, a heart, a forehead, and a beak for eating honey. It is provided with fins for swimming and is larger than a frog. It fancies honey – its beak is specifically designed for eating it. It does not fancy sharing its waters with swimmers. It can be dangerous in this situation. 'Standard' Llama is a bit of a misnomer, as they come in a number of models: Ecuadorian mountain llamas, the Venezuelan red, Mexican whooping llamas, Battery llamas from Llama-Fresh Farms Ltd. (near Paraguay), just to name a few. Not to mention North Chilean guanacos, which are close relatives, and kangaroos, which are more distant.

DIE: 6 **Deeds Required to Defeat** 1

HOW A LLAMA ATTACKS

1-4 Spit *(Strategy vs. Nimbleness)*

The Llama launches a spectacular gob of nasal muck at one person. If the target can't dodge, it's 1 bit of Loony.

5-6 Beak *(Valour vs. Valour)*

The Llama gnashes its sharp honey-eater at one person. If the target can't parry, it's 1 bit of Death.

Horse

Llama

Moose

The crowned emperor of beasts, with a rack any ruler would envy and a nasty bite to boot. Extremely fond of spam.

DIE: 12 **Deeds Required to Defeat** 2

HOW A MOOSE ATTACKS

1-10 Bite *(Nimbleness vs. Druidry)*

The Moose bites a person nastily. If the target can't anticipate it, it's 1 bit of Death.

11-12 Rack 'Em *(Valour vs. Nimbleness)*

The Moose sweeps its antlers at one person. If they can't dodge, it's 1 bit of Death and they're flung into the branches of a nearby tree.

HOW A MOOSE DEFENDS

Serious Valour

Mouse

There's no Deeding, Testing, and Traiting to speak of, but one of these little bleeders can ravage up to 100 bits of unprotected Cheese Currency in one sitting.

Sheep, Killer

As ***Wolf***.

Sheep, Standard

A run of the mill ovine. Hasn't realised that life consists of standing around for a few months and then being eaten.

Sheep, Standard Flying

See ***Sheep, Standard***.

Stag

They simply adore being chased around by hounds and horses. At least that's what the Upper Classes tell themselves.

DIE: 6 **Deeds Required to Defeat** 1

HOW A STAG ATTACKS

1-5 Run Away!

The Stag darts away.

6 Gore *(Valour vs. Nimbleness)*

The Stag has had enough. It lowers its rack and charges one person. If the target can't dodge, it's 2 bits of Death.

Wolf

A fearsome howler that hunts in packs. Roll a d4 thrice to determine the size of a pack.

DIE: 8 **Deeds Required to Defeat** 1

HOW A WOLF ATTACKS

Once Only, When First Encountered Surprise Bite

The Wolf springs from the forest and makes a Bite attack against one person. Unless the target is Serious (d14 or higher) in Druidry, they must roll their Test twice and take the lower result.

1-8 Bite *(Valour vs. Nimbleness)*

The Wolf bites one person. If the target can't dodge, it's 1 bit of Death.

HOW A WOLF DEFENDS

Serious Subtlety

Mice

Sheep

Wolf

The Nonexhaustive Book of Historical QUESTS

Specifically Formulated for Holes

IX

QUESTS

The coursework presented in this chapter has been designed to maximise the learning outcomes of the Programme. Written, tested, and gnawed upon by fourteen specially trained pedagogical llamas, this curriculum may be deployed by educationalists wishing to challenge their students but keen to avoid lesson planning. Each of the ten educational scenarios, styled 'quests' to get everyone in the spirit of things, may be taught independently or strung together over the course of a semester.

Novice, Intermediate, and Expert Quests

Each quest is identified as 'Novice', 'Intermediate', or 'Expert'. If you're new to facilitating cocurricular reenactments or lacking in intellectual capacity, it is suggested that you start with a Novice-level quest. These scenarios are structurally linear: they have a single, clearly defined goal and one scene points to the next, all the way up to the finale, which makes running them simple. But facilitators are reminded that the key to Participant engagement is agency: letting their decisions and actions influence the course of the reenactment. Hustling the Participants along a predetermined set of events is anathema to good reenacting (not to mention television). Even linear quests offer ample opportunities for Participants to improvise, stray from the path, and come up with alternate solutions to the problem at hand. Effective educationalists not only allow for this but also encourage it. Let the Participants' own choices drive the story; you can always apply a loving cattle prod to their rears if things get bogged down.

Quests at all levels describe what sort of Deeds a PC might employ to glean some knowledge or advance the action. Remember that cocurricular reenactment is in this respect Participant-led: proper HoLEry isn't telling Participants what Deeds they ought to be doing. It's encouraging them to produce rippingly vivid descriptions, and then interpreting what, if any, rolls are necessary based on those inputs.

Intermediate quests are a bit more open-ended. They still have a specific goal and steps to be completed, but they're less prescriptive about how these things are to be done, and in what order. Some have additional mechanics for managing time or travel, for example. These quests require the facilitator to bring to bear a bit more invention and improvisation. Educationalists with experience in running reenactment programmes (or their more silly counterparts role-playing games) should have no trouble managing the additional options and less strictly defined sequences. If you're an early-career educationalist, once you've run a couple of Novice quests you'll be ready to tackle an Intermediate one.

The two Expert quests are for accomplished and experienced educationalists. Rather than linear progression towards an objective, these scenarios present PCs with a problem but don't make any assumptions about how they'll approach it. The educationalist must bring to bear their skills in improvisation, on-the-fly creativity, and adaptability to shepherd Participants through these scenarios and into new and fallow fields of historical appreciation. If this sounds daunting, good. It is. But an educationalist develops these skills as they run Novice and Intermediate quests, as well as learning to predict what particular strains of disruption and disorder their regular Participants are prone to. With this comes the ability to pre-prepare material – reducing, though never eliminating, the amount of edge-of-the-seat improvisation required.

No matter which quest you choose – or if you decide you're too good for the ones our llamas put so much time and attention into, and design your own – remember that Participants are benighted, ignorant asses. They have no idea where the quest is 'supposed' to be going, so don't

hesitate to change things midstream. If a Participant asks a question that you don't know the answer to, you needn't lose face by admitting what you don't know or holding up the Programme while you pore through the book looking for the 'right' answer. Invent something on the fly and see what happens.

In addition, if Participants offer a solution to a problem or an explanation to a mystery that you like better than the historically accurate one, by all means make it so. The Participants will feel all the more satisfied in the end when their theory turns out to be correct. If an on-the-fly change will make Participants feel clever or their characters look heroic, engagement will increase – and that's good educationalism! On the other hand, changing things or introducing new elements just to thwart them or devalue their planning or prior action will result in disappointment. Granted, being thwarted and disappointed are essential elements of the English education system, but keeping such things to a minimum is recommended. The more engaged a class of Participants is, and the more satisfaction they derive from their coursework, the better the educational outcome they'll achieve.

Times and Distances

For most quests, the exact passage of time and the distance between locations aren't specified. These things are up to you, stout facilitator. If the Participants seem keen on interacting with the characters and environment you're creating, slow things down. Make the sun set (yes, you can do that!) as the PCs are passing an inn, creating an opportunity for them to interact with the locals, perform a song on the inn stage, or foment a tavern brawl. On the other hand, if they seem more interested in accomplishing their goal, you can hand-wave all that and say, 'After a long day in the saddle (figuratively speaking of course), you make camp, then begin again in the morning. Three days later, you arrive at…'

Many of the quests offer tables of events or complications that can occur during the expedition. Some include suggestions for how often to roll for such an occurrence, but this is entirely at your discretion. If the Participants are ploughing right through the scenario and you're afraid they'll finish before school's out, throw in a few extra occurrences. On the other hand, if they're spending ages interacting with each other or fannying about in the village, forgo the random occurrences and move to the next important plot point as soon as they can be rammed into it.

And when it comes to distances, keep in mind that in Mediaeval Europe, no one has any real idea where anything is or how long it takes to get there. One of your Participants might know the exact distance between Bristol and Barnsley, but all that real-world knowledge won't avail them here. This is mythical Middle Ages Albion, where modern British constants like time, distances, weather patterns, and middling-quality food simply don't apply.

Preparation

Llamas abhor trespassers in their rivers. They also abhor preparation. That's why the quests they've designed minimise the amount of time and effort required to prepare oneself to run them. Read through the quest you intend to run, generate any quest elements called for by random tables, and you should be ready to pound some education into the Participants' heads.

If not, take another run through it, noting places where Participants might not know what to do next, or where it seems likely they'll diverge from the historically accurate path. If improvising isn't your thing, have a backup plan or two ready, like an NPC standing by to provide a missed clue, or a wrong turn in the woods that leads the PCs to a key location they would otherwise have missed.

If you require additional clarification vis a vis proper preparation, please post a letter with your concerns to the following address:

The Cocurricular Reenactment Remedial Supplements Office
Fourth Hole Along
Wainscotting
Buckingham Palace

Close Encounters of Dessert Kind

• NOVICE •

Extraterrestrial Blancmanges from the planet Skyron in the galaxy of Andromeda are invading Albion! But this is no simple smash-and-colonise job: they mean to win a famous sporting event. They're no great shakes at sport, though, so they're using their otherworldly technology to transform civilians into people of another type (one notoriously rubbish at the chosen sport) – one person at a time. In order for their transformer ray to work, the Blancmanges need clothing associated with the people they're turning their targets into. They've retained the services of a highwayman to procure the clothing for them, and this is what sets the PCs on the road to adventure.

If the PCs don't act fast, these mouldy bastards will have the very heart of civilization!

In order to complete the quest, the PCs must:

1. **Receive the quest from the heads of the Cobblers, Haberdashers, Clothiers, Milliners, and Cat-Swatters Guild (or, if the sport is cricket, from God Himself).**
2. **Confront *Dennis Moore*, who's plundering shipments of textiles.**
3. **Travel to the site of the sporting championships.**
4. **Defeat the *Blancmanges* at sport…or otherwise.**

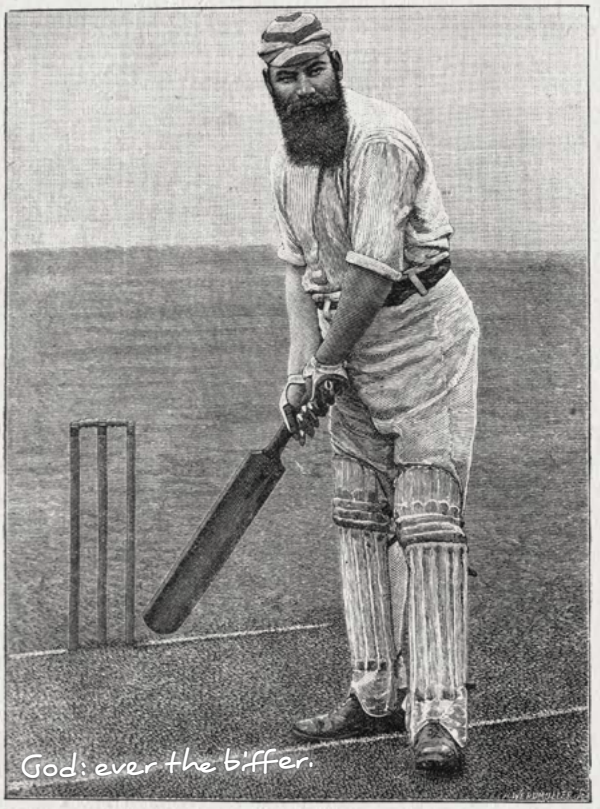
First things first: you'll need to decide which sport is at the centre of the invasion. This will also determine what people are being turned into, and where the final confrontation will most likely take place.

The Blancmanges' Plan

d10	Sport du Jour	The…	…Are Being Transformed Into…	…In Preparation for the Championships Being Held At…	…In…
1	Cabering	Scots	English	Inverness	The Scottish Highlands
2	Cricket	English	***Gumbys***	Lord's Cricket Ground	London
3	Croquet	English	***Gumbys***	Stonehenge	Wiltshire
4	Fish Slapping	English	***Gumbys***	Grimsby	Lincolnshire
5	Dressage	Upper-Class English	Constitutional ***Peasants***	Norfolk	East Anglia
6	Horseshoes	Irish	Welsh ***Bureaucrats***	Dartmoor	Devon
7	Lawn Bowling	Romans	***Gumbys***	The Cotswolds	Gloucestershire
8	Jousting	English Knights	French ***Knights***	Warwick Castle	Warwickshire
9	Tennis	English	Scottish ***Burghers***	Wimbledon	London
10	Wrestling	English	Spanish ***Ne'erdowells***	Lancaster	Lancashire

1 Receive the Quest from the Heads of the Cobblers, Haberdashers, Clothiers, Milliners, and Cat-Swatters Guild

The local guild is in crisis! Caravan guards are needed… desperately. A band of highwaypersons is plaguing the area and specifically targeting all shipments of sartorial goods. Ordinarily a guild leader would simply ask the PCs for their assistance. In this case the guild is led by ***The Equators***, who are so phenomenally abrasive that conversing with them immediately initiates a contestation. If the PCs are successful, the Equators offer them employment as guards for a most important shipment to a nearby town. If they fail, they're offered employment anyway, but the reward is less. The Equators will double the reward if the PCs can also deal with the culprit or culprits, and will triple it if they can recover any stolen goods. The reward can be anything likely to motivate the party – trade goods, a magic weapon, a few hours of naughty time with the Equators…



The Cricket Exception

If the sport at the centre of the quest is to be cricket, then God, who is a keen cricketer and one-time captain of Marylebone Cricket Club, issues the quest directly. He pops by in his cloud, announces that someone is buggering about with the upcoming test match at Lord's, and could the PCs stop grovelling and sort it out. Skip ahead to '3. Travel to the Site of the Sporting Championships'.

2 Confront Dennis Moore, Who Is Plundering Shipments of Textiles

The caravan, which consists of dozens of carts and wagons driven by nervous merchants/artisans/businesspersons (as ***Burghers***), is set upon by ***Dennis Moore***. If defeated and given quarter, Dennis will reveal that his beneficiary has kindly informed him of an egregious imbalance in textile distribution, and has retained his services to redress the situation. He doesn't know who his employer is; they communicate with him via letters dropped on his doorstep, two of which are on his person. If Dennis escapes, the letters will be found in the road. The first letter reads:

> 'Thllllurrp Missthter Moore flllpp. Our ptheople are dethprately deprived thllllurrp sluuurpp of *[insert clothing associated with the "Being Transformed Into…" column of the "Sport du Jour" table, henceforth referred to as "clothing X"]* squarthh. Fllllarrrp. Why thllllould thllome have thlllllooooo much phlarp phlarp *[clothing X]* while othllllurrs have thlllllloooo littthle *[clothing X]*? Do be a hurrullllffff and bring uth *[clothing X]*. Fsslaarffff squelth sthlurrp. All the *[clothing X]*. To huuullllfffth [insert area from the "... In…" column of the "Sport du Jour" table]. Ta.'

The second letter reads:

> 'Thorry for all the thnurrfling in the latht letter. We had a cold. Thankth ever tho mulch for the *[clothing X]*. More ith needed. Leave it in the abandoned blue warehouse near the *["Sport du Jour"]* ground at *["... In..."]* with the retht of it. Fankth.'

Side Quest: Take a Sample…or Two

If the PCs examine the letters closely at any time, they'll discover that they're flecked with a dried white substance. They can learn the nature of the substance (blancmange) by tasting it and producing a 14+ in Decorum. If they fail to identify it, any purveyor of dairy products can. Said purveyor or anyone wise in the ways of whey will note furthermore that this particular dessert is worth its weight in gold these days. 'Rare as hen's teeth, thanks to a lovely couple who passed through recently. Bought up every blancmange in the county! Never seen aught like it!'

If the PCs pursue the lead, they'll catch up with Mr. and Mrs. Samuel Brainsample (as ***Burghers***), perfectly normal-seeming Middle-Class travellers on a blancmange tour of England. They are in fact extraterrestrials from the Planet Skyron and the mortal enemies of the Blancmanges. But they don't know anything about the textile shortage, the Blancmange invasion, or anything at all, really. In fact, they're rather banal, prattling on about their lovely home town (both occasionally slip up and refer to it as their 'home planet… umm…home town. Home town.') and all the wonderful blancmange they've sampled, both at home and on their current grand tour. If the PCs need further indicators that the Brainsamples might be useful, have them open up a blancmange they've been saving for later and utterly demolish it in a matter of seconds.

If the Brainsamples can be convinced to accompany the party on their quest, they will be a huge help. **Whenever the Brainsamples see a blancmange (terrestrial or otherwise) they produce their travel spoons and enter a feeding frenzy. They can eat one extraterrestrial Blancmange in less than a minute (or in a single turn, in contestation terms).**

The Brainsamples take umbrage at being overlooked, thought unimportant, or ignored. It's no easy feat, as they are truly dull, dreadful, and awful people. But if the PCs don't keep them happy, they'll abandon the quest and continue their blancmange tour.

3 Travel to the Site of the Sporting Championships

While on their way to the big event, the PCs will run into some interesting people and non-poeple. Roll on or choose from the table at right. Two encounters should suffice for most groups, but if the Participants go through them like the Brainsamples through a milk-based dessert, throw some more in the mix to keep them occupied.

Encounters on the Road to the Sporting Championships

d6	Encounter
1	***Spike and Harry*** (see p. 270)
2	Four ***Brigands***. They're waylaying travellers on their way to the Championships. They've buried a treasure chest nearby. In it, amongst a bunch of mixed Currency (total value 50), is ***Eric the Half a Bee***.
3	***Miss Anne Elk***, conducting experiments on the recent phenomena seen in the sky (Blancmange spaceships). She has a theory, as it happens…
4	A Blancmange ship on patrol overhead fires its *Sterayotyper* at one party member.
5	Five ***Gumbys*** going the opposite way. They arrived for what they thought was the Brick-to-Head Championships and are leaving in a huff.
6	Three ***Killer Carts*** stalking the road leading to the event.

Spike and Harry

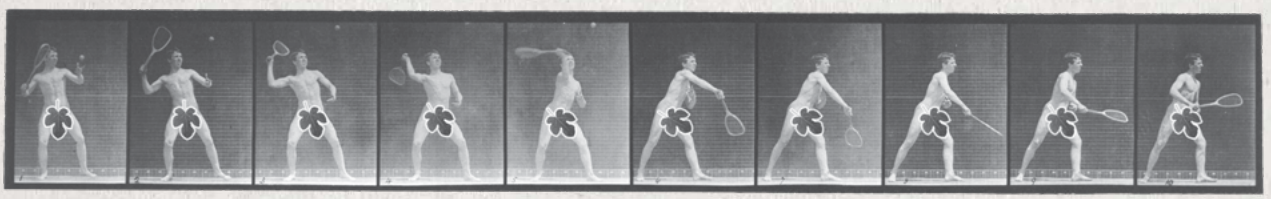
Having been shot down over Judea some 900 years ago, ***Spike and Harry*** are keen to return to their home planet. Their kind have been at war with the Blancmanges for ages untold, so when their salvaged equipment detected Blancmange-ship activity in the heavens, they leapt at the chance to exact revenge and commandeer a Blancmange flying saucer. But they need some help in the form of a party of stout adventurers.

If any of the party are Brianists, Spike and Harry make overt contact – and those PCs ought to trust Spike and Harry implicitly. They're angels, after all! If there are no Brianists in the party, Spike and Harry take a subtler approach – leaving cryptic messages, sending Brianist acolytes to treat with the party, or dressing in elaborate costumes and presenting themselves to the party as rich merchants, foreign dignitaries, etc. (Over the centuries, Spike and Harry have picked up enough English and other languages to get by, but their speech still sounds like wet farts.)

They'll promise any reward (with no intention of actually paying up) if the party will see them safely to the site of an imminent catastrophe, but they won't divulge that the catastrophe is a Blancmange invasion until the PCs have proven themselves by overcoming a challenge or two, protecting them from bandits, or otherwise earning their trust.

Competing in the Sporting Championships

d10	Sport du Jour	First Challenge
1	Cabering	The Participant and the HoLE (on behalf of the Blancmange) must give a demonstration of proper cabering technique. Traditional Scottish expletives and élan encouraged. The contestant who gives the more convincing demonstration adds +1 to the third challenge roll.
2	Cricket	The Participant and the HoLE (on behalf of the Blancmange) must each suggest an improvement to the existing rules of cricket, as if the sport makes any sense at all. The contestant providing the most creative and apt suggestion adds +1 to the third challenge roll.
3	Croquet	**Druidry** to call upon the pagan deities of the place for help, because druids were simply mad about croquet. The winner gets 1 extra shot in the third challenge.
4	Fish Slapping	The Participant and the HoLE (on behalf of the Blancmange) must give a demonstration of proper Fish Slapping technique. The contestant who gives the most convincing and spirited demonstration adds +1 to the third challenge roll.
5	Dressage	**Animal Husbandry** to persuade a horse to participate in this ridiculous affair. The winner adds +1 to the third challenge roll.
6	Horseshoes	**Heartiness** to imbibe the requisite (and enormous) amounts of beer and stay upright. The winner gets 1 extra shot in the third challenge.
7	Lawn Bowling	**Chastity** to avoid being over-stimulated by the…equipment. The winner gets 1 extra shot in the third challenge.
8	Jousting	**Lorefulness** to know all the time-tested stratagems. The winner adds +1 to the third challenge roll.
9	Tennis	**Subtlety** to disguise your drop shots. The winner adds +1 to the third challenge roll.
10	Wrestling	**Nimbleness** to get the singlet on. The winner adds +1 to the third challenge roll.

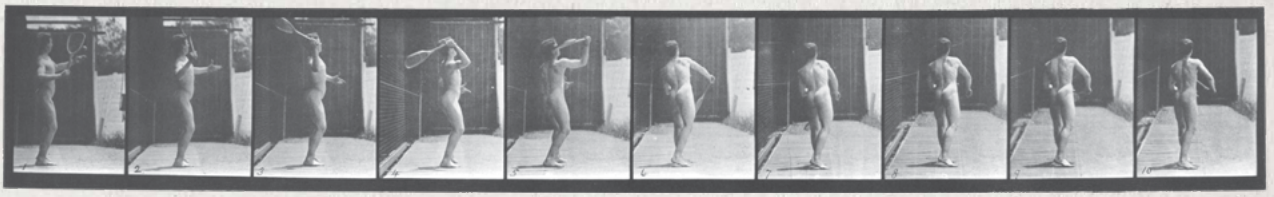


4 Defeat the Blancmanges at Sport…or Otherwise

The PCs arrive just a short time before the event begins. If they haven't already discovered what's going on, the Blancmanges' nefarious plan will be clear when they see the competitors warming up. The Blancmanges display a sort of rudimentary competency with the equipment and techniques of the sport. The other competitors – all of whom the Blancmanges transformed into their current form for this very reason – are hopelessly inept. It's clear that the event will be a rout. In addition to all the equipment, structures, and trappings to be expected for a championship of the sport in question, there are:

- Four ***Blancmanges***. One sitting behind a desk registering competitors. Two warming up. One standing guard by a pair of spaceships.
- Two Blancmange spaceships each armed with a *Sterayotyper* (p. 236). There's a pile of clothes nearby (which are appropriate for whatever the competitors '…Are Being Transformed Into', p. 286).
- A dozen or so Hapless Competitors (per '…Are Being Transformed Into', p. 286).
- Scores of bivouacs and temporary buildings – plus a big, blue, abandoned warehouse – containing sporting equipment and clothing.

	Second Challenge	Third Challenge
	Wisdom in the Ways of Science to calculate the proper trajectory. The winner adds +1 to the third challenge roll.	**Valour** to heave the bastard.
	Heartiness to imbibe the requisite (and enormous) amounts of gin and stay upright. The winner adds +1 to the third challenge roll.	**Decorum** to dress properly and stand about for hours, which is really all cricket is.
	Decorum to act as posh as possible. The winner gets 1 extra shot in the third challenge.	The Participant and the HoLE (on behalf of the Blancmange) make three attempts to knock a d30, with a pencil, through two objects placed 3" apart on the table, from a distance of 3'. Whoever knocks the most through wins.
	Bardistry to master the precise footwork. The winner adds +1 to the third challenge roll.	**Luck** to be awarded the trout, which always wins in the end.
	The Participant and the HoLE (on behalf of the Blancmange) demonstrate the proper technique for prancing backwards. If horses aren't available, they'll have to make do. The one who gives the most accurate and serious demonstration adds +1 to the third challenge roll.	**Decorum** to take seriously the process of making a half-tonne equine dance.
	Animal Husbandry to pry an extra shoe off a nearby animal. The winner gets 1 extra shot in the third challenge.	The Participant and the HoLE (on behalf of the Blancmange) attempt to roll a d30 as close to a wall as possible without hitting it, from a distance of 5'. Whoever has the closest roll at the end wins.
	Strategy to plan the placement of balls. The winner gets the d30 and rolls last in the third challenge.	The Participant and the HoLE (on behalf of the Blancmange) take turns choosing three dice each. Neither side can have the same value die. Both sides take turns rolling a die towards a point 3' away. Whoever has the closest roll at the end wins. Knocking other dice out of the way with one's bowl is allowed and admirable!
	Animal Husbandry to whip your horse into shape. (Not literally, you beast!) The winner adds +1 to the third challenge roll.	**Valour** to unhorse your opponent!
	The Participant and the HoLE (on behalf of the Blancmange) take turns miming a tennis volley, accompanying each hit with the most expressive grunt they can muster. The first to laugh loses. The winner adds +1 to the third challenge roll.	**Nimbleness** to hit the ball adroitly with the thingy.
	Bardistry to perform an intimidating pre-bout dance. The winner adds +1 to the third challenge roll. (The Participant and the HoLE may opt to resolve this test with live performance.)	**Chastity** to stay focused whilst agrapple.



Attacking the Blancmanges

Who Goes First If the PCs are cautious in their approach, and on seeing what's happening decide to charge right in, they'll have the element of surprise, which means they'll go first in contestation. If they don't exercise caution in their approach and display aggression, the Blancmanges will see them coming and have first go.

Tactics Three Blancmanges will use *Gobble* and *Sport Shot* attacks, while the fourth attempts to operate the *Sterayotyper* on one of the spaceships.

Spike and Harry If they're with the party, they head straight for the empty spaceship. Two Blancmanges move to intercept them. If they aren't overcome by the Blancmanges, Spike and Harry commandeer a ship and blast off for Planet Eeeeyack-a-boo.

Mr. and Mrs. Brainsample If they're with the party, they'll tottle forward and begin eating. They'll consume one Blancmange each turn.

Hapless Competitors (per '…Are Being Transformed Into', p. 286) A 9+ in Authority or Argumentation will convince them to stop warming up and smite these monsters. Alas, they're not much help, but they are useful cannon fodder.

Entering the Competition

If the PCs approach the registration table in costume (i.e., dressed as the type of people the Blancmanges have been turning other people into), they'll be allowed to register and enter the competition. Though Blancmanges will do anything at all to tilt the odds in their favour before the competition starts, they do adhere to the rules of the sport once it begins, which means the PCs have a fair shot at winning the thing. If that happens, the Blancmanges shuffle back to their spaceship with their non-existent tails between their non-existent legs. They fly away defeated…for now.

To win, the PCs must beat at least three of the four Blancmanges in a three-round, one-on-one sport showdown. No substitutions, teamwork, or other such sporty but unsporting tactics. If the Participants would like to have one PC represent them in more than one of the showdowns, or even all four, that's fine (if a little boring for the other Participants).

Once the Participants have decided which PCs will be competing, the showdown begins. Resolve all three rounds of one showdown before moving onto the next one. Each showdown consists of three challenges, which must be completed in order. The first two challenges award bonuses for the critical third challenge, which determines the winner of the showdown.

Denouement and Further Adventures

If the Blancmanges are defeated, the PCs are proclaimed grand champions of said sport and heroes of the realm. They can expect to be challenged occasionally by upstart sportspersons, but that's a small price to pay for fame! If any Blancmange is left over (dead or alive), PCs can eat a healthy portion of it to increase their Wisdom in the Ways of Science towards the Serious end by one degree. Each Blancmange consists of 10 such portions (if there is such a thing as a healthy portion of the stuff). Victorious PCs may lay claim to the spaceships, if any remain.

If Spike and Harry made off with a spaceship, they'll leave behind their radio transmitter. It's a Bardistry Accoutrement that grants +5 to all Bardistry rolls – but if you Spam while using it, it explodes.

If the Brainsamples were brought along and both survive, they'll be very grateful for the heaping portions of blancmange the PCs have led them to, and will give them a golden blancmange mould. Once a day, the mould produces a single blancmange that, when eaten, heals 1 bit of Death, or 2 bits for Middle-Class persons.

The PCs may attempt to reverse the calibration of the Sterayotyper in order to turn the competitors back into their original form. It takes a 14+ in Wisdom of the Ways of Science to recalibrate it, after which it can be fired as usual, except with the reverse effect. For each successful reversal, there's a 1 in 6 chance that the person is a famous someone. Choose or roll randomly from Chapter VII, or make one up. At any rate, the recipient of the reversal ray is deeply grateful.

If the PCs have a spaceship – why, there's no telling where they might go! After all, our galaxy itself contains a hundred billion stars; it's a hundred thousand light-years side to side…

The Cricket Exception

If the sport was cricket and the quest-giver God, He'll be right pleased. Might even put the party on the trail of the Grail ('The Grail National,' p. 305). Or He might just send them off to 'Spank the Pope' (p. 297), if that seems more in their wheelhouse.

The Princess Bridle

NOVICE

Unattached young monarchs keep traipsing off to a kingdom in the Cambrian highlands known as Happy Valley…and they don't come back. For the first time in history or future, England is running perilously short on pretentious toffs!

In order to complete the quest, the PCs must:

1. **Receive the quest from a concerned royal.**
2. **Travel to Happy Valley.**
3. **Poke around Happy Valley.**
4. **Present a suitable betrothal for the Princess.**
5. **Help the suitor prove themselves worthy.**

A Monarch in the Party?

If one or more of the Participant Characters is a Monarch (i.e., that's their chosen Situation), this quest starts and middles differently.

At the outset, a splendidly attired Happy Valley court functionary named *Ron Obvious* (as ***Bureaucrat***) approaches the royal PC. First he must verify that they're listed in his copy of the *Observer's Book of Princes*, which contains all bona fide eligible royals, not just princes (they just haven't got round to updating the title). If the PC is a Monarch, they'll be in there, whether they know it or not. Once that's out of the way, Ron reads from a scroll, laughing rather forcedly throughout the recitation. He offers, on behalf of Queen Syllabub, an invitation to Happy Valley. It seems her daughter is in need of a spouse and would the royal PC be so obliging as to come give her a look over? The Queen's not at all particular about gender – any royal will do. Or, if the Book's out of date and the PC no longer eligible, would they pop round and help find a worthy betrothed?

Should the PCs accept, Ron will provide them with a map to the legendary hidden kingdom. Observant PCs might note that he does not return the way he came. The poor fellow, having finally escaped the horrid place, has no intention of returning. But if the PCs want him to provide any more information about Happy Valley (he knows everything described in 'The Village,' p. 294), it'll take some serious convincing to overcome his fear. A 12+ in Authority/Glibness will browbeat/trick him into spilling the legumes.

Skip to '2. Travel to Happy Valley' (p. 293).

1 Receive the Quest from a Concerned Royal

The PCs receive a message from a concerned person-what-hasn't-got-shit-all-over-em (doesn't matter who – it could be King Zog of Albania, Queen Ursula the Wacky, or even ***King Arthur*** if you like). If there's an Upper-Class PC in the party, the message takes the form of a personal letter addressed to them and delivered by a ***Knight***. If there are no Upper-Class PCs in the party, it takes the form of a court herald (as ***Bureaucrat***) in a public square who reads aloud an announcement. Either way, the thrust of the message is the same: it says that the royal is offering a substantial reward for the finding of their son Prince Kevin, who set off for Happy Valley on some errand and never returned.

Any Upper- or Middle-Class PC will have heard of Happy Valley, the richest, most contented kingdom the world has ever known, and its King Otto, known as the Wise, Queen Syllabub, known as the Gracious, and Princess Mitzi Gaynor, known as the one with the fabulous tits.

If the PCs accept the quest, the Knight/herald provides a map to the legendary hidden kingdom. The Knight/herald was a confidant of Prince Kevin, and knows that he set out to win the hand of Princess Mitzi Gaynor. He'd been practising his lute every day, having learned that King Otto is a keen musician. On these points, Prince Kevin swore the Knight/herald to secrecy, so if the PCs want to get the information out of them, they'll have to defeat them one way or another.

Here are some tidbits of information the PCs can glean about Happy Valley if they ask around before setting off:

Happy Valley Intel

d6	Tidbit
1	It's the happiest place in the world, because King Otto has all malcontents and dissenters executed. *(True.)*
2	King Otto is desperate to get Princess Mitzi Gaynor married off. *(False.)*
3	It's the happiest place in the world because it's simply impossible to feel anything but unbridled joy there. *(False.)*
4	Happy Valley's like a Bermuda Triangle for eligible toffs. What's a Bermuda Triangle when it's at home? It's just an idiom, isn't it? *(True, but not the part about the idiom. The Bermuda Triangle's a real place, thank you very much.)*
5	King Otto's Happiness Act mandates performative happiness on pain of criminal sentence. *(True.)*
6	The most dangerous things in Happy Valley are the sheep. *(False.)*

2 Travel to Happy Valley

Roll on or choose from the table below for an occurrence that takes place at some point during the PCs' journey. Throw in some more if the Participants are feeling cocky.

Occurrences on the Road to Happy Valley

d6	Occurrence
1	***Prince Charming***, three ***Soldiers***, and a large cart.
2	Four ***Gumbys*** in a pit.
3	Six rough-looking fellows with very big axes.
4	A travelling merchant driving a cart pulled by goats.
5	Three ***Halluxian Mammoths*** grazing on dirt.
6	Lost!

1 *Prince Charming* on his (actual) horse, and accompanied by three ***Soldiers***, in addition to his usual retinue of tinkerers on a cart. He's on his way to win Mitzi's hand, too. If the PCs reveal themselves to be rivals, he'll challenge the most attractive Upper-Class PC to a one-on-one fight. If there are no Upper-Class PCs in the party, he considers them no threat. If the PCs offer to help him, he accepts, but treats them with withering Upper-Class disdain.

2 Four *Gumbys* They're trying to be bandits. They've dug themselves into a pit in the road to trap travellers and can't get out.

3 Six Rough-looking Fellows with Very Big Axes These scowling, fur-clad, foul-smelling characters are actually ***Sir Robin***[1] and his minstrels (as ***Bards***), dressed this way to scare off bandits. The axes are painted wood, but the stench is real. They're on their way out of Happy Valley, Robin having bravely run away from his own bid to win Mitzi's hand. Anyone who can produce a 7+ in Subtlety sees through the disguise. If the PCs are nice to him, he'll tell them about King Otto's trials (p. 295), and the minstrels will demonstrate Otto's bizarre musical style, which grants the PCs immunity to bits of Loony that hearing the real thing might cause.

4 A Travelling Merchant Driving a Cart Pulled by Goats It's ***The Devil***, disguised as a travelling salesperson (use Appendix B, p. A4, to see which identity Old Scratch has taken on). He sells his wares at cut-rate prices, but they're all cursed and turn to plucked dead chickens when first used.

5 Three *Halluxian Mammoths* They're docile, if wary. Upper-Class characters who can produce an 8+ in Lorefulness know that Queen Syllabub would do just about anything for one of those toenails…

6 Lost! The PCs wander off set and discover the studio audience, which boos and throws things until the PCs return to the scene. Everyone suffers 1 bit of Loony.

3 Poke Around Happy Valley

At long last, the PCs find themselves looking down on the idyllic kingdom, nestled in a green valley. The sounds of laughter, singing, and tenacious frolicking drift up from the lovely village with a beautiful castle at its centre.

The Valley

As the PCs traverse the valley, roll on or choose from the table below to see who or what they encounter.

Happy Valley Encounters

d8	Encounter
1	Princess Mitzi Gaynor skipping along the riverbank, optimistically kissing frogs.
2	Prince Walter picking his nose behind a rock.
3	***Prince Charming*** (If the PCs already defeated him while travelling, reroll.)
4	The Magic Provençal Scampi Bush.
5	A grove of giggling willows.
6	The Happy Ending Cemetery.
7	A frog with a princely bearing.
8	***The Dragon of Angnor*** studying a strange implement.

1 Princess Mitzi Gaynor (She's as statless as she is witless. Silly in everything; 1 Deed required to defeat her, if that.) The Princess is famed for (among two other things) her enchanting smile, sweet innocence, devotion to her (dead) dog Hermann, and her treasured wooden teeth, which she bought at a chemist's in Augsberg, despite the fire risk. She speaks with a schoolgirl's innocence and affected rhotacism (which we'd love to hear her try to pronounce). The only thing she seems to know is just how little she knows about anything…which is counted as wisdom in some circles. All she wants is to find a nice royal scion and, after a time, or a few times anyway, live happily ever after with him.

2 Prince Walter (as ***Brigand***, but Upper Class; on a 1-7, he *Scarpers*; on an 8 he summons his mummy) Rather thin and spotty, with a long nose, bandy legs, nasty unpolished plywood teeth, and a rare foot disease…but he is page 20 in the *Observer's Book of Princes*. He's willing enough to marry Mitzi, but he can't be arsed to do anything heroic. He's a loathsome creature; the only reason he hasn't been squashed like a stink bug is the existence of his mother, a ***Witch***, who is disguised as a castle servant and comes to his defence if he's wronged.

[1] Sir Robin received an invitation intended for Prince Robin (see The Happy Ending Cemetery, p. 294). It failed to mention deadly challenges. Rude.

3 Prince Charming On his (actual) horse, and accompanied by three ***Soldiers***, in addition to his usual retinue of tinkerers on a cart. If the PCs reveal themselves to be rivals, he'll challenge the most attractive Upper-Class PC to a one-on-one fight. If there are no Upper-Class PCs in the party, he considers them no threat. If the PCs offer to help him, he accepts, but treats them with withering Upper-Class disdain.

4 The Magic Provençal Scampi Bush It looks like any other provençal scampi bush, of which there are none. If someone examines it closely and produces a 4+ in Druidry, they can harvest some invisible miniature prawnberries (roll a d4 twice to see how many). These each restore 1 bit of Loony if eaten and, as a bonus, make the breath smell exactly like sautéed shellfish for the rest of the day.

5 A Grove of Giggling Willows Even the willows are bound by the Happiness Act, but they desperately want to be allowed to weep once more. Anyone who can produce a Druidry Deed of 5+ will intuit this, but it requires a further Druidry Deed of 8+, or a sad song well played (10+ in Bardistry), to coax them back to their melancholic nature. If the PCs achieve either, the willows murder a family of five immortal magic scarab beetles living in their boughs and drop them at the PCs' feet. These act as one-time talismans against death. If a PC dies while wearing one, the beetle carcass disappears in a puff of smoke and the PC's Death status immediately returns to its maximum level.

6 The Happy Ending Cemetery Many a promising young royal has braved King Otto's challenges for a chance at Mitzi's hand. There's a whole cemetery full of them. Among the headstones: Prince Oswald (page 4 in the *Observer's Book of Princes*), who had to fight an infantry division armed only with a copy of *The Guardian*; Prince Robin[1] (page 19), who gallantly attempted to extinguish a fiery furnace by being thrown in it; Prince Norbert (page 36), who had to wrestle a combine harvester; Prince Malcolm (page 8), who had to catch a VC10 but dropped it; and an open grave for some newly dead tit. A bit of Sorcery (a roll of 4+) will raise the ghost of a dead prince, who will give the PCs a tube of Dragonsbane Toothpaste they'd intended to give Mitzi on their wedding night. 'Minty Fresh Flavour and Kills Dragons Instantly!' The ghost can also answer any question about Happy Valley, and is happy to do so – once. Every subsequent question requires an additional Sorcery roll, and the number needed increases by 1 each time as the ghost becomes more anxious to return to its eternal slumber.

7 A Frog with a Princely Bearing If a royal person kisses him, he'll turn into a prince (as ***Sovereign***) all right, but he won't be happy about it. He'll only go along with the marry-Mitzi plan as long as the PCs agree to turn them both back into frogs afterwards.

8 *The Dragon of Angnor* It's delighted to have finally acquired one of those Interspace Toothbrushes, but it doesn't know how to use it. Do any of the PCs? Doubtful, but possible – especially if they're particularly Decorous or Wise in the Ways of Science. Describe the strange contraption without revealing what it is, and see what the PCs make of it. Making a good impression on the Dragon could pay dividends later, and not being eaten is nice too.

The Village

Full of singing, dancing, and vigorous flourishing. The villagers won't impede the PCs; in fact they'll be warmly welcomed (with a whiff of desperation) and invited to join in the revelry. It all feels beastly forced and creepy. When the PCs enter the village for the first time, each must produce a 5+ in Purpose or suffer 1 bit of Loony. The roll must be made again each time a PC re-enters the village.

The Happiness Act In the village, Wise King Otto's subjects flourish and are happy, and there are no discontents or grumblers because King Otto has had them all put to death, along with the trade union leaders. All the good, happy folk of Happy Valley sing and dance all day long, and anyone who is for any reason miserable or unhappy, or has any difficult personal problems, is prosecuted under the Happiness Act or its companion legislation, the Cheerful Noises Act. Otto's subjects (***Peasants***, ***Burghers***, and ***Bards***, mostly) are loath to discuss such things, so if the PCs want to get anything other than happy noises and laughter out of a Happy Valleyer, they'll have to overcome a Valleyer's reluctance through contestation first.

The Joyous Guard (as ***Soldiers***) King Otto's brute squads patrol the streets in groups of four – and there are a lot of them. PCs who engage in any unpleasant facial expressions, conversations, or acts had better be subtle about it, lest they bring the Guard down on them with maces (painted with smiley faces) swinging. If the PCs lose a fight or surrender to the Joyous Guard, they're not killed, but they are hauled up before…

The Smile Claims Court Presided over by a judge (as ***Aristocrat***), who can make even the most severe sentences sound downright jolly. If one or more PCs are brought before the court, they may plead their case before judge and jury, who all laugh hysterically the entire time. But being grim and awful about the whole thing (attempting to use, say, Argumentation to make a serious point, Chastity to plead innocence, or Decorum to shame them for their perversion of the law) only incurs additional charges. Using Glibness successfully against the judge, or otherwise getting into the spirit of the trial through proper reenactment (no rolls needed, that's an 'Intercourse the Dice!' situation), can get one off the hook. Otherwise, the judge will don his red sentencing nose and send the offending PC off to be hanged by the neck until they cheer up.

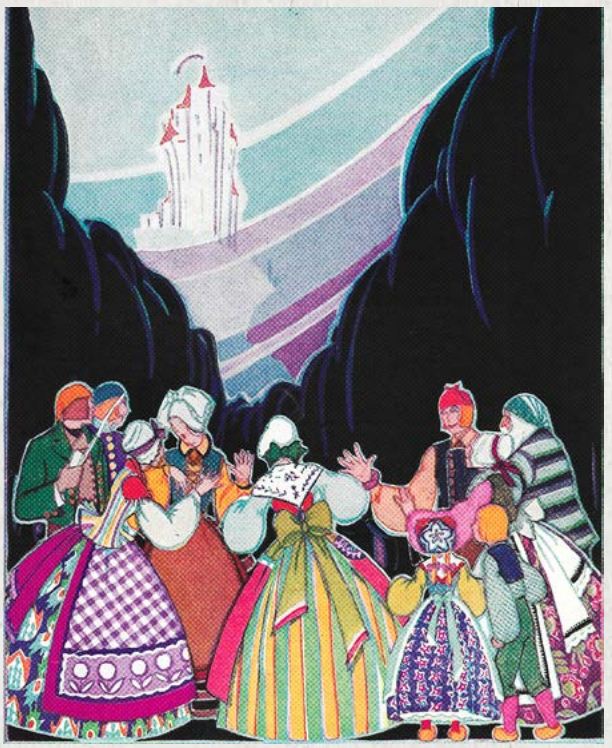
[1] Not to be confused with ***Sir Robin***, who bravely ran away from the challenge placed before him.

The Castle

A fairytale fortress if ever there was one. Buttresses bedecked with bunting. Fastnesses festooned with flapping gonfalons. Dungeons decorated with dandelions. Why, even the bedraggled bastards bereft in the gibbets smile down beatifically and clap along with the music. Normally, King Otto can be found in the Kingdom-Ruling Room, composing and performing. Queen Syllabub enjoys tasteful, vigorous shags by the trout pond. When not sanding, varnishing, and polishing her teeth in her chambers, Mitzi is out frolicking with her dead dog Hermann. There are plenty of courtiers (as ***Aristocrats*** and ***Bureaucrats***) and Joyous Guardspersons (as ***Soldiers***) around too.

State Fancy-dress Funeral When the PCs arrive, the entire court is assembled in the chapel to lay to rest Mitzi's latest suitor, Prince Kevin, who bravely completed the task set him: jumping from the top of the tallest tower armed only with his sword. PCs who have travelled to Happy Valley to discover the fate of Prince Kevin have accomplished the task. He's dead. If they haven't already become embroiled in the plight of Happy Valley and seem apt to bugger off back home, and if you, the HoLE, would like to encourage them to stick around, Queen Syllabub approaches them with her proposition (see 'Queen Syllabub').

It is a happy occasion. The dashing prince lies dashed on the traditional, huge, black-edged Whoopee Cushion, while King Otto performs his latest composition, the strangely discordant 'Ya Bim Dee Bim, Thwackety F'tang Stirkel Boo Bum,' and the attendees sing along. The whole thing is monstrously mad. PCs witnessing the scene must produce a 6+ in Purpose to keep it together, or a 5+ in Bardistry to tune it out. Otherwise it's 1 bit of Loony.



King Otto the Wise (as ***Sovereign***, but Silly in Bardistry) Paradoxically, the King of this happy land is a grumpy old git, and he has no desire to see Mitzi married off. The only time he seems happy is when he's playing his magical Hammond organ (it's not really magical, just something ***Merlin*** knocked up for him to get out of the dungeons). Otto is highly susceptible to flattery; anyone using Glibness against him or otherwise oiling up his ego may roll twice and take the higher result. Anyone who hears Otto perform must produce a 6+ in Purpose to keep it together, or a 5+ in Bardistry to tune it out. Otherwise it's 1 bit of Loony.

Queen Syllabub (as ***Sovereign***, but Silly in Chastity and Indifferent to Bardistry) A gracious, randy, shrewish old bird who's embarrassed at not having married off Mitzi yet. She flirts with the PCs. If they flirt back, she propositions them. Once they've dressed and cleaned up, she offers another proposition (easy tiger, not that): find a suitor for Mitzi. They've got to be in the *Observer's Book of Princes* of course, and they must (with the PCs' help, if need be) successfully complete the King's task. In return, she'll render up loot galore – it's a wealthy kingdom, after all!

If the PC(s) have given her a jolly tumble (a Nimbleness Deed of 11+ or a Chastity Deed that results in a natural 1, which doesn't result in the usual Demerit or Trait shift), she confesses that King Otto's task will be a suicide mission, and suggests that the PCs come up with their own task and have their chosen suitor present it to the King. If she's on the PCs' side and in the room, they can roll twice and take the higher result when negotiating with Otto. She's not keen on being in that room, however.

Other Castle Denizens Roll on or choose from the table below to see who else the PCs might run into in the castle at any given time.

Castle Encounters

d6	Encounter
1	Prince Walter looking for his mumm…er…that smelly servant woman.
2	***Prince Charming*** trying to locate Mitzi Gaynor's chambers. He's got a toy dragon in his trousers, which he's planning to hide under her bed so he can come to her rescue.
3	A foul-smelling servant talking up that Prince Walter and saying what a lovely boy he is (it's Walter's ***Witch*** mother in disguise).
4	A bunch of ***Aristocrats*** swanning about, engaged in a debate about the best way to insult the peasantry. They'd love to have a test subject to settle things.
5	Queen Syllabub's handmaiden Meadow Shapes (as ***Peasant***), on an errand to deliver (discreetly) a tube of lubricant to a guardsman the Queen has taken a fancy to.
6	***Arthur Figgis***, on secondment as the King's fool.

Optional Side Quest: Rival Suitors!

If you want to expand the scope, challenge level, and time of the quest, you can throw some more royal huevos in the frittata by having other worthies arrive, or already in court a-wooing. Candidates might include ***King Brian the Wild***, who can never keep his queens alive; ***Captain Gladys Stoutpamphlet***, secretly a tsarina; ***King Arthur's*** nephew Mordred (as ***Knight***, but Serious in Subtlety and thoroughly awful), escorted by one or two Knights of the Round Table; or a French Dauphin (as ***Sovereign***) accompanied by four ***French Chevrailleurs***. But keep in mind that the more rivals you include, the more taxing this will be on your reenactment abilities!

If the PCs don't want to wait for King Otto's challenge to, hopefully, weed out the competition, they might initiate their own campaign to get rid of rival suitors. A bloody duel in the village square, a stiletto in a sleeping back, poison in the lark's vomit truffles, a thorough browbeating…there are any number of ways that rivals might be removed from the equation. But the PCs had better keep it cheerful or they'll have the Joyous Guard on their cuirasses.

4 Present a Suitable Betrothal for the Princess

So, who's the lucky sap? Whose suit will the PCs be backing? Any unattached royal will do (including Monarch PCs). If the PCs have no willing candidate in the party, they can back the suit of ***Prince Charming***, or Prince Walter and his ***Witch*** mother.

When they've decided, it's time for the PCs to present their eligible royal to King Otto in the Kingdom-Ruling Room. As long as the candidate is in the *Observer's Book of Princes*, Otto grudgingly accepts and sets them a task. It will be something outlandish, impossible, and lethal. The PCs will need to convince him to come up with another, less absurd task, or allow them to suggest their own. Otherwise they'll be off on a fool's errand, which is perhaps no more than they deserve.

There are any number of approaches the Participants might take here. Encourage creativity and reward spirited reenactment with the Intercoursing of Dice. If all else fails – if the Participants have found no way of manipulating King Otto's challenge to their advantage – you could always have Otto task them with resurrecting and re-killing the ancient sun dragon that's buried on the moon…then Queen Syllabub swats him on the head and he settles for having them slay ***The Dragon of Angnor*** that lives in the valley nearby.

5 Help the Suitor Prove Themselves Worthy

And now the exciting conclusion! There's not much for us to say here. By now, the PCs should have a candidate and a task they must accomplish. This scene turns more on enthusiastic reenactment than the rolling of dice, and the PCs are largely in control of the narrative. Unless they're fighting ***The Dragon of Angnor*** without the aid of toothpaste, in which case the Dragon is, regrettably, very much in the driving seat.

Denouement and Further Adventures

The PCs return to a heroes' welcome. All of Happy Valley has turned out (on penalty of having happy faces carved into their livers) to shower glory on…well, not on the PCs. The betrothed is the hero of this story, the one who braved the test that has claimed the lives of so many, who ascends to the dais, receives a passionate kiss and several splinters from the Princess, who accepts a grumpy handshake from the King and a promising bum squeeze from the Queen, who inherits great wealth, power, and prestige. As for the PCs, they'll be invited to the wedding but not encouraged to attend.

If ***Prince Charming*** is the hero, he might task the PCs with escorting him back to London, where he's to take over as Lord Mayor now that he's finally married. Unfortunately, there are some pirates to be sorted out (see 'Piranhas in the Thames,' p. 333).

They're already in Wales, which means a Roman legion isn't far away (see 'The Wost Wegion,' p. 321).

Or they might do what most people do when they find themselves in Wales: leave Wales.

Spank the Pope

• NOVICE •

The Pontiff has travelled to England and set up shop in Canterbury Cathedral – it's the hottest ticket in town! However, Pope John XII is a trifle naughty, as it turns out, and God needs a few Prim Chastisers to administer a stern spanking to the improprietous Pope's derrière.

In order to complete the quest, the PCs must:

1. **Receive the quest from God.**
2. **Travel to Canterbury.**
3. **Gain access to Pope John XII.**
4. **Spank the Pope.**

1 Receive the Quest from God

As the PCs are travelling a quiet stretch of road, a dark cloud races by overhead, rumbling perturbedly. It slams on the brakes and reverses course with similar velocity. When it's back above the PCs, it screeches to a halt, and God rolls down the window to speak.

'Oh, there you are. Look here, Pedestrian Churls. That Pope's a naughty boy. A right dirty John! The twelfth? The thirtieth would be more apt. I've called him over to Canterbury to do some *Urbi et Orbing* and holying up of the place. While he's there, I'd like you to lather up his backside. Don't get carried away. A right good spank from each of you will do. I've brought you…where is the bloody thing *[He rummages around the cloud's interior, becoming increasingly agitated]*…every time Junior borrows the cloud it's in such a state after…and Me forbid He put some petrol in the…Ah! Here it is. Read this list of transgressions to him as you swat away with the official Pontifical Paddle. *[He drops two items: a scroll and a well-worn cricket bat]*. Be seeing you.'

With that, He rolls up the window and the cloud speeds off, leaving a trail of wispy tyre treads in the sky.

Godly Loot

The Pontifical Paddle A Valour Accoutrement that grants a +4 to Valour rolls against a target that's Silly in Chastity or Purpose. It's also impossible to get a bowl past.

The Naughty List An Authority Accoutrement, this large, illuminated scroll is a thorough accounting (in words and illustrations) of John XII's transgressions as Pope. Anyone holding it earns a +2 to Authority and Purpose rolls, but cannot ever be higher than a d10 in Chastity...it's just that titillating. It seems that John's chief transgression is fornication. Fornication and murder by castration. His two chief transgressions are fornication, murder by castration, and ordaining priests in a horse stable. Amongst his many transgressions are fornication, murder by castration, ordaining priests in a horse stable, celebrating mass without taking communion, toasting the Devil with wine, setting fires, girding on a sword, putting on a helmet and cuirass (and yea verily did he prance about in them), collecting overlarge fees for bishop ordination, hunting publicly, invoking Jupiter, Venus, and other demons while playing at dice, and not celebrating Matins at the canonical hours.

2 Travel to Canterbury

The roads are thronged with pilgrims hoping to catch a glimpse of, or a benediction from, the Vicar of Christ before he returns to Rome. For the PCs it's no hard thing reckoning the way to Canterbury: just follow the crowd. The length of the journey depends on where they happen to be when they receive the quest. If that's undefined, make it four days, give or take. Roll on the table below each day (or more, for more exciting journeying) to see who they run into along the way.

Chances are you'll roll the same encounter more than once, giving the PCs a chance to bump into the same NPC multiple times. It's all part of God's ineffable plan.

Encounters on the Road to Canterbury

d8	Encounter
1	Six penitent monks.
2	***Sister Dingo/Zoot***.
3	Four Templar Knight toll collectors.
4	***Arthur Figgis***.
5	***Sir Galahad*** and his Squire.
6	A table set for tea in the middle of the road.
7	***The Giant Hand***.
8	An eclectic group of 29 pilgrims.

1 Six Penitent Monks (as ***Vicars***) They're chanting a song in Latin and bonking their heads with boards. They will stop doing neither. If the PCs fall in with them for any amount of time, they'll be issued boards and expected to follow suit. By the time they arrive at Canterbury, they'll have beaten themselves down to Virtually Dead, but they'll be able to stroll right past the Church officials in the cathedral's narthex.

2 *Sister Dingo/Zoot* She's sworn a vow of promiscuity until her pilgrimage is ended, and is determined to enact it with the PCs. The PCs can defeat her (them?) or indulge her, in which case she'll accompany them on their journey. And what a jolly, if exhausting, one it will be. If Dingo/Zoot is with the PCs when they arrive at Canterbury, she immediately skips ahead into the cathedral without them. When they encounter His Holiness, Dingo/Zoot will have joined forces with him, and they'll have to defeat them both. Er, all three. Whatever.

3 Four Templar Knight Toll Collectors (as ***Brigands***) They're actually highwaypersons in disguise. Any PC who can produce a Subtlety Deed of 7+ will see through the shoddy disguises, and will be able to catch the bandits by surprise (i.e., go first in contestation). If not, the 'Templars' demand payment. Roll on the Currency table (p. A7) to determine what they're after. If the PCs can't or won't pay five of that Currency per traveller, the highwaypersons attack and get first go.

4 *Arthur Figgis* Roll a d10. On a 1-9, he's 'on the job' and collecting alms. On a 10, he's taking a break. In either case he's wearing a prominent, brightly coloured badge that reads 'Ask Me About Pope John XII.' But if he's on the job he won't answer any questions until the PCs defeat him. Once he's willing to talk, Arthur will tell the PCs about the Pope's Swiss Guard and their fear of mice.

5 *Sir Galahad* and His Squire Patrolling the route for naughty persons. If any of the PCs are Silly (d10 or lower) in Chastity, he can tell, deems them unworthy, and challenges them to a fight, all at once or in single combat. If defeated honourably in single combat, he'll pledge to accompany his vanquisher on this quest, for clearly such is God's will.

6 A Table Set for Tea in the Middle of the Road The table sits on a large net stretching across the road, which is covered in leaves. Any PC who approaches the table must produce a 10+ in a Subtlety Test to notice the net under the leaves before it's too late. Otherwise, the curious PC is swept up in it and the five ***French Chevrailleurs*** hiding nearby jump the rest of the party. If the PCs lose the contestation, they're hauled off to a Fetchez la Vache pitch. They'll have to win a round against a group of fellow captives before they can continue on their quest.

If the PCs spot the trap or attempt to go around this stretch of road, the Chevrailleurs spring from their hiding place – and they have a catapult with them. Should the PCs defeat them and have a look around, they'll find a pit filled with captured pilgrims. They're mostly ***Peasants***, ***Burghers***, clergypersons, and the like. They'll scrounge together a reward of d30 coins (Gold), d4 Gemstones, and Some Filth (Animal Husbandry Accoutrement, p. 49). If the PCs refuse the reward, their Purpose, Decorum, and Chastity all increase by two degrees towards Serious.

Nota bene: If the Chevrailleurs are defeated by the PCs, they won't be encountered again on the journey to Canterbury (reroll if their number comes up again).

7 *The Giant Hand* Having separated from God again, the Hand has set up a roadblock of squashed people next to a sign that reads:

> Stop and Sacrifice
> Lower-Class persons: flour, 1 cup of
> Middle-Class persons: 1 female goat
> Upper-Class persons: 1 young bull
> Handy alternative (any Class): 1 ram

The PCs must pay up according to their Situation or face a squashing. Explaining that they're on a mission from God does no good (in fact it earns a giant middle finger). If the Giant Hand is defeated, God swings by in His cloud and retrieves it, scowling and scolding it all the while. He mutters a gruff, embarrassed 'Cheers for that' to the PCs and drops them each a giant +1 sticker. While affixed to an Accoutrement or Retainer, all rolls made using it or the Accoutrements the Retainer is carrying have a +1 bonus.

8 An Eclectic Group of 29 Pilgrims A reeve, a married woman from Bath, a clerk from Oxenford, a cook, a miller, a merchant, a parson, a man of law, a ploughman, a physician, a franklin, a shipman, a host, a summoner, a manciple, a pardoner, a monk, a friar, a lady abbess, a nun, a yeoman, a knight, a squire, three citizens, two priests, and one fellow scribbling down everything they say. They've each got a tale to tell, but they'd like to hear some from the PCs as well. Any PC who can spin up a worthy yarn (rolling a 14+ on a Glibness or Lorefulness Deed…or earning an 'Intercourse the Dice!' through good storytelling) will have their tale included in a book that will become a sensation. The PC will be made famous throughout the land, offered free accommodations at any inn, and earns a permanent +1 bonus to all Glibness or Lorefulness rolls.

3 Gain Access to Pope John XII

On arrival at Canterbury, the PCs will find it teeming with pilgrims. If they wish to poke around the markets that have sprung up, generate some vendors using Appendix B (p. A4) – but all prices are doubled, all the proprietors have thick Italian accents, and all are selling Pontifical knick-knacks in addition to their usual wares. If you want to throw some more obstacles in the PCs' way, choose from the Encounters table (p. 298). Otherwise, anyone they ask knows that the Pope is in residence at Canterbury Cathedral, which more resembles a brothel since his arrival.

In order to gain an audience with Pope John, the PCs will first have to get past the army of Church officials in the entryway, and the Swiss Guard in the nave.

Church Officials (as ***Bureaucrats***) Robed functionaries, stationed in the narthex (like a boot room, but more churchy) and using the font as an inkwell, distribute forms to anyone desiring an audience with His Holiness. The PCs must fill them out, return them, and each pay a processing fee of 10 Gold, Gemstones, and/or Naughty Pictures. The official will scrutinise the form, point out that this is in fact the incorrect form given their stated business and Church standing, then send them to another official. The process continues indefinitely until the PCs realise that this is nothing but graft and take some other approach. Defeating three such officials in contestation gets them past this phase. Sneaking past the officials requires a suitable disguise and a Subtlety Deed of 13+.

Swiss Guard The nave is guarded by six Swiss Guards (as ***Knights***, but Serious in Purpose and Indifferent to all Authority but that of the Pope). They're a tough and tenacious bunch, but anyone who can pull off a 13+ in Lorefulness (or who got the information out of ***Arthur Figgis*** on the road) knows that Swiss Guards believe that all mice want to eat them. The mere sight of one sends them scrambling away shrieking 'Hilfe! Hilfe! Die unheimliche, freche, gefräßige Maus wird mich fressen!'

4 Spank the Pope

Surprisingly, the knave isn't in the nave; he's transgressing in a transept. Caught *in flagrante* are:

- Pope John XII (as ***Aristocrat***, but Serious in Valour and Silly in Chastity, Decorum, and Purpose)
- Four buxom serving wenches (as ***Ne'erdowells***)
- Four well-heeled cads (as ***Aristocrats***)
- Two goats
- A dead but dead sexy halibut.

Naughty Johnny's not at all pleased at being interrupted. Unless the PCs are there to join in, they'll have to defeat John and his orgyists. If they state that their intention is to spank him, he's delighted and presents his bottom willingly. Perhaps God is rewarding him, not punishing him? Theologians will debate the question for centuries to come…

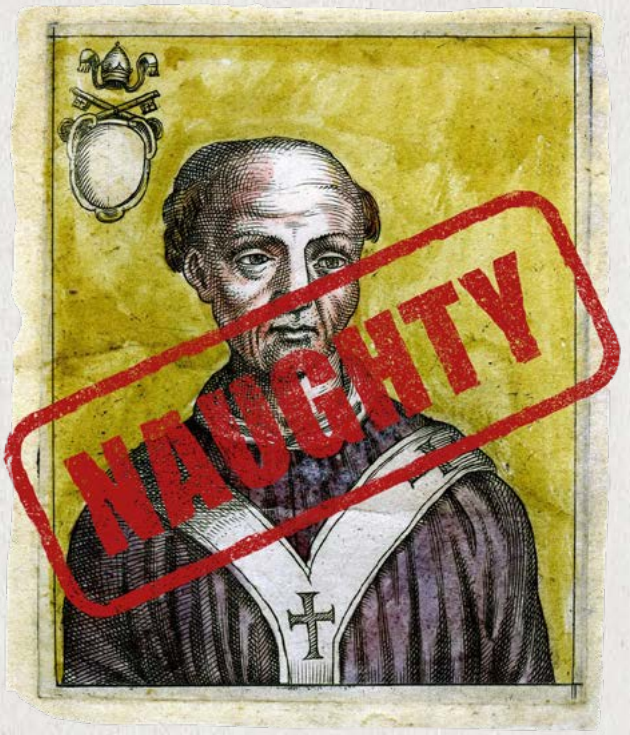
Once each of the PCs has given John a swat with the Pontifical Paddle while his transgressions are read aloud, they may consider the quest complete and put the whole sordid affair behind them. Put it in the rear, if you will.

Denouement and Further Adventures

The PCs have done God's will, but was it punishment or reward? Best not dwell on such things.

Either way, God is chuffed and may well offer them a follow-up quest, like 'The Grail National' (p. 305). If they don't grovel too much, He'll let them keep the scroll and well-used paddle.

Alternatively, ***Arthur Figgis*** might show up and steer them towards 'The Tiger of Hounslow' (p. 301).



The Tiger of Hounslow

• NOVICE •

A tiger is loose in Middlesex, and no one is safe. Unless they live in a castle. Or a manor house. Or can afford a guard. All right. It's the peasantry at risk. But they count for something, no? Well, they're being dragged off one at a time, and it's up to the PCs to get to the bottom of it – quite literally, as it turns out.

Despite what the eyewitnesses have reported (mere glimpses), and what the gore left behind at the sites of the attacks indicates, it's not a real tiger at all. It's a pantomime tiger, donned by priests of a pantomime cult known as the Druryds. Led by none other than ***Queen Guinevere***, they are indoctrinating Middlesexians one by one. Can the PCs solve the mystery and thwart their deviltry?

In order to complete the quest, the PCs must:

1. **Receive the quest from *Arthur Figgis*, head of The Committee of Concerned Cottiers.**
2. **Investigate in and around Hounslow.**
3. **Deal with the pantomime cult known as the Druryds.**

Before starting the quest, use the Shoppekeepers table (Appendix B, p. A6) to determine the identity of the sausagemeister. If the PCs investigate the 'Crime Scene' in Step 2, you'll need to have the sausagemeister's initials to hand.

Here are a few occurrences and rumours to toss into the mix if the PCs are faffing about and need something to put them back on track or – and this is highly unlikely – moving too expeditiously through the quest. Each occurrence either provides a clue that can propel them towards the quest's end, or a complication that can slow them down. The rumours might provide a vital clue or send the PCs off on a wild goose chase. Roll randomly on the tables, or choose something that suits your needs.

Hounslow Occurrences

d6	Occurrence
1	***King Arthur*** shows up. His queen's gone missing again, and he rushed right over when he heard she's in Middlesex…the saucy minx…
2	***Rev. E.P. Nesbitt*** returns at last to his fiefdom. His crosier has alerted him that the Cluniac monks are making a mess of things, and he's rushed back to set things a-right. Surely he'll make it in time.
3	Six Swiss Guards (as ***Knights*** who are Serious in Purpose) show up and lay siege to Nesbitt's manor house. The Pope is fed up with previous messengers' failure to serve Nesbitt his excommunication papers, so he's sent his Pontifical Goon Squad to round up the rogue. Nesbitt's not at home, but they don't know that.
4	A detachment of four Roman ***Legionnaires*** march into town to investigate rumours of PFJ activity in the area.
5	***Arthur X*** arrives disguised as a lion, with a couple of ***Killer Sheep*** dressed as lion tamers in its retinue. It's heard about the tiger and hopes to recruit it to the gang.
6	***The Grim Reaper*** sneaks into town to investigate. It keeps hearing about deaths by tiger, but no new souls have shown up on its docket.

Hounslow Rumours

d6	Rumour
1	The tiger's just lonely, that's all. It needs a mate. A feline of any size will do. *(False.)*
2	It's all a big hoax. Same thing happened up Bromley way last year. Weren't no tiger. They even found a tiger costume after. *(Could be true.)*
3	That ***Queen Guinevere's*** gone missing again. Wouldn't be surprised if she turned up around here, thinking Middlesex has something to do with orgies. Might even have something to do with the tiger business. *(Partially true.)*
4	It's all part of a French plot. See, they've imported exotic animals from all over the world and are sprinkling them around England. While everyone's distracted, they'll take over! Don't believe me? How do you explain the man-eating water buffalo terrorising Plymouth? *(Entirely false.)*
5	God is angry with the Middlesexians and punishing them for their sins. I mean, we all enjoy a group shag now and again, but maybe, just maybe, calling the county 'Middlesex' was going too far. *(False.)*
6	There's a cult behind it, mark my words. Every time folk go disappearing in some out-of-the-way place, there's always a bunch of barmy priests with weird robes in the middle of it. *(True.)*

On Historic Hounslow and Its Rows of Heath

If you were hoping for a detailed travelogue allowing Participants to explore Hounslow street by street, you've greatly overestimated Hounslow. It's got some cottages, a village green, a couple of shoppes (including a barber and a sausagemeister), a pub called The Pub, and on market day (every second Thursday) a handful of farmers and merchants trundle into the town square. There's not a lot to see. Oh, except for the tiger.

If your Participants enjoy town exploration and interacting with NPCs, or if you're just super-keen on rolling dice on random tables, use Appendix B (p. A4) to determine who and what else is here (Hounslow is a 'Town'-sized settlement).

1 Receive the Quest from Arthur Figgis, Head of the Committee of Concerned Cottiers

Middlesex is a fiefdom administered by the Church, but its lord, ***Rev. E.P. Nesbitt***, is not around (small misunderstanding with the Big Formaggio in Rome). The fief has been left in the hands of a group of Cluniac monks, who are devout, incorruptible, and beastly boring. So the populace has formed a committee to look after things – in particular this tiger business. They've put the word out: adventurers needed in Hounslow. Experience with big cats preferred.

2 Investigate In and Around Hounslow

The following circumstances await the PCs in Hounslow:

The Committee of Concerned Cottiers The chief village idiot ***Arthur Figgis*** has been elected head of the committee. He's easy to find, but he's almost always on the job (i.e., idioting), so he'll have to be overcome with Deeds before a proper conversation can be had. Once he's defeated or off the job, he'll behave normally and provide info on the recent deaths, unless the PCs disparage his profession, in which case they'll have to defeat off-the-job Arthur with Deeds all over again. He and the committee don't have a great deal of info, but they've taken the logical route: blamed the whole thing on witchcraft. Why, the nasty crone is going on trial later today! (See 'Side Quest: The Witch Trial', p. 304.)

The People's Front of Judea The Committee of Concerned Cottiers is secretly opposed by a detachment from the People's Front of Judea (Walter, Wilhelmina, Winnifred, Weezey, Willmund, and Uuglaf; as ***Bureaucrats***). They were dispatched to Hounslow when leadership got word that a committee had been formed and that it was not expressly anti-Roman. Operating from their headquarters at the back of ***Bevis the Barber's*** shop, they do everything possible to undermine the committee's efforts – everything short of actually doing anything. But they're sneaky and good at drafting resolutions.

If there are Brianists in the party, the PFJers attempt to recruit the PCs and send them on errands meant to undermine the Committee of Concerned Cottiers: graffitting buildings, nailing anonymous manifestos to committee members' doors, and other symbolic, useless endeavours. If the PCs complete several such errands, the PFJers reveal their big secret: they know exactly what's going on and have formed an alliance with the Druryds, who convinced them they were on the level by assuring them that they really hate the Romans. A lot.

If there are no Brianists in the party, the PFJ attempts to misdirect the PCs with false rumours from the Rumours table, anonymous notes that lead to wild goose chases, and other intrepid epistolary actions. The letters are egregiously overwritten, having been drafted by committee. For the HoLE, the idea is to communicate to the Participants that there are other, hidden forces at work in Hounslow – not to mislead them and actually send them off on pointless errands…unless they seem particularly keen on one, in which case, see where it goes!

Tiger Activity Everyone in the village knows that ten people have disappeared. There's no connection between the victims, except that they're all Lower Class – farmers, woodcutters, charcoal burners, servants. Randall the rhubarb farmer went missing last night, in fact!

Crime Scene Randall's rhubarb farm is a simple affair on the west side of town. The house, rhubarb stables, and shed offer no clues, but at the edge of the north rhubarb meadow is the crime scene. It's no different from any of the previous crime scenes, just fresher. There's no sign of the body, but there are giant paw prints and guts strewn everywhere. The scene is so foul that anyone who can't produce a Valour or Purpose Test of 5+ will run away in horror. A close examination of the paw prints reveals them to be those of a tiger, but if the examiner can produce a Druidry Deed of 7+, they'll be able to infer that the tracks are false – made by boots styled to look like tiger prints. If someone examining the gore can produce a Wisdom in the Ways of Science Deed of 5+, they'll be able to conclude that the guts are actually just sausages, and that their casings are stamped with the initials of a local sausagemeister (see 'Sausagemeister' below).

The victim was dragged away, but there's no evidence of actual, non-sausage violence. It will take another Druidry roll (this one needs a 12+) to follow the tracks, which lead to an abandoned weasel tanner's hovel (see '3. Deal With the Pantomime Cult…', p. 304).

Sausagemeister Presumably, you've already determined the identity of this person using the Shoppekeepers table in Appendix B and/or the People-Name Generator on the inside-front cover. If not, make up a name that matches whatever initials the PCs found while investigating the crime scene. The sausagemeister has been getting unusually large orders from an anonymous customer, who pays in tea trays. They're made of the finest silver, but they all have several punctures in them. No matter. The sausagemeister melts them down and fulfils the orders as instructed: by dropping them off at the abandoned weasel tanner's hovel in the woods outside town. If, for whatever reason, contestation breaks out, the sausagemeister is a ***Burgher***.

Side Quest: The Witch Trial

The whole town gathers at the market square where the trial is to take place. Presiding is ***Arthur Figgis*** (off the job). He leads the mob in a scientific discussion of the dark arts and how to identify a witch (attire, obviously; owns more than one goat; over-chewing of food; rock-solid, eye-witness testimony of broom-flying, dancing with demons, snogging with Satan; etc.). If the PCs wish to intervene, they can counter the logic with Wisdom in the Ways of Science, use Argumentation to win a debate, end the whole thing with Authority, muddle things up with Glibness, or whatever else they can come up with. No matter what strategy they choose, it will take a 10+ on the dice…unless those dice are Intercoursed!

If the witch (she's actually an eccentric ***Burgher*** tailor named Mrs. Gorilla) is saved, she'll invite the party for Scottish sumac tea in her cave at midnight – and not a moment sooner or later. They're required to bring something from a local shoppe (use the Shoppe generator in Appendix B, p. A4, or just invent something weird). If they show up with the goods, she'll whip up some pantomime animal costumes for them.

She's a bit batty, so getting any kind of explanation out of her is impossible. But it'll be clear that she strongly believes that the PCs should wear the costumes to the abandoned weasel tanner's hovel. Drinking the tea heals 1 bit of Death and 2 Bits of Loony, but the drinker calls everyone 'Mac' for the next few days.

3 Deal with the Pantomime Cult known as the Druryds

All roads lead to the abandoned weasel tanner's hovel, where the Druryds are performing the indoctrination ceremony on their newest 'recruit', Randall the rhubarb famer. If the PCs are wearing Mrs. Gorilla's pantomime animal costumes, or are exceptionally stealthy (everyone must produce a 10+ in Subtlety), they'll have first go in the confrontation. Otherwise, the cult will see them coming and go first. The cult consists of:

- The Arch Druryd ***Queen Guinevere***, performing a ceremonial tea-tray sacrifice.
- The Deputy Arch Druryd Pogo (as ***Brigand***), who's dressed as a pantomime goose, with a bow that he's playing like a fiddle. With a bow.
- Nine Druryds (as ***Burghers***, but they are non-combatants) in one pantomime-tiger costume and three and a half pantomime-horse costumes, capering madly.
- Randall the rhubarb farmer (as ***Peasant***), the new 'recruit'.

Indoctrination Ceremony

Randall is tied to an altar made of pantomime horse dung, while members of the cult perform their various roles. The tiger and horses do nothing but prance around, but it's devilishly strange. Anyone who sees them must produce a Purpose Test of 6+ or suffer 1 bit of Loony – and this must be repeated every turn while Pogo is fiddling and the tiger and horses are dancing. The ceremony is driving Randall crackers. In a few moments (four turns for the PCs and four for the cult), he'll be fully indoctrinated into the cult and will take up his position as the back of the fourth horse. If the ceremony is interrupted before then and he's freed, he kicks Pogo in the gelding spot, stopping the music and dancing, and runs away. But the PCs will still have to reckon with Guinevere.

If the PCs are on the cusp of defeating Guinevere, it's worth warning them about the effect that will have on their relationship with Camelot and the powers that be, not to mention the loss of a potential reward for her safe return. Of course, if one or more of the PCs have fallen in love with her, surely making her happy is all the payment they'd require.

If the PCs attempt to see what's inside the Queen Guinevere dummy – well, there might be just about anything in there. It might be a particular NPC (or two), a lowly peasant who dreamt of being more, nothing at all because she's actually an animated doll, or a breach in time-space that transports them to some new adventure!

Denouement and Further Adventures

If the cult is defeated, the PCs will find in the weasel tanner's hovel a large stash of well-perforated tea trays made of the finest silver (worth 200 Gold if melted down). Soon enough, ***Rev. E.P. Nesbitt*** will seek out the PCs and bestow upon them the key to the town of Hounslow. With the key comes responsibility for looking after the town, which will require the ousting of those obnoxious Cluniac monks.

King Arthur will be pleased to have his bride returned to him, although he's anxious to keep the whole thing hushed up. He's more than willing to pay a reward for a job well – and discretely – done. He might even offer the party a quest, like 'The Sword in the Spam' (p. 313).

The PCs may well have made enemies of the PFJ, the Romans, ***Arthur X***, or even the Pope by the end of this, depending on what happens with the Occurrences table. Each of those outcomes could lead to further quests, like 'The Wost Wegion' (p. 321) and 'Spank the Pope' (p. 297).

If the PCs fail or ***Queen Guinevere*** escapes, the cult will undoubtedly reform in some other village, which could complicate a later adventure. Recurring enemies are proven to increase learning outcomes!

The Grail National

• INTERMEDIATE •

God wants the relic found, by God! Everyone knows He put Arthur and his knights on the job, but who's to say He didn't post the advert elsewhere? It's a race against the Knights of the Round Table to see who will achieve the greatest of all chivalric deeds.

In order to complete the quest, the PCs must:

1. **Receive the quest from God.**
2. **Learn the location of the Grail.**
3. **Travel to the Grail's location.**
4. **Complete the ~~five~~ three Grail Challenges.**

The PCs may complete one or more side quests to earn knowledge and boons. But the Grail Clock is ticking, so for every side quest embarked upon, there's an increased chance that ***King Arthur*** or one of his band will have discovered the location, arrived there, completed one or more of the challenges, or even acquired the Grail.

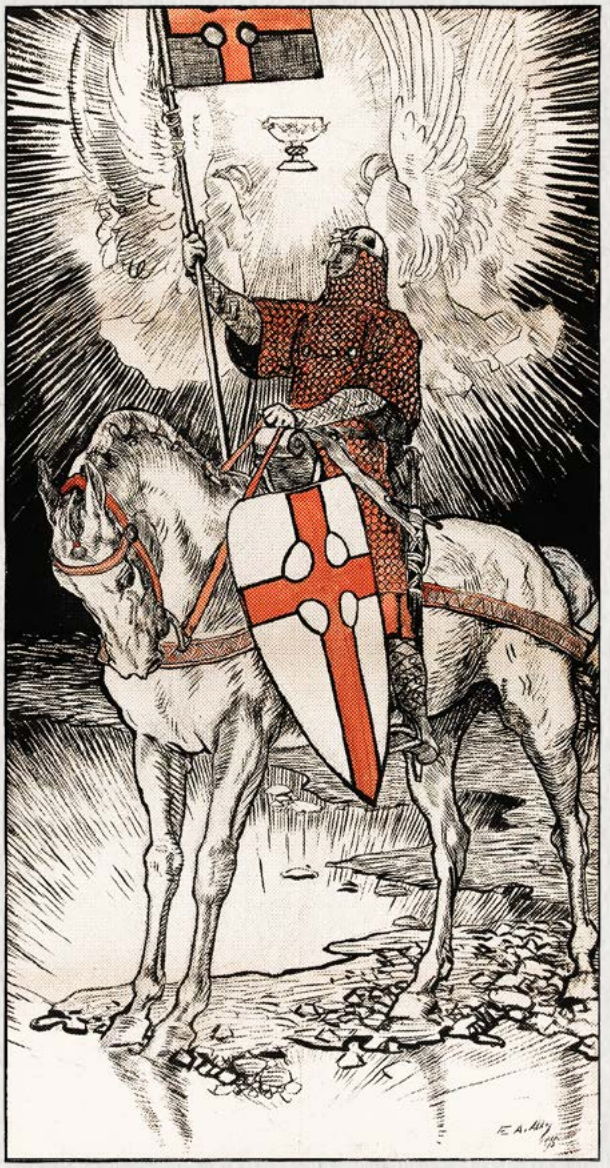
The Grail Clock Die

The Grail Clock is a simple mechanic for determining the progress of Arthur and his knights, who are competing with the PCs to obtain the Grail. After the PCs have received the quest from God, each new day of the adventure begins with the HoLE rolling a die to see if the PCs' rivals have made any progress. On a result of 1, they have.

To begin with, the die is a d14. But for every side quest the PCs undertake, the die value is reduced by one. If they are somehow able to divine the location of the Grail without undertaking any side quests, the die value remains d14. If they go for one side quest, it drops to a d12; if two, it drops to a d10, and so on.

You can use this chart to track how many of these daily rolls result in a 1, and what that means with regard to the progress Arthur and his knights are making. If Arthur's group completes a side quest, that side quest is no longer open to the PCs, even if they've already begun it. If they complete a Grail challenge, the challenge is still open to the PCs.

# of 1s Rolled on the Grail Clock Die	Arthur's Progress
One	Learned the location of the Grail.
Two	Completed one randomly determined side quest. If the result is a quest the PCs have already completed, reroll.
Three	Arrived at the Grail's location.
Four	Completed one Grail challenge.
Five	Completed a second Grail challenge.
Six	Completed the the final Grail challenge and have obtained the Grail.



The Grail's Location

So, where is the blasted thing? Roll on or choose from the table below to determine the Grail's location. It's recommended, though not required, that the HoLE do this beforehand.

Whither the Grail?

d6	Location	Situation
1	A French-occupied castle.	Roll a d4. 1 = On an island in the centre of a vast lake. 2 = In a swamp. 3 = At the top of a mountain. 4 = In the middle of a savage forest.
2	The belly of a fabulous creature.	Roll a d4. 1 = ***Eggs Diamond***. 2 = ***The Black Beast***. 3 = ***The Dragon of Angnor***. 4 = a ***Blancmange from the Planet Skyron***.
3	The cart of a grail merchant who has no idea what they have.	Roll a d4. 1 = ***The Equators***. 2 = P.P. Gumby (as ***Gumby***). 3 = ***Merlin***. 4 = a salesperson of your own conception (as ***Burgher*** or otherwise).
4	The Lady of the Lake's palace at the bottom of the Finite Lake of Eternally Endless Evermore.	Roll a d4. 1 = She's entertaining ***Kargol the Amazing***, and the PCs' unannounced arrival will be awkward. 2 = She hasn't seen anyone in ages and she'll be delighted to have company. 3 = She's out but will be back soon, and her human-faced pet goldfish will ply the PCs with questions about the world above. 4 = She'll be just sitting down for a luncheon and will invite the PCs to join her. Her octopus butler will attempt repeatedly to steal the PCs' Accoutrements, quite unbeknownst to her.
5	The trove of a bandit, pirate, or privateer, buried amongst other goodies.	Roll a d4. 1 = ***Dinsdale Piranha***. 2 = ***Doug Piranha***. 3 = ***Dennis Moore***. 4 = ***Captain Gladys Stoutpamphlet***.
6	A remote wizard's retreat.	Roll a d4. 1 = ***Tim the Enchanter***. 2 = ***Kargol the Amazing***. 3 = ***Merlin***. 4 = A magician of your own conception (as ***Witch***).

1 Receive the Quest from God

Whilst the PCs are travelling along a sunny English road, a low-hanging cloud trundles overhead and out from it pops God's crownèd, frownéd face. He begins by grumbling to Himself. 'Right. This lot will have to do, though I reckon a troop of Gumbys could outwit that numbskull Arthur.' Then he pipes up like an organ.

'Ahem. Worshippers! Stay your treading a moment. That's it. Now shut up. Look here, Pugnacious Companions, I lay upon you a task of utmost importance. In fact, it's rated by most agencies as 'A Holy Quest.' I charge you to find the One True Holy Grail before that King Arthur – you know, defeater of the Saxons, blah blah blah – can get his grubby gauntlets on it. Got it? Great. I'll nip back round once the job's sorted and probably give you some material reward, if that sort of thing interests you. But what could be more glorious than accomplishing My Will? If that doesn't get your badgers bristling, how about the cheap satisfaction of beating King Arthur at something he really, really wants to achieve? Right. Get cracking.'

His holy message delivered from on high, God zooms off again without pausing for questions.

2 Learn the Location of the Grail

A blessing! A blessing from the Lord! With holy quest in hand, the PCs must begin the search.

This will likely involve some asking around. The table on the following page indicates who knows what and how that knowledge can be gleaned. This asking around doesn't decrease the size of the Grail Clock Die, unless the HoLE determines that the Participants are taking the piss and not respecting the urgency of their holy quest.

As well as using the specific approaches noted in the table, PCs can gain knowledge by defeating the NPC using contestation rules and the NPC's statistics – remembering that 'contestation' can mean many things, and isn't just violence and sword-swinging.

Grail Intel

Category of Persons	How Can the Knowledge Be Acquired?	What Does the Person Know?[2]	What Does This Information Lead To?
Everyone	For the asking!	Hermits know about such things. Go ask one of them…if you can bear the smell.	See 'Hermits' (row 2).
Hermits	Defeat a ***Hermit***.	Mr. Seagrave, a special Hermit who lives in a cave on the Cornish coast, knows how to find the Grail.	Side Quest: 'The Hermit's Blood'.
All NPC Knights	Defeat a ***Knight*** in a joust (Valour vs. Valour) OR Give them a Valour or Decorum Accoutrement.	***The Three-Headed Giant*** has a weapon associated with the Grail and has been asking around for a new horse.	Side Quest: 'A Mount for the Three-Headed Giant'.
Upper-Class NPCs	For the asking, as long as at least one of the PCs is Upper Class and Serious (d14 or higher) in Decorum.	A French chef in the employ of Baroness Vernacular, a wealthy landowner, has the Grail.	Side Quest: 'Putain de Merde!'
Middle-Class Catholic clergy NPCs (parish priests, mid-level Church officials)	Defeat a clergyperson (as ***Vicar***) OR Offer a sip of wine. Maybe two. Oh, that's rather nice. Top us up, would you?	***Brother Maynard*** is the real expert. He did the first serious work on it. But he's been captured by a Viking who's holidaying and murdering in Scotland.	Side Quest: 'The Viking's Captive'.
Upper-Class Catholic clergy NPCs (archbishops, bishops, and high-level Church officials)	Defeat a clergyperson (as ***Bishop***) OR Make a tithe – the asker must be Catholic and Serious (d14 or higher) in Purpose or Silly (d10 or lower) in Chastity.	***Rev. E.P. Nesbitt*** is said to have a dragon shit that has something to do with the Grail.	Side Quest: 'The Bishop!'
Lower-Class NPCs (***Peasants***, servants, etc.)	For the asking!	***The Knights Who Say 'Ni'*** have the Grail, and happen to be rather nearby.	A confrontation with the Knights Who Say 'Ni'. This is a red herring. The Knights Who Say 'Ni' don't have it; the peasants just want them dealt with.
All NPCs who are travellers, adventurers, or woodspeople	For the asking, as long as the PCs aren't overly polite. These folk prefer straight talk.	A bunch of naughty nuns in a remote nunnery/monastery have a false Grail beacon. Everybody realises it's false, but maybe they know something…	Side Quest: 'The Grail Beacon'.
Any NPC sage, hedge wizard, or Druid	Defeat the weirdo (as ***Witch*** or ***Druid***) OR Exchange a wee drop or two of each PC's blood. Maybe a hair or three. Just trifles, really…	You dolts! The Grail is in the keeping of Joseph 'Joey Fishbags' of Arimathea, who took it to his aptly named Castle Where the Grail Is.	Side Quest: 'The Fisher King'.
All cheesemongers	Defeat a cheesemonger (as ***Burgher***) OR Buy the most expensive item in the cheese shoppe.	***The Black Knight***, encamped outside town, knows something.	A confrontation with the Black Knight. This is a red herring. The Black Knight doesn't give two figs for such things, but he paid the cheesemongers to send worthy adversaries his way.
Ewan McTeagle	Defeat ***Ewan McTeagle*** OR Repair his shed.	Fuck all.	Fuck all. This is a red herring. Ewan just wants his shed repaired. And twenty quid, if you can spare it.
Brianist Monk NPCs (Order of the Gourd)	For the asking, as long as one of the PCs is a Brianist.	The holy vessel is being carried by a very lost African swallow that nests in the belfry of Salisbury Cathedral. The Monks will say nothing else. They just chant the clue over and over.	Side Quest: 'The Gourd'.

[2] If an NPC has a specific lead, they'll also be able to tell the PCs where (approximately) to find the person or place in question.

Side Quests

When the PCs arrive at the location of a side quest, there's a one in four chance that one of Arthur's knights (***Sir Bedevere***, ***Sir Galahad***, ***Sir Lancelot***, ***Sir Robin*** or another ***Knight*** of your own design) is there as well, either chasing the same lead or having failed at the effort and sulking.

Grail Side Quests

Side Quest	The Set-Up	Challenge	If the Challenge Is Overcome…
A Mount for the Three-Headed Giant	The big galoot ate his horse and needs a new one.	Defeat The ***Three-Headed Giant*** or find him a horse. It's going to have to be a really big one. Maybe a wooden one will do?	The Three-Headed Giant gives the PCs a holy relic: the Lance of Longinus. It's rather old and no use in contestation, but it will allow the PCs to automatically complete the Grail Body Challenge.
The Hermit's Blood	Mr. Seagrave (as ***Hermit***) exhibits a very specific type of stigmata: his blood always drips in the direction of the Grail.	He's taken a vow of silence, so convincing him to come along can be challenging. He'll do it if the entire party agrees to go naked. There are other ways of convincing someone, of course…	While Mr. Seagrave is with the party, they have a 50% chance of avoiding any Occurrence on the Road to the Grail (p. 310) that arises.
The Viking's Captive	Hlfjrlnjrlwlf the Vowelless has kidnapped ***Brother Maynard***, who knows the 'Psalm of No, I Never!' Hlfjrlnjrlwlf is holidaying in Scotland.	Defeat Hlfjrlnjrlwlf (as ***Viking***) and his band of five other ***Vikings***, or convince him to let Maynard go. A large amount of spam will do it.	Brother Maynard knows the location of the Grail and will accompany the party. He'll sing the 'Psalm of No, I Never!' when it's time for the Grail Soul Challenge, which grants an automatic success.
The Bishop!	***Rev. E.P. Nesbitt, aka The Bishop!***, has an ethereal holy ship (not 'shit', thank you very much) that sails directly to the Grail's location.	Nesbitt has been swallowed up by a ***House Too Dangerous To Live***. He'll have to be extracted first.	Nesbitt will summon the ship, which whisks the PCs directly to the Grail's location without any further ado or Occurences (p. 310). Unfortunately, the PCs will arrive just a smidge too late, as Arthur and some of his knights will have arrived the day before and will be encamped nearby, planning their assault. Roll a d4 to see how many knights are with Arthur, then choose from among Bedevere, Galahad, Lancelot, Robin, or another Knight of your own design.
Putain de Merde!	Chef G. L'Ail had an exact replica of the Grail, which she used to pound garlic.	The PCs will have to get past the Baroness Vernacular's seven ***Guards*** and then defeat her (as ***Aristocrat***) before they can question the chef. The chef will readily tell them (loudly and Frenchily) that the replica has been stolen by ***Dennis Moore***.	Dennis knows the location of the Grail. If defeated or otherwise convinced, he'll impart that information and give the PCs the replica, which comes in handy if the Grail's location is the grail merchant's cart. Otherwise, this false idol can be destroyed, granting an automatic success in the Grail Mind Challenge. Or maybe God could be convinced that it's the real McCoy…
The Grail Beacon	An order of naughty nuns in a remote convent have a false Grail beacon. Everybody realises it's false, but maybe they know something…	***Sister Dingo/Zoot*** must be defeated.	Dingo/Zoot knows the location of the Grail. If defeated, she'll tell the party, which will automatically succeed at the Grail Soul Challenge, having well-proven the purity of their purity simply by leaving the nunnery.
The Fisher King	The Grail was once in the keeping of Joseph 'Joey Fishbags' of Arimathea, who took it to his aptly named Castle Where the Grail Is.	Joey (as ***Knight***) has a nasty wound in his…um…upper thigh, which needs tending. A 10+ in Druidry or a very holy prayer (13+ in Purpose) will do it.	Joey doesn't know where the Grail is now, but he'll tell the PCs the nature of the three challenges they'll have to face so they can prepare accordingly.
The Gourd	The Brianists' 'holy vessel' is not the Grail; it's a gourd. Not even *the* Gourd (the one the Messiah once carried). But to Gourdians, all gourds are *the* Gourd.	Getting past the 20 ***Vicars*** in the cathedral…and climbing to the top, of course.	God shows up, cheesed off. He browbeats the party for getting sidetracked. All suffer 1 bit of Loony, then He tells them the location of the Grail.

3 Travel to the Grail's Location

The quest for the Grail always seems to involve a lot of travel.* It's never just round the corner. Roll on or choose from the table below to see what happens as they ply the roads.

Occurrences on the Road to the Grail

d6	Occurrence (First Bit)	Occurrence (Second Bit)
1	***The Devil*** shows up in disguise to misdirect, confuse, or mislead.	Roll a d4. 1 = Disguised as a ***Hermit*** with new revelations about the location. 2 = Disguised as a wounded ***Knight*** who has recovered the Grail and is on death's doorstep. It's actually a beglamoured Webb's Wonder Lettuce that will detonate as soon as the PCs touch it. 3 = Disguised as a court herald who declares that ***King Arthur*** has already recovered the Grail. 4 = Disguised as a ***Vicar*** with a map to the (false) location of the Grail.
2	Terrible weather.	Roll a d6. 1 = Torrential rain. Metal things rust. 2 = A blizzard. Carts can't move. The PCs can abandon them or stop travelling for the day. 3 = Hurricane-force winds. All banners, flags, and books fly away. 4 = Apple-sized hail. Anyone not taking shelter suffers 1 bit of Death. 5 = Blistering heat. Everyone smells terrible, even by Mediaeval standards. 6 = Fog so dense that all travel must stop for the day.
3	Banditry!	Roll a d4. 1 = ***Dennis Moore***. 2 = ***Dinsdale Piranha***. 3 = A pair of ***Gumbys*** who are convinced the PCs have their brick. 4 = Four ***Brigands***.
4	A damsel in distress!	Roll a d4. 1 = It's a trap. She's a ***Witch*** with ***Attila the Bun*** in her picnic basket, and she's been cracking food puns to make it angry. It's in a rage and will attack whoever it sees first. Also in the basket are two potions that heal 2 points of Death each, but which confer beastly breath for the next day. 2 = She's been stung by ***Eric the Half a Bee***. 3 = She's being threatened by a wicked ***Knight***. 4 = She's being carried off by a ***Moose***.
5	Coconut breaks, horse goes lame…same thing.	Roll a d4. 1 = A drover (as ***Burgher***) passes and might be willing to trade. 2 = A mounted ***Knight*** passes and could be challenged. 3 = A ***Hermit*** squatting in a nearby shrub tells of a coconut tree not far off in the forest. 4 = A swallow passes overhead and drops its coconut on someone's bonce. Everyone Tests their Luck; lowest roll gets 1 bit of Death or Loony; receiver's choice. Well, it is lucky, after all!
6	Lost!	Roll a d4. 1 = The party wanders into a fairy ring and is instantly transported to the location of one of the side quests (HoLE's choice). Roll to see which. If they take up the side quest, reduce the size of the Grail Clock Die. 2 = Everyone is terribly hungry. One Retainer must be eaten. 3 = …and getting lost is the key to finding the Grail. The PCs stumble upon its actual location. 4 = The PCs wander off set and discover the studio audience, which boos and throws things until the PCs return to the scene. Everyone suffers 1 bit of Loony.

* The Quest for the Grail is never a simple fetch quest. It's always 'Seek thee the sage of the Carmine Cliffs who will tell thee, shouldst thou pleaseth him with offerings of the seven sacred puddings, where to find the ancient Book of the Place Where the Grail Probably Is, which shall point thee to the last known resting place of the Lord's holy vessel'. And, of course, when you finally arrive at the last known resting place, after numerous hardships, sacrifices, and Minstrel-eatings, you will find that – gasp! – the Grail has been stolen away by some other entity…and so on. Why God doesn't simply say, 'Look here, go and fetch this cup for me, there's a good chap. You'll find it in Castle Corbenic, that's the M40 to Telford, the A5 up to Llangollen, then its East Street for a mile a two, a right on the Mill Road and straight on to eternal glory', is not our concern.

4 Complete the ~~Five~~ Three Grail Challenges

The order in which the challenges must be faced will vary according to the location of the Grail. The description of each challenge should make clear the order in which they must be completed, if any. For example, if the Grail is located inside is a French-occupied castle, the PCs must win their way past the guards first (Grail Soul Challenge); after that, it doesn't matter which of the remaining two the PCs tackle next.

Grail Challenge: Prove The Worthiness of Thy Body

This challenge must be overcome by one PC using only Bardistry, Heartiness, Nimbleness, Valour, Luck, or Subtlety. Only one attempt may be made per day. At the HoLE's discretion, party members can grant a +1 to the roll by offering useful suggestions, heartfelt encouragement, or witty criticisms. The PC who overcomes this challenge may not attempt the other two.

Grail Body Challenge

Grail Location	Using only Deeds of Bardistry, Heartiness, Luck, Nimbleness, Subtlety, or Valour, the PC must…
A French-occupied castle.	Defeat ***Marquis Guy de Lombard***.
The belly of a fabulous creature.	Defeat the creature.
The cart of a grail merchant who has no idea what they have.	Defeat the merchant and their five bodyguards (as ***Guards***).
The Lady of the Lake's palace at the bottom of the Finite Lake of Eternally Endless Evermore.	Defeat the pair of Grail This Way Signs on the road to the lake (***Keep Left Signs*** in disguise).
The trove of a bandit, pirate, or privateer, buried amongst other goodies.	Defeat the pirate captain.
A remote wizard's retreat.	Defeat the wizard.

Grail Challenge: Prove the Worthiness of Thy Mind

This challenge must be overcome by one PC using only Argumentation, Glibness, Lorefulness, Sorcery, Strategy, or Wisdom in the Ways of Science. Only one attempt may be made per day. At the HoLE's discretion, party members can grant a +1 to the roll by offering useful suggestions, heartfelt encouragement, or witty criticisms. The PC who overcomes this challenge may not attempt the other two.

Grail Mind Challenge

Grail Location	Using only Deeds of Argumentation, Glibness, Lorefulness, Sorcery, Strategy, or Wisdom in the Ways of Science (a roll of 14+ is required), the PC must…
A French-occupied castle.	Calm and clear out all the farm animals (and their leavings) from the sacred castle. On a failure, the PC is covered in the leavings with nothing to show for it – and they suffer 1 bit of Loony.
The belly of a fabulous creature.	Harvest the Grail from the gooey, byzantine guts of the slain creature without damaging the relic. On a failure the PC pukes their guts out (and suffers 1 bit of Death).
The cart of a grail merchant who has no idea what they have.	Discern which of the many grails in the wagon is the Holy Grail. Failure causes 1 bit of Loony.
The Lady of the Lake's palace at the bottom of the Finite Lake of Eternally Endless Evermore.	Devise a way to the bottom of the lake, into her palace, and through the corridors to the Grail's cachette. Failure may well result in drowning.
The trove of a bandit, pirate, or privateer, buried amongst other goodies.	Find the cleverly hidden hidey-hole and disarm or bypass the trap, which deals 1 bit of Death on a failure – from a poison needle, falling stone, spring-loaded haddock, or the like.
A remote wizard's retreat.	Defeat a vicious chest of drawers (as ***Man-Eating Mundanity***). Aside from the restriction on which Traits may be used, this is an otherwise normal contestation, so the "roll of 14+ is required" bit doesn't apply.

Grail Challenge: Prove the Worthiness of Thy Soul

This challenge must be overcome by one PC using only Animal Husbandry, Authority, Chastity, Decorum, Druidry, or Purpose. Only one attempt may be made per day. At the HoLE's discretion, party members can grant a +1 to the roll by offering useful suggestions, heartfelt encouragement, or critical witticisms. The PC who overcomes this challenge may not attempt the other two.

Grail Soul Challenge

Grail Location	Using only Deeds of Animal Husbandry, Authority, Chastity, Decorum, Druidry, or Purpose (a 14+ is required), the PC must…
A French-occupied castle.	Win past the castle guards without bloodshed, fornication, or other sin. Failure results in 1 bit of Loony and quite a lot of merde being dumped on your head.
The belly of a fabulous creature.	Win past the fetching naturalist who shows up to take a sample. And you have to do it without bloodshed, fornication, or other sin. Failure results in 1 bit of Loony and a really good time.
The cart of a grail merchant who has no idea what they have.	Appease the horde of dissatisfied customers that shows up demanding refunds for the poor-quality grails they've purchased. Failure results in being pelted with low-quality grails for 1 bit of Death.
The Lady of the Lake's palace at the bottom of the Finite Lake of Eternally Endless Evermore.	Secure a record deal for the Lady of the Lake or talk her out of pursuing a career in music…gently. Failure results in a hard slap (1 bit of Death) and a curse: you are forevermore obsessed with one-piece, form-fitting sequined outfits.
The trove of a bandit, pirate, or privateer, buried amongst other goodies.	Persuade the scoundrels to go straight. Failure results in being heartily laughed at and ridiculed (1 bit of Loony).
A remote wizard's retreat.	Win past the fairies that guard the tower – without bloodshed, fornication, or other sin. Failure results in being polymorphed into a tea cosy for several hours, which also brings 1 bit of Loony.

Denouement and Further Adventures

When all the ills have been borne, challenges bested, travails travailed, and at last the Grail is in the party's hands, the PCs will have achieved the greatest of all chivalric deeds. God shows up and chides the PCs for taking so long, but He does seem a bit chuffed. He grants each PC a Lazurusation: the next time they hit No More, they immediately fill up to Mr. Neutron. In addition, he hands them each one large sticker that reads '+1'. Affixing this to an Accoutrement or Retainer henceforth grants a +1 to any roll made using it or any item the Retainer is carrying.

The PCs acquire the moniker 'Grail Knights', which gets them invited to all of the best dinner parties. They are the toast of Christendom, celebrated far and wide by most Middle- and some Upper-Class Catholics. Everyone else is somewhere between 'You did wha? Oh, that's nice, I suppose.' and 'Beginner's luck. Now hand it over, thou unworthy blasphemers!'

One imagines that good ***King Arthur*** and the boys won't suffer this defeat lightly. Perhaps God shows up to issue a follow-up geas: find a safe and properly holy hiding place for the Grail – and the PCs must set off with the Knights of the Round Table on their heels.

Alternatively, one could imagine scenarios in which 'Spank the Pope' (p. 297) becomes suddenly urgent, or the PCs must use the Grail to cure a plague or heal a stricken monarch, carry it to the Holy Land, or build a bridge out of it. If ***The Lady of the Lake*** was the keeper, she may well demand that the PCs bring her something to replace the Grail over her mantle, like Excalibur, which could lead to 'The Sword in the Spam' quest (p. 313).

But for the nonce, bask in the glory of having rewritten history, which tells us that Sir Galahad was the one to achieve the Grail, while a few other louts got fairly close. I mean…Galahad…really?

The Sword in the Spam

• INTERMEDIATE •

The king has lost his edge! The mystical sword Excalibur has been stolen by a bandit and taken to Clēaveland, a small Viking jarldom in a Swēdeland fjord nestled between two loveli mountains. There it was ensorceled by their shaman and plunged into a huge block of sacred spam. The PCs' mission: set sail for the frøzen land øf berserkers, møøses, and meatballs, and win back the legendary sword.

In order to complete the quest, the PCs must:

1. **Receive the quest from *The Lady of the Lake*.**
2. **Secure passage to the country of Swēdeland.**
3. **Set sail for Swēdeland!**
4. **Get directions to the jarldom of Clēaveland.**
5. **Travel to Clēaveland.**
6. **Retrieve Excalibur.**

1 Receive the Quest from the Lady of the Lake

Clad in the purest samite, the legendary ***Lady of the Lake*** rises from the still waters of a forest pool, the icy fathoms of a deep-blue tarn, or the mysterious shallows of a puddle in the road to bestow a quest upon worthy adventurers. Oh. None about? Never mind. This lot will have to do. Swathed in ancient mystery and nacre sequins, she sings:

'Purehearted Critters, lend me thy lobes
The hornéd fjordlings in their ice-clad homes
Have absconded with Excalibur
Our dear kingdom to saboteur…ise – yeah!
For you a quest, most noble and lucrative
Retrieve it from the meat non-nutritive
Whatever be the cost
Yeahhh
Whatever be the cost
I said retrieve it uh huh
Brang that thang to mama
Yeah yeah yeah
Oooh'

She knows lots of useful details – like who exactly has the sword, what effect it has on spam, and basically anything in the descriptions found in '6. Retrieve Excalibur' (p. 319) – but she won't field any spoken questions. They must be sung, and with lots of cues for her to join in/take over/do some scatting. If she's not engaged in this way, she rolls her eyes and begins sliding back underwater.

2 Secure Passage to the Country of Swēdeland

The PCs will need to make their way to a port town, which is simple enough. Once there, they'll have to find someone willing to sail or row them across the North Sea…less simple. If they're already on good terms with the captain of a ship (because of a previous adventure, say), bully for them. If not, it's time to head to the docks to see who's in port. Roll on or choose from the table – or make it a busy port: all options are available!

Ships in Port

d6	Vessel	Captain	Crew	Fare	Journey Time
1	*The Shattered Wind*, a hulk.	***Sir Bedevere***	Five able seapersons (as ***Brigands***).	A Wisdom in the Ways of Science Accoutrement OR Defeat him to prove your worthiness.	Five days
2	*The Guilded Lily*, a hulk.	***Captain Gladys Stoutpamphlet***	The Batley Townswomen's Guild, in their privateer disguises.	A sizable contribution to the Batley community garden. Currency works. Seeds too.	Three days
3	*The Greased Monkey*, a paddleboat.	***Merlin***	None – help wanted!	None. Just be willing to pedal and you're in!	Seven days or more
4	*The Other Operation*, a Viking longship.	***Dinsdale Piranha***	'The Gang'	A surprisingly reasonable amount of currency OR Let him nail your head to something.	Four days
5	*The Schwa*, a Viking knarr	Hlfjrlnjrlwlf the Vowelless	10 ***Vikings***	Spam OR One Luck Accoutrement per passenger.	Four days
6	*The Brick*, a raft	None	A gaggle of ***Gumbys***.	None.	Infinite

The Shattered Wind

Captain ***Sir Bedevere*** is bound for the Gulf of Bothnia to conduct scientific experiments on the Aurora Borealis. He'll be happy to drop the PCs anywhere along the Swedish coast. He's heard that Excalibur is in Clēaveland but he won't abandon his scientific mission to join the quest. If they make a good impression, he'll give them a Mobile Horn (see, p. 317) and a møøse phrase book.

Passengers ***Miss Anne Elk*** is planning an archaeological dig in search of ancient giant pheasant horns. She knows that Clēavelanders are very keen on elaborate blades to use as spam slicers.

Cargo Scientific equipment and farm animals.

Complication The crew of five ***Brigands*** is planning to mutiny once asea.

The Guilded Lily

Captain ***Gladys Stoutpamphlet*** and her crew are setting out on a Viking hunting expedition in order to raise funds for the Batley community garden. She'll drop the PCs anywhere along the Swedish coast. Gladys doesn't know or care about poncy swords, but if the PCs make a good impression, she'll tell them that the Knights Who Say 'Nü' have a powerful artefact that terrifies certain Swēdelanders, and she'll give them a list of forbidden words. There's a one in four chance that one of them will work on the devils (see ***Knights Who Say 'Ni'***, p. 260; the Knights Who Say 'Nü' work the same way).

Passengers Five paparazzi (as ***Bards***) hoping for some hot new Captain Gladys material.

Cargo Weapons, armour, pirate corpses, and oodles of fine tea and baked goods.

Complication If a roll on the Occurrences on the Voyage to Swēdeland table (p. 316) results in a 1-3, fleeing isn't an option. Gladys must attack them.

The Greased Monkey

Captain ***Merlin*** has constructed an oddly shaped ship powered by pedal-driven propellers. It's based on a design he remembers from his past (i.e., the future). He has no particular destination in mind; he just wants to test the thing and he needs some stout pedalists. If all eight pedal stations are manned, the journey takes seven days. For each unmanned station, add another day. If the PCs make a good impression, Merlin will give them the Telephøne numbers of a few of his Swedish friends. (roll randomly on the Svitchbørd table p. 318).

Passengers None.

Cargo None.

Complication At the end of each day spent pedalling, each PC must make a Heartiness Test. Anyone who can't produce a 5+ suffers 1 bit of Death from exhaustion.

The Other Operation

Captain ***Dinsdale Piranha*** is heading to sea for some looting, pillaging, and head-to-object nailing. He has no intention of taking passengers where they want to go, a fact that will only become apparent once everyone is unsafely at sea.

Passengers None.

Cargo None.

Complication Each day, Dinsdale comes round to demand additional payment. Anyone who can't or won't pay up must subject themselves to another head-nailing. Resistance means full-on combat amidships with Dinsdale and the Gang.

The Schwa[3]

Captain Hlfjrlnjrlwlf is returning to Swēdeland after a long and bloody holiday in Britain. He'll happily drop the PCs anywhere along the Swedish coast. He knows that Excalibur is in Clēaveland, but he's not likely to tell strangers about that unless they make an especially good and barbaric impression.

Passengers ***Brother Maynard***. 'Passenger' is putting it generously. He's been kidnapped and is being held below deck, under guard. He's overheard the crew talking, and though he doesn't speak Swēdelandish, he's heard the words 'Excalibur' and 'Clēaveland' several times. He's been through quite a lot, so he's not interested in adventuring. If he's taken to Swēdeland instead of being returned to England right away, he'll stay aboard the ship pouting until the PCs return.

Cargo Piles of loot.

Complication If a roll on the Occurrences on the Voyage to Swēdeland table (p. 316) results in a 3 (Viking attack), using wind and tide to sail away isn't an option. Hlfjrlnjrlwlf will pull up alongside, exchange hearty handshakes and news, then, as a token of his affection, hand the PCs over as captives to the new captain, who's bound for Britain.

The Brick

Captain A clan of ***Gumbys*** is setting sail for parts unknown – which could mean almost anywhere, since the parts known to them are very few. Booking passage is simple: tie a handkerchief round your head and act as if you have d12 brain cells.

Passengers None.

Cargo Bricks.

Complication They have no oars, paddles, or poles. There's nothing aboard resembling a sail. They don't know how to navigate. The raft falls apart and sinks a few hundred yards from shore. The vexed but quick-thinking Gumbys pass out bricks to use as emergency flotation devices.

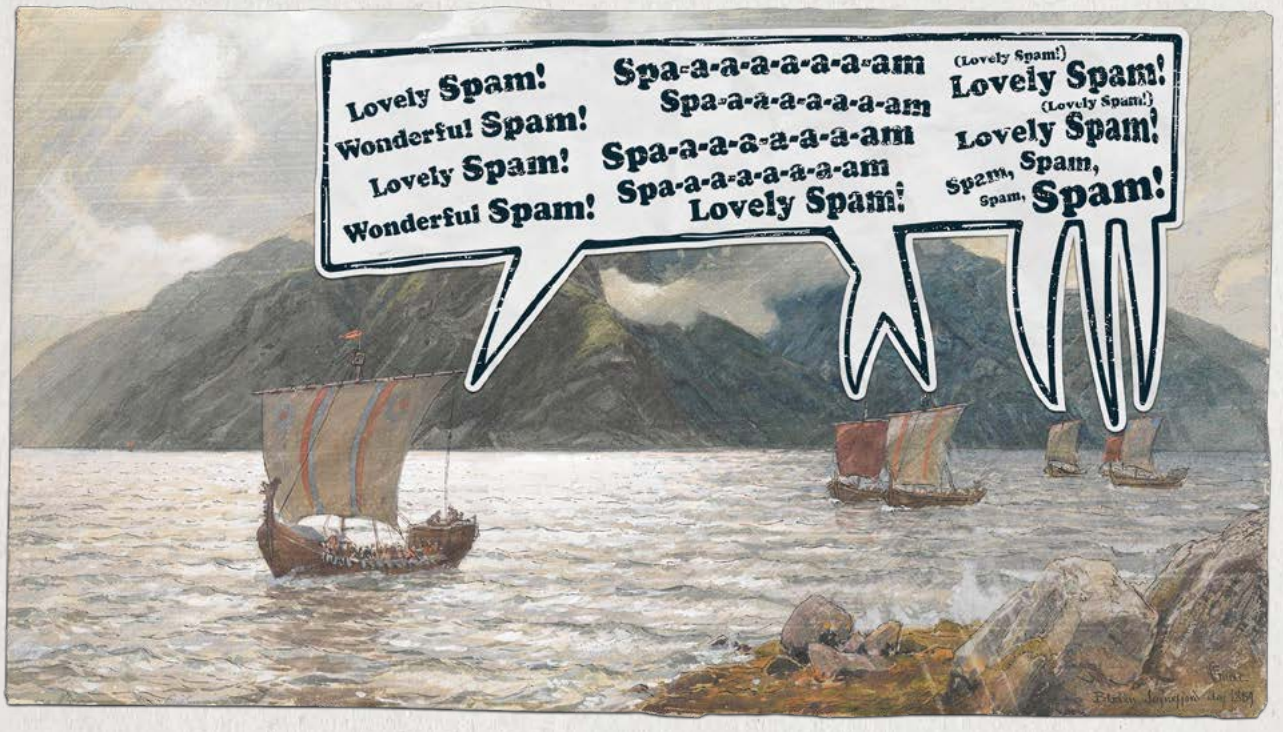
[3] If the PCs have completed 'The Viking's Captive' side quest in 'The Grail National' quest, substitute another Viking captain and captive for Hlfjrlnjrlwlf and Brother Maynard. Can't be arsed? Fine. Remove this option altogether. Bloody first millennials…

3 Set Sail for Swēdeland

For each day spent at sea, roll a d6. If the result is a 1, something eventful happens that day. Roll again to find out what it is.

Occurrences on the Voyage to Swēdeland

d6	Occurrence	What Can Be Done About It?
1	*The Operation* attacks. Captain ***Doug Piranha*** and a crew of four ***Barbarians*** attempt to board the PCs' vessel with swords and sarcasm a-swinging.[4]	Defeat the scoundrels OR Each of the PCs can attempt a Druidry, Strategy, or Wisdom in the Ways of Science Deed. If they all produce a 5+, they've used wind and tide to their advantage and sail away before *The Operation* can get alongside. If Doug is defeated and remains alive, he apologises and offers to entertain the PCs with some magic from distant lands. If the PCs allow this, he lights a few fireworks, alerting Dinsdale aboard *The Other Operation*, which arrives the next day.[5]
2	Pirate attack. Some less famous pirate captain (as ***Brigand***) and a crew of ***Ne'erdowells*** (roll a d4 twice to determine how many) attempt to board the PCs' vessel with cutlasses and shanties a-swinging.	Defeat the scoundrels OR Each of the PCs can attempt a Druidry, Strategy, or Wisdom in the Ways of Science Deed. If they all produce a 5+, they've used wind and tide to their advantage and sailed away before the pirates can get alongside. If the pirates are defeated and at least one remains alive, they'll hand over an Interspace Toothbrush if the PCs promise to set them free when they make landfall. They say that the Interspace Toothbrush is the most effective weapon against dangerous Swēdeland ***Møøses***. In truth, it causes Møøses to attack the carrier on sight.
3	Viking attack. A crew of ***Vikings*** (roll a d4 twice to determine how many) attempt to board the PCs' vessel with axes and beards a-swinging.	Defeat the scoundrels OR Each of the PCs can attempt a Druidry, Strategy, or Wisdom in the Ways of Science Deed. If they all produce a 5+, they've used wind and tide to their advantage and sailed away before the longship can get alongside. If the Vikings are defeated and at least one remains alive, they know that Excalibur is in Clēaveland, and can provide a couple of interesting tidbits from the descriptions found in '6. Retrieve Excalibur' (p. 319).
4	A storm at sea. Add one day to the journey.	Each of the PCs can attempt a Druidry, Strategy, or Wisdom in the Ways of Science Deed. If they all produce a 5+, they've harnessed the storm's power. Subtract one day from the journey instead of adding one.
5	A goodly wind. Subtract one day from the journey.	A PC may stand at the prow with a lover and feel like they're flying.
6	Flotsam and jetsam from a shipwreck bumps against the hull.	Fish the stuff up! Each PC can make one roll on a randomly determined Accoutrement table (pp. 49 - 83).



[4] If the PCs are aboard *The Other Operation* when this occurrence comes up, the attack still happens. Doug and Dinsdale never got on particularly well, so this sort of thing is nothing new.

[5] If the PCs are already aboard *The Other Operation*, this doesn't happen.

4 Get Directions to the Jarldom of Clēaveland

Once the PCs have landed on the Swedish coast, they'll have to find the hidden jarldom of Clēaveland. If they haven't discovered that Excalibur is in Clēaveland from ***The Lady of the Lake***, the captain or crew of their ship, or those of ships encountered on the way, they'll have to ask around. And even if they do know, they'll need to find out how to get there. The problem is, Swēdelanders won't talk to tourists directly. Anxious to show off their wøndērful telephøne system, they've sworn an inter-jarl oath to direct any tourists to the nearest telephone bøøth with hand signals only. Fortunately, there's one at the ready where the PCs make landfall. From inside, a man bellows 'ringi-ringi.

If the PCs answer the horn on the helmet of the Viking saying 'ringi ringi', the Viking relays this message from the Svitchbørd operator:

> 'Hallo and velcome to vonderfall Svēdeland. We are most glod you are here. We hope you vill enjoy our loveli lakes, mani interesting furry animals, including the majestik møøse. Please don't come so close to the møøses for to not have a nasty bite. How may I direct your horn?'

Neither the terminal Viking nor the operator are allowed to answer any questions. The terminal Viking will only relay messages, and the operator will only direct the call to another terminal (see Svitchbørd, p. 318). This is the best way of demonstrating the wøndērfulness of the Telephøne System. There are twelve terminals available at the moment – but mani more are being constructed all the time! If the PCs don't know to whom they would like to speak, the operator connects them to a randomly determined terminal (roll a d12 and consult the table).

The Wøndērful Telephøne System

The completely free system is composed of Swēdelanders standing at half-mile increments, connected by a taut string attached to the horns of their helmets. To use it, one must locate an end point. These terminals are geteld tents labelled 'Wøndērful Telephøne Terminal.' Inside, standing at attention, is a Swedish jarl (only high-ranking ***Vikings*** are granted the honour of being a terminal point in the system; the other nodes are ***Peasant*** volunteers).

There are no instructions, but if the user evinces confusion the jarl will motion towards one of his helmet horns – the one not connected to a string. The user removes the horn from the helmet and speaks into it. The jarl removes the other horn, the one with the string attached, and speaks the user's message into it. The message travels along the string to subsequent nodes until it reaches the Svitchbørd, which will direct the call. If a terminal receives an incoming call, the jarl will stand there saying 'ringi-ringi' until someone picks up and he can pass the incoming message along.

A horn with several feet of string attached can be purchased for 1 spam in Telephøne Terminal tents and most shoppes. These Mobile Horns may be attached to the horns of any willing Viking, allowing the Viking to converse with a foreigner without using the Telephøne System. If the PCs are having trouble figuring this out, a Viking who really wants to tell them a joke – but who isn't allowed to make non-telephonic communication with tourists – can approach and, with hand signals, indicate what they're supposed to do with their Mobile Horn so that he can talk to them.

Svitchbørd

d12	Terminal (Location)	Who Picks Up?	What Do They Know?	But First…
1	[Unknown]	A rowdy group of Vikings on speaker-horn.	How to sing the Spam Song.	They're going to sing the Spam Song.
2	ROV-332 (Rövhålet)	A møøse.	Møøse things. Also knows that Clēavelanders are Alkiphobic.	At least one PC must be able to speak møøse.
3	DJUP-002 (Djupröven)	Ingvar Vittfarne.	'The Knights Who Say "Nü" know about such things. Give them a horn. That's SNOR-876.'	The PCs must settle a bet. What's worse: a møøse bite or living in Sexträsk (which translates as 'Sex Swamp')? Either answer works, as long as a convincing argument can be made.
4	SX-305 (Sexträsk)	Jerker Jansson.	All he knows is that Clēavelanders are deathly afraid of møøses. He suggests horning Ferf. He knows about such things. That's LIL-922.	Jerker is on a quiz show and needs help right away. If the PCs can come up with the gestation period of a standard møøse (eight months), he'll tell them what he knows.
5	KAT-841 (Kattsjärten)	Ragnar Lødbrök.	He can give precise directions to Clēaveland. He'll also offer up a barbaric yawp. Everyone who hears it can add +1 to Valour rolls until they complete the quest.	All Participants must sound their best barbaric yawp. It had better be convincing. A half-hearted yawp is insulting. And it shan't do to insult Ragnar Lødbrök.
6	SNOR-876 (Snorrslida)	The Knights Who Say 'Nü', Swedish cousins of the ***Knights Who Say 'Ni'***.	Nothing. They just want you to do things for them. If they're defeated (there are five of them), the PCs can claim a Møøse Banner that's in their hoard. If displayed, it sends all Clēaveland Vikings who see it running away, screaming in terror.	Something nice. And not too expensive. Roll a d20 to determine a category of Accoutrement that the PCs must bring to Snorrslida. 1 = Animal Husbandry, 2 = Argumentation, etc. On a 19-20, the Knights want some mundane item of the HoLE's choosing (informed by the current HoLE Persona's sensibilities).
7	FJUC-000 (Fjuckby)	Wrong number.	Fjuck off.	
8	SNOR-424 (Snormossen)	Odd the Smed.	'Ja ja, I know Clēaveland. All my sisters and brothers are from there. That's why they hate møøses. Come to Snormossen and I'll give you a nice mappi.'	Come to Snormossen. Once the PCs are there, Odd will ask them to shovel a tonne of coal, then work the bellows for the afternoon, oh and if you could count the nails in this barrel…It becomes clear he's just after some cheap labour. Once the PCs realise this, he'll send them across the street to the mapmaker Even the Lärd Person, who can draw up a map to Clēaveland.
9	VAR-111 (Varberg)	Ninni Nyström.	'Horn Ragnar. He knows. That's KAT-841b.'	She's in the middle of rehearsals with her close-harmony ensemble. They're working on the Beowulf: Lust for Gory cycle. Coach them through the third stanza of the showstopper 'Ho There Big Boy That's Not My Arm!'
10	GU-798 (Gula Röven)	Titti Wang.	(see 'But First…')	The PCs must sit through a summary of, and offer constructive feedback on, her latest saga, which recounts the story of Excalibur being whisked off to the Great North and plunged into a pantomime pig's carcass. There are some good dialogues but the ending leaves a bit to be desired. If the PCs cooperate, they'll have all the info they need to find Clēaveland.
11	LIL-922 (Lilla Röven)	Ferf the…?	He knows where Clēaveland is and gives precise directions. Tell Dam Karol hallo for him.	This minor jarl is vexed. The PCs must help him choose a colour to append to his name. He's very particular and finds fault in every suggestion. Red? Taken. Green? Catchy, but associated with seasickness. Blue? But I'm a jolli sort! If the PCs suggest yellow, he horns up on them. He will happily accept any colour beginning with the letter F. Alliteration for the win!
12	STOR-045 (Stora Röven)	A Gøømby, a Swedish cousin of the ***Gumbys***.	Fjuck all.	

5 Travel to Clēaveland

Once the PCs have directions to Clēaveland – from using the telephone system, figuring out a way to get the Swēdelanders to talk to them, or some other way – they can at last set out for their quest's end. But beware! The Swēdeland wastes are not to be travelled lightli.

Roll on or choose from the table below for an occurrence that takes place at some point during the PCs' overland journey. Do it more than once if you sense that the Participants might fancy a bit more allspice in their quest's meatballs.

Occurrences on the Road to Clēaveland

d6	Occurrence	Result
1	Helpful signage.	Fortunately, the accommodating Swedes have provided signs for lost tourists. Unfortunately, these are a vicious gang of ***Keep Left Signs*** (four to begin with).
2	Terrible weather.	Roll a d6. 1 = Torrential rain. Metal things rust. 2 = A blizzard. Carts and such can't move. The PCs can abandon them or stop travelling for the day. 3 = Hurricane-force winds. All banners, flags, and books fly away. 4 = Apple-sized hail. Anyone not taking shelter suffers 1 bit of Death. 5 = Avalanche. 1 bit of Death for all those not wearing skis. 6 = Fog so dense that all travel must stop for the day.
3	Troll!	The PCs have wandered into the territory of a ***Hänssper Høbgøblin***.
4	Møøse attack!	A herd of majestik ***Møøses*** arrive (roll a d4 twice to determine how mani), and they're feeling bitey.
5	Coconut breaks, horse goes lame…same thing.	Roll a d4. 1 = A drover (as ***Burgher***) passes with his nag and might be willing to trade. 2 = A mounted ***Viking*** passes on his way to Cleaveland. He's not of a mind to stop and help. 3 = A ***Hermit*** squatting in a nearby snowdrift knows of a rare Swedish coconut tree not far off in the forest, but it's guarded by a herd of three ***Halluxian Mammoths***. 4 = A swallow passes overhead and drops its coconut on someone's head. Everyone Tests their Luck; lowest roll gets 1 bit of Death or Loony; receiver's choice. Well, it is lucky, after all!
6	Lost!	Roll a d4. 1 = The party wanders into a fairy ring and is instantly transported to the location of the Knights Who Say 'Nü'. 2 = Everyone is terribly hungry. One Retainer must be eaten. 3 = …and getting lost is the key to finding Clēaveland. The PCs stumble upon the hidden jarldom. 4 = The PCs wander off set and discover the studio audience, which boos and throws things until PCs return to the scene. Everyone suffers 1 bit of Loony.

6 Retrieve Excalibur

Far away in a remote fjord lies the scenic jarldom of Clēaveland, and at its centre the mead hall of Storaälgbröst. Here's what awaits the PCs in and around the kingdom:

Tower of Spam The first thing anyone notices is the 20'-wide, 200'-tall pink tower extending out of the roof of the mead hall. If someone looks closely, they can see a sword stuck in the top – and they notice that the tower is growing! The jarl Dam Karol acquired Excalibur to be her royal spam slicer, but when the shaman Fru Betong completed her spell-weaving and plunged the sword into the stuff, something remarkable happened: it stuck fast and began generating more spam! It's growing at a rate of 10' per hour, from a 20' x 20' tin in the centre of the mead hall's floor. Although Dam Karol and the Clēavelanders are concerned about its rapid growth, they're also very proud of their bounty of spam and won't tolerate outsiders fiddling with it without the Dam's permission.

The Mead Hall of Storaälgbröst On the shore of a placid tarn stands a great hall with timbers hewn from mighty oaks and carved with the forms of mani interesting furri animals – but notably devoid of møøses. Oh, and there's the 200' tower of spam that has crashed upwards through its roof. Every night the Clēavelanders gather in the hall to drink and tell tales of how in their day they had it much harder than these Viklings today.

Alkiphobia Møøses are förbjuden in Clēaveland, as is mentioning, pantomiming, or thinking about them. Clēavelanders are deathly, mortally, catastrophically afraid of them.

Dam Karol (as ***Viking***, with a very, very large greataxe named Vildsvinslaktarehackahackahacka that deals 3 bits of Loony on a successful attack). The Dam of Clēaveland is a fearsome shield maiden who hired ***Dennis Moore*** to steal Excalibur. He's still here, trying to figure out what to do about the egregious worldwide spam inequity this pink tower is creating. Karol is veri pleased with being suddenly the most spam-wealthy person in the world, but she's secretly concerned that if the sword isn't removed from the top of the mountain, the tower will poke a hole in the sky or some such nonsense.

Lots of *Vikings* Karol's loyal bannerpersons mill around the dozens of houses, barns, and other structures clustered about the mead hall. They're ready to defend her, the kingdom, and the spam with their lives. There are lots of ***Peasants***, ***Burghers***, and farm animals as well.

Fru Betong (as ***Witch***) The shaman who chanted potent, sacred incantations over Excalibur before plunging it into the spam. She was as surprised as anyone when the spam began reproducing, as her spell was only intended to prevent everyone except Dam Karol from ever using the sword. She flubbed the wording a bit, so instead of 'only the møst wøndērful Dam person may wield this spam slicer,' she ended up with 'only the wøndērful damn møøse person may wield this spam slicer.'

It'll take a Sorcery Deed of 15+ to remove the spell and allow anyone to draw the sword from the spam. Other options: someone bearing the Knights Who Say 'Nü' møøse banner can remove and wield the sword, as can anyone bearing or wearing møøse antlers. The charm remains in place even if Fru Betong is defeated or killed.

Møøses Hundreds of the beasts are milling about in the woods outside the town. They've been drawn by the aroma of spam on the wind, but a charm cast by Fru Betong prevents their kind from entering town. The spell is a simple one, which she renews each day by ritualistically scattering møøsebane, a herb, along the outskirts of town. If she's prevented from doing so, or if the møøsebane ring is broken, the herd will rush in and begin to devour the spam at a rate of 10 vertical feet per minute. The likelihood of being bitten and trampled during such a fracas is high.

The Exciting Concløøsion

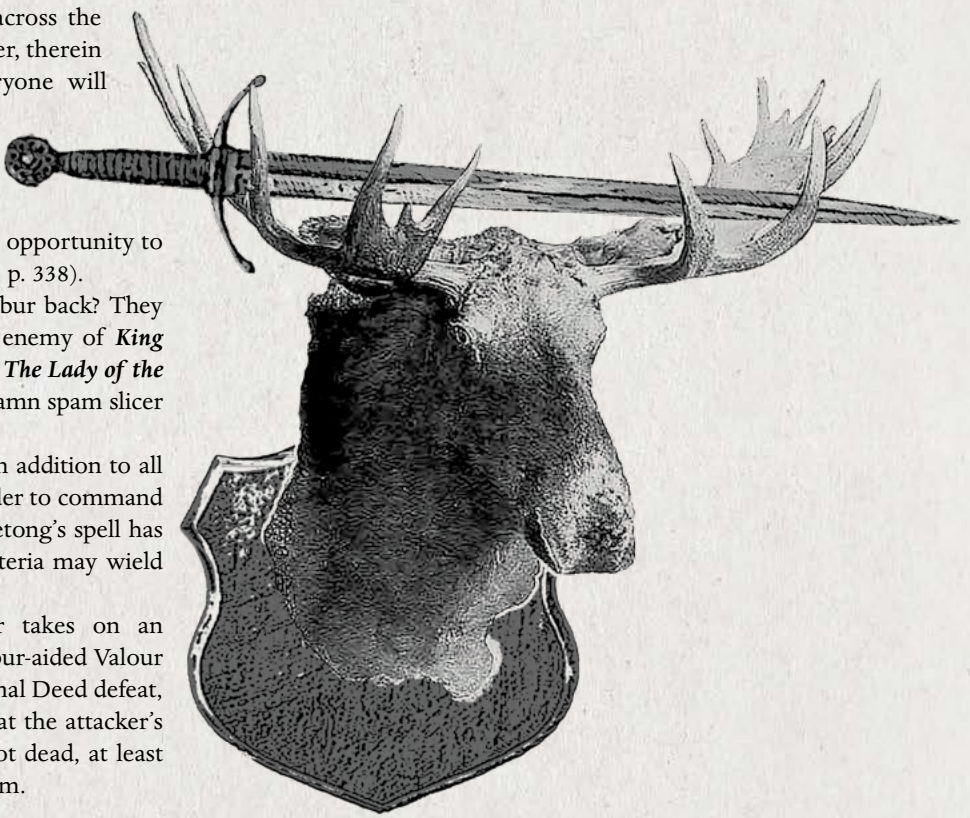
While they welcome visitors to town, Karol and her bannerpersons won't abide any strangers fiddling with the spam tower in the mead hall.

If an actual fight breaks out, it's hard to imagine any result that isn't the PCs being slaughtered or running away. Then again, there are those Spiffing Serious Abilities, so anything is possible. Clever PCs might use stealth or a disguise to get into the mead hall or onto its roof, thereby gaining access to the spam tower.

Getting to the top of the spam tower, where Excalibur is sheathed, will require some ingenuity. Failing that, climbing the thing requires four Nimbleness Deeds of 4+ (one for every 50' of tower). The tower can be chopped down with an axe and a Valour Deed of 12+, but if one doesn't know anything about woodcutting or isn't quick, the whole thing might come down on one, and that's an ignominious way to go (or, for a Viking, an express ticket to Valhalla). Once the sword is within reach, there's still the shaman's spell to deal with (see 'Fru Betong').

Denouement and Further Adventures

With Excalibur in hand, the PCs must make their way back through the wilds of Swēdeland, across the North Sea, and to some pool of clear water, therein to throw Excalibur. By this time, everyone will likely be tired of Sweden (a few hours is enough, really) and sea crossings, so you can simply hand-wave all of that and narrate their triumphant return to Britain. The return journey's an excellent opportunity to meet Njorl (see 'The Challenge of Njorl', p. 338).



But who says they have to give Excalibur back? They may well decide to keep it – making an enemy of ***King Arthur***, who will surely come after it, and ***The Lady of the Lake***, who can't believe the saga of that damn spam slicer is still going on.

If the PCs decide to keep the sword, in addition to all the stuff on p. 315, it now allows the wielder to command ***Møøses*** to do their bidding. Unless Fru Betong's spell has been removed, only those meeting its criteria may wield the mighty Excalibur.

When slathered in spam, Excalibur takes on an additional power. The target of an Excalibur-aided Valour Deed must, in addition to suffering a normal Deed defeat, make a Heartiness Test. If they fail to beat the attacker's roll, they're turned into spam. They're not dead, at least not quite. But they are quite definitely spam.

The Wost Wegion

INTERMEDIATE

The British arm of the People's Front of Judea has a plan for finally driving out their ancient enemies the Romans, a legion of which is squatting in North Wales, apparently unaware that the empire faded from the world stage several centuries ago. The PFJ has discovered that scrawled on the wall of an ancient barrow are the incantations of a long-lost magic spell, one of such devastating lethality that, once they acquire it, no one shall be able to stand in their way. All they need now are some worthy adventurers to… well, *do* everything.

In order to complete the quest, the PCs must:

1. **Receive the quest from the People's Front of Judea, Angleland Division, in a village in North Wales.**
2. **Defeat the guardian of the barrow.**
3. **Copy the text of the Funniest Joke in the World from the barrow wall.**
4. **Translate the Joke into Latin.**
5. **Use the Joke to defeat the XX $^{I}/_{III}$ Roman legion.**

1 Receive the Quest from the People's Front of Judea, Angleland Division, in a Village in North Wales

Led by their resolute administrator Herbert Anchovy (as ***Bureaucrat***) – a full-time registered clerk down at the mill and aspiring lion-tamer – this chapter of the subversive, anti-Roman movement has thus far been unable to oust the Roman legion led by legate ***Anusius Prolapsus***. They've drafted and ratified (with abstentions) 18 resolutions, 43 motions, 20 declarations, and 6 decrees, and now, at last, they're ready to act! The action to be taken? Find someone to fetch a powerful spell from the wall of an ancient barrow.

They've nailed anonymous manifestos that manage to say very little in a very lot of words on every door and tree for miles around, which is how the PCs are likely to learn that there's a quest to be had. But the manifesto is so pedantic and full of hedges, qualifications, and sub-clauses that merely reading it is a test of one's sanity. A reader must produce a Decorum Test of 5+ to bear up under the excruciating formalities. Otherwise it's 1 bit of Loony.

There's very little of use in the manifesto. It seems they ran out of paper and charcoal before they got to the point of the thing. But what's on the paper is useful. It's covered in flour of varying grit and from various grains, which will lead astute PCs to the mill where Herbert works. Less sagacious PCs will likely dither around the village, visiting the baker and whatnot. If it seems they'll never figure out that they should check the mill, you can have them witness the PFJ acting suspiciously, or overhear its members drafting a new anti-Roman resolution at a cockfight.

When the PCs approach they're met with suspicion, which is mostly allayed if any of the party are Brianists. The PFJ is a secular movement, but its ties to that religion and its messiah run deep. But before the PCs can be entrusted with the mission, they must prove their worth by saying they hate the Romans and *really* meaning it.

Once they're in, Herbert and the PFJ will begin communally drafting a resolution to tell the PCs about the secret mission. It is a witheringly slow, recursive process. Each listener must produce a 5+ on a Decorum Test to tolerate the interminable bureaucracy. Otherwise it's 1 bit of Loony. This will go on and on until one of the PCs is able to break in and get things moving, which involves defeating Herbert in contestation.

When that's over, Herbert will provide the party with a map to the barrow and instructions that amount to: 'Go in, take a rubbing of the etching on the barrow wall, come straight back,' though not delivered so efficiently.

2 Defeat the Guardian of the Barrow

The Barrow Downs is a forlorn heath dotted with large burial mounds, which can be accessed through foreboding, low-arched entrances. Outside one such entrance is a pile of dead bodies. This, of course, is the barrow they're after.

Before things go any further, you (the HoLE) will need to determine which guardian is waiting inside the barrow. Any nasty, toothy thing from Chapter VIII will do, but here are some suggestions.

Barrow Guardian

d6	The Barrow is Guarded by…	…Which…
1	***The Atomically Mutated Cat***	Crawled inside and is now stuck and taking up the entire interior. The PCs will have to figure out a way to get it out. Anyone approaching the entrance must produce a 9+ in Nimbleness or take 1 bit of Death from a very large paw swat.
2	***The Black Beast***	Is busy setting up a cosy abode for it and its mate…if only it had one.
3	***The Dragon of Angnor***	Is sleeping on a pile of treasure that includes ***Eric the Half a Bee***. The Dragon has been stung and is now deeply in lust with the little thing.
4	***A Hansper Hobgoblin***	Has lost its headwear and is too embarrassed to go outside.
5	***Kevin and Maurice***	Are using it as a rehearsal space.
6	***The Killer Rabbit of Caerbannog***	Waiting to decapitate some fools.

The dead bodies outside the barrow are those of adventurers straight from central casting. PCs can loot them, if they like (give them a few rolls on the Accoutrements tables). Some of the bodies display signs of violence that are commensurate with what's guarding the place. A PC who can produce an Animal Husbandry, Druidry, or Lorefulness Deed of 7+ will be able to determine the nature of the guardian from the wounds. What caused the death of the other bodies is not readily apparent. A separate, 10+ Druidry or Wisdom in the Ways of Science Deed reveals that they died from sudden, violent comedy.

Side Quest: Grave Robbing

If the PCs decide to plunder the other barrows, simple guardians like ***Wolves*** and ***Mooses*** will provide some hack-and-slash diversion. ***Miss Anne Elk*** might be doing some archaeology in one, or ***Ewan McTeagle*** might be squatting in another until he can scrape together the rent. A ghost or skeleton wouldn't be out of place (as ***Witch*** or ***Guard***, perhaps, but undeader). If the Participants are in need of some contestation practice, you can choose another creature from the Guardians table.

In one of the barrows is the Roman legion's lost eagle standard (see ***Anusius Prolapsus***, p. 168). If the PCs are in possession of it when they approach the Roman fort, they'll be greeted as heroes.

Reward PCs who brave additional barrows with a roll or two on the Accoutrements tables – although those items may well have a curse on them. How evil are you feeling, stout HoLE?

3 Copy the Text of the Funniest Joke in the World from the Barrow Wall

Once the guardian has been dealt with, the PCs will find the text of the Funniest Joke in the World on the wall of the barrow, but it's in an ancient, nearly forgotten language, so its nature is not readily apparent. All the PCs need do is take a rubbing with a piece of parchment and some chalk, or otherwise copy the runes onto something portable.

If a PC attempts to decipher the runes, they'll need a Lorefulness roll of 15+ to make sense of it. But beware…

Anyone who reads or hears the Funniest Joke in the World – and understands the language in which it is rendered – must immediately Test their Heartiness. If they can't produce a 16+, they die from laughter, instantly…that's straight to No Morestershire. Even if they succeed on the roll, they're incapacitated with laughter for an hour.

The only possible mitigation of its lethality is the playing of sombre music or the chanting of laments. If such things are present, the roll can be made twice and the higher result taken.

Nota bene: If the Participants ask what the Funniest Joke in the World actually is, tell them they've too much to live for and you'll not be a party to their death. Or something.

4 Translate the Joke into Latin

Once the PCs have made a rubbing or a copy of the runes, the Joke will have to be translated into Latin so that it can be used against the Romans. The PFJers can do this bit themselves. They'll have to add a few names to the martyr roster along the way, but none shall forget their sacrifice! After a few hours, the PFJ will bestow upon the PCs a scroll with the Funniest Joke in the World (in Latin), read several carefully drafted proclamations of gratitude, and send the PCs off to deal with the Romans.

If the PCs decide to tackle the translation job themselves, they'll need lots of 16+ Heartiness rolls: 12 to be exact – that's the number of words in the Joke in the language from which it's being translated. Or they'll need to round up 12 very Loreful people and put them to work in Joke-proof conditions, translating one word at a time. Seeing even two words can result in several weeks in hospital.

The Perils of Proper Education

As a rule, educated Mediaeval persons know Latin. Upper-Class PCs and any who are Serious (d14 or higher) in Lorefulness will almost assuredly have had the opportunity to learn Latin. However, as we long-suffering educationalists know, *bovem ad aquam ductum non vis potare coactus*. In short, it's up to the Participant to decide whether or not their character knows Horace from a horse's ass, but if a Participant with a very Loreful, Upper-Class PC suddenly decides that their character is somehow Latinless just so they can avoid the perils of the Joke, be ready with your stern looks of disapproval and/or Demerits!

5 Use the Joke To Defeat the XX $^{I}/_{III}$ Roman Legion

The PFJers will not do this part themselves. Far too much actual doing. So it's up to the PCs. Here are the circumstances that await them at the Roman fort:

Lay of the Land The Roman camp is positioned atop a large hillock and surrounded by a palisade that's always guarded. At any given time there is a 9 in 10 chance that the Romans are drilling, which means they're awake, armed, and alert. If they're not drilling, they're drunk, unarmoured, and much easier to sneak up on.

Gumby Siege The camp is besieged by 30 ***Gumbys***, who are angry at the Romans for building their fort around the spring that's the source of the stream they like to stand in. They are incapable of understanding the Joke in any language. Perhaps they can be convinced to help…

Roman Soldiers The XX $^{I}/_{III}$ Legion, known as *Sciuri Victores*, is down to 100 soldiers: ***Anusius Prolapsus*** and 99 ***Legionnaires***. A quarter of them (that's 25…the education system today, really…) are, like their commander Anusius, half-deaf from constant drill-whistle blowing. When hearing the the Funniest Joke in the World, the half-deaf ones can make the Heartiness roll twice and take the higher result. But that won't help them if they're presented with the Joke in writing…

The Dramatic Conclusion

With Joke nocked and Roman camp in sight, it's a matter of how best to use the Joke against the Legion. PCs might opt to sneak into camp, don disguises, and spread the Joke to one Roman at a time. Or they might go marching in chanting it in unison. The PFJ members have lots of ideas and resolutions for how best to go about it, but they're too busy urgently discussing it to actually come along and help.

Managing combat with 100+ participants is high-level HoLEry. If an actual fight breaks out, it's hard to imagine any result that isn't the PCs being given a thorough basting or put to flight. Then again, there are those Spiffing Serious Abilities, so anything is possible.

If the PCs make proper use of the Joke, it is suggested that the Heartiness roll necessitated by it be made once for all who can hear/read it at a given time. This will allow the PCs to wipe out an entire century (that's 80 soldiers, not 100, because that's what the encyclopaedia says) if they maximise exposure, without the HoLE having to roll several handfuls of dice.

However, if you really enjoy irritating people, you can roll for each individual soldier as they hear the Joke. Here are their names:

Hummus Athun, Slipta Discus,
Dubius Excrementitius, Oblivius Vicisitudinus,
Odorus Volvulus, Previus Nonsimaltaneus,
Ultrafastidius, Overscrupulus, Pachydermatus,
Don Contradictus, Miscellaneus, Sanctimonius,
Cereal Stratocumulus, Ovoviviparus, Platotudinus,
Overcredulus, Nonmonayamus, Hymenopterus,
Parsimonius, Hippopotamus, Fatuus Incommodius,
Necrophayus, Promiscuus Rumpus Blasphemus,
Cacophanus, Duplicitus, Abacus Isochronus, Meticulus,
Vociferus, Lascivius, Oesophayus, Obsequius, Anonymus,
Loquatius, Erroneus, Synonymus Thesaurus, Vicarius,
Diaphanus Transcutaneus, Nefarius, Ponderus, Sartorius,
Fellonius, Trapezius, Nebulus Tinnitus, Hibiscus,
Sonorus Nauseus, Cuscus Platypus, Eunuchus Microbus,
Marasmus, Syllius Serius, Yaseus Viscus, Raucus, Noxius,
Obvius, Vacuus, Phallus Warmus, Bonus Beyesus,
Minus Xenopus, Yrampus Vomitus, Nexus, Plexus, Sexus,
Mucus, Porus, Uterus Hiatus, Odius Doofus,
Focus, Hocus, Pocus, Fucus, Taxus, Tofus, Tutus,
Lubus Opus, Linus Uparailforus, Pseudo Pseudolus,
Hero Overhero, Senex, Necra Philia, Hysterium Carcus,
Domina Fatsa, Donayus Lycus, Mealus Yloriosus,
Ymnasia, Tintinnabula, Vibrata, Yeminae,
Whosethis Yemus, Setus Upa Notheround,
Olive Yus, Laurelin Hardly Teacupus, Miccimus,
Minimus, Fabulus Fannae, Diddluranus,
Cannaed Peachus, Yettimmi Offus,
Eyreyius Cuspidus, Luscius Opus.

Denouement and Further Adventures

If the PCs defeat the XX $^{I}/_{III}$, the PFJers will be awestruck. They'll immediately begin drafting resolutions to celebrate the great victory.

It's possible that the PFJ has been given a mission from God, but it's got too many post-Roman debates to schedule and can't bother with going on a quest just now ('Spank the Pope', p. 297).

News of this stunning victory will spread far and wide, as will rumours of the existence of some devastatingly lethal conjuration. People are bound to come looking for the group in possession of such a thing. And ***The Grim Reaper*** will be most put out by the extra work.

The Figgit for the Isle of Wiggit

• EXPERT •

Those galling Gauls, led by ***Marquis Guy de Lombard***, have invaded the Isle of Wight, in what is surely a mere precursor to a larger invasion of the Sceptered Isle. They must be driven back across the channel – or, just as good, into it – and the Garden Isle reclaimed so that future generations will have a place to gather in large numbers, listen to loud music, and vomit.

In order to complete the quest, the PCs must:

1. **Be captured by the French!**
2. **Make the French so miserable that they leave the Isle of Wight.**

There are a number of variables in play on the island and any number of ways in which the PCs might go about expelling the French, not all of which have been carefully parsed below – it's an 'Expert' quest, after all. So remain open to fresh and inventive approaches that Participants may offer up. There's more than one way to skin *le château*! This quest also presents an exceptional opportunity to recreate the ignoble 'sport' of Fetchez la Vache, as well as the castle siege simulation of Squashez les Anglais.

1 Be Captured by the French!

While traversing a road, kipping in an inn, or frolicking in a forest, the PCs are captured by an *escouade* of ***French Chevrailleurs***. To build tension, you might consider narrating the kidnapping without divulging the identity of the captors.

Or, if you fear this approach impinges on Participant agency to a degree you can't live with, let the PCs fight it out with an overwhelmingly large number of Chevrailleurs, but make sure the French offer them terms of surrender. You don't want the whole party No Mored or Coconutted before the quest is even underway.

So, the PCs are captured and transported by ship to an unknown destination. Bound and blindfolded, they are shuffled down a gangplank, and when the blindfolds come off – alack! – they find themselves on a Fetchez la Vache pitch, forced to compete against fellow captives for the amusement of the French crowd.[6]

Win or lose, when the match is over, the PCs are sent to work in La Beurrérie or L'Escargotière until the French are ready for another round of Fetchez la Vache entertainment – or until the PCs break free and begin insurgencying!

Alternate Openings

On the other *main*, if you (or you think the Participants) would prefer a longer quest, you can have an English ruler call for help in ousting the garlic-breathed invaders. The ruler could be ***King Arthur*** or a Saxon rival – such as ***King Brian the Wild***, King Aethelstan the Glorious, or Godwin, Earl of Essex, to name just a few who were alive and claimed ownership of the Isle of Wight in the tenth century.

The PCs will have to make their way to a port city – be it one near the isle, like Fratton or Southampton, or one further afield – and affect a crossing of the Solent. Use 'Ships in Port' (p. 316) from 'The Sword in the Spam' quest as a starting point. But beware the Coastal Forts! Attacking and commandeering a French vessel bearing cows from France (as per 'Isle of Wight Rumours' number 3, p. 327) is a cunning and bold approach.

On the other other *main*, you can combine the efficiency of the PCs' capture with the excitement of a sea voyage by having French privateers attack the PCs' ship, say when they are on their way to Swēdeland for 'The Sword in the Spam' quest.

2 Make the French So Miserable That They Leave the Isle of Wight

Before we get to all the exciting insurgency action, a brief overview of the situation on the island.

The *Lait* of the Land

The French Forces The invaders have occupied every settlement on the isle and are hastily constructing forts armed with catapults along the coast. ***French Chevrailleurs*** are the rank and file, and one can hardly toss a cowpat without hitting one, but the French have also engaged a large number of ***Møose***-mounted ***Viking*** mercenaries. Guy's headquarters are at Carisbrooke Castle, and the surrounding settlement of Carisbrooke is the island's capital (a 'port' in terms of settlement size, as per Appendix B). The PCs can learn all of this information and additional rumours (see 'Isle of Wight Rumours', p. 327) by speaking to locals, who are colloquially known as 'caulkheads'.

[6] If you've failed to avail yourself of the throbbingly official Fetchez la Vache set, you may do so or download rules for using a standard backgammon board at montypythonrpg.com.

French Activities Contrary to what the Englanders fear, the French have no immediate plans to invade the mainland. Having discovered that the Isle of Wight is covered in snails and parfait for cultivating garlic, they are very content to hole up here and wash down sauteed slugs with lukewarm wine. In addition to coastal fort construction, the French have four major projects in progress:

- Le Festival des Bulbes Bebondissants, a garlic-harvest festival due to be held in Newchurch Towne. The invaders have tilled up every pasture containing the island's five major crops (wheat, barley, oats, peas, and grapes) and replaced them with garlic fields. They've just brought in the first garlic harvest and are planning a celebratory festival.
- La Beurrérie, a huge butterworks at Calbourne, which is powered by the (captive) ***Atomically Mutated Cat***.
- L'Escargotérie, a sprawling snail farm around Godshill.
- Le Grand Champ, a Fetchez la Vache pitch near Whitwell. Every day, the French round up captives from the butterworks and snail farm and march them to the pitch for some compulsory entertainment. If a team performs particularly well, 10 ***French Chevrailleurs*** descend to the pitch for a match, to demonstrate French superiority.

Caulkheads and Captives Island natives, known as 'caulkheads', go about their business as best they can, despite the constant badgering, abuse, and taunting visited upon them by the occupiers. Their beloved leader Ealdorman Wigheard Snæġel Blāwan ('Wigheard the Snail-Blower', for the curious) is being held captive in the dungeons of Carisbrooke Castle. When they aren't being forced to compete in Fetchez la Vache, kidnapped mainlanders are put to work in the butterworks or snail farm. All non-French persons are terribly aggrieved and will do what they can to help an insurgency, though most are unwilling to take up arms directly. They're perfectly willing to insist that capable adventurers such as the PCs lead an insurgency, though.

Isle of Wight Rumours

d10	Rumor
1	Ealdorman Wigheard Snæġel Blāwan is the local lord here. Good, solid Saxon stock, 'e is. Gone Frenchy, they say, but I don't believe it. *(True. Wigheard is the local lord, and he remains loyal to England…or, at the very least, he is staunchly anti-French occupation.)*
2	Won't someone think of the snails? Our dear isle is home to a great many species of snail, including the magnificent Giant Bearded variety. What's to become of them with those mollusc-munching bastards prancing about? Why, they'll be driven to The Needles! *(True. The French are feasting on the bounty of escargot, and all the **Giant Bearded Snails** have fled to The Needles, a line of pointy chalk towers off the island's west coast.)*
3	D'ya know that thems French turn their noses up at our good English cows? They only use 'em for catapultin'. They import their own special cows from France, which they treat proper: yankin' teats an' slaughterin' an' all. They get a new shipment every other day! *(True, and a useful tip. Capturing a cow ship is a good way of sneaking onto the island, if the second 'Alternate Opening', p. 326, is in use.)*
4	The French, my eye! Ealdorman Wigheard's had enough of paying fealty, so 'e's taking over an' invited the Vikings to help him bring it off. I seen 'em! *(False. There are Vikings on the island, but they're here as mercenaries hired by the French.)*
5	Those bastards'll get what's comin' to 'em – just you wait. There are old and terrible things sleepin' in the barrows of Brook Down. When they get a whiff of what's 'appenin' they'll wake up, and them Frenchies will rue the day they set foot on the island. *(Mostly true. The Wights of the Five Barrows are terrible and sleeping, but waking them up takes some cleverness.)*
6	They've ploughed up all the fields! No more wheat, barley, oats, peas, or grapes. It's all garlic now – nothing but garlic! Even heard they're planning some sort of garlic harvest faire. Sounds bloody horrible. It's because of all the vampires wot live here of course. *(True – well, except for the bit about vampires. That's udder rubbish.)*
7	There's a secret tunnel in the caves under a cheese shoppe in Newport. It leads directly into the dungeons of old Carisbrooke Castle! Which shoppe? Er, I don't recall. Neal's Lard? Congeal's Yard? Sommat like that? *(Could be true.)*
8	Me husband and I summered on the east coast last year, didn't we luv? Had tea in Brading. Thought it a lovely town, didn't we? Met a madwoman digging in the dirt, going on about 'er theory, something about a brontosaurus…sounds Roman to me. Said she was on the brink of a discovery that could change everything, but could do with a bit of 'elp. I think that's what she said, anyway…there was quite a lot of hiccupping or coughing, wasn't there dear? *(True. Miss Anne Elk is excavating near Brading for her upcoming 'Things I Found in the Ground That All Had Dirt on Them' exhibition. She hasn't yet unearthed the 'Legionnaires' Tomb', p. 331.)*
9	The French have a dragon wot spews molten fondue cheese from its mouth! It don't eat damsels and all that, though. No, it sucks up great quantities of Champagne through a horn on its snout. But *[leaning in close]* if you trick it into snorting up Prosecco instead, it'll die instantly! *(Probably false. Surely. Hopefully.)*
10	I hear that Marquis Guy is planning to attend the Garlic Festival at Newchurch. I hope he chokes on a poorly buttered snail! Garlic Festival! What rubbish. It'll never last. *(The part about **Marquis Guy de Lombard** attending the Garlic Festival is true. The bit about the festival lacking lasting appeal, well…)*

Traversing the Isle

Every road and settlement is thronged with ***French Chevrailleurs***, so avoiding them is nearly impossible. However, they are haughty, overconfident, and often drunk, so avoiding capture is doable, with a bit of effort. A decent disguise and a few 'hohn-hohn-hohns' will suffice most of the time. But if PCs press their luck, even the most besotted Chevrailleur is capable of raising an alarm.

Roll on or choose from the following table to generate encounters on the isle. Encounters are frequent in settlements and on roads; less so if the PCs cut across country, which might require some Druidry.

Isle of Wight Encounters

d10	Encounter	Rumor
1-4	Six ***French Chevrailleurs***.	Roll a d4. 1 = Drunk and foolish. 2 = Drunk and horny. 3 = Drunk and belligerent. 4 = Sober and suspicious.
5	A mercenary patrol	Roll a d4. 1 = ***The Black Knight***. 2 = Two ***Vikings*** mounted on ***Møøses***. 3 = Three ***Vikings***. 4 = Four ***Ne'erdowells*** in the employ of the French and disguised as travelling merchants.
6	Terrible weather.	Roll a d4. 1 = Torrential rain. Carts and such like become bogged down. The PCs can abandon them or stop travelling for the day. 2 = Lightning storm. PCs wearing metal armour must Test their Luck. If they can't produce a 3+, they're zapped for 2 bits of Death. 3 = Hurricane-force winds. All banners, flags, and books fly away. 4 = Fog so dense that all travel must stop for the day or the party is udderly lost. When they start moving again, see '10. Lost!' below.
7	Caulkheads (locals)	Roll a d4. 1 = Four carters (as ***Burghers***), willing to help. 2 = Five pilgrims (as ***Vicars***), willing to help. 3 = Three escaped captives (as ***Guards***), willing to help. 4 = a Knight – a turncoat spy for the French!
8	***Kevin and Maurice***	Practising their dance moves for an upcoming music festival.
9	A horrible creature!	Roll a d4. 1 = A ***Giant Bearded Snail***, on the run. 2 = ***Spiny Norman***, still lost. 3 = ***Arthur X***, hired by the French to help control the local fauna. 4 = ***The Giant Hand***, which heard that ***The Atomically Mutated Cat*** is around.
10	Lost!	Roll a d4. 1 = The party wanders into a fairy ring and is instantly transported to the Five Barrows. 2 = Everyone is terribly hungry. One Retainer must be eaten. 3 = The party wanders into a camp of ***French Chevrailleurs***. See '1-4. A French patrol' above to determine their disposition. 4 = The PCs wander off set and discover the studio audience, which boos and throws things until the PCs return to the scene. Everyone suffers 1 bit of Loony.

French Discomfort Level

Barring an extreme force multiplier (like a Monarch PC rolling a 30 for their Spiffing Serious Ability), direct confrontation with the occupiers will probably end in disaster. The idea is to make life so insufferable for the invaders that they quit the island of their own accord (i.e., make their Discomfort Level reach 13 or higher). If the PCs don't determine this approach on their own, caulkheads or fellow prisoners suggest it, along with ideas for a couple of bold insurgency activities to get the PCs started.

To help you measure and track the Frenchies' Discomfort Level, values have been assigned to likely insurgency activities. **If the French Discomfort Level reaches 13 or higher, they frog off.**[7]

Insurgency Activities and French Discomfort Level

Activity	Location	Discomfort Value
Disrupt butter production.	La Beurrérie at Calbourne	1
Free ***The Atomically Mutated Cat***.	La Beurrérie at Calbourne	4
Disrupt snail farming.	L'Escargotière at Godshill	2
Spoil the garlic festival.	Newchurch Towne	2
Free Ealdorman Wigheard.	Carisbrooke Castle, Newport, or the Garlic Festival at Newchurch Towne	3
Wake the wights.	Five Barrows, Brook Down	2
Wewease the Undead Woman Wegion.	Woman wuins at Bwading	1
Beat the French at Fetchez la Vache.	Whitwell	3
Sack a Coastal Fort.	Various	1 per fort
Sack Carisbrooke Castle.	Newport	5
Capture ***Marquis Guy de Lombard***.	Carisbrooke Castle or the Garlic Festival	13

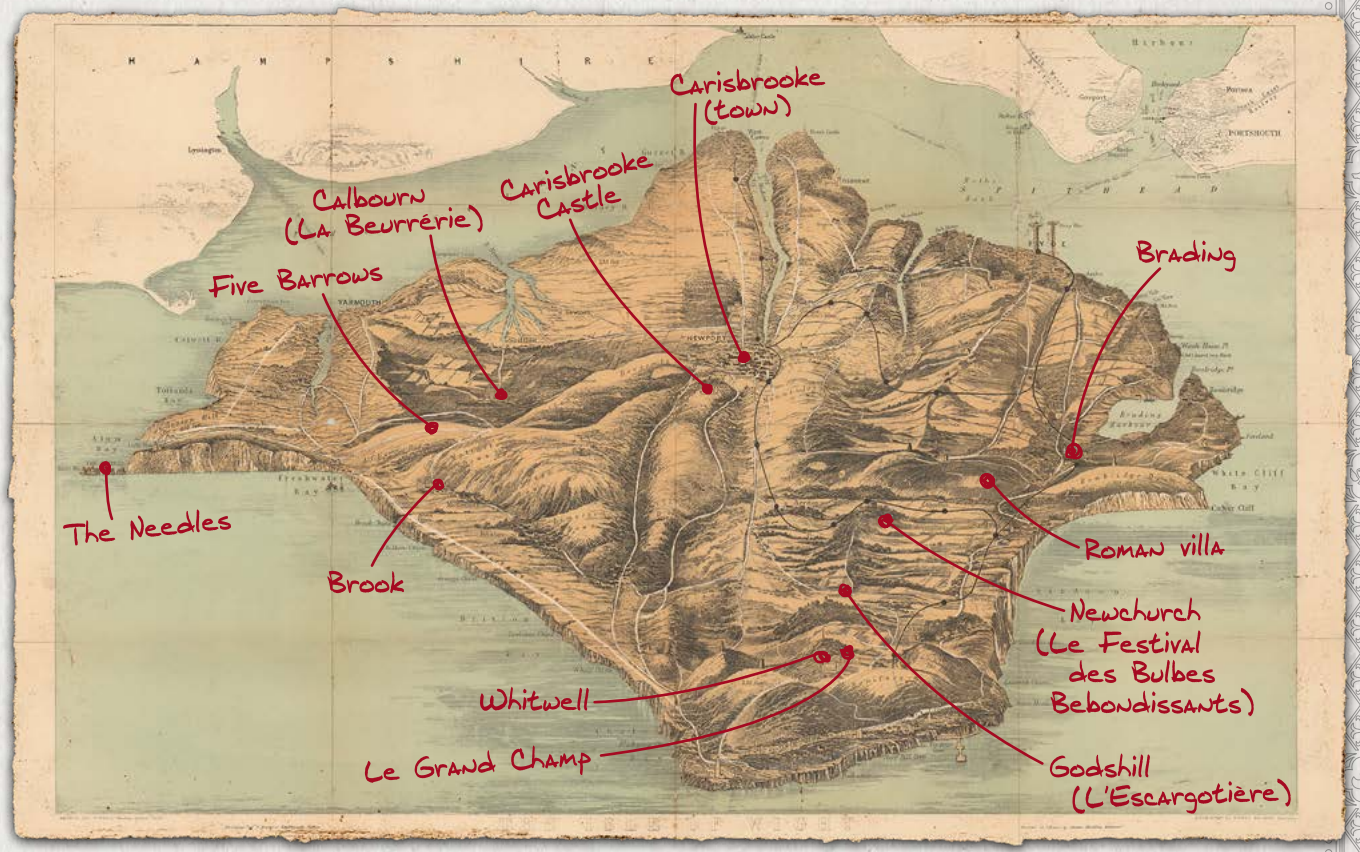
[7] Up to you, clever HoLE, whether or not you let the Participants in on this mechanic. Doing so undermines immersion a bit, but it lets the Participants track their own progress. If you decide not to lift the bonnet, be sure to provide narrative clues that their efforts are having some effect on French comfort, so Participants will be able to sense that they are making progress.

If Participants come up with something that's not explicitly covered in the table and below, increase the French discomfort however you see fit. In broad terms, disrupting everyday activities should earn 1-2 points, and particularly grand or humiliating gestures 3 points, while the wreaking of utter havoc or obliteration of key strategic assets is worth 4 points.

If the PCs fail at an insurgency activity due to poor strategy, uninspired reenacting, or simply bad luck with the dice, they'll be sent back to the butterworks or snail farm – the first time it happens, anyway. If they escape, continue the insurgency, and are caught a second time, they'll be tossed in the dungeon at Carisbrooke Castle. In either case, all is not lost! They may still escape and continue the campaign. If they're caught a third time, however – well, there's really nothing for it: Guy will have their heads separated from the rest of them and placed on pikes as a warning to other rebel-minded English -types.

As the PCs complete missions and French discomfort increases, patrols of ***French Chevrailleurs*** should become more frequent and the patrollers more likely to be sober and suspicious. Guy is too wily to sit on his hands while rebels are afoot and gumming up the works!

The Exciting Insurgency Action



Disrupt Butter Production at La Beurrérie (Calborne)

Discomfort Value: 1 (+4 if the *Atomically Mutated Cat* is freed in the process)

The butterworks is a huge barn at the foot of the rolling downs to the south, which are used for the exclusive grazing of French cattle, the local cattle having been relegated to catapult ammunition. Dozens of sheds and outbuildings each house a captive English Weaver (as ***Burgher***, but their *Guards!* attack summons ***French Chevrailleurs***), hard at work spinning wool into yarn – piles of it lie in and around each building. The weavers know they're spinning yarn to keep ***The Atomically Mutated Cat*** entertained, which keeps the butter churning. They rightly fear that if they don't meet their quota they'll be the first to be trampled or otherwise murdered in its ensuing rampage.

Security is tight, but the French have outsourced this detail to a group of Norse mercenaries (human and hooved), overseen by French official Jacques Macanne (as ***Bureaucrat***). The outdoor area is patrolled by four gangs of six ***Vikings*** each, and a single ***Mooose*** is posted at each outbuilding to motivate the yarn spinner inside.

The butterworks has no windows and is accessed by double doors at either end, both of which are guarded by two ***Vikings*** mounted on ***Mooses***. Carts driven by locals, and containing pots and barrels full of milk, enter at one end and leave at the other, the containers now full of fresh butter.

Inside is a gigantic butter churn and ***The Atomically Mutated Cat***. The Cat paws, pounces, and swats boulder-sized balls of yarn, which are connected to the churn's plunger – so as the Cat plays, the butter is churned. A system of sluiceways allows workers to pour in milk from the entering carts and then extract butter, which is

loaded into the carts and hauled away. Capering among the sluiceways is the Churn Crone (as ***Witch***), who barks orders and sprinkles things into the churn. There are dozens of Workers here (***Peasants*** and ***Burghers***, mostly, but other types are possible), as well as four ***French Chevrailleurs*** keeping an eye on things.

There are any number of ways that the PCs might disrupt the doings at the butterworks, but one thing to keep in mind is that if at any time ***The Atomically Mutated Cat*** gets bored (i.e., it has no yarn balls to play with), it will break free, destroy the factory and go on a rampage throughout the land. The AMC isn't exactly gentle with the yarn balls, which is why the yarn spinners are kept so busy making new ones.

Disrupt Snail Farming at L'Escargotière (Godshill)

Discomfort Value: 2

The area around the town of Godshill has been converted into a sprawling snail farm. The helicicultural area consists of pens with lots of vegetation and snails doing snail things at a snail's pace. A former inn at the heart of the farm has been converted into a processing centre. Ripe and juicy snails are wheelbarrowed into the processing centre by workers, dumped into cauldrons of boiling water, and, when thoroughly dead, removed and wheelbarrowed out to waiting carts.

Security is tight: the outdoor area is patrolled by three *escouades* of six ***French Chevrailleurs*** each, and a Chevrailleur is posted at each door of the inn. There are dozens of Workers in the fields and inn (***Peasants*** and ***Burghers***, mostly, but other types are possible). ***Ralph the Wonder Llama*** is in charge of the entire operation. He, like all of his ilk, abhors snails because they are so delicious and yet can be toxic to llamas that eat them.

There are any number of ways that the PCs might disrupt the doings at the snail farm, but one thing to keep in mind is that if the PCs destroy the whole thing in such a way that all the snails in the field are killed (by setting fire to everything, say), every ***Giant Bearded Snail*** in the world will hear about it and be forever antagonistic towards them. If Ealdorman Wigheard later summons the Giant Bearded Snails from The Needles, they will attack snail-murdering PCs and French alike.

Spoil the Garlic Festival at Newchurch Towne

Discomfort Value: 2 (+3 if Ealdorman Wigheard is freed in the process; +13 if Marquis Guy de Lombard is captured)

The inaugural garlic harvest has been brought in, so it's time to celebrate with wine (French) and escargot cooked in butter (from French cows) and garlic. The entire local populace has been dressed in garlic bulb costumes and set to work preparing food, organising exciting garlic-themed activities, and decorating everything in garlic flowers. There are food stalls, arts and crafts, games, and a stage for musical performances – all terribly, horrifyingly garlicky.

All the important (French) people will be there, and the festival culminates with the crowning of ***Marquis Guy de Lombard*** as *Le Roi Bulbe Bebondissant*. Ealdorman Wigheard and other local officials will be forced to attend, but they'll be well gagged, trussed, and guarded at all times by ***French Chevrailleurs***. Causing large-scale chaos might create an opportunity to free Wigheard (see p. 330). Also in attendance will be 100 ***French Chevrailleurs***, 50 French Sellswords (as ***Guards***), and dozens of French Muckety-mucks (as ***Aristocrats***), plus several hundred Locals (as ***Burghers*** and ***Peasants***, mostly, but other types are possible) working the event.

Eggs Diamond is here too, with her brood, although they're here in secret and disguised in pantomime cow costumes. She hates all things agricultural, so a harvest festival is a prime target for her. She and her followers are scouting things out, looking for an opening…or perhaps some allies. She doesn't have a plan, per se, but she'd love to make a hash out of the event – and perhaps a proper hash out of those scrumptious snails.

There are any number of ways that the PCs might ruin the festival, but with all that French steel around, doing so and getting away alive is no small feat. ***Marquis Guy de Lombard*** is here, of course, but he's crafty – with lots of contingency plans and escape routes. Capturing him will require some truly excellent planning and execution. If the PCs manage both, then Guy falls into their hands. Otherwise, better to have him slip through their fingers and live to be nettlesome another day.

Nota bene: If the PCs skip the Garlic Festival and choose to engage in other rebellious activities, they'll find security to be much laxer. Half the French guards/forces at each location are attending the festival.

Free Ealdorman Wigheard from the Dungeon at Carisbrooke Castle (Newport) or from His Captors at the Garlic Festival (Newchurch Towne)

Discomfort Value: 3

For the PCs, sneaking into the dungeon beneath Carisbrooke Castle will require a great deal of cunning and strategy, though it'll be much easier if they've heard the rumour of the secret tunnel (see 'Isle of Wight Rumours' number 7) and you, the HoLE, have decided it's true. Otherwise, some combination of disguise work, fast-talking, tower-scaling, corridor-sneaking, tete-bonking, and the like will be required.

Taking the opportunity to free Wigheard while he's being paraded around the Garlic Festival is a somewhat different challenge (see 'Spoil the Garlic Festival at Newchurch Towne', p. 330).

No matter how the PCs do it, the important thing is this: as soon as Wigheard is free and in a relatively safe place outdoors, he makes known why he's called Wigheard

Snæġel Blāwan (i.e., Wigheard Snail-Blower). He produces a large golden snail shell (he'd rather not discuss where on his person he managed to secrete this ancient artefact when searched by the French) and blows into it. From it issues a low-pitched warble that travels all across the island – and even to The Needles, where the last of the monstrous molluscs of the Isle of Wight have fled. And lo, do they answer the call: 50 ***Giant Bearded Snails*** come bouncing to Wigheard's aid. Ealdorman Wigheard himself (as ***Barbarian***) mounts one and invites the PCs to do the same. Whether they do or not, Wigheard and his army of Snails go bounding away to reclaim Carisbrooke Castle.

If the PCs accompany him, move on to 'Sack Carisbrooke Castle' (p. 332).

If they don't, it's up to you whether or not Wigheard succeeds and the PCs earn 5 Discomfort Points for Sacking Carisbrooke Castle. If the party has already completed a number of activities and the session is running long, simply narrating Wigheard's snail-powered triumph is a great way to wrap things up. If the PCs are just getting started, consider having news reach them that Wigheard's assault has been checked and he's in desperate need of help. That way the PCs can show up and thrust him to victory.

Wake the Wights of the Five Barrows (Brook Down)

Discomfort Value: 2 (+2 for ruining the Garlic Festival)

Burial mounds are scattered all over the downs that cover the island, but there's a group of especially old, especially special ones north of the town of Brook. Entombed here are the remains of five ancient witch-farmers who decreed that five 'sweet-smelling' crops (wheat, barley, oats, peas, and grapes) must ever and anon be sown on the island. Should inhabitants ever fail in this duty, the five witch-farmers will 'smell it' and arise as undead monsters (yes, wights…why? How did you think the island came by its name?) and wreak some terrible vengeance. To appease the wights and prove their dedication to the ancient edict, locals have, since time immemorial, left daily offerings of each crop on the appropriate barrow.

Every caulkhead knows this, and they've warned the French repeatedly, to no avail. The invaders are gaga over the quality of garlic the island's soil and climate produces, and have turned every field into a garlic patch. Foreign occupation or no, locals have no desire to wake the wights, so they continue to leave weekly offerings from their stored supply. The French know about it but aren't concerned – if silly English superstitions keep them content, *on s'en fout*!

If the PCs are asking around about agri-stuff, they'll hear about all of this, and the locals always allude to the olfactory senses of the ancient dead. If the PCs decide to investigate, they'll find the barrows unguarded: just five grassy mounds clustered together on a lonely, wind-whipped down. Atop each barrow is a simple but very large clay dish, on which is heaped one of the five crops. The stuff on top is much fresher.

Waking a wight is simple: clear everything off a dish and place a bulb of garlic there. Doing anything else – placing some other crop on a dish, sweeping a dish clear and leaving it empty, and so forth – brings only a deep, discontented rumble from within the barrow.

If a wight is awoken, it claws its way out of the barrow. They're ghastly undead things partly composed of the crop they represent, and they have one objective: tear up every garlic patch on the island, replace them all with fields of proper crops and throw every single bulb of garlic on the island into the sea. The wights head directly for the Garlic Festival, unless it's already concluded. They ignore the PCs and any attacks or other Deeds attempted; they are Indifferent to everything except fire. If someone uses fire against them, they burn up immediately.

Raising the wights is, in effect, a risk-free way of spoiling the Garlic Festival, while striking fear into the hearts of the French forces.

Welease the Undead Woman Wegion (Bwading)

Discomfort Value: 1

Miss Anne Elk is excavating the hills around Brading. She's after dragon bones for her upcoming 'Things I Found in the Ground That All Had Dirt on Them'. She's stumbled across the ruins of a Roman villa, but she's not very interested in it. An elaborately carved door that she's completely ignoring leads to the Legionnaires' Tomb.

Legionnaires' Tomb The door features a mostly intact mosaic that depicts a Roman Legion drilling. A closer look reveals that the Legionnaires appear to be doing little more than simply marching up and down a square. This is the key to opening the door. If someone intones the phrase 'marching up and down the square' in Latin (something along the lines of *incessu huc atque illuc in platea*), the door opens and out come 4,200 skeletal Roman soldiers in tight formation. Anyone who witnesses the phenomenon takes a bit of Loony for their troubles. (Any educated PC knows Latin. If none is available, a Lorefulness Deed of 5+ allows one to translate the phrase – but only if they've already come up with it in English.)

The Legionnaires aren't capable of doing anything other than marching, but they respond to simple directional commands in Latin, such as 'about face!' (*conversus de facie!*). They won't stop, fight, or converse. Upon release, they march southeast, towards Mother Rome. If they aren't redirected, they'll march straight off the cliffs of Bembridge Down and presumably carry on from there. They're bound to pass some Frenchies along the way and word will spread, so this alone earns the 1 bit of Discomfort.

Clever PCs might recognize some value in having several thousand marching skeletons to direct. They could certainly ruin the Garlic Festival or trash the snail farm, for starters – but the PCs will have to get the hang of steering them before they march into the sea.

Beat the French at Fetchez la Vache (Whitwell)

Discomfort Value: 3

Typically, the French pit two captive English teams against each other in Le Grand Champ for the amusement of French soldiers and dignitaries. Win or lose, (surviving) members of both teams are returned to the butterworks, snail farm, or whatever job they've been given. But if a group of captives begins to win some renown, 10 ***French Chevrailleurs*** will challenge the team to a match as a way of proving French superiority. If the English side wins, the occupiers will be dreadfully embarrassed.

It's up to you, the HoLE, to decide how many matches the PCs must win before the French will deign to challenge them. The determining factor is how much enthusiasm for Fetchez la Vache the Participants display. If they're riveted by the activity, make it three matches before the French challenge. If they seem keener on getting it over with and moving on to the next bit of insurgency, make it one.

Sack a Coastal Fort (Various)

Discomfort Value: 1 per fort

Hastily constructed forts dot the beaches and cliffs around the entire island. Most are timber motte-and-bailey affairs armed with a catapult and manned by six ***French Chevrailleurs***. Their primary purpose is to prevent vessels from landing on or even approaching the island, which they do by unleashing a barrage of catapulted farm animals and dung vats whenever one drifts within range.

Losing one fort is a mild inconvenience, but if more than a couple are sacked, the French will increase their security with area patrols, improved defences (moats, watchtowers, etc.), and larger garrisons.

If you have the toweringly official Fetchez la Vache set, you can use Squashez les Anglais to determine the outcome of a direct assault, using only 2-4 medeeples for the French forces and a 'wall stack' of 6-8 checkers – increasing those numbers as subsequent forts are sacked and security ramps up.

Sack Carisbrooke Castle

Discomfort Value: 5 (+13 if *Marquis Guy de Lombard* is captured)

Carisbrooke Castle is the traditional seat of Saxon rulers and ***Marquis Guy de Lombard's*** headquarters on the island. It's a stout, square redoubt with earthen walls faced by stone, and it's positioned on a hill more than 100' above sea level. The buildings inside are all timber – but be careful with fire: Ealdorman Wigheard is in the dungeon! (See 'Free Ealdorman Wigheard…', p. 330.)

If the PCs go for something other than a frontal assault, it's likely to require a lot of sneaking, wall-climbing, strategery, and subterfuge, as the castle is well defended and has a garrison of 50 ***French Chevrailleurs***. A Siege Engine (Strategy Accoutrement), Burlington Wallbanger (Valour Accoutrement), or well-rolled Sorcery Deed or Spiffing Serious Ability can bring down the walls, but there will likely still be a large number of Frenchies to deal with.

If the PCs opt for a direct attack and you've got your paws on the remarkably official Fetchez la Vache set, you can use Squashez les Anglais to determine the outcome of the engagement.

Unless he's attending the Garlic Festival, ***Marquis Guy de Lombard*** is here. He's crafty – with lots of contingency plans and escape routes. Capturing him will require some truly excellent castle-storming. If the PCs execute a brilliant plan specifically designed to capture him – and do so brilliantly – then by all means have Guy fall into their hands. Otherwise, better to have him slip through their fingers and live to be nettlesome another day.

Non, ça suffit.

Denouement and Further Adventures

Successful PCs will be heralded as saviours of the Isle of Wight. As such, they'll be richly rewarded by locals and whichever crownéd head is in power or put them on the job.

If it's ***King Arthur***, he might ask them to (discreetly) have a look for Queen Guinevere, who's gone missing, maybe starting in the Hounslow area ('The Tiger of Hounslow', p. 301) or fetch Excalibur back from the Vikings wot made off with it ('The Sword in the Spam', p. 313).

If it's someone else – a Saxon baron or some other royal patron – the PCs might be asked to retrieve a wayward heir who went tromping off to Wales to win some princess's hand ('The Princess Bridle', p. 321).

Piranhas in the Thames

EXPERT

The notorious Piranha brothers have been terrorising the English shoreline from Penzance to Portree for years, but they've kept to the coast and less important rivers…until now. Captain ***Doug Piranha*** has sailed *The Operation*, his single-masted cog under the dreaded tarsals-to-pelvis-bone flag, right up the Thames, and dropped anchor near Southwark. Just behind came ***Dinsdale Piranha***, captaining his Viking longship *The Other Operation*, which flies the alarming nailed-skull-and-crossed-hammers flag. Their vessels are laden with ill-gotten goods, but to everyone's surprise, they're giving the stuff out! There's bound to be some nefarious scheme afoot…(of course there is – the Piranhas are trying to make the Lower Classes rise up and rebel against the Lord Mayor so they can install ***King Brian the Wild*** as Mayor instead).

In order to complete the quest, the PCs must:

1. **Receive the quest from the Lord Mayor *Prince Charming*.**
2. **Arrive in London and investigate.**
3. **Sort these Piranha lads out.**

1 Receive the Quest from the Lord Mayor Prince Charming

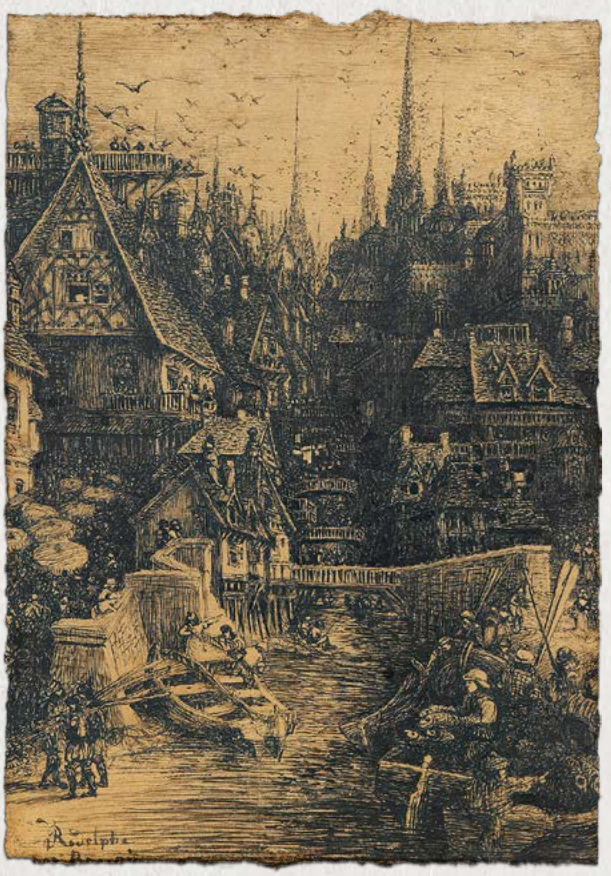
A functionary named Arthur Pewty (as ***Bureaucrat***) delivers a personal message from ***Prince Charming***, Lord Mayor of London, to an Upper-Class PC. They knew each other at Eton, you know. Alternatively, if the PCs encountered Prince Charming on a previous quest (and didn't beat him up or embarrass him), he addresses the missive to them as a group. If none of this applies, then the messenger mistakes one of the PCs for someone Prince Charming knew at school. Either way, the message, written on a scroll and read aloud by Pewty, is clear and urgent:

'Faithful bosom companion *[insert PC name]*. Stop. The times are black! Stop. Alack, the pirates attack! Stop. Prithee, come hither with great alac. Stop. Rity. Stop. How fares old Cheese these days? Stop. Stout lad, old Cheesy. Stop. Right. Stop. Do betake thyself with all speed to our fine city, e're it falls victim to these scoundrels. Stop. Strike that bit about old Cheese, Pewty. Stop. Never liked him. Stop. Git. Stop. Right. Stop. Are you taking this down? Stop. Good. Stop. Fame and fortune lieth in wait for thee here, should thou discover an alleviation for our ills. Stop. Should that second one be thee? Stop. Pewty! Stop. Get your finger out of your nose! Stop. And now for the clincher. Stop. Don't wipe it on the parchment! Stop. Verily we do urgently require…Pause. Too pushy? Stop. Should that be request? Stop. What? Stop. Out of parchment? Stop. Pewty! Stop. Pause. Pacing. Bugger it. Stop. Sign the bastard thing for me and get to it. Stop. Ask Lady Deirdre to attend to me in my chambers after you've gone. Stop.'

2 Arrive in London and Investigate

London is full of danger. And shit. The PCs can either go straight up (or down, depending where they came from) the river to Southwark, or spend some time gathering information first (see 'London Rumours').

Here's what – in addition to a lot of shit – awaits them in the Old Smoke.



The Streets of London

Teeming with people and carriages. All Shoppes in Appendix B (p. A4) are available here, as well as inns and taverns, orphanages and brothels, warehouses and guildhalls, tenements and houses, churches and shrines. It's a bewildering maze to newcomers, so asking for directions is a must. Participants are often keen to endlessly explore cities in reenactment programmes, much to the chagrin of facilitators, who find this kind of facilitation particularly vexing and exhausting. When they (or, more likely, you) begin to grow weary of urban dillydallying, you can move them along by deploying a 'London Occurence' (p. 336) or have news of a new Piranha atrocity reach them. The PCs are meant to be a-questing, after all, not holidaying.

The People of London

All types, as you'd expect. Allow attitudes towards the party to be informed by the PCs' social class and those of the people with whom they're engaging. Lower-Class PCs are more warmly received in seedy public houses, dockside taverns, and the like. Middle-Class PCs fare better with merchants, craftspeople, and businesspersons. Upper-Class PCs do well amongst their own kind, but are generally despised by everyone else. Yes, an artisan or brothel owner is happy to see an aristocratic PC in their establishment, but they aren't as likely to gossip or share information with them as they are with PCs of their own class.

The River Thames

All maritime trade has come to a halt while the Piranhas' ships are anchored at Southwark. Lower-Class vessels – fishing boats mostly – go unmolested, as do Lower-Class travellers across a pontoon bridge, which is composed of boats anchored in place and connected by planks. Swimming isn't difficult, but PCs who choose this approach (or pastime) will be set upon by ***Llamas***, which are fierce and territorial river-dwellers.

Lord Mayor Prince Charming

Ensconced in a walled manor house (the Tower is still a century away), ***Prince Charming*** spends most of his time preening, posing for portraits, and dispatching browbeaten functionaries to find a worthy mate for him. He knows what the Piranhas want (social standing, famous friends, and a peerage), but he's unwilling to disclose this information, as he'd much prefer the PCs to simply drive the awful boors away. If the PCs want to know all that Charming knows, they'll have to defeat him first.

Law and Order

London is more heavily policed than towns or the countryside. If the PCs break the law or cause a ruckus, d4 City Watch (as ***Guards***) will show up right quick, with a 'What's all this then?' to boot. Most will accept bribes or impose a fine (very little difference, perhaps). Serious crimes will get one tossed in gaol.

Rumours If the PCs hold off on direct action against the Piranhas and do some investigating, they can turn up valuable clues, as well as plenty of baseless rot.

London Rumours

d10	Rumor
1	The Piranhas ain't 'ere for piratin'. They want status they do! And oo can blame 'em? Toffs get all the breaks these days…If that Mayor would pull 'is 'ead out of 'is arse and throw 'em a posh banquet, we'd have no more trouble from 'em. *(Partially true. The Piranhas want those things, but that's not their reason for being here.)*
2	The Piranhas? Love 'em. Went down to the docks yesterday and old Stig O'Tracy 'imself give me four ripe swallow's eggs. Can you imagine? *(True. All part of the Piranhas' plan to have the Lower Classes rise up and depose the Lord Mayor.)*
3	Careful round the river, milord. The llamas are spawning this time of year. *(True.)*
4	Saw that King Brian the Wild on one a them pirate ships, didn't I? Nasty piece of work, he is. *(True.)*
5	Piranhas? Pish posh. That's just a pair of merchants masquerading as dread pirates to get better prices. *(False.)*
6	Me old auntie keeps the old ways. She's got a crystal ball what lets her scry on folk. She could find out what them Piranhas are up to right quick. All right, it's not a ball. Ain't made o' crystal neither. But that wad o' goat dung sees all! *(Could be true.)*
7	There's a tunnel leads from old Geezer's cat swattery to where them ships are anchored. You could swim right up under 'em and they'd be none the wiser. *(Probably false.)*
8	It's a trick. The Frenchies hired the Piranhas to keep everyone busy here. They're planning a major invasion from Normandy. They'll be landing at Pevensey any day now. *(False, but prescient.)*
9	They're up to something at the orphanage. Saw Gloria Pules there with my own eyes not an hour ago. *(True.)*
10	The MCC slit 'em up a treat a while back. *(True. If the PCs seek out the MCC – Marylebone Cricket Club – they'll be given advice on how to fight the Piranhas. This includes Doug and Dinsdale's weaknesses – which Traits they're Silly in and Indifferent to – and cricket bats that grant +2 to all rolls made against them.)*

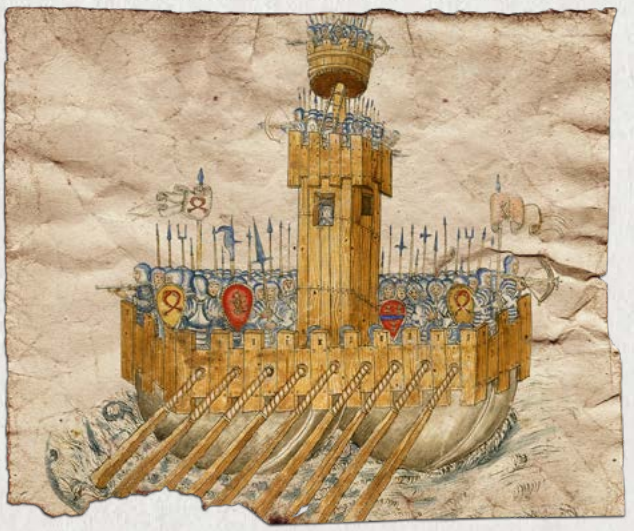
Occurrences

While the PCs are traversing the crowded streets, questioning Shoppekeepers and poking around dockside taverns, all sorts of dangers can arise. Roll on or choose from the table below for every hour the PCs spend in ye olde Londinium.

London Occurrences

d10	Occurrence	Consequence
1	Rat bite	All PCs make a Luck roll. The PC with the lowest result is bitten by a rat and contracts a plague.[8] What kind of plague? Roll a d4. 1 = Bubonic. 2 = Short stories. 3 = Poetry. 4 = Flippancy. What do these plagues do, mechanically? Consult the Encyclopaedia Britannica. Or make something up and say you did.
2	City Watch	Roll a d4 to see how many of the City Watch (as ***Guards***) approach the PCs and ask for their paperwork. The guards can't read, so no matter what the PCs produce, it won't suffice. The PCs must pay a fine of several farm animals or contestation ensues.
3	'Dinsdale!'	The poor, giant, lost hedgehog ***Spiny Norman*** pops his head around a corner and says 'Dinsdale'. This causes ***Dinsdale Piranha*** to go into a panic. He comes ashore with his gang and begins putting the city to the torch. That will have to be dealt with or there'll be no London left to mayor. If the PCs can befriend Spiny Norman, he can be a useful ally in the fight against the Piranhas. Just be gentle – delicate soul that one.
4	Pickpocket	Any PC that can't produce a 4+ in Subtlety or Strategy finds that a random Accoutrement on their person is no longer on their person.
5	A beheading!	A crowd has gathered for the beheading of a notorious pirate. It's Charles Paisley the Baby Crusher, one of Dinsdale's crew. Dinsy handed him over to authorities to curry favour with them. If Charles is rescued, he can provide intel on the Piranhas and their plans.
6	Chamber pottery	Someone empties their chamber pot from a window above the PCs. Each PC must produce a 5+ in Nimbleness or be covered in shit. They'll blend in much better now. All non-fighty rolls made against Middle- and Lower-Class Londoners have a +1 bonus.
7	The Fools' Parade	A throng of ***Peasants*** parade through the streets performing acts of lunacy and mischief. All PCs who see them must make an immediate Decorum Test. Anyone who produces a 10+ is beaten up for being too serious (1 point of Death). Anyone who produces a 4-9 is ignored for not being silly enough. Anyone who produces a 2 or 3 is asked to join the festivities. Anyone who rolls a 1 (no Demerit or Trait adjustment incurred) is named the King/Queen of Fools, and this horde of ***Peasants*** will be in their thrall for the rest of the day. Just don't ask them to do anything overly serious; they'll mutiny.
8	Peasant protest	Spurred on by a member of Dinsdale's gang (as ***Brigand***), who's in the crowd but not drawing attention to themselves, a mob of ***Peasants*** is marching through the streets demanding more and bigger hammers for the poor. (The Piranhas don't know much about setting ideological goals for revolutions, but they do know how to get them stirred up nonetheless.)
9	Peasant riot	Spurred on by a member of Dinsdale's gang (as ***Brigand***), who's in the crowd but not drawing attention to themselves, a mob of ***Peasants*** is burning businesses and beating up any Upper-Class persons it comes across.
10	Peasant revolt	Thousands of ***Peasants*** throng the streets. The Piranhas' plan is coming to a head. They've nailed it. For every hour that the revolt is active, roll a d6. On a 1, the mob storms ***Prince Charming's*** manor house and tosses him to the Thames ***Llamas***. On a 2, he abdicates his post and flees the city. If either of these things occurs, the Piranhas come ashore and install ***King Brian the Wild*** as Lord Mayor.

The Pirate Ships



Lying low at anchor, laden with ill-gotten goods, their pinstriped sails furled and dreaded flags a-flappin', *The Operation* and *The Other Operation* are an imposing, if mysterious, sight. They're anchored in the middle of the Thames a few hundred yards from a pontoon bridge. Doug and Dinsdale remain aboard their ships, content to let London wonder what they're about, and too proud to go ashore without a formal invitation from the Lord Mayor. They do send their crew ashore (10 ***Brigands*** for Dinsdale and 10 ***Barbarians*** for Doug) to rob Upper-Class folk, extort businesses, and distribute goods to and foment rebellion among the Lower Classes. ***King Brian the Wild*** is aboard The Operation, awaiting his ascension to the Mayorship, but he's getting impatient and really needs to kill some close-harmony groups.

[8] Yes, we know that's not how The Plague was transmitted. But these benighted bastards don't.

The Pirates' Plan

The Piranhas' goal is to incite a full-on revolt, which will result in ***Prince Charming's*** abdication or death. Sound a little too subtle and clever for Doug and Dinsdale? It is: ***King Brian the Wild*** is behind it. Once Prince Charming is ousted or forced to abdicate, the Piranhas will come ashore and install King Brian as Lord Mayor. He's a raving lunatic, but he promises to grant both Piranhas a peerage and introduce them to all the best people once he's in office.

To bring about this vacancy in the Mayor's office, the blaggards have several schemes in progress:

A Peasant Diversion The Piranhas curry favour with the Lower Classes by giving out loot at Southwark docks. Their crewmembers infiltrate the masses and foment unrest, although they use words with a lot fewer syllables.

Orphanage Charity Ball Gang member Gloria Pules (as ***Brigand***) is organising a charity ball to benefit all London orphanages. The Piranhas don't go in for such things, but Gloria has convinced them it's the best way of getting the plebs on their side for good. For her impudence, Dinsdale nailed a rocking chair to her head (it's still there), but he and Doug let her get on with it. She's got everything sorted and has printed up a bunch of propagandist pamphlets (pictures only) to distribute at the event. And it's all happening tonight! Surely the PCs must thwart this nefarious philanthropic effort that will feed, clothe, and offer employment opportunities to the city's poorest! ***Sister Dingo/Zoot***, who administers all city orphanages, stands in the way of such interference. If the PCs sabotage the event they can buy some time, but the revolt is still just a roll of 10 on the Occurrences table away.

Peasant Revolt If the charity ball is a success, or if a 10 is rolled on the Occurrences table, the peasantry of London throngs the streets, pitchforks and torches in hand. It'll take some fast thinking and significant heroics to put down the revolt. For every hour that the revolt is active, roll a d6. On a 1, the mob storms ***Prince Charming's*** manor house and tosses him to the river ***Llamas***. On a 2, he abdicates his post and flees the city. If either of these things occurs, the Piranhas come ashore and install ***King Brian the Wild*** as Lord Mayor. If the PCs are known to have supported Prince Charming or opposed the Piranhas, this will go very badly for them.

3 Sort These Piranha Lads Out

When all (or none) of the clue-gathering, reconnaissance, and strategizing is over, it'll be time for the PCs to actually do something about the pirates menacing London. The problem is an open-ended one.

The PCs might commandeer boats or brave the river ***Llamas*** to board the two *Operations* From there, they might parley, initiate a proper dustup, or surreptitiously send the ships to the river's mucky bottom. Alternatively, they might stay ashore and attempt to turn the peasantry against the Piranhas, which would force the brothers to choose another tack.

The possibilities are nearly endless – encourage and accommodate critical thinking and creative problem solving among the Participants to maximise educational outcomes.

The Piranha Gang

The forces arrayed against the PCs consist of:

Aboard *The Operation*

- ***Doug Piranha***.
- Ten ***Barbarians***.
- ***King Brian the Wild***.

Aboard *The Other Operation*

- ***Dinsdale Piranha***.
- Ten ***Brigands***: 'The Gang' – including Vince Snetterton-Lewis, Charles Paisley the Baby Crusher, Kierkegard, Stig O'Tracy, and Gloria Pules, unless any of them are out of action courtesy of 'London Occurences' (p. 336).

Denouement and Further Adventures

Assuming they get rid of the Piranhas, the PCs become the toast of the town. Lord Mayor ***Prince Charming*** will reward them according to their desires, and might set them another task. He's heard tell of a fetching princess who might just be worthy of espousal. Her name is Mitzi (see 'The Princess Bridle', p. 291).

With that scary Dinsdale out of the way, ***Spiny Norman*** might approach the PCs to see if they'll help him find his way back home, to the village of Dinsdale.

The PCs' reputation as doers of great deeds might draw the attention of a delegation from a desperate guild ('Close Encounters of Dessert Kind', p. 285).

If the PCs threw caution, ethics, and honour to the wind and joined with the Piranhas, they'll have made an enemy of ***Captain Gladys Stoutpamphlet***, amongst others.

The Challenge of Njorl

Three centuries from the time of this Programme, the Icelandic chieftain, poet, and historian Snorri Sturluson will commit to parchment the soaring saga of gods, monsters, and myth known as the 'Younger Edda', which has cleaved the heaving swells of time and survives to this day.[9]

But there's another, lesser-known Icelandic saga, written by an unknown hand: the terrible 'Njorl's Saga'. What brave adventures does it recount? Well, that's what the PCs are here to determine.

[9] We're probably overselling it a bit. It's *The Silmarillion* with all the narrative impetus of Thomas Hardy and the pithy concision of Proust.

Njorlroading

'The Challenge of Njorl' is an unusual quest. It has a beginning ('Take Njorl A-Questing') and an end ('Return Njorl to Iceland'), but the middle can be any of the other nine quests in this chapter, or one of your own devising. Early career educationalists are advised to fill the Njorl sandwich with a Novice quest, because having an opinionated NPC with a big personality along for the ride makes any scenario more complicated.

To initiate this quest…initiate another quest, preferably one that involves going to sea. 'The Sword in the Spam'(p. 313) is a particularly good fit – 'The Challenge of Njorl' could be popped in when the PCs are on their way to Swēdeland, or when they're on the way back to Albion, having (hopefully) retrieved Excalibur.

'The Challenge of Njorl' is also unusual in that it provides ways to funnel the PCs to the initial encounter with Njorl. In reenactment design institutes, this is known as 'railroading', and it can really get a Participant's goat, as it removes their agency.

If the PCs somehow, heroically, fend off the dragonship attack, you need not have a storm, sea serpent, or other *Neptunus ex machina* leave them shipwrecked on Njorl's beach, especially if you sense that it would dampen their high spirits and sense of accomplishment.

Likewise, once the PCs have arrived and met Njorl, don't force things. If they aren't interested in having him along, fine. Perhaps they'll encounter Njorl later in their adventuring careers – and under different circumstances. He might even find himself in Albion – and still in need of assistance.

In order to complete the quest, the PCs must:

1. **Survive a Viking dragonship attack (and other perils, as needed).**
2. **Receive the quest from Njorl.**
3. **Take Njorl a-questing.**
4. **Return him safely to Iceland.**

1 Survive a Viking Dragonship Attack

This quest begins on a ship, boat, raft, or inflatable penguin in the middle of the fearsome North Sea. If the PCs have already begun a different quest, that explains why they're here. If the PCs are between quests at the moment (nothing to be ashamed of, guv!) or your Programme has a more episodic, always-starting-somewhere-new complexion, you might ask the Participants how they got here and why. Throw them some bait – 'You're in the North Sea. What kind of vessel are you on and why are you here?' – and run with whatever they come up with.

In any event, their vessel is set upon by a Viking dragonship[10] – ooh, what a thrilling beginning!

The knarr has a dragon bearing a tin of spam at its prow, and is crewed by twenty ***Vikings*** and the Viking version of a ***Witch***, called a Völva. (Stop that sniggering, Grimsby!). They're master sailors and will overtake the PCs' vessel, board it, and initiate combat, lustily intoning the sacred spam warchant all the while. Of the many possible outcomes, three are most likely, all of which result in the PCs arriving at Njorl's beach in Iceland:

The PCs Are Captured and Taken to King Njorl If, during the voyage to Iceland, the captive PCs interrupt their captors' spamchant long enough for conversation, the Vikings prove to be a cheerful, friendly bunch. They've been hired by a great chieftain of Iceland to bring him some worthy adventurers. No hard feelings. You don't happen to have any spam do you? SpamspamspamSPAM…

The PCs Are Killed Ah, but the Völva places an enchantment on them, preserving their bodies in a comatose, Virtually Dead state until they can be brought before Njorl. If Participants level accusations of rules tampering, tell them there's clearly a great deal they don't know about Völvas.

The PCs Use Their Spiffing Serious Abilities or Other Extraordinary Means to Defeat or Escape the Vikings If so, bully for them. Reward them with some loot, sprinkle some Merits around, and let them continue on their way. However, if you'd still like to nudge them toward Njorl, a storm at sea or a sea serpent could capsize their ship and leave them washed up on his beach.

[10] This might be the *Schwa*, captained by Hlfjrlnjrlwlf the Vowelless, from 'The Sword in the Spam' quest, p. 313.

2 Receive the Quest from Njorl

Not far from shore, atop the windswept tundra, there stands a turf house. And next to the house there stands a horse…a real one! And next to the horse that is next to the house, there he stands, a gleaming penaxe in one hand, a miles-long scroll in the other.

Meet Erik Njorl, Son of Frothgar, King of Iceland

One must always refer to him in this manner, never 'King Njorl'. He insists on being thought of as an average fellow with greatness thrust upon him, but it wouldn't do to have daddy's name left off either. Terms of address like 'your majesty' and 'your grace' just embarrass him. And here's what this grim jarl of the Land of the Midnight Sun says while scribbling relentlessly upon his scroll:

> 'I am Erik Njorl, son of Frothgar, King of Iceland. I mean to say that I am the King, not my father Frothgar. He was the King before me, of course, as was his father, Frothgar the Elder, and his father, Ingólfur the Chasmist, who took to wife Arnkatla Shield Maiden, descended from Freyja, who once was espied while taking a bath by Ígull the Polyp, son of Rugga, rumoured to be son of Valtyr the Denier of the Seven Ships, slayer of Ólafur Trollswatter, who…'

He continues in this manner until one of the PCs breaks in and nudges him towards the point.

> 'Ur. Alright. I left my home to seek Hangar the Elder at the home of Thorvald Nlodvisson, the son of Gudleif, half-brother of Thorgier, the priest of Ljosa water, who took to wife Thurunn, the mother of Thorkel Braggart, the slayer of Cudround the powerful, who knew Howal, son of Geernon, son of Erik from Valdalesc, son of Arval Gristlebeard, son of Harken, who killed Bjortguaard in Sochnadale in Norway over Cudreed, daughter of Thorkel Long, the son of Kettle-Trout, the half-son of Harviyoun Half-Troll, father of Ingbare the Brave, who with Isenbert of Gottenberg, the daughter of Hangbard the Fierce…'

He continues recounting family members and their accomplishments until one of the PCs expresses their desire to skip ahead a bit.

> 'Oh right. Sorry. I, Erik Njorl, son of Frothgar, King of Iceland, rode off into the desolate plain. Day and night I rode, looking neither to right nor left. Stopping neither for food nor rest. Twelve days and nights I rode. Through rain and storm. Through wind and snow. Beyond the enchanted waterfall, through the elfin glades, until I reached my goal. I had found the rich and pleasant land beyond the mountains, the land where golden streams sang their way through fresh green meadows. Where there were halls and palaces, an excellent swimming pool, and one of the most attractive bonus incentive schemes for industrial development in the city. Only fifteen miles from excellent Thames-side docking facilities, and within easy reach of the proposed M25…'

He continues rattling off the advantages of North Malden, a smashing new village in Essex, until one of the PCs suggests returning to the original intention of the soliloquy.

> 'Here it was that I, Erik Njorl, son of Frothgar, King of Iceland, met the Mayor, Mr. Arthur Huddinut, a local solicitor. I sought his wise counsel on the subject of Valhalla's entrance requirements. Arthur Huddinut the Solicitous Mayor, son of Phillip Huddinut, fifth Plumber in the union, son of Simon Huddinut, Chartered Agent Provocateur who…Oh dear. There I go again. Mr. Huddinut says that I must complete a great quest. Apparently there's no way round it; the statutes are clear. And this quest must be thrust into the annals for posterial purposes. You, Potted Carps, have been brought to me by Njord, god of wind and waters, to help me accomplish this task. I'm having a little trouble getting started, you see. There's quite a lot of history one must write before one can start on the present, it seems. In fact, when I brought up Njord, I ought to have mentioned Odin All-Father, wolf-friend to Geri and Freki, son to Borr and Bestla, the frost giantess of the jötnar…'

He continues with the Norse Pantheon until one of the PCs…Well, at this point they're probably ready to knock him on the head, and the Participants are likely throwing things at their educationalist. It should be clear what poor Njorl's problem is: he's so weighted down by the Eddic tradition of recording everything that happens, or ever did happen, that he simply can't find the time to devise a worthy quest and do all the questing stuff.

And so it's been agreed and decided:[11] he'll come with the PCs, see how questing is done, maybe lend a hand if he can spare it – but primarily he'll be observing and recording for the annals. If the PCs are reticent, he tries all the usual tactics: affability, obstinacy, pathos, challenging their sense of honour, promising to put in a good word with the Aesir to save a few afterlife virgins for them…he's clearly desperate. He sticks to them like molasses, and if all else fails, he'll offer whatever reward they're after, within reason. He is a king, after all.

[11] Obviously, this is rather presumptuous of Njorl. The PCs are within their rights to rebuff him entirely and carry on without him. Poor Njorl will have to get stuck in with some other group of adventurers.

3 Take Njorl A-Questing

From here, it's on to another quest. Which quest? Any of the other nine in this chapter will do, as will any others you come up with. Njorl's game for anything! And a bit gamey, as it happens. He won't help the PCs overcome any challenges, but he offers lots of advice and critiques.

The bad news is that his advice is entirely calibrated towards making any situation more dramatic and Edda-worthy, which means that the PCs' safety isn't taken into account. The good news is that any PC who follows his advice on what type of Deed to perform, and how to perform it, will – whether they succeed or fail – be taking a highly dramatic and memorable approach to the challenge at hand. As a result, there's no chance of Spamming the roll. A 1 is just a 1.

As for the quest, the PCs carry on as usual – but they'll have to keep Njorl alive and put up with his antics and tempestuous mood swings if they're to complete it. Indeed, this is 'The Challenge of Njorl.'

Erik Njorl, Son of Frothgar, King of Iceland

His vital statistics are those of a ***Viking***, but you'll need to use the Death and Loony mechanics to track his proximity to No More or Coconuts. He starts at Mr. Neutron and Sensible, respectively.

Each day that Njorl is in the party, use the table to determine how he's holding up.

Njorl's Disposition

d8	How Erik Njorl, Son of Frothgar, King of Iceland Is Feeling Today	What Erik Njorl, Son of Frothgar, King of Iceland Does Today (in addition to his usual advising and critiquing)
1	Deliriously enthusiastic.	Recounts his forebears' deeds and how the party's current accomplishments pale in comparison.
2	Discouraged.	Constantly suggests that the party stops for a moment, has a rest, and someone gives him a foot rub. Offers to recite his lineage. Does so anyway.
3	Carefree.	Sings constantly: mostly songs in praise of Iceland's bleak aspect, with an occasional dirge about a beloved ex-sheep.
4	Whingey and hard done by.	Criticises the PCs for their lack of curiosity about his ancestors. Hates everything. Kicks at any animals he comes across.
5	Friendly; possibly horny.	Is seen at a distance pushing at a sheep. If confronted, swears that the sheep was stuck in the fence and he was just helping it through.
6	Terrified of what may come to pass.	Somehow gets stone drunk. Roll again, apply those results, and bear in mind that Njorl is still terrified and drunk.
7	Curious about everyone and everything.	Studies plants, questions passersby, interprets clouds, tastes everything.
8	Aggressive.	Bellows in his native tongue and challenges all comers to combat, which he won't participate in.

4 Return Him Safely to Iceland

With a great quest accomplished and recorded on Njorl's scroll (with Njorl as the conquering hero; the PCs are barely mentioned), the party must set out on the perilous return journey to Iceland to deliver him back to his kingdom. It can involve all sorts of adventures and mishaps, but by now everyone at the table will probably be completely fed up with him, so feel free to hand-wave all the daring seamanship, battles with sea serpents, and other terribly exciting maritime adventures trials and tribulations and just narrate the rest – or, better yet, have the Participants do it!

Denouement and Further Adventures

The PCs will have just completed not one but two adventures almost simultaneously. Maybe it's time for everyone to sit back and reflect on their accomplishments. If they need help recalling any details, there's a jarl up North who's got it all written down…

If they haven't already completed 'The Sword in the Spam (p. 313),' they're now in roughly the right part of the world to pick it up. Or perhaps the PCs are now sufficiently seasoned and ready for the only challenge greater than putting up with Njorl: 'The Grail National.'

APPENDIX A - RETAINERS

As described in lovely detail in Chapter IV (p. 44), Retainers are people who follow you around and carry stuff. Only the 'starting' Retainers appear in Chapter IV, but there are many more types you might come across in your travels, and hire, sack, form lifelong friendships with, or allow to die so you can plunder their corpse.

Unlike those hired during character creation, Retainers encountered in the wild don't necessarily come with any Accoutrements, and they definitely don't come with their first day's per diem paid. Whether a Retainer you come across has any gear depends on their circumstances. An Apprentice working for a successful jeweller in a city is likely to be fairly well set up themselves, so will bring Accoutrements along with them on their new venture. An out-of-work Jester eking out a living in a rundown inn probably has nothing worthwhile – especially if they were earning their living as a potboy! Such a waste of talent…until you came along! Your Head of Light Entertainment will decide what, if any, Accoutrements they have, based on how their fortunes have fared prior to their being taken on as a Retainer.

Retainer	Number of Accoutrements They Can Carry	Accoutrement Types	Can be Employed by…	Per Diem	Promotes to
Acolyte	2	Chastity, Lorefulness, Nimbleness, Purpose	Clerics of the same religion/sect	1 Earnest Mutual Prayer	Cleric
Apprentice	2	Any two of their employer's Traits. Choose which two when the Retainer is hired – the selections are permanent	Any Middle-Class PC	1 Deed[1]	Whatever their employer was
Cook	2	Heartiness	Any	1 Hearty Belch	Any Lower-Class PC
Crone	2	Druidry, Lorefulness, Sorcery	Any	1 Apple	Churl, Enchanter, Eremite, Knave
Fortune Teller	2	Druidry, Sorcery, Wisdom in the Ways of Science	Any	1 Fortune[2]	Churl, Enchanter, Eremite, Knave
Groom	2	Animal Husbandry, Heartiness, Druidry	Any	(Just be nice to animals)	Any Lower-Class PC
Herald	2	Authority, Bardistry, Decorum, Glibness, Strategy	Any Upper-Class PC	1 Announcement[3]	Noble, Troubadour
Homunculus	2	Druidry, Sorcery, Subtlety, Wisdom in the Ways of Science	Enchanters	1 Dollop of Something Nasty	None. It disappears in a puff of foul-smelling vapour if its employer croaks
Jester	2	Argumentation, Bardistry, Glibness, Luck, Nimbleness, Subtlety	Anyone	1 Jolly[4]	Any type, but it's determined randomly
Leech[5]	0	N/A	Any	None. They're thrilled to have a patient to experim…er…treat	Cleric, Enchanter, Knave, Noble
Manservant[6]	2	Animal Husbandry, Heartiness, Strategy, Valour	Knights, Monarchs, Nobles	1 Chicken	Knave
Merchant[7]	1	Any	Any	1 Opportunity to do Business	Any Middle-Class PC
Minstrel	2	Bardistry, Decorum, Glibness, Heartiness, Lorefulness, Luck	Anyone	1 Coin	Enchanter, Knave, Troubadour

[1] Once per day, you must let the Apprentice try a Deed in your stead. The Apprentice rolls a d8, Strewthing/Spamming as normal. If the Deed fails, they reckon they're not learning a bloody thing and stomp off with whatever they're carrying.

[2] Once per day, you must let the Fortune Teller tell your fortune. Roll a d10. On a 2-10, it's some banal nonsense that could be interpreted any old way. On a 1, they see great misfortune and bugger off with whatever they're carrying before they get caught up in it.

[3] Once per day, you must let the Herald announce you with great fanfare. If you don't, they leave your service with a bow (taking whatever they're carrying), then slag you off to everyone they meet.

[4] Once per day, you must amuse the Jester somehow. A good joke will do it. As will you failing at something miserably. If you don't amuse them, they find you dreadfully dull, fart in your specific direction, and skip away with whatever they're carrying.

[5] Once per day, you can have the Leech provide treatment. Roll a d10. On a 10, they restore your Death status to its maximum level. On a 4-9, they restore 1 bit of Death. On a 2-3, they fumble around and you don't feel any better. On a 1, they've let a bit too much blood. Suffer 1 bit of Death.

[6] Comes with two coconut halves.

[7] Whenever you conduct business with a Shoppekeeper, the Merchant haggles on your behalf. Roll a d10. On a 10, the Merchant has run circles around the Shoppekeeper, who gives you a random item from their stock for free, and halves their prices. On a 4-9, the Shoppekeeper's prices are halved. On a 2-3, the Shoppekeeper is unmoved. On a 1, the Shoppekeeper is outraged. They won't deal with you, and neither will any Shoppekeeper of that type while the Merchant is in your employ.

Retainer	Number of Accoutrements They Can Carry	Accoutrement Types	Can be Employed by…	Per Diem	Promotes to
Outlaw	2	Heartiness, Strategy, Subtlety, Valour	Any Lower-Class PC	1 Opportunity[8]	Any Lower-Class PC or Monarch
Page	2	Authority, Argumentation, Lorefulness	Any Upper-Class PC	None. Happy to serve, m'lord!	Any Upper-Class PC
Poet	2	Bardistry, Chastity, Decorum, Glibness, Lorefulness, Luck	Anyone	1 Romantic Scene[9]	Churl, Enchanter, Eremite, Knave, Troubadour
Porter	1	Any	Any	Scrap of food'll do. Ain't particular.	Any Lower-Class PC
Priest[10]	0	Chastity, Purpose	Any Middle- or Upper-Class PC. Must be Serious (d14+) in Purpose and of the same religion/sect	Tithing[11]	Cleric, Eremite, Monk/Nun, Monarch, Noble
Sage	2	Lorefulness, Sorcery, Wisdom in the Ways of Science	Any. Must be Serious (d14+) in Lorefulness	1 Lecture (delivered or received)	Enchanter, Eremite, Monk/Nun
Scribe	2	Argumentation, Bardistry, Lorefulness, Strategy, Wisdom in the Ways of Science	Any Middle- or Upper-Class PC	1 Something to Write on or with	Churl, Cleric, Eremite, Monk/Nun, Noble, Troubadour
Smith[12]	0	N/A	Any	1 Ale	Churl, Knave, Knight
Spy[13]	0	N/A	Any	1 Gemstone	Knave, Noble
Squire	2	Authority, Decorum, Heartiness, Strategy, Valour	Knights	None. Happy to serve, m'lord!	Knight, Monarch, Noble
Torchbearer	2	Heartiness, Nimbleness, Luck, Subtlety	Monks/Nuns	1 Torch	Churl, Knave, Monk/Nun
Valet/Handmaid	2	Chastity, Decorum, Glibness, Nimbleness, Strategy	Any Upper-Class PC	1 Flower	Churl, Knave, Noble
Woodsman	2	Druidry, Heartiness, Strategy	Any Middle- or Lower-Class PC	1 Dead Animal	Churl, Knave, Knight, Monk/Nun

[8] Once per day, you must provide the Outlaw with an opportunity to pick an NPC's pocket. Roll a d10. On a 4-10, they succeed. On a 2-3, they get caught, ***Guards*** are summoned, and the Outlaw scarpers. On a 1, they succeed but are spotted—and the ***Guards*** descend just as the Outlaw is handing the ill-gotten goods over to you.

[9] Once per day, the Poet must witness some moving scene (contrived or otherwise; they can't tell the difference). Otherwise, they burst into tears, declare that the world is bereft of love, and stagger away with whatever they're carrying.

[10] Once per day, the Priest can take confession. Roll a d10. On a 10, they restore your Loony status to its maximum level. On a 4-9, they restore 1 bit of Loony. On a 2-3, they fall asleep during your blithering. No effect. On a 1, they're so excited by your transgressions that they defrock themselves. They'll stay in your service, if you like, but now they're a Porter.

[11] You must stop at every church of your sect and donate 10% of your Currency. Otherwise they leave, mumbling 'no-good cheap bastard.'

[12] Once per day, the Smith can attempt to repair a metal item that's been destroyed (through Death/Loony negation, for example). Roll a d10. On a 4-10, they've banged it back into shape. On a 2-3, they shrug, belch, and declare it to be too far gone. On a 1, they swear off this stupid frustration and destroy all their tools. They'll stay in your service, if you like, but now they're a Porter.

[13] Once per day, the Spy can be dispatched to perform some bit of snooping. They won't perform any additional actions, like stealing or assassinating; they're information gatherers only. Roll a d10. On a 10, they return with a complete report on the person, place, or situation to which they were assigned. On a 4-9, they return with a single useful clue or tidbit of information about it. On a 2-3, they return and sulk, and don't want to talk about it, if you don't mind. On a 1, they don't return. They've been captured or perhaps turned…maybe they're spying on you now!

APPENDIX B
SHOPPE GENERATION

1. **Determine the Shoppe type by choosing from or rolling the appropriate die on the Shoppes table.**
   • **Bleak areas** d8 • **Villages** d12 • **Towns** d16 • **Ports** d20 • **Cities** d30
2. **Determine who the proprietor is by choosing from or rolling on the Shoppekeepers table.**
3. **Determine which Currency is accepted by choosing from or rolling on the Currencies table.**

d8-30	Shoppe	Minimum Settlement Size	Goods and Services	Accoutrement Types	Retainer Types
1	Blacksmith	Bleak area	Horseshoes. Iron goods. Weapons. Armour and shields (in cities only).	Authority, Valour	Apprentice, Smith
2	Woodworker	Bleak area	Simple carpentry in small settlements. Cabinetry etc. in larger ones. Carts, from some specialists.	Druidry	Woodsman
3	Herbalist	Bleak area	Potions. Tinctures. Ointments. Lucky charms.	Druidry, Luck	Crone
4	Farmer	Bleak area	Food and livestock. Farming tools. Probably a cart.	Animal Husbandry, Heartiness	Porter
5	Charcoal Burner	Bleak area	Unwanted and incriminating items burned to ash. Ash. Charcoal, too.	N/A	Hermit
6	Religious Sanctuary Roll 1d8. 1-5 = Catholic. 6 = Brianistc. 7 = Pagan. 8 = Other.	Bleak area	Prayers. Candles. Holy books. Indulgences.	Chastity, Purpose	Torchbearer, Acolyte, Priest
7	Tanner	Bleak area	Leather. Leather goods. Urine.	Chastity (leather only)	N/A
8	Butcher (Hunter/ Trapper)	Bleak area	Furs and hides. Meat (game in small settlements; chicken, mutton, beef, and pork in larger ones).	Subtlety, Strategy	Outlaw, Woodsman
9	Tavern	Village	Food and lodging. A local can usually sell you a cart.	Strategy	Cook, Groom, Valet/ Handmaid
10	Weaver	Village	Utilitarian textiles: curtains, sacks, and basic clothing. Bolts of cloth can be purchased and taken to a Clothier if anything more elaborate than a tunic is desired.	Authority, Chastity	Apprentice
11	Itinerant Barber	Village	Surgery while you wait. A variety of personal grooming products.	Glibness	Manservant, Valet/ Handmaid
12	Thatcher	Village	Straw. A cart, but just the one.	Strategy	Apprentice, Porter
13	Notary	Town	Papers, official and official-looking.	Argumentation, Authority	Scribe
14	Garrison	Town	Weapons and armour.	Valour	Page, Squire
15	Bookshoppe	Town	Bath salts. No, just kidding, it's books. Quality and selection varies by settlement size.	Books from all tables	Scribe, Poet
16	Clothier	Town	Finished garments, usually bespoke.	Authority, Chastity, Decorum, Nimbleness	Manservant, Page
17	Importer	Port	Exotic goods from foreign parts.	Any, but no more than 1 from each table in stock	Merchant, Spy (probably for a foreign power)
18	Moneylender	Port	Currency exchange. Smaller settlements will only handle a few types. Roll a d4 to see how many.	N/A	Merchant

d8-30	Shoppe	Minimum Settlement Size	Goods and Services	Accoutrement Types	Retainer Types
19	Harbour	Port	Ships – mostly to charter but occasionally to purchase. Carts to rent or buy.	N/A	Outlaw
20	Ship's Chandler	Port	Maps. Navigation equipment. Ropes. Sailcloth.	Wisdom in the Ways of Science	N/A
21	University	City	The fruits of cutting-edge research. Access to corrupt officials in both Church and State.	Argumentation, Wisdom in the Ways of Science	Scribe, Poet
22	Theatre	City	Performances, low- to highbrow, often within the same show.	Bardistry, Glibness	Jester, Minstrel
23	Almshouse	City	Underworld contacts.	Luck, Subtlety	Porter
24	Artist's Studio	City	Paintings and/or sculptures. Forgeries. Naughty Pictures. Access to Upper-Class patrons.	Authority, Purpose	Apprentice
25	Luthier/Instrument Maker	City	Things with things. Things you can blow into or over. Drums.	Bardistry	Herald, Minstrel
26	Jeweller	City	Personal ornamentation to one's most exacting specification. Gold. Gemstones.	Authority	Apprentice
27	Farce Shoppe	City	A full range of VOM-IT brand merchandise. 16 ton weights.	Glibness	Jester
28	Pet Shoppe	City	Animals smaller than a badger.	Animal Husbandry, Druidry	Leech
29	Apothecary	City	The best in modern medicine (leeches).	Heartiness, Wisdom in the Ways of Science	Leech
30	Alchemist	City	Astrolabes. Sinister glassware. Lead.	Sorcery	Homunculus

Shoppe This column contains establishments where questing heroes might obtain Accoutrements or Retainers, but there are plenty of other commercial possibilities open to adventurous shoppers. If the PCs want to buy it, somebody's probably willing to sell it, particularly in ports and cities.

Minimum Settlement Size Much depends on the size of the settlement. A Butcher's Shoppe in a bleak area will probably look, not to mention smell, quite different from one in a posh neighbourhood in London. The type and variety of goods and Accoutrements will also be different. Keep in mind that the tenth entry in each Accoutrement table is a particularly powerful, expensive, and rare item. Only the finest establishments are likely to have one or more of those on offer.

Goods Available These are the standard goods one would expect to find in a Shoppe of this type. This column can also provide guidance as to which specific Accoutrements are likely to be found there.

Accoutrement Types At least one of the Accoutrements of this type makes sense for this Shoppe, in addition to whatever other 'standard' goods one would expect. For example, a village Thatcher is sure to have one Strategy Accoutrement: the Ladder. In addition, Dice, a Chessboard, or a Sling they'd be willing to part with wouldn't beggar historical believability. But an extra *Book of Trojan Woodland Creatures*, Crossbow, or Siege Engine? Not as likely. A lot depends on the size and affluence of the settlement, the level of historical accuracy you're aiming for, and how interesting you want this particular Thatcher to be! The lists of items in the Accoutrement Types column aren't exhaustive, but typical. Naturally, a Clothier might well have any Accoutrements that are wearable.

Retainer Types In a bleak area or a small village, a Retainer who's available for hire is probably the proprietor themselves – and they might leap at the opportunity to change their fortunes. At a thriving Shoppe in a city, available Retainers are probably apprenticed to the proprietor, whose reaction could vary from anger at the suggestion that they'd let their crucial helper tottle off with a bunch of adventurers, to delight at seeing the back side of the buffoon. In taverns, inns, and other places where people gather, Retainers are probably fellow diners, guests, etc. The lists of Retainers in the Retainer Types columns aren't exhaustive, but typical. Herbalists' shacks aren't the only place to find a Crone.

SHOPPEKEEPERS

Any Shoppekeeper can go with any type of Shoppe, and each has their own eccentricities and issues with their stock or place of business. Roll a d20 once to determine who the proprietor is and the issue they have with their stock or business. Or, to keep things fresh, roll separately for each column.

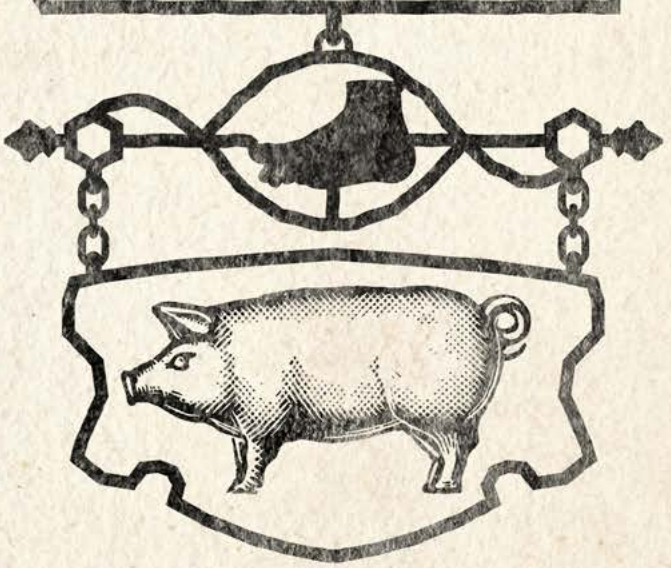
d20	Proprietor(s)	The Issue with the Shoppe/Stock
1	Mr. Smoke-too-Much, a young man with a pet rake, tries to make a rhyme for whatever a customer is considering buying.	It's all fish-flavoured or themed. A myna bird in a cage (a fugitive from a cheese shoppe) touts the wares of its former employer: 'Jesus, Geezer's got good cheeses!' or 'Even my fleas love Geezer's cheeses!'
2	Fred Titmus, a wide-faced fellow with braided nose hairs, is interested in every detail of how exactly his wares will be used, upon whom, and the intended outcome.	The Shoppe is teeming with pets of all sorts named Eric, except the shrimp, which answers to Simone.
3	Geoff Boycott, a giant of a man, doesn't move at all except when he's speaking, and then he moves a lot.	In the Shoppe again today are the Barristers Brian Bunn, Brian Whackett, Brian Stubble, Brian Buzzard, and Boot. These tipsy goons have won a case, are doing some celebratory shopping, and are hogging the proprietor's attention.
4	Veronica Papp, a large-nosed woman who incorporates moss into her outfits and makes up exotic backstories for all her wares.	All the stock has wheels attached, but the wheels aren't aligned or oiled properly, so they wobble and squeak.
5	Goodwife Elsie Occluded, a short, elderly woman who chews on her hair, is alternately caustic and obsequious.	Everything comes with a free ant. It had better be taken good care of, or the proprietor will hear of it.
6	Kevin O'Nassis, a forward-leaning fellow with an angelic smile and hellacious breath, leaves off the last two words of his sentences, hoping that someone will guess what he intends. He gets frustrated when they're wrong.	The stock feels abnormally warm and thrums with some hidden, perhaps arcane, energy. The effect ends as soon as an item leaves the Shoppe. No refunds!
7	Ron Obvious, an athletic sort that can't keep his finger out of his nose, is anxious that you like his workmanship. Criticism sends him to his private picking corner for the rest of the day.	Two customers named Ronnie are needling the proprietor with pointed questions about the Swedish equivalents of the stock. They are not Swedish.
8	Edmond G. Wells, part-time author and full-time illiterate, espouses the tenets of communism.	Free samples of Venezuelan Beaver butter, which causes hiccoughs.
9	Mr. and Mrs. Arthur and Betty Slippers. He's paranoid, and she's slowly poisoning him, claiming his fits of palsy are a Roman curse.	A large wombat swings on a red ribbon from the ceiling. Anyone who comments on it earns a cluck from the proprietor, who spends the next hour adjusting its fur and posture.
10	Arthur Brown, with a pasted-on beard of swatted cat hide, is in tears at the mere thought of parting with any of his friends (wares).	Everything is in locked cases, and the proprietor has lost the key.
11	Mrs. Ratbag Scum, a well-dressed noblewoman, is keen for a blow to the head. She'll be happy to discuss her wares after she's been so indulged.	The stock is all painted in outrageous colours and patterns. It's all perfectly functional, but serious people will have a hard time taking you seriously.
12	Ann Haydon-Jones, an accommodating goodwife with a dense unibrow she's quite proud of, has misplaced her husband Pip. She'll be glad to sell you things once you locate him. (He's in the basement, asleep on a stack of Plague-Dead Bodies. Oh dear. He's not asleep. Ann will be devastated, unless she can be convinced he's alive…)	Everything is covered in flour and leaves a trail of the stuff behind. It must be some sort of curse, because washing does no good.
13	Bob and Cindy Rommel – kindly people dressed as mice. She giggles at any allusion to beds, bedding, or bedding someone, while Bob nods off.	Everything is stamped with a duck's footprint, the symbol of a local communist movement.
14	Herbert Anchois and Jacques Railley are obviously French but deny it. Could this shoppe be a secret headquarters for subversive French activities?	The chimney is blocked (by a flock of ***Sewer Budgies***, should anyone have a look). It's so smoky in the Shoppe that it's difficult to see or breathe, and all the wares are covered in soot. The proprietor is embarrassed and ignores it completely.
15	Three men in lederhosen each want you to taste their brötwurst and say which is best. After some screaming in German, they'll be happy to serve you.	The wares are all antiques. Some kinds of Accoutrements (like books) benefit from antiquity, and perhaps even have an extra plus! Others (like weapons and clothing) might look impressive but don't function as well, which might translate to an extra minus, or a breakage on first use!

d20	Proprietor(s)	The Issue with the Shoppe/Stock
16	Mervyn Blockhead and Malcolm Stackwood can't help you until their chess game is over. The problem is that neither knows the rules but both are convinced that their version is correct.	The proprietor won't let anyone who's not wearing gloves handle or buy the merchandise. They'll rent you a pair for 1 Currency if need be. Anyone who doesn't put up a fuss will earn a 50% discount.
17	Rumple Tweezer, a poorly disguised fairy person, is enjoying ground beetles on toast.	Anyone who speaks a French word (or one derived from or sounding at all like French) is escorted into a back room, loaded up with a sheaf of French manifestos, whispered complicated instructions (in French), and pushed out the back door to a farewell of 'Bonne chance, camarade. Salut!'
18	Reg Cuttleworth, terrified of being attacked, holds his apprentice Colin 'Bumbler' Harris in front of him like a human shield. Occasionally, for no reason other than keeping fit, Colin takes a swing at a customer.	Wares are kept in mystery sacks, which cannot be inspected. It's only 1 Currency per sack, but there's no telling what you'll get.
19	Jack Riley is a recovering cannibal. Everything goes swimmingly unless someone mentions meat.	Everything has been sharpened and polished to perfection. That's ideal for some types of goods (like swords), but not so good for others (like hats).
20	Mr. R.B. Gumby (as ***Gumby***). He's as surprised as anyone to find himself behind the counter. No idea how he got here. Brain hurts.	Bees swarm the Shoppe. The proprietor pretends not to notice. Unbeknownst to the proprietor, there's a huge trove of honey in the attic.

CURRENCIES

d10	Currency
1	Acorns
2	Cheese
3	Eggs
4	Gemstones
5	Gold
6	Lupins
7	Naughty Pictures
8	Plague-Dead Bodies
9	Upper-Class Twit Trading Cards
10	Whizzo Butter

spam—only recognized as legal tender by Vikings.



SOLITARY PEDDLERS

Trade occurs in the wild, naturally. In addition to the goods and services listed below, all Peddlers can provide directions to a settlement. Solitary Peddlars will neither become nor provide Retainers, but they might travel with a group of adventurers for a while, particularly if they prove to be good customers!

d14	Person	Wares or Service
1	Hunter	Fowl, deer, foxes, badgers, elephants…
2	Trapper	Rabbits, voles, penguins
3	Fisher	Fish, frogs
4	Charcoal Burner	Coal, destruction of unwanted property
5	Tinkerer	Gadgets, fabrics, Currencies
6	Barber	Dentistry, surgery and coiffeurs
7	Forester	Lumber, planks
8	Mushroom Gatherer	Very good and very bad mushrooms, nuts and berries
9	Tax Collector	Freedom from the burden of currency
10	Leper	Begging
11	Orphan	Begging
12	Hermit	Blabbing
13	Weird Old Woman	Lucky charms, which are definitely not cursed
14	Travelling Bard	News, entertainment

SETTLEMENT GENERATION

Using the Shoppe-generation procedure, one can create entire settlements – or at least most of their commercial, administrative, and religious elements – quickly, and often with unpredictable results.

How Many Shoppes in a Settlement?

Well, it depends, both on the calibre of the settlement and how generous the HoLE is feeling. A handy rule of thumb: an average settlement has half the number of Shoppes available at its size. For example, ports have 20 possible Shoppes, so an average one would have around 10.

Bleak Areas

One step above the perilous wilderness, these tiny hamlets huddled around remote crossroads, or clustered around the feet of outpost towers, offer little in the way of variety. They don't have Shoppes so much as enterprising craftspersons looking to make some Currency. There might be a nearby farm or two willing to trade their crops for necessities – more cheerfully so in late summer or autumn.

Reaction to Strangers Terror! When you're living on the fringe, the arrival of strangers – particularly heavily armed ones – can mean only one thing: blood, devastation, death, war, and horror. Well, that's five things, but denizens of bleak areas aren't known for their mathematical acumen.

Currencies It makes sense to use a single Currency type for an entire settlement of this size, if making sense is important to you.

Administration Very little in the way of administrative formalities. Not enough people to order around.

Villages

Villagers can meet their daily needs locally, without having to travel, but fancy goods require a trip to the nearest town. The selection of Shoppes in villages is limited, as is the selection and quality of available stock.

Reaction to Strangers These small, tight-knit communities don't see many tourists, and residents tend to be highly suspicious of outsiders. Accommodations and services might be refused outright. If not, prices may be higher than expected.

Currencies A village economy might be built on a couple of Currencies.

Administration Villages are typically administered by a few elders with strong opinions. They technically owe fealty to a lord, but probably don't think about him often.

Towns

Towns have a wide range of Shoppes, skilled artisans, and even – la di da – the odd Bookshoppe. If it can be made locally, the PCs can probably get it in a town.

Reaction to Strangers Guarded, but not hostile. Townsfolk are accustomed to having strangers pass through, and may well expect news of the world or entertainment in return for their hospitality (such as it is).

Currencies Proprietors in towns are likely to accept different Currencies from their neighbours.

Administration Towns rely on their local feudal lord, tucked away in a castle, for leadership and administration.

Ports

Ports are like towns, but with waterfronts. They trade with far-off parts and get some really weird bits and pieces. They're also more suited to booking passage to foreign shores than, say, a town in the middle of Nottingham Forest.

Reaction to Strangers Residents are well used to having strangers in their midst, but because ports tend to have high crime rates residents tend to be wary and terse. They'll do business with you, but don't expect a warm smile or a round on the house. And if you do receive that type of greeting, better watch your back!

Currencies Several or all Currencies are likely to be floating around, although proprietors tend to prefer a single kind.

Administration Ports are large enough to have their own mayor, a few constables, and definitely a judge. Whoever's notionally in charge, the harbourmaster probably holds most of the civic power.

Cities

Ah, the Mediaeval metropolis. With speciality Shoppes, the finest goods, and enough guilds to ensure quality, the commercial possibilities in an affluent city are almost endless. And with overcrowding, iffy sanitation, and lots of rats, the possibility of picking up a life-threatening contagion keeps things exciting!

Reaction to Strangers Eh. You're nothing new.

Currencies All Currencies are used in cities, though not necessarily the same one from Shoppe to Shoppe.

Administration Cities are technically part of some lord or other's domain, but between the mayor, city council, rich merchants, and guilds, there are some strong opinions about who's in charge. It's them.

London

Nothing beats London Shoppes. London has everything. Literally. It has all the Shoppes available in the Shoppes table (usually multiples of each), and anything else one can imagine, from astronomers and moneylenders to theatres, baked goods from German lands, and civic administration.

Reaction to Strangers Everyone's a stranger!

Currencies All Currencies are used in London, though not necessarily the same one from Shoppe to Shoppe.

Administration Can anyone really be said to rule London? It's full of shit and criminals, and some of those criminals are wearing robes of office. The Lord Mayor and the guilds hold the most sway, and there's actual infrastructure and local government, a lot of which is in the form of gaols.

Name

Situation

Monty Python's Cocurricular Mediaeval Reenactment Programme

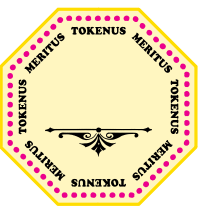
Class: UPPER MIDDLE LOWER

SSA (& Other Stuff)

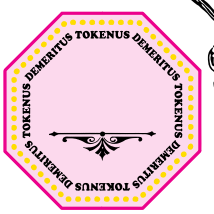
Currency

- _____ Acorns
- _____ Cheese
- _____ Eggs
- _____ Gemstones
- _____ Gold
- _____ Lupins
- _____ Naughty Pictures
- _____ Plague-Dead Bodies
- _____ Upper-Class Twit Trading Cards
- _____ Whizzo Butter

20	18	16	14	12	10	8	6	4
A bit too really...	Quite	Rather	A Bit	Neither really	A Bit	Rather	Quite	A bit too really...



MERITS



DEMERITS

Accoutrements

Traits / Retainers

Indifferent to:

Death Status

Mr. Neutron | Fine, Fine | Getting Better | Not Dead Yet | Virtually Dead | No More

Loony Status

Reginald Maudling | Sensible | Daft | Barmy | Crackers | Coconuts

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