

Prologue

So you and your friends have decided to ride through King Arthur's England on coconuts. It's going to be fun. In fact, if it isn't fun, change the rules. The Key to enjoying Monty Python is that nothing is sacred, not even printed rules to a game. Assuming, however, that you want to give these rules a try, here are some things to keep in mind:

- The Monty Python troupe knows a lot about medieval history.
- When the world is absurd, the rules can change.
- The dice rolls exist to create a bit of randomness – salt and pepper to taste.

They knew history and some of the humor in movies and sketches comes from that knowledge. The pronunciation of knight is a gag involving the historical pronunciation of the word before the Norman Conquest of 1066. (The Norman, being French, brought a bunch of Latin words, grammar, and spellings. Thus, k's became silent, vowels became long, and Chaucer forever changed the English language with the Canterbury Tales.) Some of the humor that a knight will see in Arthur's Britain will have a source in this knowledge.

An absurd world means that it takes a bit of preparation in order to prepare for a visit. The amount of preparation may vary, depending on your friends. For most GM's, they will want to make a list of effects based on the skills chosen or skills not chosen. This will add to the fun while allowing the GM to be a little consistent. For example, if no players or their pages choose the "Count to 3" skill, no one in the universe can count to 3 or 4. Aside from saying that dice rolls of 3 and 4 count as 0, the effects of this are up to the GM. He or she could decide that no totals based on a roll can contain a 3 or 4. He or she could decide that no one can have an attribute or skill with a score of 3 or 4. This is left deliberately open in order for you and your friends to have this most fun. Besides, if you don't like what he or she decided, you can always argue.

Many of the skills available can change the world, and the storyline, in major ways very quickly. What if the three-headed knight ends up in the Gorge of Eternal Peril? What if the vorpal bunny is dispatched by Sir Bors? What if Sir Alf and Brother Maynard aren't eaten? Be flexible and make it funny. Maybe you can have the three-headed knight return from the Gorge of Eternal Peril because someone there answered a question with a question. Maybe the Holy Hand Grenade of Antioch is available when Arthur storms the Castle AAAGGH. It's up to you.

Lastly, the dice rolls are provided as a tool to create scatological effects. If a die roll makes the game less fun, roll again. If you wish to roleplay an interaction instead of rolling to determine the result, play away. The main focus of these rules is to provide a framework to the Python universe. In a world where automobiles have a soul that drive to Heaven at the end of time, people explode after eating too much, and two letter words wield great power, it is important to avoid being bogged down by too many details such as dice rolls.

Have fun!

And Now for Something Completely Different

This is the serious bit. It's not very long, but just long enough to understand basic terms and get oriented. The Player is you, in real life. The Character is a person that the Player portrays. A Narrator is the referee for die rolls, but he or she also describes a scene and portrays anyone that is not a character. For example, in the Holy Grail setting, the Narrator will portray the Man from Scene 24.

Character Creation

Creating a character is jotting down an outline of their attributes and abilities. All you will need for this are paper, pencil, two simple dice found in almost any board or dice game and time to make a few choices.

First, write down the character's name. Next to his or her name, write down **Money: £5**. Money is used to purchase improvements, amongst other things. Using Money will be explained later after Using Abilities.

Take one die to use for determining your attributes. Roll once to determine your Body Attribute and write it down. Roll again to determine your Soul attribute and write it down as well. The Body attribute represents a character's overall physical condition. The Soul attribute represents a character's overall mental condition. A high score for a character means that he or she excels in that attribute. A low score means that the character is limited in a given attribute. A high Body score shows a character to be strong, healthy, and other very capable to perform physical tasks. A low Soul score shows a character to be unintelligent, slow, or otherwise susceptible to being gullible.

Take two dice this time and write down the total. This will be the number of points you can use to 'buy' special abilities for a character.

Now comes the time to make some choices. Look over the list of available abilities and then choose the one(s) that fit a given character. For each point used, the character gains a bonus of +1 to use a chosen ability. For example, if the ability "How Not to Be Seen" is chosen, the character starts with that ability at a cost of one point. If five points are spent on this ability, the character has "How Not to Be Seen"+5. The higher the bonus, the more successful the character will be in using an ability.

Any left over points that aren't used are added to the character's money. Each point leftover adds £1.

Using Abilities

Using an ability is as simple as rolling a single die. To use an ability, tell the Narrator that you are going to use an ability. Roll one die and add the ability score to the result. The Narrator will roll a die as well. The one with the highest roll wins: the greater the margin of victory, the

more powerful the effect. The winner will then describe what happened when the ability was used and how it affects the game.

For example, the player wants his character, King Arthur, to use “Answer a Question with a Question” against the Man from Scene 24 on the Bridge of Death. Arthur has this ability as +5. The player rolls one die and gets a 3. Adding 3 to 5 the result is 8. The Man from Scene 24 also has this ability, but at +4. The GM rolls a 2, adding 2 to 4 results in 6. The Man from Scene 24 loses by two points. The player announces that when asked “What is the escape velocity of a coconut laden swallow?” Arthur answers with “what do you mean, African or European?”. The man is stumped and is thrown into the Gorge of Eternal Peril.

This example comes from an actual movie, but the ability could also be used against the Knights that Say “Ni”, the black knight, a BBC announcer, Mr. Hilter, or the Uperclass Twit of the Year.

If a character attempts a physical or mental ability not specified in the list of Abilities, use the corresponding attribute as a bonus to the die roll. For example, Sir Bors attempts to shoot a rabbit that has all four legs tied down. Since this is not a mental activity, the body attribute is used to see if he is successful. Sir Bors’ Body score is 4, so he will be adding 4 to his die roll to see if he is successful. Sir Bors rolls 5 plus 4 to get 9. The Narrator, rolling for the rabbit, gets a total of 7. Sir Bors is successful in shooting the rabbit!

Using Money

Money is used to purchase improvements to the character between games. For each £1 spent, a character may improve a specific ability by +1, or purchase a new ability. However, money can also assist a character during a game. It is called *Arguing*. Whenever a roll does not end in favor of the character, he or she may choose to purchase an argument in order to re-roll a different result. The character may not win the argument, but at least good money was paid in the attempt.

Arguments cost £1 for one die roll or five minutes of a role-played argument. It costs £5 for a course of 10 die rolls or an hour of a role-played argument. If the character is buying dice roll(s), the amount of purchased die rolls are made. Even if a course of 10 is purchased, these 10 rolls are used to overturn ONE unfavorable die roll. In the case of 10 rolls, the character chooses the best roll to play against the GM. The GM will then roll one die. The GM may also choose to be rather conciliatory and simply declare the character the victor.

Holy Grail Setting

For the Holy Grail setting, one player must be King Arthur. Once that player is chosen, all players must create their knight and a page. Once created, each player takes someone else's page as a secondary character. All Knights receive the minstrel singing+1 and Running Away+2 abilities at no cost. King Arthur receives Answer a Question with a Question +5 at no cost. Pages receive Twiddling Coconuts +2 at no cost. You may use the pre-made characters to save time, or create your own.

After the creation of the Knights and their pages, the group must decide to start the game with Tim the Enchanter or Brother Maynard. Tim or Brother Maynard will always travel with Arthur when and if the party ever splits up. As a help to creating Knights, the list of knights from the movie and from literature are provided below. Any comment in parenthesis is intended to help with playing these knights or expanding their role beyond being killed by the Rabbit of Caerbannog.

Knights and Pages in the Movie:

King Arthur and Patsy:
Sir Launcelot and Concorde
Sir Robin and his Minstrel (Alice)

Sir Bedevere
Sir Galahad
Sir Bors (killed by rabbit)
Sir Ector (killed by rabbit)
Sir Gawain (killed by rabbit)

Some Knights from Literature

Sir Ector (Arthur's stepfather)
Sir Kay (Arthur's stepbrother)
Sir Gawain (like Lancelot, but would not escape the Castle Anthrax untempted)
Sir Lucan (Bedevere's Brother)
Sir Gaheris (bless you!)
Sir Pellias (husband of the Lady of the Lake)
King Pellimore (questing beast)

Once the party has created all its characters, the Narrator needs some time to determine how the collected abilities (and lack of abilities) affect the world. Never fear, though, while the players are waiting, they need to invent a reason for having coconuts in the first place. If the character says that they bought them at the store on the way, deduct £1 from their money.

Abilities

Anarcho-syndicalism: Anarcho-syndicalists view labour unions as a potential force for revolutionary social change, replacing capitalism and the State with a new society democratically self-managed by workers.

Ancient knowledge: This ability sets a character apart through employment ancient logic and wisdom. Through this ancient knowledge, it can be asserted that the Earth is, in fact, bannana shaped.

Answer a Question with a Question: A character with this ability can avoid answering a direct question. If asked a question, he or she can respond with a question. If successful, the person asking the original question will be thrown into the Gorge of Eternal Peril. The character does not have to be near the Gorge to use this ability.

Blasting Things with Fire: A character with this ability can hurl fire directly or through a staff at trees or distant objects. Aside from trees, it cannot be used against any living creature unless that creature is using the ability **How Not to Be Seen**.

Catapulting: With this ability, a character can direct a three man team to use a catapult, trebuchet, or other large siege engine to fire sabots of cows, ducks, chickens, Trojan animals, very small rocks, or any other projectile imaginable. Use with caution.

Chastity: A character with this ability is able to fend off temptation from the opposite sex.

Counting to Three: Characters with this ability grasp number theory with enough mastery to understand that the first five numbers are 1, 2, 3, 4, 5. Characters without this ability must be reminded constantly that 2+1 doesn't equal 5. If no characters have this ability, the numbers 3 and 4 do not exist. Practically, this means that rolls of 3 and 4 are ignored and re-rolled. The ramifications of no 3 or 4 in the world is up to the narrator. *Be afraid.*

Dusting the Cat: With this ability, the character will be able to quickly and forcefully remove dust and dirt from a small feline. Success with larger cats, like tigers, is rare.

Filth Collector: A filth collector is able to place mud from the ground into a burlap sack. For the purposes of **Anarcho-syndicalism**, characters with this ability are part of the lowest class and therefore are the most exploited.

Going for a Walk: Any injured or diseased character with this ability can be healed completely if they declare that they are going for a walk and they are able to do so.

Historian: This ability gives the character some knowledge of a specific place and/or period in time. For example, Frank the Historian has knowledge in Arthurian History.

Horrible Accent: This ability grants the character the ability to mangle the English language by any severe, yet consistent, mispronunciation or grammar. Note, if a character has Speak a Foreign Language, this ability is already included.

Knowledge of Relics: With this ability, the character gains the knowledge to effectively use any assortment of religious relics. This also includes the ability to read the manuals that come with relics.

Minstrel Singing: A character with this ability is able to break into song at any moment. In the Grail setting, this would be during an approach to Camelot or Robin's Minstrel. Warning: Overuse of this ability may result in spontaneous acts of cannibalism. (Bring extra blankets and candy bars.)

Piscaline Lumberjack: With this unusual ability, a character can harvest trees with nothing more than a herring. (Really skilled craftsmen have been known to use sardines!)

Police Officer: A character with the police officer ability has all the training and experience a typical policeman would possess. The bonus number represents roughly the number of years the character has been a police officer, i.e. Police Officer+1 represents someone fresh from police academy while +5 would be a seasoned veteran.

Power Word "NI": This ability allows a character to force others to do his or her will by uttering 'NI'. Saying 'nu' or 'no' has no effect.

Running Away: This ability allows a character to avoid injury by flying bovine missiles, swords, rabbit teeth, or otherwise nasty weapons of ill repute.

Shrubber: A character with this ability can arrange, design, and sell shrubberies

Speak a Foreign Language: Choose from French, Latin, or Old English. If the Narrator allows, the character can choose any other language real or auxillary (Esperanto).

Striking Water with a Stick: This ability grants the user the ability to strike water with a stick (pointed or unpointed). Defending yourself from water using fruit will be part of another module.

Taunting: This withering ability causes its victims to lose morale and slump around discouraged.

Trojan Animal Construction: This ability allows a person to direct a team of unskilled laborers in building a large scale wooden animal of the person's choice.

Twiddling Coconuts: This ability allows a person to use coconuts to imitate horses.

Write in a Foreign Language: Choose from Swedish, Spanish, or Aramaic. Comes in handy when you want to earn some money.

Your Own Particular Idiom: A character with this ability is peculiarly focused on a certain action or style of action. This focus causes them to overlook certain details of their environment such as a room full of beautiful women. This may also cause them to react to every situation the same way, i.e. "I will take him single-handed. I shall make a feint to the north-east..."

Pre-Made Characters

Name: King Arthur Money: £6

Body: 5 Soul: 3

Abilities

Answer a Question+5

Running Away+2

Power Word "ni"+2

Name: Sir Bedevere Money: £3

Body: 3 Soul: 3

Abilities

Ancient Knowledge+6

Minstrel Singing+1

Running Away+3

Trojan Animal Construction+3

Name: Sir Galahad Money: £2

Body: 5 Soul: 4

Abilities

Count to Three+3

Chastity+4

Minstrel Singing+1

Running Away+2

Name: Sir Robin Money: £2

Body: 2 Soul: 1

Abilities

Minstrel Singing+1

Running Away+6

Name: Sir Launcelot Money: £4

Body: 5 Soul: 2

Abilities

Going for a Walk+2

Minstrel Singing+1

Running Away+2

Your Own Particular Idiom+4

Name: Patsy Money: £2

Body: 3 Soul: 3

Abilities

Count to Three+2

Running Away+3

Twiddling Coconuts+3