

Monty Python's

SUPPLEMENTAL EDUCATIONAL
RESOURCE MATERIALS FOR
PRE- OR INTER-COURSE STUDY

If you have not yet registered for the full Programme,
you may do so at <https://bit.ly/MPCMRP>

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**EXALTED
FUNERAL**

Monty Python

Crowbar
CREATIVE



SUPPLEMENTAL EDUCATIONAL
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PRE- OR INTER-COURSE STUDY



Contents

I. Getting Started

| | |
|--|-----------|
| Choose Your Roles | 7 |
| How the Programme Programmes | 7 |
| Deeds & Tests | 10 |
| Strewthing | 11 |
| Spamming | 12 |
| Demerits | 13 |
| Merits | 14 |
| Combat | 14 |
| Who Goes When | 15 |
| What Targets What | 15 |
| Gameplay Example..... | 18 |
| Traits | 20 |
| Animal Husbandry | 20 |
| Argumentation | 20 |
| Authority | 20 |
| Chastity | 21 |
| Decorum | 21 |
| Glibness | 21 |
| Heartiness | 21 |
| Humility | 22 |
| Lorefulness | 22 |
| Luck | 22 |
| Medicine | 22 |
| Musicianship | 23 |
| Nature | 23 |
| Nimbleness | 23 |
| Probity | 23 |
| Purpose | 24 |
| Sorcery | 24 |
| Strategy | 24 |
| Subtlety | 24 |
| Valour | 25 |
| Wisdom in the Ways of Science | 25 |
| A Final Note for Participants | 26 |

| | |
|---|-----------|
| II. Head of Light Entertainment | 28 |
| Tenets of the Programme | 28 |
| I. Make Light of Serious Things and Take Silly Things Very Seriously | 28 |
| II. Intercourse the Dice! | 29 |
| III. The Rule of School | 30 |
| IV. Interpreting Trait Tests | 30 |
| Interpreting Trait Tests | 31 |
| Setting Target Numbers | 33 |
| HoLE PERSONAE | 34 |
| Lord Kinwoodie | 35 |
| Priscilla Mortar and Pestle | 41 |
| Dino Vercotti | 47 |
| III. The Quest: The Brachet & the Black Heart..... | 55 |
| Summary | 55 |
| Dramatis Personae | 55 |
| Market Day | 56 |
| What's All This Then | 56 |
| Shoppes | 59 |
| The Banquet | 61 |
| The Head Table (Knight PC) | 61 |
| The Kitchens (Peasant and Sorcerer PC)..... | 62 |
| The Performance (Troubadour PC)..... | 63 |
| Investigation and Pursuit | 65 |
| The Forest Sauvage | 66 |
| The French Knights | 66 |
| The Witch's hovel | 68 |
| The Dragon's Cave | 69 |
| Kargol's Hideout | 70 |
| Conclusion | 72 |
| A Complete and Comprehensive Guide to all Things | |
| Nasty and Likely to Bite, abbrv..... | 74 |
| The Amazing Kargol (and Janet)..... | 75 |
| Black Beast of Argh..... | 76 |
| Dragon of Angnor..... | 77 |



I. Getting Started

A hearty congratulations for having registered to receive instruction in English History via Monty Python's Cocurricular Mediaeval Reenactment Programme. The materials herefollowing are designed to prepare you for this rigorous course of study or to provide educational benefit to students who find themselves between courses.

❖ — CHOOSE YOUR ROLES — ❖

One of you must be in charge of arbitration, refereeing, rules interpretation, rules making up, taking on the roles of any characters or monsters encountered by the Participants, and, occasionally, being God. This person is to be afforded the utmost respect and referred to exclusively as either Head of Light Entertainment or, for efficiency's sake, HoLE.

The rest of you are Participants. Your job, first and foremost, is to deepen your understanding of British History through vigorous, earnest adoption of an alter ego or avatar, referred to as a Participant Character or PC. Choose from among the pre-designed PCs included herewith.

❖ — HOW THE PROGRAMME — ❖ PROGRAMMES

This Programme is meant to be about narrative and communal storytelling, not strict and voluminous rules, crunchy combat, or looking for answers on one's character sheet. Participants have free rein over their actions. Indeed, the most common question you're likely to hear from your Head of Light Entertainment is "So what would you like to do?", often followed by "And how exactly do you do that?" and occasionally by "Are you sure you want to do that?". In answering, don't limit yourself to what is written on your character sheet. And by no means should you limit the actions or ideas of your fellow Participants. Where is the rigorous educational experience value in that?

How The Programme Programmes

That said, if the success of a particular PC action is uncertain or when a PC is put to the test by an outside force, there is a basic mechanic for resolving success and failure, which involves dice. Let's have a closer look at a character sheet to see how that works.

Knight

Ab, the armour-clad archetype of the Medieval Period! Thundering 'cross down, through forest, o'er bridge on noble errands and deeds of derring-do. With bright Chivalric Code, which

SPECIAL SERIOUS
You call upon your year
Monster into oblivion.

d30 Your enemy

| | |
|-------|--|
| 1-5 | Enraged! Suffer Recharge requi |
| 6-14 | Unimpressed. Y |
| 15-20 | Flesh wounded |
| 21-24 | A fine strike. C |
| 25-27 | Knocked uncon |
| 28-29 | Well and truly up to three deg |
| 30 | No more. All cr from you or gro degrees toward |

Name: _____

Merits _____

Demerits _____

Situation: Knight
Idiom: **Prone to One-liners**
Special Serious Ability: **Slay**

Class: Upper
Immunities: **Lorefulness, Subtlety**

Trait: Valour
Accoutrement: Longsword
Accoutrement Stats: +2 to Valour rolls, -1 to Nimbleness rolls, -1 to Chastity rolls

Valorous (Serious)

Run Away! (Silly)

Trait: Chastity
Accoutrement: Codpiece
Accoutrement Stats: +1 Glibness to rolls, +1 to Decorum rolls, -1 to Humility rolls

Chaste (Serious)

Naughty (Silly)

Trait: Humility
Accoutrement: Nail File
Accoutrement Stats: +1 to Decorum rolls, -1 to Authority rolls

Humble (Serious)

Lumberjack (Silly)

Trait: Luck
Accoutrement: Pagan Goddess Statuette
Accoutrement Stats: +1 to Luck rolls, +1 to Nature rolls, -2 to Purpose rolls

Lucky (Serious)

Shit Luck (Silly)

Squire: Kippers
Bonuses/Penalties: +2 to Valour rolls, -11 to Luck rolls
Additional Accoutrement 1: Breast Plate (+1 to maximum health level, -2 to Nimbleness rolls)
Additional Accoutrement 2: Bec de Corbin (+1 to Valour rolls vs. Lower Class opponents)

DEATH STATUS

Mr. Neutron → Fine, Fine → Not Dead Yet → Getting Better → Virtually Dead → No More

LOONEY STATUS

Reasonable Mumbling → Sensible → A Bit Off → Barmy → Barking → Looney

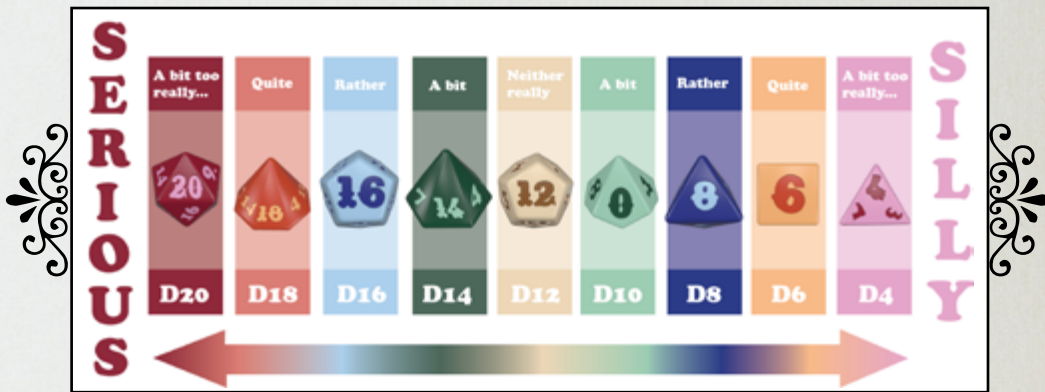
Character Class

1. **Name:** Rather self-explanatory.
2. **Situation:** This is your modus operandi, your vocation, your position in life.
3. **Class:** Your social standing. This is tied to your Situation and generally immutable. No one likes a climber.
4. **Character Option:** A Situation-specific option that has certain mechanical effects (see individual character sheets for more).
5. **Death Status:** Your physical condition. If you reach No More, you are irretrievably dead.

Physical Hit Points

Mental
Hit Points

6. **Looney Status:** Your mental condition. If you reach Looney, you are irretrievably mad.
7. **Trait:** An aspect of your character that can be used to perform actions. **Your position on the continuum determines what die you will roll when using a Trait. That position improves by one degree toward Serious whenever you roll the maximum possible die result when using it—also known as “Strewthing”. It worsens by one degree toward Silly whenever you roll a 1 when using it—also known as “Spamming”.** The starting position for each of the pregen PC Traits is indicated, but you’ll want to use a coin, die, or something similar to track your progress along each continuum.



8. **Immunities:** The Traits that you cannot use and that you are immune to, should a Non-Participant Character (NPC) or creature use one against you.
9. **Accoutrement:** Each Trait comes with a choice of equipment of a certain type. Those choices have been made for the pregen PCs.
10. **Accoutrement Stats:** Each piece of equipment conveys certain bonuses and penalties to rolls when using a Trait.
11. **Retinue Member or Conveyance:** Two pregen PCs (the Knight and the Enchanter) have only four Traits, and in the fifth slot have a retinue member (a squire for the Knight) or a conveyance (a mule-drawn cart for the Enchanter).
12. **Retinue Member or Conveyance Stats:** The squire and cart both convey bonuses and penalties to certain Trait rolls and allow for more equipment to be carried. For the pregens, that equipment has been chosen.
13. **Special Serious Ability (SSA):** The Situation-specific action you can unleash with a roll of a 30-sided die (d30).

Bit
presumptuous
that

I don't want to
go on the cart

WICKED!!!



DEEDS & TESTS



These terms are used somewhat interchangeably to denote when you have to roll a Trait die. If the roll is for a Trait on your character sheet, roll the die corresponding with your current position on the Serious-Silly continuum for that Trait. **If the roll is for a Trait that you do not have, you must roll a 4-sided die.**

In any case, describing your PC's actions with detail and panache is encouraged, because this information is crucial for your HoLE—and because cracking descriptions might earn you an automatic success without ever having to roll.

DEEDS: The term “deed” is most often used for rolls you actively initiate through your choices—like choosing to swing your sword at that bridesmaid, opting to pick that pocket, or electing to insult that nun. Reminder that you cannot perform a deed using a Trait that your PC is immune to—meaning you can't roll any dice for it, but there's nothing preventing a PC who is, say, immune to Argumentation from attempting to argue.

*Narrative
trumps
rulesiness*

The chance of success depends a lot on how you describe your actions. Monsters and NPCs have Traits, just like PCs, so how you describe your action will likely determine which of their Traits is targeted. It's up to your doughty and highly trained HoLE to make that determination, which is why saying “I want to use my Musicianship against that bothersome tax collector” isn't at all sufficient—not to mention terribly lazy and uninspired reenacting. When describing what your PC intends to do, always include:

- Description of the action.
- The intention behind it.

This will make sure your HoLE has the information they need to referee the whole thing and keep the Programme running.

TESTS: The term “test” usually applies to rolls you are forced to make because some outside party is doing something to you—like that charming rogue attempting to divest you of your knickers, that portcullis suddenly descended upon your position, or that deluge of pudding threatening to sweep you off your feet. Reminder that you are not affected by an outside force that targets a Trait that your PC is immune to.

Most of the time, you won't have a lot of choice about which of your Traits is being targeted (and which die you have to roll), but you can always lobby your HoLE for alternate rulings.

*Bribery acceptable.
Noted.*



STREWTHING

Should the result of a roll be the maximum possible result for the die rolled, you have "Strewthed" the deed or test. Do two things immediately:

- Increase that Trait by one degree toward the Serious end of things (by moving the marker on your character sheet). Thereafter, any deed or test of that Trait will use the new, larger, more serious die...until it changes again.
- Roll the new, larger die and **add the result to that of the first roll.** If the second roll Strewths as well, bully on you, keep increasing

How The Programme Programmes

the Trait and rolling and adding—but you do not add modifiers from Accoutrement, Retinue Members, Conveyances, and the like to subsequent rolls.

You cannot voluntarily stop rolling if you continue Strewthing. Why should anyone want to stop Strewthing? See Demerits & Dire Consequences below.

Nota bene: Bonuses granted by Accoutrement, Retinue Members, Conveyances, and the like cannot nudge you upward into a Strewth. A natural die roll resulting in the maximum possible number (a 6 on a d6, a 14 on a d14, etc.) is the only thing that results in a Strewth.



SPAMMING



Should the die roll result in a 1, you have made a mess of things or “Spammed It”. You must do two things immediately:

- Decrease that Trait by one degree toward the Silly end of things (by moving the marker on your character sheet). Thereafter, any test of that Trait will use the new, smaller, sillier die...until it changes again.
- Receive a Demerit from the HoLE. More on that in a bit.

Have you got anything without spam in it?

Two notes:

- You can only Spam on the first roll of a test. If you Strewth (hit the max die result on) the first roll of a test and the next one results in a 1, you have not Spammed, only added 1 point to the total result, so no sillifying of Traits or receiving of Demerits.
- Bonuses (from equipment and the like) cannot help you avoid a Spam. If that die shows a 1, you’ve Spammed It. Full stop.

Nota bene: Negative modifiers from Accoutrement, Retinue Members, Conveyances, and the like cannot nudge you downward into a Spam. A natural die roll of 1 is the only thing that results in a Spam.



DEMERITS



If the result of any roll (including any modifiers or bonuses granted by equipment or other elements), or any series of rolls brought on by Strewthing, totals **20 or higher**, the Participant has gone and taken things a bit too seriously, which, education aside, is a bit off-putting. The Participant has earned a **Demerit**, in the form of a token or mark on their sheet.

Additionally, if a Participant **rolls a 1 on the first roll of a deed or test (ie. “Spams It”)**, they earn a Demerit, in the form of a token or mark on their character sheet.

Participants can also earn Demerits by offending the sensibilities of their Head of Light Entertainment. Each HoLE is offended by different things, so Participants are encouraged to observe their HoLE carefully to learn how to avoid racking up Demerits!

DIRE CONSEQUENCES TABLES: When a Participant earns a number of Demerits that meets or exceeds the Head of Light Entertainment’s tolerance for such things, they must immediately **roll on the HoLE’s Dire Consequences Table and suffer as indicated.**

Your facilitator has access to these tables and will report on the results of your rolls on them. Participants do not have visibility into these things as they are unworthy of such knowledge at this stage of their educational development.

If a Participant triggers a Dire Consequence, they turn in all of their Demerits and start fresh.

No hard feelings, gov!



MERITS



HoLEs can be offended, but they can be delighted and placated. Indeed many are capable of feeling some of the very same emotions as you and me. Each HoLE is pleased by different things. When a Participant does something that agrees with the HoLE's sensibilities, they earn a **Merit**, in the form of a token or mark on their sheet. Participants can turn in a Merit to receive one of the following benefits:

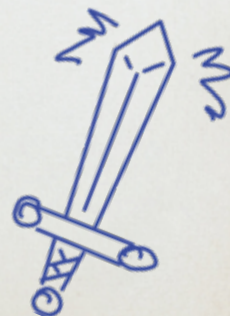
- Give themselves an advantage on their next die roll—they can roll twice and take the preferred result. Participants can turn in as many Merits as they like to “buy” extra dice for their next roll, but they cannot spend Merits after a roll has been made to try again.
- Cancel a Demerit. A Merit can cancel an existing Demerit or one that the Participant has only just earned in order to avoid a Dire Consequence.

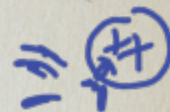


COMBAT



Whether it's a clash of steel or wits, combat in this Programme tends to be a bit of a one-shot affair. Choose your approach to the situation (ie. the Trait you intend to utilise) and have your go. Usually, that'll be the end of it for good or ill. If you're after a game of deep tactical combat with grindy fighting, hit points or pointy hits or whatever they're calling them these days, this is perhaps not the game for you. By God, this is not a game at all but a reenactment





programme so take your THAC0s, your hitty pointers and initiative rolls and sod off.

That said, the more powerful foes cannot be defeated with a single successful deed. It might take several such successes to vanquish them.



WHO GOES WHEN



Turn order is determined narratively. Most of the time, it should be clear through the unfolding of the scene which side is initiating the transition to combat or other events requiring something like a turn order.

If it is unclear or impossible to determine narratively, the Head of Light Entertainment will flip a coin; one of the Participants calls it in the air. If they are correct, they choose who goes first: the PCs or their opponents. If they are incorrect, the HoLE chooses.

Once all that is sorted, each side goes all at once—all the PCs act and then all of their opponents act (or vice versa) and they carry on taking turns until the outcome is decided. The Participants can decide (or compete) amongst themselves who goes first among the PCs.



WHAT TARGETS WHAT



Generally speaking, it's your Head of Light Entertainment's job to determine which of your Traits is being targeted by an attack or which of your opponent's Traits are being targeted by one of yours. Sometimes it's obvious. If you are a knight engaged in a swordfight with another knight, it's Valour v Valour. Simple. Often it's more nuanced. If an earl is attempting to browbeat you, it's his Authority being weaponized, surely, but depending on the intention behind said browbeating, it might target either your Purpose (if he's trying to dissuade you from a course of action) or your Humility (if he's trying to provoke you in front of the court). Fortunately, your HoLE has undergone extensive, intensive, and expensive training, so they'll be up to the task of interpreting such things.

That said, you are within your rights to advocate for alternative interpretations. If you can make a convincing case that your Musical

How The Programme Programmes

efforts against a giant, house-eating cat are intended to target its Heartiness—and not its Purpose, as originally interpreted by the HoLE—because you are intentionally making a hash of the piece and playing on cat-gut strings in an effort to cause actual physical harm to the beast, your HoLE may well revise their decision.

When it comes to your Traits being targeted, remember that lobbying for another Trait of yours to be attacked is not the same as counter-attacking. You aren't arguing for how your PC would strike back. Counter-attacking is for you to do in your own turn, with your own attack.

Either way, don't go wrecking the pace of the whole Programme by overdoing it. And bad-faith lobbying is likely to earn you a Demerit to boot.

Nobody likes a clever Dick.



AND NOW FOR TWO THINGS SLIGHTLY DIFFERENT: SORCERY AND LUCK

Sorcery

Meddling in the Dark Arts is not to be taken lightly. Normally, it's an offensive Trait, meaning it's used for doing Deeds, not targeted by those of others. But there are three things that make Sorcery unlike other Traits.

- Spamming a roll when using Sorcery results in an immediate Dire Consequence, not merely a Demerit.
- Rolling a 1, 2, or 3 results in a Spam, except for Sorcerers, who Spam on rolls of 1 or 2.
- Very few persons, places, or things have immunity to Sorcery when it is used offensively.

Luck

Luck is a bit of a catch-all, especially when it comes to choosing what Trait is being targeted. No matter what the attacker wants to target, the defender (be they PC or NPC) can always fall back on Luck as their preferred defence. Like Sorcery:

- Spamming a roll when using Luck results in an immediate Dire Consequence, not merely a Demerit.
- Very few persons, places, or things have immunity to Luck if an attacker can figure a way to weaponize it.



GAMEPLAY EXAMPLE



The PCs need a relic in the keeping of Brother Maynard, an NPC, whom the HoLE has decided, for the purposes of this quest, is dedicated to keeping that relic in his church, because it brings in so many tourists. Brother Maynard is wary of these adventurers who have burst into his church, and it's clear they're going to be at loggerheads, so the HoLE flips a coin to see which side goes first. The PCs win.

Player running 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 to guard 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.

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

HoLE: Oh, bad luck there. I'm afraid you've Spammed It. Knocked over the holy water font in fact. Shame on you. Here's your Demerit.* And don't forget to move your Purpose one degree toward Silly.

Nun PC: But I'm wearing the Hair Shirt as my Spiritual Accoutrement, and that gives me +2 to Purpose. Can I at least avoid the Spam?

HoLE: Certainly not. A 1 is a Spam, full stop.

Gameplay Example

Player running a Noble: 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 there...

Noble PC: Erg, 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 cracking logic and well enacted. It succeeds! His Authority is skewered. [Notes that defeating Brother Maynard requires 2 successful deeds, so one more is required.] Who's next?

And so on until one side is defeated...

**If the Nun PC has accumulated enough Demerits to trigger a roll on the HoLE's Dire Consequences table, rather strange things might would have begun happening. The Colonel might interrupt the scene to chastise the Nun PC for being too silly (that's 2 points of Looney). Or things suddenly and temporarily shift to a television studio for the taping of a call-in show about holy water fouts. What are they? What do they want? And who's really in charge of them? This type of mini-scene calls on all players to participate (with rewards and penalties at stake), after which things shift back to Maynard's church.*

III. TRAITS

(SERIOUS EXPRESSION / SILLY EXPRESSION)

ANIMAL HUSBANDRY

(ANIMAL HUSBANDRY / ANIMAL HUSBANDRY)

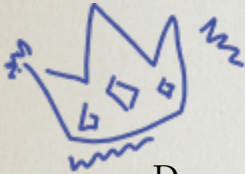


Subjugation of our furry, hooved, feathered, and flea-bitten inferiors is a hallmark of our species's greatness. Stewardship of faunae is a vital responsibility not to be taken lightly, and their domestication is not to be taken too literally, lest we find ourselves confronted with an ovine revolt. How 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, tropically derived transport options—Animal Husbandry will govern your ability to stay on the beastly thing.

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 in defence of this supposition. It is to be accepted *a priori*. You disagree? Shut up!



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? Out with it! No one likes a mutterer! Sit up straight now. Straighter! Good. Now don't make me tell you again.

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 bold can triumph over sexual frustration. For those that fail in either, the consequences can be dire indeed.



Oh, you're no fun anymore

Oh, we don't half-talk posh, do we?

DECORUM
(DECOROUS / FART IN YOUR GENERAL DIRECTION)

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 was more than a foppish dawdle; it was a crucial factor in determining one's success in life. It's manners, comportment, and anything-ANYTHING-but causing offence. And if nothing else, it's what separates us English from the French.

GLIBNESS
(GLIB / "IT'S...")

Guaranteed to break the ice at parties!

When talk is afoot, do the words flow from your lips like warm treacle, or does your afoot afind its way inna your amouth and wiggle its atoes? When there's a yarn to be spun, a tale to be told, a perceived insult to be artfully refashioned 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?

HEARTINESS
(HEARTY / HURTY)

Your ability to stave off infection, heal from your wounds, stomach cheese that's gone off, and generally prolong your life, should that be of interest.

Ping!

HUMILITY
(**HUMBLE** / **LUMBERJACK**)

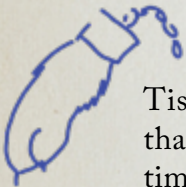
I'm ok.

Ah, the pride of the English: monumental humility. Are you free from the sin of overweening arrogance? Or are you one of those overbearing louts who makes everyone terribly uncomfortable by blathering on about how tremendous you are at being you? Humility is also your primary defence against those who wield irritation and provocation as weapons.



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.



LUCK
(**LUCKY** / **SHIT LUCK**)

Tis better to be lucky than good. Tis also better to have good luck than to have shit luck. Tis goody e'en to be luckier than shit. 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.)

MEDICINE
(**MEDICINAL** / **OYM GOING TO OPERATE**)

Hedge witches applying traditional poultices, apothecaries concocting healthful elixirs, physicians bringing to bear the latest in leech technology, and plague doctors itching to lance boils all have the gift of healing. Are you one of these folk? Don't forget to wash your hands. After the procedure of course. What would be the point in washing before, weirdo?





MUSICIANSHIP

(MUSICAL / BING TITTLE TITTLE BONG)

Hast thou a song in thy heart or feet that delight in all manor of the Terpsichorean muse? Best keep it to yourself, unless you have the gift of Musicianship! 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 fine eating.

NATURE

(NATURALISTIC / BEWILDERABEEST)

You are in touch with the natural world and touched by it. You can track wild beasts, identify fungi, read the clouds, and other hippie nonsense. At any rate, there's a lot of touching involved. You're also top shirt at recognising different types of trees from quite a long way away.



NIMBLENESS

(NIMBLE / MRS. TWO-LUMPS)

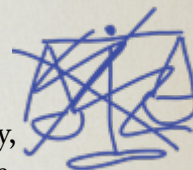
Are you a Dexterous Dexter or a Ham-Fisted Hamish? If you prefer fleet fingers and feet, Nimbleness is the Trait for you! Whether it's tripping the light fantastic to delight the terpsichorean muse or to avoiding tripping a fiendishly hidden boobytrap in a dungeon, Nimbleness can get you out of many a brined cucumber.



PROBITY

(PROBITOUS / PINING FOR THE FJORDS)

Your sense of justice and commitment to fair dealing. Honesty, integrity, uprightness, and candour...these are more than mere words. They are fancy, multi-syllable words that shape your interactions with your fellow man. Probity can get you far in life; just ask any successful businessperson!

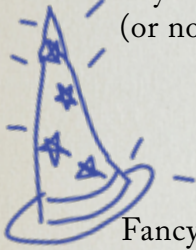




PURPOSE

(PURPOSEFUL / WELTSCHMERZ)

Your strength of character, force of will, sense of divine destiny, and your faith in God are what gives you Purpose. Do you have a sense for 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).



SORCERY

(SORCEROUS / HORSEFEATHERS!)

Fancy a fireball at your fingertips? Have a hankering for flying, turning invisible, or otherwise altering reality using long-lost arcane arts? Why, it's Sorcery for you, chum! Should an evil enchanter attempt to ensorcel you, bewitch you, or turn you into a newt, your knowledge of Sorcery might be the thing that wards off the effect, though other Traits can counter magical effects as well. Meddling in the Dark Arts is a risky business, though, especially for non-sorcerers. **Any Sorcery roll of a 1, 2, or 3 triggers a Dire Circumstances roll.**



STRATEGY

(STRATEGIC / MCKAMIKAZI HIGHLANDER)

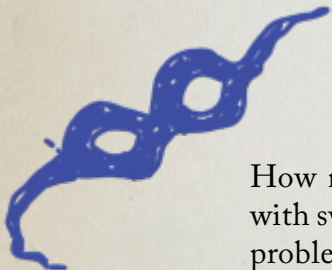
Faced with tricky circumstances (combat or otherwise), how mindful are you of things like approach vectors, terrain, context, and tactics? Are you heedless or headful, heady or headless? Do you play the long game or go for the quick victory? Chess or checkers, or tiddlywinks (which hasn't been invented yet and has far too naughty a name anyway)? Note that most ranged attacks are governed by Strategy, not Valour.

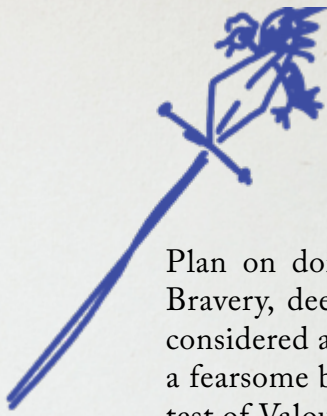


SUBTLETY

(SUBTLE / RON OBVIOUS)

How not to be seen, among other things. If you find flailing about with swords to be a bit gauche and fancy more discreet ways of solving problems—a tasteful stiletto in the back, for example—Subtlety is the Trait for you.





VALOUR

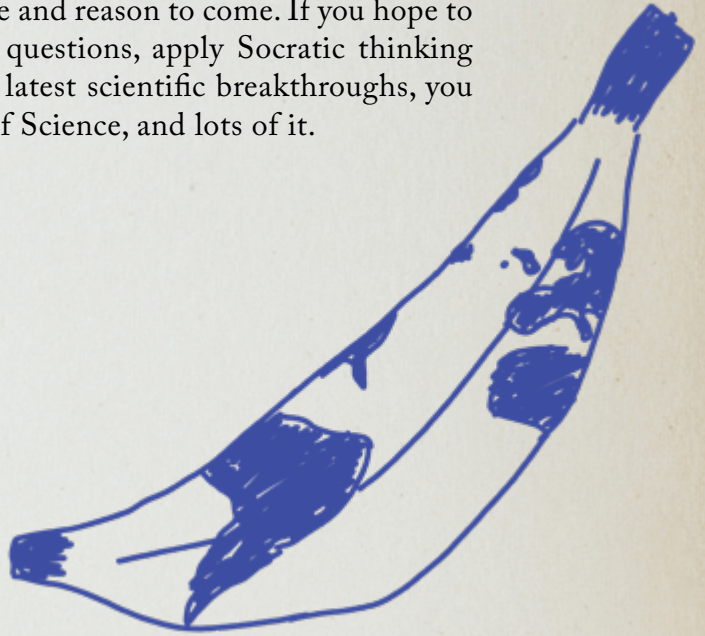
(VALOUROUS / RUN AWAY!)

Plan on doing deeds of derring-do? Valour is the Trait for you! 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.

WISDOM IN THE WAYS OF SCIENCE

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

Go in for book-learning and 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, and draw upon the latest scientific breakthroughs, you will need Wisdom in the Ways of Science, and lots of it.



❖ — A FINAL NOTE — ❖ TO PARTICIPANTS

Your PC's starting Trait rating or rating in a Trait at any given time need not have any bearing on the decisions you make in-Programme. If, mechanically, your Knight PC starts out as "Rather Valourous" (a d14 in the Valour Trait), they are not at all required to comport themselves in a rather valourous way when faced with a decision that does not involve dice rolling. They may still choose to execute a strategic retreat or simply run away if need be. A Minstrel who starts out as "A Bit Pining for the Fjords" (a d8 in the Probity Trait) may still choose to behave honourably in a given situation not requiring them to roll a Test of their Probity Trait. Indeed, history is littered with heroes who thought much less of their abilities than was warranted...and with scoundrels who presented a facade of competence not the least supported by their abilities. Fortunately, all of that nonsense is in the distant past.

In short, Traits are there to provide you with a mechanic for determining the success of certain, potentially fraught actions, **not to predetermine how you run your PC**. Do what you will and let the dice fall where they may...or leave the dice be where possible!

PARTICIPANTS STOP READING HERE

*Oi, I've been rapped
on the knuckles!*



II. Head of Light Entertainment

❖ TENETS OF THE PROGRAMME ❖

When designing sketches and campaigns, and especially whilst actually running the Programme, you will be faced with unexpected circumstances and the introduction of chaotic elements by the Participants. Your most important job as Programme Planner is to, first, keep a stiff upper lip, and second, Adopt, Adapt, Improve. (That was the official motto of the Round Table you know).

Here are a few core tenets of the Monty Python educational ethos to keep in mind. They might not solve every problem, but they'll serve as useful lodestars.

1. MAKE LIGHT OF SERIOUS THINGS AND TAKE SILLY THINGS VERY SERIOUSLY

In order to properly render up the unique atmospherical idiom of Monty Python, NPCs should often evince a tendency to, say, shrug off the threat of violent death but be extremely put out by having their garden shed referred to as a barn. Or ignore the raging plague whilst devoting a great deal of effort to the fashioning of very small trousers for bees because their bulbous backsides with the little pointy things are intolerably obscene.

2. INTERCOURSE THE DICE!

Don't let the Programme devolve into an endless string of 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 what to do, encourage them to pry their eyes away from their Character Sheets, actually visualise the scenario you've rendered up, and describe what they want to do in narrative terms. And if they come up with something excellent and interesting, where possible, don't punish them by then having them roll some bally polyhedroid to determine whether they succeed. If a Participant makes a beautifully smarmy, in-character appeal to a drunken gaoler, waive that Glibness die roll and tell them it works a treat. **You are encouraged to deploy the phrase "*Intercourse the dice!*" in these situations to further drive home the point.**

*Coitus the Dice!
Penetrate the
Polyhedrals!
are acceptable
alternatives.*

Of course, there will be times when, no matter what they come up with and how they describe it, the outcome is still so tenuous that a die roll will be necessary. Fine. But consider rewarding creative and descriptive efforts with a **Merit**, which allows them to roll the die twice and take the preferred result. Naturally, the inverse is true. Participants not doing a proper job of getting into the spirit of things should be issued **Demerits** and thoroughly browbeaten.

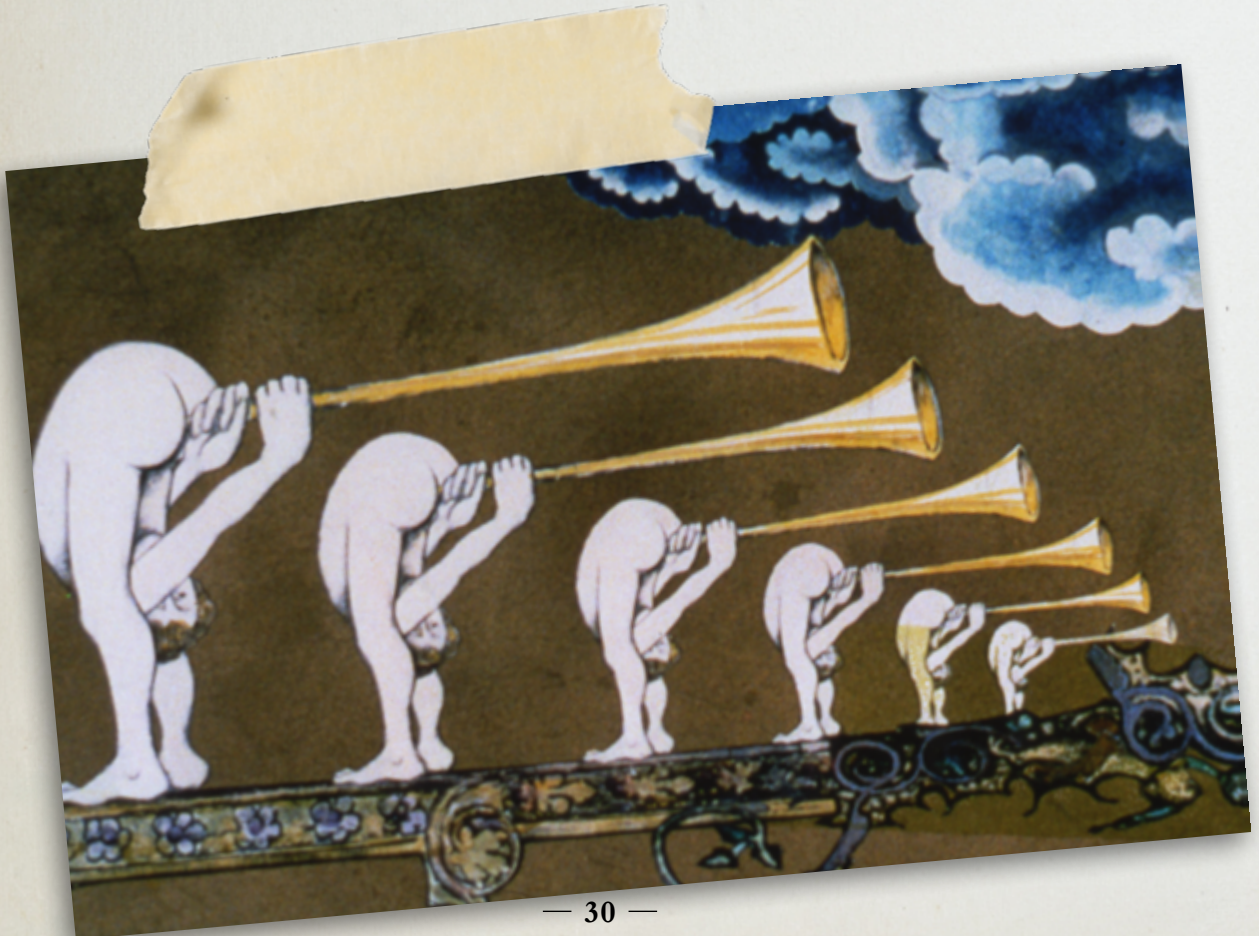
Finally, keep in mind that rolling dice in Cocurricular Reenactment Programmes is much more perilous and consequential than in their inferior, sillier counterparts, Role-Playing Games. Thanks to the Dire Consequences mechanic, every single die roll has the potential to end a PC's career, life, or worse, and alter the very fabric of the campaign. While that kind of chaos is part and parcel to the Programme, if you go all diceophile on your Participants, it might limit their learning outcomes and cause more chaos that you are prepared to deal with. If you are going to call forth the polyhedrals, be sure it is warranted.

3. THE RULE OF SCHOOL *Groau*

When acting the part of the referee, 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 who has been polymorphed 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 ruling. Give an apple to the front end, a pat to the back end, and carry on.

4. INTERPRETING TRAIT TESTS

This is crucial. In fact, let's do a whole subheader on it.



❖ INTERPRETING TRAIT TESTS ❖

When it comes to “combat” (which can refer to any kind of clash between the PCs and NPCs, monsters, environmental hazards, be it physical, ideological, verbal, etc.), this Programme is intentionally rules-lite to encourage creativity, communal storytelling, and iteration. What that means for you, stout Head of Light Entertainment, is that there’s no comprehensive index of rules for you to fall back on when faced with some unforeseen circumstance. This is where you earn your stripes and prove that you have a future in the exciting field of television programme planning.

The biggest factor in that—and your primary challenge as HoLE—will be deciding which Trait a PC is using when performing a deed, or which of the PCs’ Traits is being targeted by an NPC, monster, or other outside force. Here’s the short version:

1. Choose what Trait makes the most sense based on the PC’s stated intent.
2. Figure out what the target number should be...
 - If the PC is engaged with a monster or NPC, roll the die indicated in the monster/NPC entry in the bestiary or Dramatis Personae chapter. That’s the number the Participant has to tie or beat to have their deed come off.
 - If the PC is being acted on by some other force—like a mudslide, exposure to the Plague, or something else that doesn’t have a listing in this book—use this convenient guide, which also appears on the Head of Light Entertainment Screen, which was very thoughtful of us:

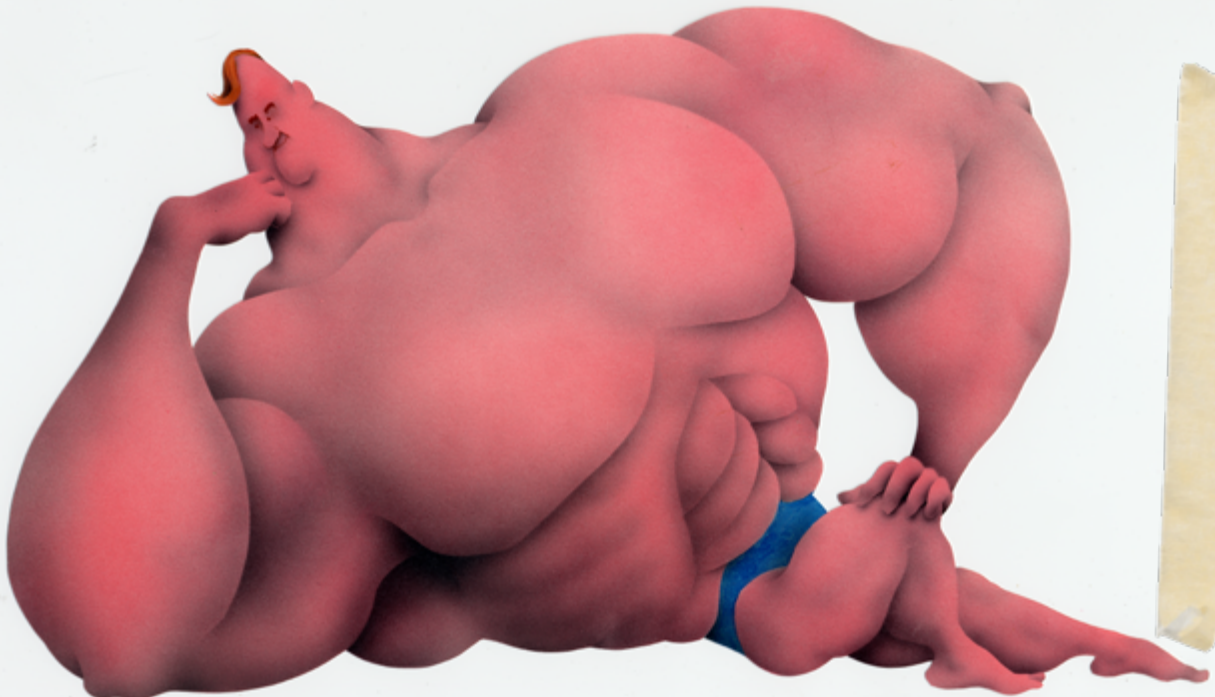
SETTING TARGET NUMBERS

| Target Range | Context |
|-----------------------------|---|
| 30+ Godlike | Might as well ascend to the heavens straight away if you pull this one off. Being greater than 20, accomplishing such a thing will incur a Demerit, in addition to whatever else it does. |
| 25-29 Legendary | Historians and bards will sing your praises forever more for accomplishing this truly herculean feat. Being greater than 20, accomplishing such a thing will incur a Demerit, in addition to whatever else it does. |
| 21-24 Superhuman | Pulling this off will require you to do what most consider impossible. It's the kind of feat that will be talked of throughout the country for a generation or two. Being greater than 20, accomplishing such a thing will incur a Demerit, in addition to whatever else it does. |
| 18-20 Heroic | Deeds that require the doer to realise the utmost potential of our species. The absolute greatest feats a human can be expected to accomplish without divine intervention or performance enhancing drugs. If the result is a 20, it comes with a Demerit, in addition to whatever else it does. |
| 15-17 Very Difficult | Much, much more challenging than your average hop from stone to stone. |
| 12-14 Difficult | Much more challenging than your average hop from stone to stone. |
| 9-11 Above Average | More challenging than your average hop from stone to stone. |
| 6-8 Average | Your average hop from stone to stone. |
| 3-5 Easy | Your average hop from stone to stone, but the stones are bigger and closer together. |
| 2 A Sitter | Not much use making PCs roll for things that are this undemanding. |

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've got a handle on it, feel free to move on and get to know the personae you'll be taking on for this session. If you feel like you need a bit more hand holding, don't be embarrassed. On second thought, do be embarrassed, but don't show it. It makes us all uncomfortable.

❖ ————— **HoLE PERSONAE** ————— ❖

Three options: **Lord Kinwoodie**, **Priscilla Mortar and Pestle**, and **Dino Vercotti**. To begin, you can choose one or flip a three-sided coin to determine randomly. Each HoLE has their own Dire Consequences Table, which a Participant must roll on if they accrue a number of Demerits that equals or exceeds the HoLE's Dire Consequences Trigger. Most dire consequences impact the Participants, but each table also contains Complaint Letter results. If a roll lands on one of these, it means that the abhorrent state of the Programme as a whole has outraged a television viewer at home, who has complained epistlarily. It's up to you whether you "read" this letter aloud or have one of the Participants do it, but either way, it is your job to keep track of how many such complaints have been received. Should you accrue a number of them equal to the HoLE's "Complaint Letters Before Sacking" number, then the HoLE is out on their ear and you'll have to choose a new persona to take on. **When such a changeover occurs, all players turn in whatever Merits and Demerits they've accrued.**





LORD KINWOODIE



WHO HE IS: 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 (EARNING MERITS):

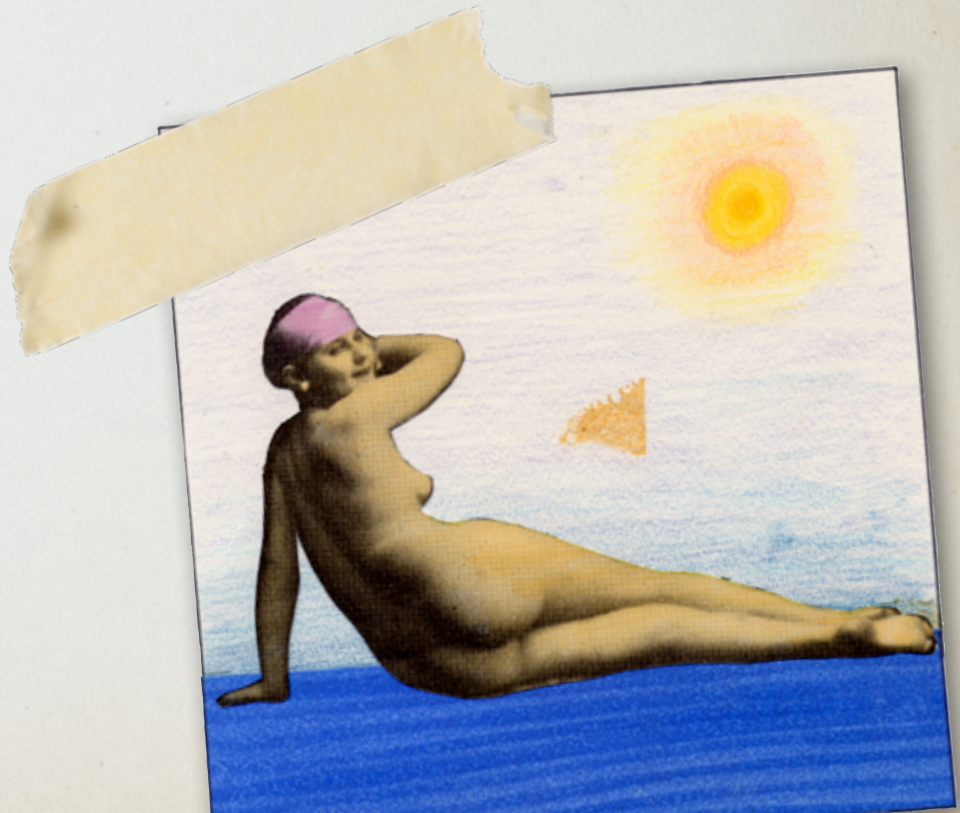
- Full frontal.
- Singing popular ribald tunes, such as the traditional ballad "Sit on My Face". This sort of thing can get one out of almost any trouble with old Woody, even if it's not specifically listed in the Mitigation column, which is presented below and erected vertically for your convenience.

FROWNS UPON (EARNING DEMERITS):

- Prudishness
- Going too long without some form of nudity.

DIRE CONSEQUENCE TRIGGER: 4 or more Demerits

COMPLAINT LETTERS BEFORE SACKING: 2



LORD KINWOODIE DIRE CONSEQUENCES TABLE

| d30 | Consequence | Effect | Mitigation |
|-----|---|--|---|
| 1 | The Foot | A colossal foot descends from above, squashing the offending PC (and anyone or anything within 50' of them) flat with an off putting noise. Anyone so squashed is No More. They are so thoroughly pulverised, it is as though they never were. | If the entire table sings a few bars of Sousa's famous march, squashed PCs can test their Luck. With a result of 15 or better (Strewthing as normal), they are flattened, but alive. They are now a two-dimensional person and permanently smell of foot. |
| 2 | Chased by half-naked people | A mob of half-naked people wearing helmets and knee pads chase the PC, attempting to tackle them and smother them with their naughty bits. The PC takes 2 bits of Death and resets Heartiness to d4. | If the PC chooses to run away, they can miss the sketch but suffer no other ill effects. |
| 3 | Superintendent Harold Gaskell of the Vice Squad | Dressed in period attire, the strident, brave undercover man arrests anyone with pornographic material or naughty sexual paraphernalia on their person. Such PCs (and NPCs) are removed from the sketch, but will return in the next one, chastened, one supposes. | Gaskell is constantly finding himself transported to different eras of English history, quite to his surprise. In each era, people mistake him for a famous person of that era. All this--in addition to the vexatious absence of his trusty sidekick Sergeant Maddox--means that he is fairly easily confused. |
| 4 | HoLE Suffers Fatal Heart Attack (One's pumper can only take so much titillation!) | Roll for a new HoLE! | 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. |
| 5 | The Colonel | The Colonel erupts onto the scene and berates everyone for improper behaviour. All PCs with more Traits on the Silly side (d10 or lower) than the Serious side suffer two bits of Looney, so intense is the shaming. | PCs who are Rather (d16) or higher in Humility are immune to the Looney penalty. |
| 6 | Nude Organist | A naked man appears, leeringly plays a chord on an organ, then disappears. Everyone who can see and hear it takes two bits of Looney. | PCs who are Rather (d16) Musical or better are immune to one bit of Looney. PCs who are Rather (d16) Chaste or better are immune to one bit of Looney. |
| 7 | Gravity Shift | The scene suffers a momentary gravitational reorientation of 180°--but it only affects clothing, all of which is pulled up and off. | _____ |

LORD KINWOODIE DIRE CONSEQUENCES TABLE

| d30 | Consequence | Effect | Mitigation |
|-----|--|---|---|
| 8 | Police Raid | An entire battalion of police constables flood the scene with shouts of "What's all this then!", then rips their uniforms open to reveal perky breasts. All PCs with Chastity move it one degree toward Silly. | _____ |
| 9 | Complaint Letter | Counts toward HoLE sacking. | _____ |
| 10 | House of Lords is in session. | None. You got away with it. | _____ |
| 11 | And now for something completely different | Sketch is ended and a new one immediately begins in a new location of the HoLE's choosing. | If, immediately following the HoLE's announcement of "And now for something completely different," one or more Participants utter the word "It's", the effect is negated. |
| 12 | Inspector Fox, Light Entertainment Police, Comedy Division, Special Flying Squad | On the prowl for violations of the Not in Front of the Children Act. The offending PC is slapped with a £10 fine. If the fine isn't paid straightaway, he'll slap the offending PC with a proper slap (a bit of Death). | _____ |
| 13 | The Show So Far | The offending PC must immediately give a summary of what's happened so far, followed by a light tap on the head by a giant hammer, which does a bit of Death. | Giving the summary whilst performing a striptease negates the bit of Death. (The PC performs it, not the Participant...unless that's the sort of thing that goes on at your table.) |
| 14 | Script Check | The offending PC has forgotten their lines or gone off-script. A couple of production assistants huddle around them, get them sorted, then exit. (Invariably, the forgotten bit involves trouser dropping.) Offending PC moves Authority one degree toward Silly. | _____ |
| 15 | Complaint Letter | Counts toward HoLE sacking. | _____ |

LORD KINWOODIE DIRE CONSEQUENCES TABLE

| d30 | Consequence | Effect | Mitigation |
|-----|--|---|--|
| 16 | A Salesperson | A moustachioed salesperson strolls into the scene trailing a microphone cable and makes a swell commercial pitch for a slew of new, must-have items, including the 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, the Boston Startler, Drip Dry Condoms, the Original "Dirty Old Mac. They're smooth, extremely persistent, terribly smarmy, and can ruin almost any social situation. | Buying or trading for something brings two production assistants out of the wings to supply the stuff and sends the spokesperson on their way. |
| 17 | Cut to a call-in show about a particular body part which is usually covered. | The HoLE is the host. The PC who triggered the Dire Consequence is the guest expert; the other PCs call in with questions, comments, harassment, etc. All PCs with Strategy move it one degree toward Silly. | Any call-in Participant who stays on-topic negates the effect on their PC. If the guest expert PC can field all incoming questions adroitly, they negate the effect on their PC as well. |
| 18 | Cut to a talk show featuring celebrities known for taking their clothes off. | All PCs with Humility move it one degree toward Silly. | Any Participant who can insult, degrade, or otherwise run down another actual celebrity known for taking their clothes off negates the effect on their PC. |
| 19 | Cut to a quiz show about famous euphemisms for human anatomy. | All PCs with Wisdom in the Ways of Science move it one degree toward Silly. | Any Participant who can correctly identify the body part based upon the (made up) euphemisms given by the host negates the effect on their PC. |
| 20 | Cut to a variety show about especially large wee-wees. | All PCs with Decorum move it one degree toward Silly. | Any Participant who can name a famous pornographic performer (or invent one with a suitable name) negates the effect on their PC. |
| 21 | Cut to an advertisement for Drip Dry Condoms. "For wash and wear, will go in the Laundromat. WARNING: They are a little thick. | All PCs with Probity move it one degree toward Silly. | Any Participant who can proffer up a useful endorsement for Drip Dry Condoms negates the effect on their PC. |

LORD KINWOODIE DIRE CONSEQUENCES TABLE

| d30 | Consequence | Effect | Mitigation |
|-----|--|--|---|
| 22 | Cut to a high-minded lecture show about parts of the body that bounce and or jiggle. | All PCs with Lorefulness move it one degree toward Silly. | Any Participant who can put forth a serious argument for why a certain body part is the bounciest and most jiggiest negates the effect on their PC. |
| 23 | (Naughty) Story Time | The rest of the sketch must be performed as a children's story that takes shockingly naughty turns. This doesn't affect any choices or actions, only the way in which such things are narrated and characterised. | Any Participant who makes an emotional appeal on behalf of the children (eg. "For God's sake, won't SOMEONE think of the children!") negates the effect. |
| 24 | Blackmail Call-in Show | Kinwoodie is the victim. He is ousted from his post straightaway. New HoLE Needed! | If Participants pony up something of monetary value, they satisfy the host and Kinwoodie carries on as HoLE. |
| 25 | 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 gentlemen are taking tea and commenting on the shoddy acting, misrepresentation of history, and overall appalling state of television. | The sketch cannot resume until the Participants have agreed entirely, sung the old school song, or some other bit of Upper Class nonsense to appease them. |
| 26 | Egregious, exploitative nudity | The offending PC becomes aroused. | PCs who are Neither Really (D12) or higher in Chastity are immune. Kinwoodie declares "Oh you're no fun anymore" and writes a Complaint Letter against himself. |
| 27 | Complaint Letter | Counts toward HoLE sacking. | _____ |
| 28 | Complaint Letter | Counts toward HoLE sacking. | _____ |
| 29 | Complaint Letter | Counts toward HoLE sacking. | _____ |
| 30 | There's a Do Not Disturb sign on his office door. | None | _____ |





PRISCILLA MORTAR AND PESTLE



WHO SHE IS: The daughter of music hall stars Inesta and Weasels Mortar and Pestle, she is an accomplished performer in her own right and favours physical humour. Punchlines are all well and good (actually, they're awfully boring), but nothing beats a well executed, perfectly timed pratfall.

GOES IN FOR (EARNING MERITS):

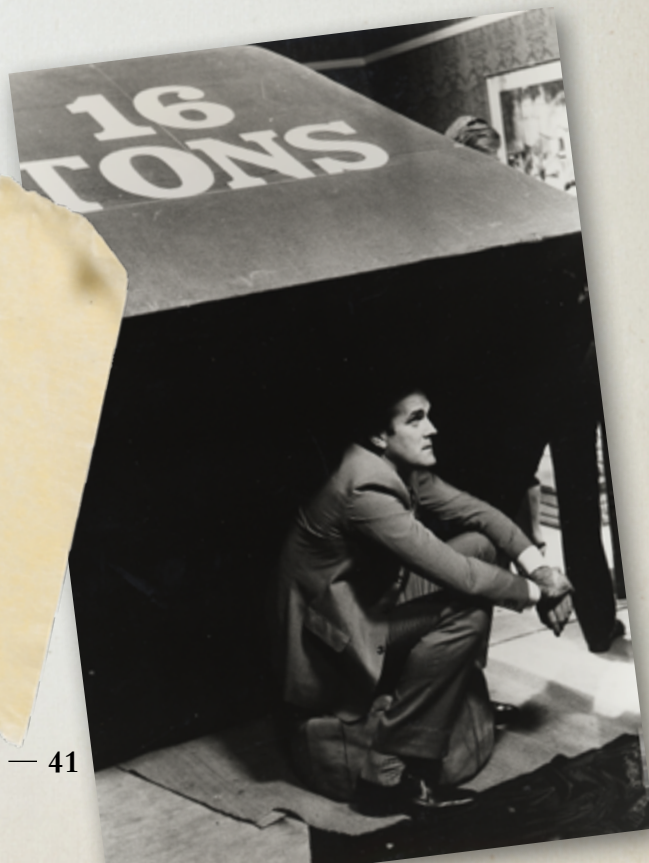
- Physical comedy
- Slapstick

FROWNS UPON (EARNING DEMERITS):

- Going too long without a bit of slapstick
- Sharp wordplay, puns, or otherwise being a clever Dick

DIRE CONSEQUENCE TRIGGER: 3 or more Demerits

COMPLAINT LETTERS BEFORE SACKING: 4



PRISCILLA MORTAR AND PESTLE DIRE CONSEQUENCES TABLE

| d30 | Consequence | Effect | Mitigation |
|-----|--|--|---|
| 1 | The Foot | A colossal foot descends from above, squashing the offending PC (and anyone or anything within 50' of them) flat with an off putting noise. Anyone so squashed is No More. They are so thoroughly pulverised, it is as though they never were. | If the entire table sings a few bars of Sousa's famous march, squashed PCs can test their Luck. With a result of 15 or better (Strewthing as normal), they are flattened, but alive. They are now a two-dimensional person and permanently smell of foot. |
| 2 | 16 Ton Weight | Drops onto the offending PC. Mashed into a pulp. | PCs who are Rather (d16) Lucky or better survive the ordeal, but their armour, helmet, conveyances, and other squashable equipment is ruined. |
| 3 | Giant Hammer | Descends from above onto your head. Not the whole hammer, silly. The head, the pean. Oh, this is getting rather naughty. Victim takes 2 bits of Death and 1 bit of Looney. | PCs who are Rather (d16) Lucky or better can choose instead to be simply hammered into the ground. They must move luck one degree toward Silly but otherwise escape unharmed, though very dirty. |
| 4 | And now for something completely different | Sketch is ended and a new one immediately begins in a new location of the HoLE's choosing. | If, immediately following the HoLE's announcement of "And now for something completely different," one or more Participants utter the word "It's", the effect is negated. |
| 5 | The Studio Audience Revolts! | Outraged physical comedians rush the sketch, seltzer bottles in-hand. The set is trashed. Everyone in the sketch takes a bit of Death. | PCs who are Rather d16) or higher in Nimbleness or Subtlety are immune to the bit of Death. |
| 6 | Tranq Dart | The BBC Health Department fires a tranquiliser dart at the offending PC. If hit, the PC is knocked out for 1d10 minutes (and falls hilariously). | PCs who are A Bit (d14) Nimble dodge it. |
| 7 | Knight with Chicken | A trapdoor opens in the ground / floor nearby and a knight in full plate and carrying a dead, plucked chicken is elevated into the scene. The knight strikes the offending party with the chicken, then leaves. Victim resets Authority to d4. | A Participant who produces a fish and strikes the knight first sends him on his disconsolate way—and the Participant's PC avoids the Authority penalty. |
| 8 | Studio Audience Is Revolted & Revolts | Loud boos, clown horn honks, and kazoos can be heard but the source cannot be identified. All party rolls are made at -1 thereafter. | Dies down as soon as someone falls on their face. |

PRISCILLA MORTAR AND PESTLE DIRE CONSEQUENCES TABLE

| d30 | Consequence | Effect | Mitigation |
|-----|--|--|--|
| 9 | Bately Women's Guild | 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 Looney. | PCs who are Rather (d16) Nimble or better avoid one bit of Death. |
| 10 | Gravity Shift | The scene suffers a momentary 1-100 degree change in gravitational orientation. | _____ |
| 11 | The Colonel | The Colonel erupts onto the scene and berates everyone for improper behaviour. All PCs with more Traits on the Silly side (d10 or lower) than the Serious side suffer two bits of Looney, so intense is the shaming. | PCs who are Rather (d16) or higher in Humility are immune to the Looney penalty. |
| 12 | Fall into dung vat | Offending PC resets Decorum to d4 and takes a bit of Death. | PCs who are Rather (d16) or higher in Heartiness are immune to the bit of Death. Now you merely have quite a lot of shit on you. |
| 13 | Ken Clean-Air System | A frighteningly stupid boxer beats the living daylights out of you. Take 2 bits of Death, 4 if you're a little school girl. | PCs who are Rather (d16) Hearty or better can ignore one bit of death. |
| 14 | Baby Snatchers | A dozen or more very large infants in nappies storm the scene and make off with the offending PC. The PC is out of play until the ransom is paid. | Paying the ransom (£5000 or any item likely to amuse a baby) immediately or at a later time allows the PC to return. |
| 15 | Complaint Letter | Counts toward HoLE sacking. | _____ |
| 16 | A Salesperson | A moustachioed salesperson strolls into the scene with an usherette's tray of new, must-have gags. The salesperson is smooth, extremely persistent, terribly smarmy, and can ruin almost any social situation. | Buying something for £5 sends the spokesperson on their way and leaves the PC with something guaranteed to break the ice at parties. |
| 17 | Cut to a quiz show about famous pratfalls. | All PCs with Animal Husbandry move it one degree toward Silly. | Any Participant who can describe a memorable date negates the effect on their PC. |

**PRISCILLA MORTAR AND PESTLE
DIRE CONSEQUENCES TABLE**

| d30 | Consequence | Effect | Mitigation |
|------------|---|---|--|
| 18 | Mr. Pither | A modern day twit 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 is 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 | A Thunderbolt | Strikes the nearest tree, which falls on the offending PC's Conveyance, which is destroyed. A woman in a lumberjack outfit strides into the scene, says, "Well, that's a fine job, now isn't it? Thanks, Mother Nature!", then stalks off. | Parking one's Conveyance indoors, naturally. |
| 20 | Cut to the Upper Class Twit Olympics (Sporting Event) | All PCs with Valour move it one degree toward Silly. | Any Participant who can keep the action moving with commentary on the sporting event negates the effect on their PC. |
| 21 | Charwoman | Swings in on a vine to sweep away the last remnants of chauvinism. The PC who has evinced the greatest amount of chauvinism takes a bit of Death from rough sweeping. | _____ |
| 22 | 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 moves Authority one degree toward Silly. The trout wielder follows, and the slappee suffers a bit of Death. | _____ |

**PRISCILLA MORTAR AND PESTLE
DIRE CONSEQUENCES TABLE**

| d30 | Consequence | Effect | Mitigation |
|------------|---|--|--|
| 23 | Hell's Grannies | A gang of saucy old women saunters into the scene and shoves, taunts, and abuses the offending PC (and any who interfere). Victims move Authority, Purpose, and Valour one degree toward Silly. | PCs who are Rather (D16) Humble or better, they take the abuse in stride and suffer no ill effects. |
| 24 | Silly Walk | The offending PC now has a remarkably silly walk. No other effects, though it can certainly foul up social situations. (Note PCs employing coconuts for travel are not affected whilst mounted.) | _____ |
| 25 | Nude Organist | A naked man appears, leeringly plays a chord on an organ, then disappears. Everyone who can see and hear it takes two bits of Looney. | PCs who are Rather (d16) Musical or better are immune to one bit of Looney. PCs who are Rather (d16) Chaste or better are immune to one bit of Looney. |
| 26 | Piratification | The offending PC begins gradually transforming into a 17th Century pirate. It begins with a parrot appearing on the shoulder. Some time later, an eye patch. Later still, a wooden peg leg, hook hand, and so on until the PC has undergone a complete physical transformation, including dialect. This doesn't affect the PC mechanically...probably. | _____ |
| 27 | Complaint Letter | Counts toward HoLE sacking. | _____ |
| 28 | Complaint Letter | Counts toward HoLE sacking. | _____ |
| 29 | Complaint Letter | Counts toward HoLE sacking. | _____ |
| 30 | Recovering in hospital after a terrible misunderstanding between her stunt coordinator and an iguana. | None | _____ |





DINO VERCOTTI



WHO HE IS: 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 (EARNING MERITS):

- Extortion. Grift. Vague threats.
- A half-decent Sicilian accent.
- References to gangster movies.

FROWNS UPON (EARNING DEMERITS):

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

DIRE CONSEQUENCE TRIGGER: 3 or more Demerits

COMPLAINT LETTERS BEFORE SACKING: 4



DINO VERCOTTI DIRE CONSEQUENCES TABLE

| d30 | Consequence | Effect | Mitigation |
|-----|--|---|--|
| 1 | The Foot | A colossal foot descends from above, squashing the offending PC (and anyone or anything within 50' of them) flat with an off putting noise. Anyone so squashed is No More. They are so thoroughly pulverised, it is as though they never were. | If the entire table sings a few bars of Sousa's famous march, squashed PCs can test their Luck. With a result of 15 or better (Strewthing as normal), they are flattened, but alive. They are now a two-dimensional person and permanently smell of foot. |
| 2 | Cut to a variety show featuring organised crime figures: "Tutte le Cose Nostre: Organised Crime Speaks!" | Any PC who speaks is shot dead. No More. | Any Participant what keeps their big yapper shut negates the effect on their PC and earns a reward from Dino—a rack of mink coats, several cartons of cigarettes, or other things that fell off the back of a lorry. |
| 3 | 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. | If they don't get a good distance away and are caught in the blast, PCs (and NPCs, monsters, etc.) will need a 13 or higher on a Heartiness check to survive, though they glow in the dark afterwards. |
| 4 | Dino and his brother Luigi show up in person to shake you down. | They offer the party protection against "accidents" in exchange for all the PCs' money, jewellery, Mercantile Accoutrement, and Conveyances. It's not a question. | PCs who are Quite (d6) on the wrong (Silly) end of Probitous earn the brothers' respect and can keep their stuff. PCs without the Probity Trait make an immediate d4 roll. Only a roll of 1, which doesn't count as a Spam, convinces them that the PC is on the level. 2, 3, or 4 means you're stuffed and now without stuff. |
| 5 | A Delivery from Cervotti Bros. Sicilian (but the Good Sort) Pizza Arrives | Somabody ordered a pizza and she's-a gotta be a-paid for. It's terribly embarrassing. All PCs reset Decorum to d4. | If the PCs pay up £6.99 for the pizza and another £70 for the tip, they can avoid the Decorum penalty. |
| 6 | An Italian Chef | Bustles into the sketch to explain how crucial it is to peel the tomatoes and remove the seeds for bolognese sauce. He demonstrates with a large knife on the offending PC, who takes 3 bits of Death. | PCs who are A Bit (d14) Hearty or better ignore one bit of Death. PCs who are Quite (d18) Hearty or Better ignore 2 bits of Death. Either way, there's a lot of blood around. |

DINO VERCOTTI DIRE CONSEQUENCES TABLE

| d30 | Consequence | Effect | Mitigation |
|-----|--------------------------------|---|---|
| 7 | Knight with Chicken Cacciatore | A trapdoor opens in the ground / floor nearby and a knight in full plate and carrying a dead, plucked chicken is elevated into the scene. The knight strikes the offending party with the chicken, then leaves. Victim resets Authority to d4 and is covered in a delicious red sauce. | A Participant who produces a fish and strikes the knight first sends him on his disconsolate way—and the Participant's PC avoids the Authority penalty. If the fish is an anchovy, the Knight will pledge their eternal fealty to the PC. |
| 8 | Luigi's Been Nicked | Dino's down bailing him out. You got away with it. | _____ |
| 9 | The Studio Audience Revolts! | Outraged gangsters rush the sketch, espresso and pitchforks in-hand. The set is trashed. Everyone in the sketch takes a bit of Death. | PCs who are A Bit (d14) Glib or Subtle or better avoid the bit of Death. |
| 10 | The Bishop! | A Priest, Monk, Nun or other holy person in the sketch dies in spectacular fashion (exploding baby at the baptistry, etc.), just before the action star The Bishop! bursts onto the scene with this cadre of collared enforcers. The Bishop! mutters, "We was too late to save the ____," before exiting. | If there are no such holy persons present, the Bishop! stops mid-sentence realising he's at the wrong place at the right time and some holy person somewhere is dying a spectacular death. Therefore, no effect. |
| 11 | The Colonel | The Colonel erupts onto the scene, berates everyone for improper behaviour, and is immediately shot dead by someone off screen. | _____ |
| 12 | Studio Audience Is Revolted | Loud boos, obnoxious whistling, and Italian curse words are heard, but the source cannot be identified. All party rolls are made at -1 thereafter. | Negated immediately or at a later time by singing a bit of "That's Amore" or the like. |

DINO VERCOTTI DIRE CONSEQUENCES TABLE

| d30 | Consequence | Effect | Mitigation |
|-----|--------------------------------------|---|---|
| 13 | Called into another sketch | A studio executive arrives on scene to inform the offending PC that they're needed to perform some menial task in another sketch (ie. drive the getaway car). If they go along with it, they miss the rest of the current sketch but suffer no ill effects. If they refuse, Dino is quite put out. Roll twice on the Dire Consequences Table and suffer both effects. | _____ |
| 14 | Hell's Grannies | A gang of saucy old women saunters into the scene and shoves, taunts, and abuses the offending PC (and any who interfere). Victims move Authority, Purpose, and Valour one degree toward Silly. | PCs who are Rather (d16) Humble or better take the abuse in stride and suffer no ill effects. |
| 15 | Police Raid | An entire battalion of police constables flood the scene with shouts of "What's all this then!" The entire party is charged with disorderly conduct, lewdness, or whatever is most apt, then arrested 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. | If the PCs are able to scrape together coin for the fine, they can pay up and avoid arrest. First offence is £50 (cash only) and increases by £50 for every subsequent offence. Resets to £50 next session. If the PCs cooperate and give up Dino Vercotti, he is arrested instead. A new HoLE is needed! |
| 16 | BBC is (mysteriously) short on funds | If the offending PC wants to speak in this sketch, they must pay 28 guineas per sentence. Performing physical activities (stunts) cost 20 guineas. | Effect ends when the sketch ends. |

DINO VERCOTTI DIRE CONSEQUENCES TABLE

| d30 | Consequence | Effect | Mitigation |
|-----|--|---|--|
| 17 | Baby Snatchers | A dozen or more very large infants in nappies storm the scene and make off with the offending PC. The PC is out of play until the ransom is paid. | Paying the ransom (£5000 or any item likely to amuse a baby) immediately or at a later time allows the PC to return. Any PC can pay the ransom. |
| 18 | Complaint Letter | Counts toward HoLE sacking. | _____ |
| 19 | Gangsterification | The offending PC begins gradually transforming into a 1970s East End Sicilian gangster. It begins with a pair of Italian leather shoes appearing on their feet. Some time later, a pinstripe suit. Later still, a facial scar or two. And so on until the PC has undergone a complete physical transformation, including dialect. This doesn't affect the PC mechanically... probably. | _____ |
| 20 | Fish Slapping Dance | Two anchovies and one large tuna 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 anchovy wielder goes first, and the slappee moves Authority one degree toward Silly. The tuna wielder follows, and the slappee suffers a bit of Death. | _____ |
| 21 | Cut to a hard-hitting news talk show about the notorious gangsters Doug and Dinsdale Piranha | All PCs with Purpose move it one degree toward Silly. | Any Participant who can reference a recent crime committed by gangsters and why it was really much worse than anything the Piranhas may or may not have done negates the effect on their PC. |

DINO VERCOTTI DIRE CONSEQUENCES TABLE

| d30 | Consequence | Effect | Mitigation |
|-----|---------------------------------|---|---|
| 22 | The Francis of Assisi Game | The offending PC, pretending to be Francis of Assisi, deals 6 cards to each Participant. They all then see who can remain motionless longest. The first Participant to move then becomes Francis of Assisi. | Continues until one of the Participants receives the stigmata or until someone realises this is all a bit absurd. |
| 23 | Blackmail Call-in Show | The offending PC is the victim. The other Participants call in with salacious details of the offending PC's private life. The offending PC moves Decorum one degree toward silly and suffers a bit of Looney for each call. | The effect continues until the offending PC caves and offers up £d30. The host is satisfied and no more damage is taken. |
| 24 | The Pope just tuned in! | Everyone (HoLE and Participants alike) must get down on their knees immediately and continue kneeling for the next 1d60 minutes. Those who are unable must hold a respectful grovelling posture. | If the table joins in a round of a Catholic hymn (extant or invented) or a popular Catholic tune (such as "Every Sperm Is Sacred), they may take their seats. |
| 25 | 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 sketch cannot resume until each Participant has proffered up an alternate suggestion for how to go about the thing without getting caught. |
| 26 | Intermission with Sinatra Music | None. Have-a soma gabagool! | _____ |
| 27 | Complaint Letter | Counts toward HoLE sacking. | _____ |
| 28 | Complaint Letter | Counts toward HoLE sacking. | _____ |
| 29 | Complaint Letter | Counts toward HoLE sacking. | _____ |
| 30 | Dino's on the lam. | None | _____ |





III. The Quest:

The Brachet & the Black Heart

SUMMARY

The PCs are in the village of Lower Entrails on market day. They are invited to an afternoon banquet at the local lord's manse. During the banquet, a white hunting dog barrels in, pursued by a giant flying mouse. The hound makes off with the lord's daughter, and the PCs are tasked with recovering her. Investigation leads to a cave, wherein resides the Dragon of Angnor, to whom the damsel has been delivered by her loyal hound to keep her safe from a wicked conjuror in search of a new assistant. In exchange for promising to keep safe (and to not eat) the damsel, the dragon requires that the hound bring it some tasty adventurers.

DRAMATIS PERSONAE

- Lord Arthur Name, local lord in search of a husband for his daughter
- The Amazing Kargol, wicked conjuror/psychiatrist in search of a new assistant
- Lady Lucky, damsel who loves her dog
- Specials, Lady Lucky's beloved brachet (humongous female hunting dog)
- The Dragon of Angnor, a wyrm

— MARKET DAY —



WHAT'S ALL THIS THEN



A bustling market square surrounded by shoppes. Clustered about the market cross are a number of kiosks and merchant carts. There are two close harmony singing groups, a man playing an instrument involving mice and mallets, a livestock auction, and a witch trial is underway. If PCs are up for some shopping, roll on or choose from the table below. The PCs don't start out with any money, unless you are a kind and generous HoLE, so it'll be down to bartering or persuasion probably, which will call upon PCs' Glibness, Argumentation, Authority, Purpose, perhaps Musicianship, or other Traits, depending on how the players wish to go about convincing vendors to part with their wares. *

Market goers and shoppekeeps can be fonts of useful information about the region, rumours, the dragon that lives in a cave in the forest, a recent and passing strange visitor to the village...or they can be run-of-the-mill benighted rubes.

Around noontide, a servant of Lord Arthur Name, the local muckety muck, approaches the Knight PC with an invitation to a banquet in honour of his niece's betrothal. The Knight's companions are welcome to come along.

**Should you opt for the former, here are a few bits and bobs that might be gleaned by competent interlocutors.*

RUMORS

- Lord Arthur is a cheeky, naughty sort, though one can get almost anything they want out of him if they are sporting and enjoy sexual innuendo. **(True)**
- Lady Lucky is a fetching lass who spends all of her time with her beloved hound Specials. Doesn't seem to have any interest in anything else, in fact. **(True)**
- There's a pack of demons living in the forest nearby. They speak in strange tongues and make off with lone travellers. **(Partially true. It's actually an escouade of French knights who dress up as scary things and capture any English types they can get their hands on.)**
- There's a toad that lives in Knapper's barn and if you tickle it just so, it will shower riches upon you. **(Entirely false. Well, there's a toad there, but it's just a toad.)**
- A strange man travelled through recently asking after available women of good breeding and wealth. He seemed to believe that banning things such as murder and cannibalism were oppressive and unnatural. He was most put off by the local style of crepe dresses...to the point of physical pain. **(True. This was The Amazing Kargol on a scouting mission for a new assistant.)**
- The day before the arrival of the stranger, a magical purple orb was seen floating in the sky. **(Partially true. It was Kargol's hot-air balloon arriving from distant lands, not a "magical orb".)**

RUMORS CONT...

- A strange man travelled through recently and acquired a number of strange reagents and ingredients from the Dinky Tinky Shoppe. If PCs inquire therein, they'll learn that the stranger paid well in silver, but all of it crumbled to a strange grey dust the next day. (True. This was The Amazing Kargol acquiring ingredients for a Potion of Immediate and Lasting Assistantship he intends to use on Lady Lucky. Close inspection of the dust reveals it to be crumbled, rotten mouse fur.)
- Specials, Lady Lucky's hound, followed the stranger closely the entire time he was in the village. Soon after, Specials was seen charging off into the Forest Sauvage. (True. Specials sensed The Amazing Kargol's ill intent toward Lady Lucky and dashed off to make a deal with the Dragon of Angnor for her safekeeping.)
- Mrs. Sprucewiggles, the accused witch, is a mad herbalist who lives in the Forest Sauvage. If she can be rescued before she is tossed in the river by the citizenry, she can be a valuable source of information. She has supplied Lady Lucky with a recipe for a potion of polymorph and can provide PCs with some (one each) poultices that can heal a bit of Death and a philter (4 drams) that cures the Black Plague. She also knows the location of the dragon's cave and Kargol's hideout. By following her directions, PCs can avoid the encounter with the French Knights (or, if the PCs want to investigate rumours of demons in the forest, allow the PCs to get the drop on the French). She knows that the "demons" in the woods are actually just French Knights and that the cart they can be found picking over is full of Black Plague-infested bodies (she put it there as a trap for them).

SHOPPES

| d12 | Shoppe Name | Sells | Proprietor | The Issue with the Stock | And a Bit of |
|-----|----------------------|---------------------------------------|---|---|--|
| 1 | Geezer's Cheeses | Cheese | Mr. Smoke Too Much has a strange way of speaking with as many rhymes with cheese as is humanly possible. (Except Cleese; that's off limits.) | It's all fish-flavoured or -themed. Their motto is loudly repeated by a large myna bird from a cage in the middle of the shoppe: "Jesus, Geezer's got good cheeses!" or "Even my fleas love Geezer's cheeses!". | A PC who eats any of this cheese automatically Spams their next roll. So, not great for eating. It can however be used to mend things, glue bits together, grease a noisy hinge or conveyance wheel, cause pursuers to slip down or get stuck, or knit together a wound (heal 1 Bit of Death). |
| 2 | Mr. Hee's & Haw's | Horses, mules, donkeys, camels, carts | Certain that the customer is condescending, Mr. Hee is aggressive and Haw (never referred to as Mr.) is sarcastic. | The stock is likewise aggressive and prone to exhibit behaviour easily interpreted as mockery. Vehicles all have almost imperceptibly oval wheels meaning all journeys lead inevitably to the land of Nausea. | Any verbal point scored by Mr. Hee or Haw causes the entire menagerie to whinny, bray, honk, and spit in chorus. The PCs are covered in the issuance. |
| 3 | Palindrome Emporium | Fine domesticated animals | Wart is constantly trying puns and other wordplay. | They only have an ant. | Greek musicians leading a dance. |
| 4 | Optics & Auptics | Spectacles and earhorns | Both men are named Ronnie. | Spectacles see through clothing. Earhorns can detect naughty thoughts. | For payment they only accept exotic plants, but they love a good haggle. |
| 5 | Abuse & Fawning Ltd. | Arguments & Compliments | With profuse apologies Frau Gemma explains that her staff is busy, please wait in the foyer. She'll continue apologising and will promise anything to get you to stay just a moment longer. | There are no compliments (fresh out, liebbling) but if you try to leave, you'll get plenty of verbal abuse for free. | There's a book of insults that grants a +2 to Glibness rolls, but it's in a German language of some sort. |
| 6 | Top Hole | Hats & Wigs | Fulff leaves the last word off his sentences... hoping you'll supply a snappy finish. | All wares are infested with vermin and fleas. But they're free! | 1 in 10 chance you contract the Black Plague (p. 67) if you wear any of it. |

Market Day

| d12 | Shoppe Name | Sells | Proprietor | The Issue with the Stock | And a Bit of |
|-----|---|---|--|---|--|
| 7 | Brondar's Bedding & Bathe | Mattresses (straw), pillows (penguin feathers), bathrobes (tin), and towels (lettuce) | Audrey smells a bit but has a heart of gold. Her frightening cackles erupt anytime the least allusion is made to beds, bedding, or bedding someone. Brondar is in the dungeon under the shoppe if you need further assistance. | Stock is of excellent quality. Free birdbath with any purchase, even just for a visit. In fact if you try to leave without a wondrous (and wondrously heavy) stone birdbath, Brondar will take you to the dungeon until you've had a change of heart. | Brondar has had an epiphany that birds are sacred messengers from heaven and he has taken up a new type of sedentary quest to provide birdbaths in every corner of the land. Birds visit the shoppe in an unsettling number to tell him how many more they need and where, also gossip of all sorts finds its way into Brondar's tiny ears. If PCs are interested in rumours (p. 57), he's a font. |
| 8 | Maurice's Hot Croiss't Buns | Bakery | Maurice, Jean-le-Petit, and Thibault are obviously French but deny it vehemently. Probably a secret headquarters for subversive French activities. | If you ask for a croissant and a "pan-o-raiSON" you'll be escorted into a back room, given a sheaf of secret papers all written in tiny French script along with an hour of instructions in French. Bonne chance, camarade, mon ami! | For every customer in the bakery, a boy and girl come from the back room and play accordions very loudly and not too well. The more customers there are the younger the children, the poorer the playing. |
| 9 | The Dinky Tinky Shoppe | Herbs and devices and Chastitty Chassis | Rumple Tweezer is an eccentric old codger with a vocabulary capable of putting a wild Bengal Tiger to sleep. "Do you, as I so do, delight in every manifestation of the Terpsichoraeon muse?" | Chastitty Chassis are particularly effective cousins of chastity belts that cover the entire torso from the knees up and include a large bosom. Can only be removed by Sorcery (4 or better) or a tiny key that Rumple Tweezer will hang on to for you. | There's a bonsai tree on a sill. If you touch it, you'll be transported to the foot of the magic oak tree by the wobbly dumdummy bush in the shade of the magic glade down in Dingly Dell. |
| 10 | Rezolt Czar Inn | Spam | Ann Elk, a smashing 6'6" blonde with a dazzling smile, runs this cosy inn where, in addition to thriving as a jolly drinking establishment, sells Spam. To drink, all she has is Red Barrel beer. | Spam. When one eats it they grow two blonde pigtailed and two huge steer horns out of one's head. You can only wield an axe when you use Valour, and your Valour is reset to d16. The effect lasts until you stop drinking beer. | Teeming with vikings. Antidiarrheals can be had for the asking. |
| 11 | Bunn, Whackett, Stubble, Buzzard & Boot | Firm of Barristers | Their right honorables Brian Bunn, Brian Whackett, Brian Stubble, Brian Buzzard and Boot (no discernable first name and lacking a bit on the honourable) | They're drunken goons, apparently won a fat case and are celebrating. They couldn't give a baboon's tooth about your legal troubles. Boot is the most civil, if only because he intends to rob you. | There's a huge bear serving as a security guard. It's actually two dwarves in pantomime. |
| 12 | Tobacconist "We speak Hungarian" | Tobacco | Arthur Briggs, a secretive fellow with a terrible secret. His Hungarian isn't quite up to snuff, either. | It makes your teeth rot and fall out. Right away. (Troubadour PC) | He's fed up with golf. You can have his confounded clubs for the asking. The woods and irons can be used as, well, clubs. Each provides a +2 to Valour, but they break after one use. The putter is cursed. |

❖ — THE BANQUET — ❖



THE HEAD TABLE (KNIGHT PC)



To everyone's surprise, the Knight PC is led to the head table and seated to the right of Lord Arthur, with Lady Lucky on his left. Ere long, it becomes apparent that the banquet is in honour of Lady Lucky's betrothal to the Knight PC...or so Lord Arthur hopes.

Arthur barrages the Knight PC with innuendo-filled questions (accompanied by nudge-nudges, wink-winks, and say-no-mores). The onslaught will need dealing with, as per combat rules. Arthur initiates it, so the Knight PC will have to defend themselves from this "attack" of Glibness, which Lord Arthur makes by rolling a d12 twice and taking the higher result. Depending on how Lord Arthur phrases things, it might attack the PC's Chastity, which they'd use to profess innocence, Decorum, which they'd used to demure, or Glibness to deflect and string him along. Encourage the player with the Knight PC to describe their actions then decide what Trait suits for the defence—or if they describe things particularly well, Intercourse the Dice: It works! On a failure, the PC divulges a secret or piece of highly personal information and takes 2 bits of Looney.

When it's the Knight PC's turn, they may launch an "attack" of their own, using whatever stratagem or Trait they like. Lord Arthur rolls a 12-sided die for all of his Traits, but he:

- Rolls twice and takes the higher result for Glibness and Chastity.
- Rolls twice and takes the lower result for Probity and Subtlety.
- Is immune to Lorefulness and Luck.
- And so it goes until one side is defeated. It takes one successful deed ("attack") to surmount this challenge.

Afterward, the following can be gleaned by the observant or conversant PC:

- Lady Lucky has absolutely no interest in marrying the Knight PC or any other person for that matter.
- Skilled questioning or a 12 or better in Decorum, Glibness, or Subtlety pries loose that what Lady Lucky really wants is to marry another and has a plan for doing so...but she'll divulge no more.



THE KITCHENS (PEASANT AND ENCHANTER PCs)



The Lower Class PCs (Peasant and Enchanter) are quickly hustled off to the kitchens where they find they are not guests and are expected to scull the pots.

The senechal is a portly and terribly abusive old knight, Sir Quay. The PCs will have to endure his browbeating with a 5 or better in Humility or else find themselves unable to resist talking back, which will earn them a rap on the head with a rolling pin (1 bit of Death). If they pass/survive, they can launch a deed (“attack”) of their own. They might weaponise their own Humility to shame Sir Quay into better behaviour, scold him (using Authority against his Authority, say), poison him using (Nimbleness or Subtlety versus his Heartiness), challenge him to a rolling pin duel (Valour v Valour) or whatever else they come up with.

Sir Quay rolls a 10-sided die for all of his Traits, but he:

- Rolls twice and takes the higher result for Authority and Heartiness.
- Rolls twice and takes the lower result for Decorum and Nimbleness.
- Is immune to Argumentation and Probity.

And so it goes until one side is defeated. It takes two successful deeds (“attacks”) to surmount this challenge.

Afterward, the following can be gleaned by observant or conversant PCs:

- Someone has been stealing into the kitchen and making off with certain herbs.
- A PC that wishes to figure out what the herbs might be used for—and who can achieve a 9 or better in Nature or Wisdom in the Ways of Science—can deduce that such ingredients can be used for a potion of polymorph.
- Skilled questioning or a 12 or better in Decorum, Glibness, or Subtlety pries loose from the kitchen staff that what Lady Lucky is in love with her dog Specials. Like in love.



THE PERFORMANCE (TROUBADOUR PC)



The Troubadour is shuffled to the middle of the hall and is expected to provide entertainment. A Musicianship roll (or an intercoursingly good description or performance that obviates the die roll) is in order.

- **1: Pelted with flatware.** A 10 in Nimbleness is needed to avoid 2 bits of Death...and then there's the Spamming of course.
- **2-4: Pelted with cabbages.** An 8 in Humility is needed to avoid 1 bit of Looney.
- **5-7: Meh. Yawn.** No one pays much attention. No effect.
- **8-10: A smattering of applause.** 1 point of Looney healing.
- **11-13: A nice round of applause.** 1 point of Looney healing. A handful of silver pieces.
- **14-16: A standing ovation.** 2 points of Looney healing. Several handfuls of silver pieces and a few bits of gold.
- **17-19: A command performance.** The crowd goes wild. 2 points of Looney healing. 100 silver pieces, several handfuls of gold, a gemstone or two.
- **20-22: Astounding performance.** Even the hounds are silent. Escorted to the head table and offered a permanent position at Lord Arthur's court. Everyone who hears it gains 2 points of Looney healing. Lots of money. Oh and there's the Demerit for having gone a bit overboard of course.
- **23-25: Angelic.** As above, plus everyone is so moved they re-examine their life's purpose and shift their moral compass 30° toward compassion and love of the arts. Instead of being offered a position at Arthur's court, he offers you the hand of Lady Lucky. The Knight PC is summarily ejected from their chair.
- **26+: Legendary performance.** As above, plus everyone swoons and weeps. Holy persons abandon their false idols and proclaim fealty to your muse. The next time you use your SSA, you can roll twice and take the preferred result. If your SSA is not available due to a previous failure, it becomes available again.



THE MOUSE & THE HOUND



Just as the third course is being served (a delightful squirrel compote on conger cakes), Lady Lucky's beloved (and giant) hound Specials bursts into the hall, pursued by a hideous and entirely too-large flying mouse with a vile vial of purple liquid in its paws. The hound grabs Lady Lucky about the waist and bounds into the fading daylight, the rodential abomination nipping at its tail.

Most of the banquet guests stare in shock and horror; some attempt to stop the abduction but mostly add to the chaos by falling over tables, knocking over servants, and the like. If PCs wish to intervene, they'll have to be quick, as the whole thing happens in an instant. If the players hesitate, the moment is lost. If they attempt to tackle or otherwise stop Specials the hound or free Lady Lucky from her grip, they'll need a 17 or better on their Valour, Nimbleness, Authority, Animal Handling (or whatever else) roll.* If they have a go at the mouse monster, see the Amazing Kargol entry on p. 75. They'll have one just shot at it, as Kargol is only interested in pursuing the hound and claiming Lady Lucky for himself, so he won't wheel around and engage in combat. The purple liquid is a Potion of Immediate and Lasting Assistantship, which turns the drinker into a stage magician's assistant enthusiastically devoted to whomever they first lay eyes on after imbibing.

If the PCs' own sense of chivalry fails to propel them on the quest to recover Lady Lucky, Lord Arthur will offer whatever they ask for the return of his dear, sweet daughter.

**And if the PCs do successfully foil Lady Alice's abduction, you, stout HoLE will need to come up with some other way of getting the adventure underway. In the middle of the night, Lady Alice might be stolen away from her bedchamber by the undeterred Kargol and carried off to his hideout. Specials would, of course, go charging after her at full bay, which could put the PCs on the path to a confrontation and rescue attempt. Or maybe the dragon feels double-crossed when Specials doesn't return to its cave as planned and decides to come calling at the castle the next day...in the*

❖ INVESTIGATION AND PURSUIT ❖

The hound's tracks and trail of overlarge mouse-fur are easy to follow (a 4 on a Nature or Animal Husbandry roll will do it) and lead into the terrible Forest Sauvage. If the PCs are unable to pick up the trail, Lord Arthur will put Aethelaunders, his kennel master, at their disposal.

If the PCs have not already poked about the market, they will find that it has mostly cleared out, but the shoppekeepers will be available for questioning, though they'll be in the midst of packing up after a long day and less interested in chatting (so increase by a bit the difficulty of any persuasive rolls that are called for).





— THE FOREST SAUVAGE —

Fill the legendary forest with whatever strange sights and added perils you like (like the Black Beast of Argh, p. 76), but at some point, the PCs will come upon a hideous scene.



THE FRENCH KNIGHTS



Not far from the dog/mouse-fur trail is a cart of dead bodies being picked over by two French Knights in low-effort demon disguises. Any PC Quite Run Away or Quite Weltschmerz (that's a d6 or d4 in the Valour Trait or Purpose Trait, respectively) are frightened and give a shrill cry, soil themselves, or the like.* The "demons" are distracted, but if the PCs aren't cautious and/or following the witch's

**This also applies to PCs that do not have one or the other Trait on their sheet at all or those who are immune to such things.*

The Forest Sauvage

directions, two other French Knights hiding nearby will get the drop on them and act first.

The French Knights prefer hurling insults to swordplay. They roll d8s for all Traits, but they:

- Roll twice and take the higher result for Glibness and Authority. This is their insult attack, which targets PCs Humility or Purpose, depending on how they style their insults. PCs who roll lower suffer 1 bit of Looney and charge headlong and attack using Valour on their next turn, whether that is strategically advantageous or not.
- Roll twice and take the lower result for Animal Husbandry and Subtlety.
- Are immune to Probity and Decorum.
- If it comes to swords, the French deal 1 bit of Death for each successful Valour deed, which targets a PC's Valour (if they choose to parry) or Nimbleness (if they try to dodge).

And so it goes until each of the French Knights is defeated. It takes one successful deed to defeat each.

Afterward:

- PCs can loot the French (each has a longsword that grants +1 to Valour rolls, chainmail that increases maximum physical health by 1 degree (but never above Mr. Neutron), and embarrassingly bad demon costumes that scare only NPCs who are Quite Run Away or Quite Weltschmerz, but if they take any loot off the French Knights who were poking around the cart or approach the cart, they must beat a 12 or better in Heartiness or contract the **Black Plague**, which imposes a -1 penalty to all rolls, resets Heartiness to d4, and makes them unwelcome anywhere until they are cured. There is one old hermit who is not dead yet on the cart, and he can interpret dreams to provide clarity and heal 1 bit of Looney damage, but he's awfully full of the Plague.
- PCs following the hound/mouse fur trail will notice that the two trails diverge at this point, and they must choose which to follow. The hound's tracks lead to the Dragon's Cave, the mouse fur to Kargol's Hideout.
- PCs scouting the area note that tracks from the cart lead off in a different direction (to the Witch's Hovel).



THE WITCH'S HOVEL



If the PCs rescued Mrs. Sprucewiggles from the village witch trial, she will be here, offer a warm welcome, and disarm the magical door trap...probably. She's quite mad after all. If the PCs did not save her, they'll find the area eerily quiet. The ramshackle two-storey building features soot blackened windows and large double doors. The whole area has a strange smell (a 5 or better in Nature reveals it to be spearmint, which emanates from the witch's spearmint-infused spackling).

DOOR TRAP: Unlike the rest of the hovel, the heavy oaken double doors are remarkably free of dirt and grime. The doors feature an elaborate carving of a knight, bisected vertically by the seam of the doors. On the left-hand door, the knight is holding a sword; on the right-hand door, the knight is holding a dead chicken. The doors are unbarred, but which door a PC walks through matters.

- If a PC walks through the left (sword) side, they must do so with great gusto and aggressiveness, perhaps with a weapon drawn, lest the carved sword animates and whacks them on the head (1 bit of Death).
- If a PC walks through the right (chicken) side, they must do so with great silliness lest the chicken animates and whacks them on the head (1 bit of Looney).
- If a PC walks through the middle, they must be serious on one side of their body and silly on the other or they suffer both effects.
- The trap can be disarmed with a Sorcery roll of 4 or better.

INTERIOR: If Mrs. Sprucewiggles is here and a friend, she'll offer help in the form of physical healing, curing the Black Plague, and the like. She can't do much to restore Looney damage; in fact, she's rather mad and her hovel is so weird that spending more than a few minutes inside actually causes 1 bit of Looney damage.

More importantly, she has a large tub of spearmint-infused paste, which she uses as spackle. It would do wonders for the dragon's oral hygiene problem.

Any PC who takes something from the hovel without permission suffers Mrs. Sprucewiggles' curse. Devil's Tongue, a foul-

smelling herb, sprouts from their ears and nose. They must reset Decorum do d4 and will offend anything with functioning olfactories until the curse is lifted. The curse can be purged immediately or at



THE DRAGON'S CAVE



The smell is the first thing one notices (from the dragon's severe halitosis). The **Dragon of Angnor** (see p. 77) is here with Lady Lucky and Specials, along with all sorts of bones and debris. The dragon and Specials are in the midst of a nice chat about nothing in particular (in some reptilian-canine language). Lady Lucky is delighted at having been rescued from marriage but a little confused about what she's doing here and what Specials is talking about with the dragon. Specials is primarily concerned with keeping the dragon occupied so it doesn't go back on its word and eat her ladyship.

The dragon adores a chin wag, so there's no need for combat to erupt right away. But keep in mind that engaging in banal conversation with the dreadfully twee and dull dragon is the equivalent of being "attacked" by its Inane Prattle. If true violence ensues, the dragon will use its Breath Weapon and Chomp attacks. Of course, all of this can be avoided by offering up some remedy for the dragon's oral hygiene problem (such as the witch's spearmint paste), but it must be done tactfully lest the dragon take offence and go on offence.

Specials is entirely devoted to Lady Lucky. Any threat to her shall be gnawed upon mercilessly. Specials rolls a d10 for all Traits, but she:

- Rolls twice and takes the higher result for Valour and Animal Handling. Her bite (Valour) deals 2 bits of Death.
- Rolls twice and takes the lower result for Lorefulness and Sorcery.
- Is immune to Purpose and Wisdom in the Ways of Science.

And so it goes until Specials is defeated. It takes two successful deeds to defeat her.



KARGOL'S HIDEOUT



Kargol lives in a hot-air balloon with an extra-large basket styled to look like an inverted top hat. (When describing, keep in mind that Mediaeval folk would have no idea what either a hot-air balloon or top hat is.) The basket is resting in a glade with the deflated purple balloon spread above like an ominous shroud. Kargol broke off his pursuit of Specials and Lady Lucky when he realised they were heading for the dragon's cave. He repaired to his hideout to devise some dragon-slaying conjuration.

Kargol is seeking a new assistant and would be most pleased if PCs would offer to deliver Lady Lucky from the clutches of the dragon...or if they have already done so, to hand her over.

ANIMAL ALARM: In the treetops and tethered to branches all around the glade are various non-woodland creatures, like eels, ibexes, and penguins. They are former assistants whom Kargol has transformed into animals and instructed to squawk, cheep, rattle, or whatever ibexes do if anyone approaches. They fear him, so they generally obey, though PCs that can beat a 7 on a Subtlety roll can slip past them, and those who can beat a 5 on an Animal Handling roll can convince them to keep quiet, either of which will allow the PCs to get the drop on Kargol. If the menagerie is untethered and Kargol is lured outside, they'll waddle/flutter/flop over and have their messy revenge. If Kargol is slain, they all revert to their human form, bedecked in sequined leotards.

THE TOP HAT: It's got all the trappings of a stage magician's workshop: saws, crates, cages full of bunnies, trick tables, lots of rodent erotica, a Potion of Immediate and Lasting Assistantship, which he intends to use on Lady Lucky, and an almost-finished scroll of dragon swatting. It will take a Sorcery roll of 12 or better to finish the latter, after which it merely needs to be read in the presence of a dragon and that dragon will be made No More. The potion turns the drinker into a stage magician's assistant enthusiastically devoted to whomever they first lay eyes on after imbibing. There's also a pulpit just under the balloon's burner.

Kargol (p. 75) is here. If he has not been alerted by the menagerie outside, PCs will have honours. If he has, he'll have the



Conclusion

first go and will unleash a barrage of Id Unleashment, after which it's all Sorcery. NPCs can't Spam or incur Dire Consequences, so if he rolls a 1 or 2 on a Sorcery attack, he simply explodes in a burst of vulture feathers and glitter.

If Kargol is defeated, PCs can claim the hot-air balloon for themselves, but they'll have to figure out how it works. A PC who can beat a 9 on a Wisdom in the Ways of Science roll can deduce that the thing is borne aloft by hot air. Quite an induction for a Mediaeval scientist. If they can beat a 13, they'll conclude that the "hot air" bit is not literal. It is powered by the metaphorical kind, meaning one must ascend to the pulpit and bullshit in order to inflate the balloon and soar skyward.

❖ ————— CONCLUSION ————— ❖

All Lady Lucky wants is to be able to finish her polymorph potion so she can use it, but she doesn't want to use it on her dog. She wants to drink it herself to become a dog and live happily ever after with Specials. Of course, one can make an ally of Lord Arthur by returning her to his manse and seeing her properly married, but where's the romance in that?





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The Amazing Kargol (and Janet)

TYPE:
Dramatis
Persona

DIE:
16

Tests Required to Defeat: 4

Historically Accurate Portrayal

- Longish rants about criminality punctuated by questionable displays of ESP.
- No matter the offence in question, 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?"

Who He Is

- A prolific psychiatrist, conjuror, and 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's rather Lucky as he's never been caught.

What He Fancies

- Unleashing the id.
- Sexy mice.

What He Doesn't Fancy

- Restriction of perfectly natural criminal impulses, which only serves to grant them an air of mystique to the young people.
- Crêpe dresses

What He Wants

A free and fair and unburdened by unhealthily repressive laws society. After all, a murder is only an extroverted suicide.



ENEMIES

- Ken Ewing
- Lawmakers
- Mice

ATTACKS

Moderately Astounding Feat of ESP: 4+ Sorcery to shrug it off as child's play or 5+ Wisdom in Ways of Science to provide a rational explanation. Otherwise it's 1 bit of Looney.

Id Unleashment: Lays out a logical hypothesis for why doing horrible things is perfectly natural. Affects all who can hear him. 11+ Argumentation to verbally parry or 9+ Probity to remain true to societal norms. Otherwise suffer 1 bit of Looney and do something horrible to an ally.

Rodentialise: Turns an enemy into a large and extremely sexy mouse for one turn. 7+ Heartiness to resist the effect or 15+ Animal Handling to reverse the spell on the caster with highly attuned squeaks.

ALLIES

- Janet, his fetching (magician's) assistant, who generally shows up to facilitate an act of Sorcery, then exits after some flouncing and bowing, unless he has grown weary of her and turned her into an eel.

TRAITS

Serious

(roll twice and take the higher)

- Argumentation
- Luck
- Sorcery

Silly

(roll twice and take the lower)

- Chastity
- Probity
- Subtlety

Immune to

- Authority
- Glibness
- Humility

Black Beast of Argh

TYPE:
Monster*

DIE:
18

Tests Required to Defeat: 4

Historically Accurate Portrayal

Mostly just scary roaring and chomping.

What It Is

A huge, horned, horrific bipedal monster of old, it lairs in caves and feasts upon unwary adventurers. Though it stands over 16 ¾' tall, it is 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 actually 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.



ATTACKS

Chomp: 18+ Valour to parry or 14+ Nimbleness to evade. Otherwise it's a gory three bits of death.

Surprise Chomp: If no PC is Quite (or better) Natural, Strategic, or Subtle, the Black Beast will surprise and eat a member of the party. Everyone rolls their Luck to see who gets it.

Armour-soiling Aura: Upon first laying eyes on the Black Beast, everybody has to beat a 12 in Valour. Anyone who fails must choose one of the following:

- Suffer a bit of Looney
- Soil armour (drop Decorum all the way to d4 until you can clean yourself up)
- Run away

ALLIES

- The Animator

ENEMIES

- Killer Rabbit, which hangs about outside of caves, scaring off or murdering a lot of old Beeb's food.

TRAITS

Serious
(roll twice and take the higher)

- Nature
- Purpose
- Subtlety
- Valour

Silly
(roll twice and take the lower)

- Musicianship
- Nimbleness
- Strategy

Immune to

- Argumentation
- Authority
- Glibness
- Humility

*Yes, it has 'Beast' in its title. But it's a Monster, not a Beast. Flying lemurs can't fly and aren't lemurs and you're not picking nits with David Attenborough over it.

Dragon of Angnor

TYPE:
Monster

DIE:
14

Tests Required to Defeat: 4

Historically Accurate Portrayal
Conversant, if effete and self-absorbed.

What It Is

One of the few remaining dragons of Arthur's time, it is largely misunderstood and deeply concerned with its personal appearance. It is particularly embarrassed by the state of its teeth. All yellow and crooked-like they are. (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, though its voracious appetite often gets the better of it, and the interlocutor becomes internalized. It's a bit of a gobbler, though, and has been admonished for not masticating properly, which is, incidentally, the provenance the phrase "chew the fat." PCs attempting to engage or distract the Dragon with their gift of gab must achieve a 5 or better in Glibness—the first time through. That target increases by 1 every minute or two, as the Dragon's appetite for flesh begins to outweigh its predilection for prattle.

Particularly fond of the softer sex, it can be appeased immediately by offering up a tasty damsel.

What It Doesn't Fancy

Being shamed for its bad teeth and breath. If well and thoroughly 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 (scale polish, horn lube, gland expressors, duct tweezers, eyeliner) will be laid bare to plunder. Would do absolutely ANYthing for one of those interspace toothbrushes.



ALLIES

- Conrad Poohs

ENEMIES

- Anything with properly functioning olfactories.
- Sir Robin

ATTACKS

Breath Weapon: Anyone within smelling distance will have their Heartiness tested (6 or better) or suffer a bit of Death.

Chomp: 12+ Valour to parry or 10+ Nimbleness to evade. If neither works, that's three bits of Death.

Inane Prattle: 8+ Glibness to banalise or 6+ Purpose to remain focused. If neither works, that's a bit of Looney.

TRAITS

Serious

(roll twice and take the higher)

- Glibness
- Heartiness
- Subtlety
- Valour

Silly

(roll twice and take the lower)

- Decorum
- Luck
- Strategy

Immune to

- Argumentation
- Nature
- Probity
- Wisdom in the Ways of Science