



KING CREOSOTE'S CRAW(L)

• INTERMEDIATE •

King Creosote has eaten himself to the size of a large barrow, thanks to a mysterious, newly arrived French restaurateur (it's *Marquis Guy de Lombard* in disguise!). The PCs must make their way inside the King, balance his humours, and dislodge the Horn of Plenty that's stuck in his inner workings before he explodes and destroys the entire town of Notlob.



Is Creosote Fit?

The beginning of this quest can be heavy on investigation, clue gathering, and interacting with NPCs, although the PCs can bypass all of that by choosing to dive right into the engorged royal body upon their arrival in Notlob. Once the PCs enter Creosote, the quest takes on the characteristics of what less serious programmes refer to as a 'dungeon crawl'. It has a multitude of puzzles and challenges, with some old-fashioned combat sprinkled in. All of which is to say that if your Participants are averse to investigation and puzzle-solving, and prefer more straightforward challenges and hitting things with old-fashioned weaponry, you might consider customising the 'dungeon' by simplifying the puzzles, providing more clues to their solutions, and/or dropping in a few more monsters to smite.

In order to complete the quest, the PCs must:

1. Receive the quest from a delegation from the town of Notlob.

2. Assess the situation in Notlob.

3. Choose a way inside the King, balance his humours, and find and remove the cause of the blockage.

1 Receive the Quest from a Delegation from the Town of Notlob

While in the town of Bolton (Why? Why is anyone anywhere really? Bolton's as good a place as any, as the saying goes. It's not literally as good a place as any. Ipswich, for instance. Far better. Much nicer chowder.), the PCs are approached by an eclectic delegation¹ from the neighbouring burg of Notlob. The members of the delegation are:

Rev. Ronald Sims The Vicar of St. Hyde's. He suffers from an unfortunate affliction that renders him sweet and prim one moment, a raving lecher the next.

Ken Shabby Head of the Shitworkers Union. He's an uncouth, unhealthy piece of...work.

Master Arthur Name Head of the Guild of Swillers and Pisttakers. He's a gregarious, nudgy fellow full of insinuating questions.

Johann Gambolputty de von Ausfern-schplenden-schlitter-crasscnenbon-fried-digger-dingle-dangle-dongle-dungle-burstein-von-knacker-thrasher-apple-banger-horowitz-ticolensic-grander-knotty-spelltinkle-grandlich-grumblemeyer-spelterwasser-kurstlich-himbleeisen-bahnwagen-gutenabend-bitte-ein-nürnbergurger-bratwustle-gerspurtent-mitzweimache-luber-hundsfut-gumberaber-shönendanker-kalbsfleisch-mittler-aucher von Hautkopft of Ulm Obermeister of the Guild of Guild Designers back in Ulm. He's on a diplomatic mission to study the guild structures of Britain. He doesn't intrude, but if asked to introduce himself he'll be glad to give his name. He doesn't speak English, but he has a German-English phrase book. Unfortunately, it's a bit inaccurate and more than a bit naughty.

Roger the Shrubber Representing the Guild of Growers of Decorative, Trimmable, Enclosed Flora. A lofty sort; comes off a bit keen on himself.

Arthur Frampton Head of the Comestibles Association. He has three buttocks and, at the moment, happens to be in need of a toilet. Or two.

Professor R.J. Gumby Has no idea why he's here.

Um...Bob Newly appointed Head of the Moneychangers Guild. He's actually *Dennis Moore*, trying to go straight. He generally stands about looking nervous. If the PCs have encountered him before, they'll recognise him straight away. If he is recognised or treated with suspicion, he cracks and reverts to his normal bandit self, initiating a contestation. If he's defeated, he divulges that his last bit of banditry before going straight was delivering the legendary Horn of Plenty to a Frenchman encamped outside Notlob. Monsieur Feengaufrette de Menthe was his name. Dennis doesn't feel good about it, and would rather forget the whole business. He can lead the PCs to *Marquis Guy de Lombard's* pavilion (see p. 5), but only if they get all their currency divvied up evenly first.

A Penguin The Mayor of Notlob – with chains of office and a sporty sash to prove it. She's the leader of the delegation and addresses the PCs thusly:

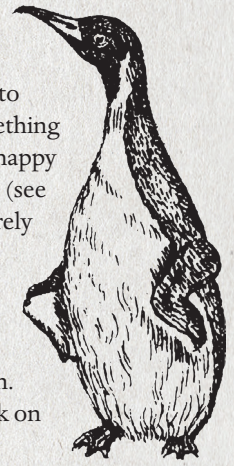
'Prawk. Prawk-Prawk. Prawk.'

Anyone who can produce an Animal Husbandry Deed of 7+ translates this to mean 'A fishy, fish, fish, pretty please.' If the PCs aren't able to translate it, or try to give the Mayor a fish, Arthur Frampton says [*interrupted regularly by Arthur Name*]:

¹ NPC mechanic statistics aren't provided, as the delegation has no intention of obstructing the PCs. If for some reason hostilities break out, Sims is a *Vicar*, Shabby and Name are *Ne'erdo wells*, the fellow from Ulm is a *Bureaucrat*, Roger is a *Burgher* (very Serious in Purpose and Decorum, though), Frampton is a *Burgher*, Gumby is a *Gumby*, Bob is of course *Dennis Moore*, and the penguin transforms into *Scott's Penguin*. Doesn't pay to make a penguin angry, you know.

'No, no, no. The Lady Mayor said "A fishy, fish, fish, pretty please." That translates to "Greetings. On behalf of the prominent [Name: "Prominent. Eh? Nudge, nudge"] business leaders of the town of Notlob, you are cordially commanded to come give us a hand [Name: "Oy! Come, give us a hand, he says"]. King Creosote has overeaten to the point of disrupting commerce. I sent a constable round [Name: "I bet she did!"] to His Majesty's head to ask him a few questions, like, "Alright there, guv?" and so on. His Lordship said he was full, and minced no words. That was all they could get out of him. We suspect he's suffering some internal discomfort. Come along and give us a flipper [Name: "Flip her, he says! Eh?"]', won't you?'

If the PCs press the delegation for more information, its members respond that they're all anxious to get back to Notlob before something terrible happens, and they'll be happy to entertain questions on arrival (see 'Interviewing the Locals', p. 4). Surely that's enough to motivate a band of noble deed-doers. If not, the Mayor is authorised to offer whatever reward the PCs deem fitting for such an endeavour...within reason. What good is getting commerce back on track if the town coffers are empty?



2 Assess the Situation in Notlob

Long before the PCs arrive in Notlob, they see the staggeringly large bulbosity that is King Creosote – a hundred feet at its highest point, beached on his back in the centre of the otherwise idyllic town.

On arrival, they find King Creosote in the town square. He's wearing black monarch's robes trimmed in white. The clothing has stretched to accommodate his torso and limbs, which are bloated to gargantuan proportions. His head remains normal size, and someone has been kind enough to put a pillow under it. Strewn all around are the remnants of the dining establishment he destroyed when he bloated.

At this point, the PCs are likely to engage in one or all of the following activities: investigating the area, examining Creosote, and interviewing locals, all of which can turn

up vital clues. But there's nothing preventing them from locating one of the dungeon entrances (Creosote's sleeves and trouser legs) and delving right in. If they do so, skip to that part of the dungeon.

Investigating the Area

Town Square The King takes up the entire square, pushing against the shoppes and houses that line it. The remnants of an inn lie under and on top of him, and all around the town square. It's clear from what remains of the inn that it was an old building that was recently tartered up. Anyone who can produce a Strategy or Subtlety Deed of 7+ finds an additional physical clue. Roll a d4 and consult the table below.

Town Square Investigation

d4	Physical Clue	Which Points To
1	Distinctive, pointy-shoed footprints (left by Marquis Guy de Lombard), which are particularly numerous around Creosote's head.	A Druidry Deed of 8+ allows the party to follow the prints to Guy's pavilion in the forest outside town (see 'The French Connection, Part Une').
2	The inn's sign reads 'Le Seau Trop Plein' in fresh paint. It's still possible to make out the carved writing beneath, which reads 'Beginnings' Inn'.	Asking townsfolk about the two names leads the PCs to Mr. Beginnings, who's in his house ('Entrance 4').
3	Today's menu, which lists as the amuse-bouche 'La légendaire Corne d'Abondance dans une réduction de vin blanc avec deux câpres et demie.' ²	If Participants haven't taken their Greek myth and French language lessons seriously, a Lorefulness Deed of 5+ allows a PC to translate this reference to the Horn of Plenty, and to learn that consuming it is likely to have caused Creosote some problems.
4	A note that reads 'Erectez ma very nice tente here, mon frere,' accompanied by a crudely drawn map that leads to Marquis Guy de Lombard's pavilion in the forest outside town.	A Lorefulness or Strategy Deed of 5+ allows the party to follow the map to Guy's pavilion in the forest outside town (see 'The French Connection, Part Une', p. 5).

² If translation is required (shame on them!), this is 'The legendary Horn of Plenty in a white wine reduction with two and a half capers.'

Examining Creosote

Head If the PCs engage the King in conversation, see Creosote's entry in 'Interviewing the Locals', p. 5.

Arms and Legs The King's sleeves and trouser legs have thrust themselves through the walls of four buildings around the town square. The left and right trouser legs have gone through the walls of a Milliner's ('Entrance 1') and a Butcher's Shoppe ('Entrance 2'), respectively. The left sleeve has gone into the front door of a Shoemaker's ('Entrance 3'). The right sleeve has gone into the upper floor of a house, which happens to be that of the inn's former owner, Mr. Beginnings ('Entrance 4'). The royal posterior is hard up against the doors of St. Hyde's Church. Any of these can be used to access the King's interior.³ If

the PCs delve right into one of the entrances, skip to that part of the dungeon.

Torso Not only is his bulk blocking cart traffic, it's exhibiting disquieting signs. Anyone who examines him can tell that he's severely blocked. Something's stuck in his craw (or elsewhere), and it's preventing his system from... ur...relieving normally. But it takes a Druidry Deed of 7+ to diagnose a severe humoral imbalance, which is probably not the cause of the blockage but is exacerbating the situation. The condition is too far advanced to be treated normally (i.e., with external treatments, herbs, tonics, bloodletting, etc.). Roll a d4 to determine which specific humoral imbalance is detected.

Humoral Imbalances

d4	Humoral Imbalance	The Humour Is Associated with...
1	Excessive black bile.	The spleen, autumn, the element earth, and, in excess quantities, melancholia.
2	A paucity of blood.	The heart, spring, the element air, and, in insufficient quantities, a lack of cheer.
3	Excessive phlegm.	The brain, winter, the element water, and, in excess quantities, lethargy.
4	Excessive yellow bile.	The liver and gallbladder, summer, the element fire, and, in excess quantities, irritability.



Interviewing the Locals

Residents are fleeing town with as many of their valuables as will fit in a cart. But there are a few, besides the members of the town delegation, who are cleaning up,

millling around, or standing agape. If the PCs mention Mr. Beginnings, Notlobians can direct them to his home ('Entrance 4').

Notlob Intel

Who Knows Something?	What Do They Know?
Rev. Ronald Sims	'Thank you ever so much for coming along. Poor dear Mr. Beginnings. And poor dear King Creosote, of course. What shall we do? We're awfully sexed. Vexed, that is. Did I say sexed? Sex. SEX! Oohua! Look a' the size o' that bum! BUM!'
Ken Shabby	'The fat tit's arse is right up against the church doors, innit? You could get in that way. I know. I've done it.' (A patent lie. The opposing pressure is too great to admit entry.)
Arthur Name	'That was a brand new French restaurant, it was. Well, a new French restaurant where Beginnings' End used to be, before he sold up. Do you-ah, go in for French cuisine? Eh? French cuisine? Eh?'
Johann Gambolputty de von Ausfern-schplenden-schlitter-crasscnenbon-fried-digger-dingle-dangle-dongle-dungle-burstein-von-knacker-thrasher-apple-banger-horowitz-ticolensic-grander-knotty-spelltinkle-grandlich-grumblemeyer-spelterwasser-kurstlich-himbleeisen-bahnwagen-gutenabend-bitte-ein-nürnberg-burger-bratwustle-gerspurtent-mitzweimache-luber-hundsfut-gumberaber-shönendanker-kalbsfleisch-mittler-aucher von Hautkopft of Ulm	[Consults his phrase book] 'Drop your k-nickers, Sir Villiam, I caaanut wait any longer.' (He means to say, 'The street configuration is likely to result in traffic snarls in front of the guildhall on market days, and the deep rutting will cause carts to bog down, wouldn't you agree?')

(Continued)

³ Except, of course, the posterior. You weren't seriously considering that, were you?

Who Knows Something?	What Do They Know?
Roger the Shrubber	'Alas, what woeful days are these when passing French chefs can swindle local innkeepers out of their establishments and subsequently open their own fine-dining businesses where they catastrophically over-serve the crowned heads of our realm!'
Arthur Frampton	'Poor Mr. Beginnings. Sold his inn to that Frenchy for a song. Now he's got no inn, and the King's right arm through his bedroom wall.'
Professor R.J. Gumby	'I like bricks.'
Bob (<i>Dennis Moore</i>)	'Terribly sorry. Must be off. Bit of a run at the money changer's, I'm afraid.' (If he's recognised and defeated, he divulges that his last bit of banditry before going straight was delivering the legendary Horn of Plenty to a Frenchman encamped outside Notlob. Monsieur Feengaufrette de Menthe was his name. Dennis doesn't feel good about it. He can lead the PCs to Marquis Guy de Lombard's pavilion (see 'The French Connection, Part Une' below), but only if they get all their currency divvied up evenly first.)
Mayor Penguin	'Prawk!' (She means to say, 'Pull your flipper out and get on with it!')
Mr. Beginnings (in his bedroom; see 'Entrance 4')	'Along comes this Frenchman, posh as you like. A twinkle in his eye and vegetable oil in his hair. Buys me old inn for a promissory note for a handful of wafer-thin mints, two bushels of acorns, and a share of the profits. The next day, me best customer's the size of a mountain and the inn's destroyed. Monsieur Feengaufrette de Menthe, he called hisself. Would like to get me hands on the scoundrel, but he's nowhere to be found.'
Town <i>Guards</i>	'Yeah, they sent Seamus round to His Majesty's head after 'is Majesty swelled up. 'E saw that Frenchy fellow trying to talk the King into eating something. Seamus gave 'im the "What's all this then?" – we're by the book in Notlob, you know – and he scarpered.'
King Creosote	<i>[Dour, lethargic, irritable]</i> 'Unnngh. I'm full. Can't eat another bite. Why does that <i>[swallowed belch]</i> bloody Frenchman keep trying to force a mint down my gullet? <i>[A regurgitation is retained with difficulty; PCs questioning him take 1 bit of Death from the stench]</i> I'll have the bastard's head on a platter. With some root veg and brown sauce. Unnngh. Fuck off.'

The French Connection, Part Une

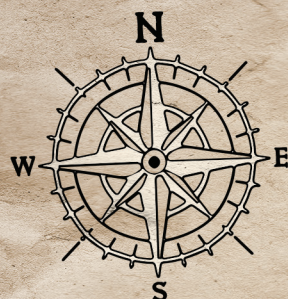
If the PCs locate Monsieur Feengaufrette de Menthe's camp in the forest outside town, they find, under a red, white, and blue striped pavilion:

- Monsieur Feengaufrette de Menthe, who is none other than...**Marquis Guy de Lombard!** He's come over from France to assassinate a king and destroy a strategic town at the same time. Voila! Two swallows with one coconut. He's not keen on dying, though, so if things look dire for him and the PCs promise to let him go, he'll divulge his evil scheme.
- Four *French Chevrailleurs*.
- A case of champagne, eight tins of snails, a crate of wafer-thin mints, four Acorns, and a copy of the profit-sharing contract with Mr. Beginnings, scrawled over with 'Hon Hon Hon!'

If, prior to entering Creosote, the PCs defeat Guy and his knights, there's nobody left to feed the King a wafer-thin mint – and therefore no chance of the King exploding while they're inside. Disregard the Room Die mechanic in 'The French Connection, Part Deux' (p. 7).



3 Choose a Way Inside the King, Balance his Humours, and Find and Remove the Cause of the Blockage



Entrance 3
Shoemaker's Shoppe

Entrance 1
Milliner's Shoppe

Entrance 2
Butcher's Shoppe

St. Hyde's Church

stairs lead to Dining Area

5 Humo-eclectic Power Plant

Entrance 4
Mr. Beginnings' Bedroom

4B Gustatory Pipe

From here, the quest takes on the characteristics of what less serious programmes refer to as a 'dungeon crawl'. Track the PCs' progress on the map, describing each room as they enter it. The rooms are, in an abstract sense, related

to organs in King Creosote's colossal body, but in a more literal sense they comprise a dungeon with stone, metal, and other architectural bits and bobs. Simple, right? One complication: that French mint monger!

The French Connection, Part Deux

If the PCs don't find and defeat *Marquis Guy de Lombard* before they enter the dungeon, he continues sneaking into town and trying to convince Creosote to eat a wafer-thin mint, which will cause the King to explode.

Each time the PCs enter a room within King Creosote, you, the Head of Light Entertainment, will roll the Room Die. If the result is a 1, the next time they enter a room, you'll roll a die one value smaller. This continues until the PCs find and remove the Horn of

Plenty, or you roll on a 1 on a d4 – which means that Guy has convinced the King to eat a mint. The King explodes, the town is destroyed, and the entire party is killed (a good time for *The Grim Reaper* to arrive!). But King Creosote survives, so there's that...

When the PCs first enter Creosote, the Room Die value is d12. On a roll of 2-12, nothing happens. On a 1, the die value is reduced, so when the PCs enter the next room, you'll roll a d10. And so on.

Room Die FAQ...Well, Really Just the A's; No Q's

- Roll the Room Die whenever the PCs enter a room inside Creosote, even if it's one they've visited before.
- If the PCs split up and enter multiple rooms simultaneously, roll the Room Die only once.
- If the PCs linger in a room excessively or try to make camp in the dungeon, roll the Room Die.
- If the PCs instruct a Town **Guard** to take up a post at Creosote's head to prevent Guy from attempting to make him eat, increase the Room Die value by one.
- If the PCs leave the dungeon for supplies, or for any other reason, suspend the rolling of the Room Die as long as they're in or near the town square. Guy won't attempt to sneak in if they're around.
- If the PCs set a trap to catch Guy in the act – it works, and Guy is caught off-guard in the contestation that follows. But the trap had better be well thought-out and executed! Guy wasn't born during the last rain! If he senses something's afoot, he'll scarp and live to insult another day.
- Rolling the Room Die in the open, in front of the PCs, increases drama and engagement, even if all they know is that the smaller the die gets, the closer they are to catastrophe. Giving the PCs a tangible signifier of the result – Creosote moans in bloated agony, he attempts to get up, or he belches – adds some flavour. Imagine what a belch would be like for someone inside him! Talk about flavour...

Entrance 1 (North): Left Trousler Leg via the Milliner's Shoppe

The Milliner's Shoppe

Generate a Shoppekeeper (Appendix B, p. A6). The Shoppekeeper is desperate for business and has discounted all wares. It's the Leg-Thru-the-Door Hats-Off Sale! Aside from that, the proprietor wants nothing to do with the trousler leg and tries very hard to pretend it's not there.



Features

The trousler leg forms a passageway of billowing fabric (10' or so in diameter) that transitions to copper piping, which splits into two branches: one to the west, another carrying on to the south.

To the south, after a bend in the pipe, is a mosaic archway, the tiles of which depict pudgy cherubs bathing in pristine white tubs full of milk and honey in an autumnal forest. Through the archway is '1A. Washroom'.

To the west, the pipe slopes downwards and is greased with lard. Anyone who goes this way is faced with a Nimbleness Test. If they can't produce an 8+, they go head over heels down the chute, and into the dirty bin of '1B. Washing Room'.

Encounter *Keep Left Signs*

Where the pipe splits stand a pair of *Keep Left Signs*.



1A. Washroom

This room, and the adjacent '1B. Washing Room,' are Creosote's spleen, which is suffering from an excess of the humour black bile.

Features

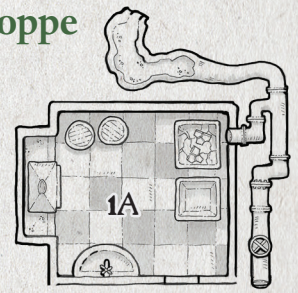
The Washroom is a cold, dry, black chamber containing a large bathtub and mirror, all of which are covered in a thick, black sludge. Washing and grooming items of various shapes and sizes are scattered across the floor.

Investigation

Items on the Floor Towels and washrags, overturned ewers, and personal grooming implements of huge proportions are lying in, and covered in, black sludge. Underneath the sludge they're white, and decorated with autumnal imagery.

Walls Wiping away some of the black sludge on the walls reveals that the tiles beneath are white, and painted with a mural of cherubs bathing in immaculate white tubs in an autumnal forest. Examining or wiping some sludge from the western wall reveals a door to '1B. Washing Room'.

Sludge Anyone who can produce a Wisdom in the Ways of Science Deed of 7+ can identify the black sludge as the humour black bile, which is associated with the spleen, autumn, the element earth, and, in excess quantities, melancholia.



Mirror A floor-to-ceiling mirror in an elaborate frame (autumnal babies bathing...you know the drill). It cannot be broken or removed from the wall. If the PCs find the solutions to 1A and 1B, this serves as the door to '5. Humo-Eclectic Power Plant.'

Bathtub The large claw-footed bathtub (the 'claws' are actually pig's trotters) is filled with black bile. Approaching it might trigger 'Encounter Crocodile', depending on the mood of the person approaching and what they do.

Solution

Clean up the room, perhaps using the towels and cleaning implements, and water and soap from '1B. Washing Room'. Drain the black bile from the bathtub by pulling the plug at the bottom (see 'Encounter Crocodile'), after which it fills with milk and honey. If PCs bathe in this substance, their Death and Loony are restored to their maximum levels. This can be done a maximum of six times.

If the solutions in this room and '1B. Washing Room' are achieved, the bathtub animates and begins prancing around the room, calling out 'Hop in! Come on, then! No time to waste!' in a cheerful, gurgling voice. If all the PCs pile into the tub, it marches, with them inside, through the mirror and into '5. Humo-Eclectic Power Plant.' However, the reduction in black bile makes King Creosote much less surly and dour – and more likely to eat Guy's wafer-thin mint. If Guy hasn't been defeated, decrease the Room Die value by one.

Encounter Crocodile

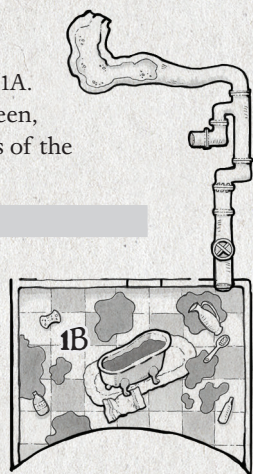
Dozing submerged in the black bile of the bathtub is a melancholy **Crocodile**. It only attacks if a cheerful person approaches the tub or someone tries to drain the bile from it. Anyone who whistles merrily or takes an especially cheerful approach to cleaning the room kills the Crocodile instantly, in which case it floats belly-up in the tub.

1B. Washing Room

This room, and the adjacent '1A. Washroom', are Creosote's spleen, which is suffering from an excess of the humour black bile.

Features

The Washing Room is a cold, dry laundry room with walls, floor, and ceiling of red, orange, yellow, and brown tiles. There's a large bin labelled 'Clean', which is empty, and another one labelled 'Soiled', which is full of heavily, horrifically soiled briefs of humongous proportions. Sticking out of the southern wall is a large spigot, and beneath it is a massive empty basin. The entire western wall is an inglenook fireplace. Next to it are two large barrels. There's a door in the southern wall, which leads to '1A. Washroom'.



Anyone who took the western branch of the pipe and slid down the chute lands in the soiled bin. They must produce a 5+ in Heartiness or suffer 1 bit of Death.

Investigation

Spigot There's no visible means of turning on the spigot, but it drips slowly with dark-coloured water. It's clearly clogged. Sticking something up the spigot triggers 'Encounter Sewer Budgies,' and causes fresh water to begin flowing into the basin. If someone examines the spigot first with a light source, they'll see the birds nesting and might be able to come up with a solution for dispatching them that won't cause them to swarm out and be a bother. At the very least, spotting the budgies before they're flushed out allows the PCs to act first if contestation breaks out.

Fireplace The ornately carved fireplace is decorated with brightly painted tiles, which depict happy cherubs cheerfully chopping down autumnal trees, burning the wood, collecting the ash, slaughtering furry forest creatures, rendering their fat, combining it with the ash, giving it a good stir, and washing things with the resultant concoction. The fireplace is loaded with dry beechwood logs and kindling, and leaning against it is a shovel. The shovel's blade is covered with ash. The shaft is covered in a thin layer of a waxy, grey-brown substance. Anyone who can produce a Druidry, Heartiness, or Lorefulness Deed of 5+ can identify the substance as a mixture of ash and fat, also known as soap.

Barrels One barrel is full of a thick, fatty liquid. Anyone who can produce an Animal Husbandry or Druidry Deed of 5+ can identify the substance as animal fat. The other barrel is empty but the bottom is covered with a thin layer of a waxy, grey-brown substance. Anyone who can produce a Druidry, Heartiness, or Lorefulness Deed of 5+ can identify the substance as a mixture of ash and fat, also known as soap.

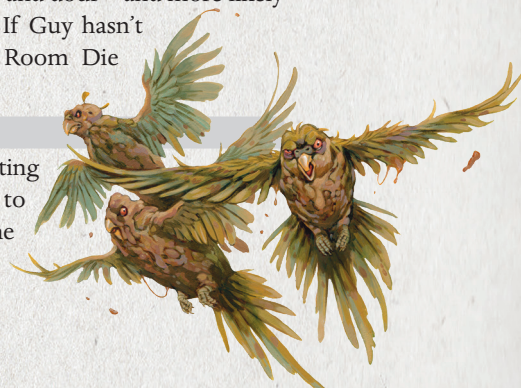
Solution

Burn the wood in the fireplace to create ash. Combine ash and animal fat in the empty barrel, and stir to create soap. Wash the soiled briefs in the basin with water and soap, and put them in the 'Clean' bin.

If the solutions in this room and '1A. Washroom' are achieved, the bathtub in the washroom animates and begins prancing around the room, calling out 'Hop in! Come on, then! No time to waste!' in a cheerful, gurgling voice. If all the PCs pile into the tub, it marches, with them inside, through the mirror and into '5. Humo-Eclectic Power Plant.' However, the reduction in black bile makes King Creosote much less surly and dour – and more likely to eat Guy's wafer-thin mint. If Guy hasn't been defeated, decrease the Room Die value by one.

Encounter Sewer Budgies

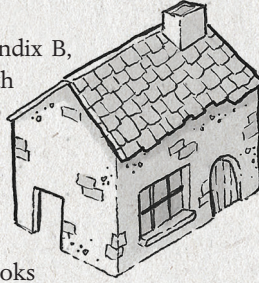
A flock of **Sewer Budgies** is nesting in the spigot and causing it to clog. They swarm into the room if disturbed.



Entrance 2 (East): Right Trouser Leg via the Butcher's Shoppe

The Butcher's Shoppe

Generate a Shoppekeeper (Appendix B, p. A6). The shoppe is bursting with meat, guts, organs, sausages, and skin bags dripping from the rafters. The butcher's blocks are overflowing, and chum sloughs to the floor. The Butcher is chopping away at something. It looks like pork, but is it? (Anyone who can produce an Animal Husbandry or Heartiness Deed of 7+ knows that it's... uh...long pork.) The end of the trouser leg lies limply through a side door. The Butcher's spouse is convinced that they're next on the chopping block, and is running around frantically, shrieking to be rescued.



Features

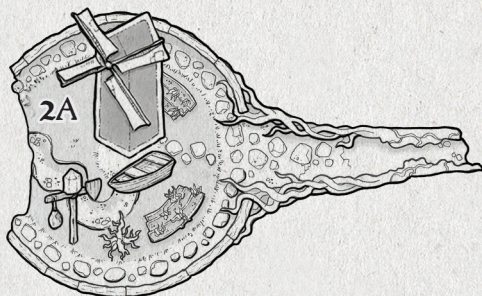
The trouser leg burst through a wall, but now lies flat and flaccid. If anyone approaches it, they trigger 'Encounter Butcher'. Once that's sorted, the PCs can lift up the fabric to peer inside, revealing a tube-like cavern made of meat. Or at least it was, until the Butcher began carving hunks out of it, which is why the fabric of the trouser leg is unsupported. Clearly the proprietor has been harvesting the bounty of meat here, something the Butcher is keen to keep secret.

Past the hacked-up stretch, withered veins in the meat walls begin to resemble withered vines. As the party proceeds down the corridor, the vein vines are joined by wooden ones, until the meat passageway has given way entirely to one made of intertwined, desiccated brambles, which opens onto '2A. Windmill Garden.'

Encounter Butcher

The Butcher (as *Barbarian*) attempts to prevent – with violence if need be – access to the trouser leg, lest the source of their stock be revealed.

2A. Windmill Garden



This room is King Creosote's heart, which is suffering from a paucity of the humour blood.

Features

A well-manicured lawn of dead grass under a wooden dome amateurishly painted to resemble a bright spring day. The paint is faded and peeling, and the painted sun gives off pale, unhealthy light. The environment here is cool and dry. The lawn is adorned with tiered planters full of wilted plants and leafless, desiccated trees. In the middle of the garden stands a bright red windmill. In the distance, there's a dry streambed and a glass structure glinting in the wan sunlight.

Investigation

Flora Anyone who can produce a Druidry Deed of 4+ can identify the herbs as nettle, dandelion, yellow dock, and burdock root, and the trees as fig and date. They're all dry and dead. Anyone who can produce a Wisdom of the Ways of Science Deed of 7+ knows that these herbs and fruits support healthy levels of the humour blood.

Streambed A dry, brown streambed extends from under the windmill and, after winding about a bit, ends at a tunnel painted on the wall of the dome. At the bottom of the streambed is a rowboat that's moored to a post in the grass above. Anyone who looks closely can see that the riverbed is brown because it's flecked with dried blood, but it takes a Wisdom of the Ways of Science Deed of 7+ to know that, in humorism, blood is associated with the heart, spring, the element air, and, if properly balanced, a cheerful, hopeful, sanguine temperament.

Windmill Close inspection reveals that the windmill is not red – it's made of thick glass and entirely filled with a red liquid. The sails sag in the still air. There are no doors or windows. The glass walls are quite impervious to attempts to break them. In fact, if they're hit with a weapon or tool, the implement breaks.⁴

Glass Structure A miniature, hexagonal glass gazebo sits atop an oversized quintain.⁵ The structure contains a horn full of fruits and vegetables atop a doric plinth, both of which are ethereal and ghost-like. Anyone who can produce a Lorefulness Deed of 7+ recognises the horn as the legendary Horn of Plenty, the embodiment of never-ending, delicious abundance. This is not the *actual* Horn of Plenty, which is stuck in King Creosote's innards (see '6. The Puddings'), but a ghostly manifestation of his heart's desire.

Solution

The quintain must be struck a mighty blow. A Valour Deed of 12+ is required. Anything less causes the sandbag to swing round, deal 1 bit of Death to the attacker, then stop. Someone using a lance, and mounted on a horse or accompanied by a becoconuted Manservant, may roll twice and take the preferred result – and they take no Death. If the attacker is standing still and produces a 12+, they succeed but take 1 bit of Death from the sandbag.

⁴ The first Participant to exhibit admirable literary acumen by taking a run at the windmill with a lance moves their PC's Lorefulness and Valour 2 degrees towards Serious, and their Purpose 1 degree towards Silly. They might earn additional boons, depending on the HoLE Persona.

⁵ A training aid for knights learning to joust. It consists of a post with a revolving crosspiece that has a target at one end and a sandbag at the other. The mounted knight attempts to strike the target with a lance. If they succeed but aren't moving fast enough, the sandbag whips around and gives them a proper bollocking.

On a success, the quintain keeps spinning, increasing in speed until it's a whirling blur. The glass panels open into fan blades, which generate a powerful, sustained wind. The wind causes the windmill blades to turn, which pumps the blood inside into the streambed. The painted sun blazes with light and heat, the flora springs to life, and the painted tunnel becomes a real one. The PCs need only get in the boat, unmoor it, and ride the current into '5. Humo-Eclectic Power Plant.'

Alternate Solutions

An Enchanter who has chosen air as their element might make quick work of this room, as could anyone who uses Sorcery to create a blast of wind. A Sorcery Deed of 12+ is enough to move the windmill vanes for a time and pump some blood into the streambed. But it takes an 18+ to make the windmill spin hard and long enough to achieve the desired effect. The PCs might also connect the Butcher's harvesting of the King's leg meat with the latter's lack of blood humour. If so, it could get a little gory, but if they come up with something interesting, make that windmill spin!

Entrance 3 (West): Left Sleeve via the Shoemaker's Shoppe

The Milliner's Shoppe

Generate a Shoppekeeper (Appendix B, p. A6). The proprietor offers to fit the PCs with experimental footwear, free of charge, as long as they agree to return the shoes, give a report on their experiences, and make commercial endorsements:



- Fashionable wooden clogs with suction cups on the soles (Decorum Accoutrement: +2 Decorum, -1 Subtlety). They allow the wearer to walk on any smooth surface (including walls and ceilings), but they make an awful sucking sound.
- Rugged, cleated boots (Heartiness Accoutrement: +2 Heartiness, +4 to Nimbleness on any non-hard, non-smooth surface).
- Snowshoes (Druidry Accoutrement: +2 Druidry, -1 Nimbleness). They allow the wearer to walk on soft surfaces that would otherwise be impossible to traverse, like deep snow or pudding.
- 10' stilts (Bardistry Accoutrement: +3 Bardistry). Only PCs who are Serious (d14 or higher) in Nimbleness can use them.

Features

Inside the sleeve is a 10' wide cylindrical corridor made of fine, taut silk (mind the cufflink!). After a time, it gives way to '3A. Mucus Cavern.'

3A. Mucous Cavern

This room, and the adjacent '3B. Kennel', are Creosote's brain, which is suffering from excessive amounts of the humour phlegm.



Features

The corridor broadens into a vast, though still somewhat cylindrical, cavern. The environment here is cold and wet, and the sound of hounds barking and yipping echoes through the cavern from somewhere ahead. This space is filled with stalagmites, stalactites, and columns of pale mucus. The floor is covered with frigid mucus 3' deep. At the far end of the cavern is an archway leading to '3B. Kennel.'

Investigation

Mucus Anyone who can produce a Wisdom in the Ways of Science Deed of 7+ can identify the mucus as the humour phlegm, which is associated with the brain, winter, the element water, and, in excess quantities, lethargy. They also know that sweets and dairy contribute to an overabundance of phlegm in a person.

Encounter *Blancmanges*

Two *Blancmanges* (no spaceship) are sloshing around in the muck. One is cabering with mucous logs; the other is practising Fish Slapping. The *Blancmanges* will indicate through gesticulations that they are looking for a partner/competitor. If the PCs decide to take up the challenge, use the procedure



in 'Close Encounters of Dessert Kind: Competing in the Sporting Championships' (pp. 288-289) to resolve things. If a PC wins a competition, the defeated *Blancmange* dissolves. If either or both of the *Blancmanges* remain, or if the PCs eschew the competition and attempt to bypass them altogether, the *Blancmanges* attack.

Nota bene: If this is the PCs' first encounter with extraterrestrial Blancmanges and you'd like to set a hook for a future adventure, you can have the Blancmanges drop a clue about their invasion plans ('Close Encounters of Dessert Kind', p. 285).

Solution

If both *Blancmanges* are defeated, the mucous structures gradually melt and drain from the cavern via grates in the floor. If this and the solution to '3B. Kennel' are achieved, 'Encounter Strange Door' in 3B is triggered. In addition, Creosote feels a bit less lethargic and less susceptible to persuasion. Increase the Room Die value by one.

3B. Kennel

This room, and the adjacent '3A. Mucous Cavern,' are Creosote's brain, which is suffering from excessive amounts of the humour phlegm.

Features

The stone walls, floor and ceiling of this chamber are covered in wet, slushy snow. In the middle of the room is a snow-covered mound. Along each wall are rows of vine-covered wooden enclosures, each of which houses a friendly hound lying on a bed of plants. There are no other exits.

Investigation

Snow-Covered Mound Clearing away the snow reveals a covered cook pit, with skewers of frozen meat lying around on a bed of frozen greens.

Enclosures Anyone who can produce a Druidry Deed of 5+ can identify the wood of the kennels as cinnamon and clove, the vines growing on them as pepper vines, and the plants the hounds are lying on as ginger, sage, thyme, and turmeric. Anyone who can produce a Wisdom of the Ways of Science Deed of 7+ knows that these substances are considered to have warming properties, and are used to treat an excess of phlegm.

Hounds Anyone who can produce an Animal Husbandry or Druidry Deed of 4+ can tell that the hounds are ready for their din-dins!

Solution

Build a fire in the pit and roast the meat, seasoning it with some or all of the spices and herbs in the room. If uncooked and/or unseasoned meat is laid before the hounds, they sniff, whine, and look up at the PCs hopefully – but they won't eat until it's prepared properly. When it is, they eat happily, the snow begins to thaw, and the hounds fall asleep and begin snoring contentedly. If this and the solution to '3A. Mucous Cavern' have been achieved, 'Encounter Strange Door' is triggered. In addition, Creosote feels a bit less lethargic and less susceptible to persuasion. Increase the Room Die value by one.

Encounter *Strange Door*

A stone door appears in the western wall. Hewn into the stone is a grim, hoary, sleeping face whose berimed beard forms an elaborate handle. The face animates when the door is approached. In a gravelly voice thick with ancient gravitas, it intones an ancient riddle in an ancient language. Anyone who can produce a Lorefulness Deed of 5+ can make sense of the words:



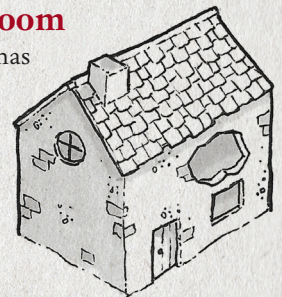
'Those who dare the perils beyond must first answer me this hoary riddle dire, which is both rimed and unrhymed. What is that which eats without mouth or tooth, that has a hat but no head, that sings in day and pipes 'neath the new moon, but nary a foot, nor feather, nor fin hath it; which climbs peaks but fears the moon; that is greater than all the oceans yet lives for but a moment, and that swallows whole the day yet it can only be seen by the blinded eye and...[and so on...and on and on]'

The riddle has no answer. It's nonsense. But the door will keep intoning ominous paradoxes, refusing to pause for note-taking or to repeat itself, until someone gets fed up and opens it. It isn't locked. The door breaks off its riddle, says 'Oh bugger,' and goes back to sleep. On the far side of the door is '5. Humo-Eclectic Power Plant.'

Entrance 4 (South): Right Sleeve via Mr. Beginnings' Bedroom

Mr. Beginnings' Bedroom

King Creosote's sleeve has punched through the upper floor of Mr. Beginnings' house and the poor fellow is beside himself. As he attempts to tidy up the mess the sleeve has made of his bedroom, he says:



'Along comes this Frenchman, posh as you like. A twinkle in his eye and vegetable oil in his hair. Buys me old inn for a promissory note for a handful of wafer-thin mints, two bushels of acorns, and a share of the profits. The next day, me best customer's the size of a mountain and the inn's destroyed. Monsieur Feengaufrette de Menthe he called hisself. Would like to get me hands on the scoundrel, but he's nowhere to be found.'

Features

Inside the sleeve is a 10' wide cylindrical corridor made of fine, taut silk (mind the cufflink!) that slopes sharply down towards street level. Traversing the slippery downslope is tricky. How tricky, and where the traverser ends up, depends on the method employed. If anyone slides down the corridor while wearing armour, there's a chance they tear the fabric and fall through the rent into '3A. Mucous Cavern'. All subsequent sliders automatically fall there too.

Method	Challenge	Where They End Up
Walking	Nimbleness Test	On a roll of 1-12, they go head over heels and slide down. Roll a d4 to see which room they end up in. On a 13+, treat as 'Sliding'.
Sliding (unarmoured)	None. Have fun!	At the fork, the slider can choose which branch to take.
Sliding (armoured)	Luck Test	On a roll of 1-10, the armour tears a rent in the fabric and the slider falls into '3A. Mucous Cavern'. On an 11+, there's no tear and the slider can choose which branch to take.
Rappelling	None. Aren't you smart? Have somewhat less fun.	At the fork, the rappeller can choose which branch to take.

Somewhere far below street level the corridor forks into four branches: far left, left, right, far right.

Far Left Sounds like chattering and leads to '4B. Gustatory Pipe'.

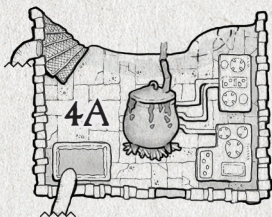
Left Smells like burnt food and month-old fish. It leads to the mousse vat in '4A. Kitchen'.

Right Smells like rendered fat and leads to the lard tub in '4C. Larder'.

Far Right Smells of baked goods and leads to the bun bin in '4C. Larder'.

4A. Kitchen

This room is Creosote's liver, which, along with '4C. Larder' (the gallbladder), is suffering from excessive amounts of the humour yellow bile.



Features

A scorchingly hot, dry, smoky room with blazing ovens lining the walls. In the middle of the room is a bonfire, over which is a gigantic cauldron filled (and in fact spilling and spattering over) with boiling yellow liquid. A door in the southern wall leads to '4C. Larder'. In the western end of the room is a stairway leading to a hole in the ceiling ('4B. Gustatory Pipe'). Protruding from another hole in the ceiling is a wide copper hose dangling above a vat filled with frothy, coral-coloured sludge. An open archway in the northern wall leads to '5. Humo-Eclectic Power Plant'.⁶

Investigation

Cauldron A 30' tall lidded cauldron of blackened iron. Anyone who can produce a Wisdom in the Ways of Science Deed of 7+ can identify the liquid bubbling in the cauldron as the humour yellow bile, which is associated with the

liver (known to produce it), the gallbladder (known to store it), summer, the element fire, and, in excess quantities, irritability. But beware! Anyone approaching within spattering distance of the cauldron suffers 1 bit of Death from the blisteringly hot bile spitting from it.

Cauldron Lid It's black iron, like the cauldron, and is bouncing up and down as the overheated liquid sputters and spatters. A jointed iron hose connecting the lid to the ceiling sucks yellow steam from the cauldron, and it is clearly over-capacity. Several rivets have already burst their housings and are embedded in the walls and floor.

Ovens The huge ovens belch smoke; clearly everything is burning to a crisp. On inspection, they aren't wood- or coal-fired, but there are narrow glass tubes connecting them to the cauldron. These act as gas lines (unknown in Mediaeval times, of course), but instead of gas, they feed yellow bile to the ovens as fuel. Anyone who can produce a Wisdom in the Ways of Science Deed of 7+ knows instantly that they're apt to shatter if fiddled with. If said fiddling takes place, the tube bursts, sprays hot bile on the fiddler (1 bit of Death), and continues spraying the immediate area. If an oven is opened, there's a 1 in 4 chance that 'Encounter French Chevrailleur' is triggered. If not, the oven contains a hunk of food, burned beyond recognition.

Copper Hose and Mousse Vat Anyone who took the left branch in the corridor falls out of the hose and into a vat of frothy pink sludge. They must produce a 5+ in Decorum to maintain their dignity, or suffer 1 bit of Loony. Anyone who can produce a Decorum Deed of 5+ can identify the sludge as a melange of putrid fish mousses (a bonanza of Whizzo Butter!).

Solution

The solution, put simply, is to bring down the temperature of the fire under the cauldron. This causes the sputtering boil to reduce to a slow simmer, the lid of the cauldron to settle back into place, and a healthy amount of yellow-bile steam to flow into '5. Humo-Eclectic Power Plant' via the lid hose. There's not one right way to go about this, but extinguishing the fire completely is bad for two reasons: (1) it takes all the fire out of Creosote, making him more likely to give in and eat a mint (reduce the Room Die value by one); and (2) it stops the flow of yellow bile into '5. Humo-Eclectic Power Plant', creating a subsequent imbalance.

Anyone searching for some medical insight into the situation can attempt a Wisdom in the Ways of Science Deed. If they produce a 10+ (or if they rolled a 10+ when identifying the yellow bile previously), they know that the key is to reduce the intensity of the flames, not extinguish the fire entirely.

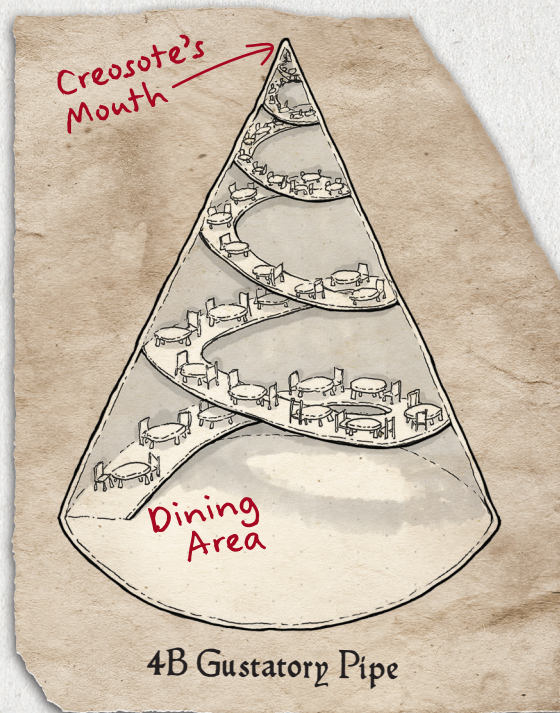
Encounter Chevrailleur

A naked, singed, gnawed-upon *French Chevrailleur* trussed up turkey-style with an apple in their mouth has been stuffed in the oven. If the apple is removed, they say, 'Mon dieu! Aide-moi, imbécile!' If they aren't immediately helped out of the oven, they begin launching *Raillerie*

⁶ Unlike the black bile, blood, and phlegm rooms, the yellow-bile room does not have to be 'solved' by the PCs for them to gain access to '5. Humo-Eclectic Power Plant.'

attacks. If they're rescued and untrussed, they show grudging appreciation. But mostly they're upset at their Marquis for having cooked and served them as the fourth course for King Creosote. They'll tell the PCs all about *Marquis Guy de Lombard's* plan and the ongoing danger he poses, after which they'll make a break for '4B. Gustatory Pipe' and a little taste of freedom.

4B. Gustatory Pipe



Features

This room resembles a brick chimney 30' across that's accessed by a wrought iron spiral staircase. When the staircase reaches the chimney's bottom, it widens to form a continuous balcony that spirals to the top of the chimney, where a gleam of light can be seen. Anyone who took the far-left branch in the corridor slides out of a hole in the wall and lands on the balcony halfway up.

Investigation

Chimney Anyone who can produce a Strategy or Wisdom in the Ways of Science Deed of 6+ while looking up the chimney can discern that its proportions, and those of the elements in it, are smaller than they should be as the chimney rises – and it's not just the distance. To anyone who climbs the stairway and ascends the spiralling balcony, everything appears to remain its normal, expected size. If they continue to the very top, they emerge from Creosote's mouth and realise they are now 2" tall. Climbing back down reverses the effect and returns them to normal size, but if they've already climbed out of Creosote's mouth, they'll have to convince him to let them back in...and remember, he's full. For each person that climbs back down through Creosote's mouth, decrease the Room Die value by one.

Gleam of Light It looks like daylight! Is that possible? Better tattle up there and see...

Balcony On the balcony are two-top tables, each with a pair of well-dressed diners engaged in earnest conversation and dégustation.

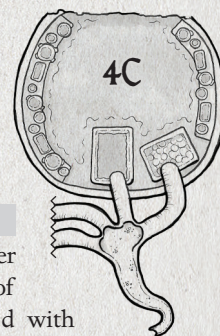
Encounter Diners

Expensively attired diners are eating salads made of words and, between mouthfuls, belch pretentious epicurean phrases at one another. 'The ethereal melange of flavours waltzes upon the salivatory sheen of my [explosive belch] palate, weaving a low-piled tapestry of scrumptiousity on the loom of my senses.' 'Oh, I most heartily agree. A gastronomic gemstone wrested raw from the mine of ambrosial delight, then cut and shaped to multifaceted gustatory perfection that [bubbling belch] refracts the light of my epicurean gleam into a prismatic yet toothsome revelation.'

They are not human or even alive, just manifestations of Creosote's appetites, so they don't respond to interaction. Eating one or more of the salad words causes the eater to immediately become A Bit Too Decorous, Really (d20 in Decorum, if they have it), and A Bit Too Weltschmerz, Really (d4 in Purpose, if they have it).

4C. Larder

This room is Creosote's gallbladder, which, along with '4A. Kitchen' (the liver), is suffering from excessive amounts of the humour yellow bile.



Features

The floor of this cylindrical chamber is covered with a few inches of yellow liquid. The walls are lined with shelves, which are packed full of earthenware storage vessels. There's also a tall, square, open-topped bin and a wide vat. A door in the northern wall leads to '4A. Kitchen'.

Investigation

Storage Vessels Earthenware jars, pots, crocks, ewers, vases, and storage vessels of all shapes and sizes cram every inch of the shelves. All are completely filled with yellow liquid – and they're slowly dripping onto the floor, as if they were still being filled. Anyone who can produce a Wisdom in the Ways of Science Deed of 7+ can identify the liquid as the humour yellow bile, which is associated with the liver (known to produce it), the gallbladder (known to store it), summer, the element fire, and, in excess quantities, irritability.

Open-Topped Bin It's a bun bin – how nice! Anyone who took the far-right branch in the corridor falls out of a hole in the ceiling and lands softly on their bum in the buns. Be careful, though! Any food wisecracks or puns while in the larder bring *Attila the Bun* storming up from the bottom of the bin.

Wide Vat It's a lard vat – how disgusting! Anyone who took the right branch in the corridor falls out of a hole in the ceiling and splashes down here. The excessive heat in the kitchen has made it rancid, so that's a Heartiness Test. Produce a 6+ or take 1 bit of Death. The good news is that this qualifies as a king's ransom in Whizzo Butter! It's also useful for calming an enraged *Attila the Bun*.

Encounter *Attila the Bun*

Triggered if anyone in the larder makes a food pun.

5. Humo-Eclectic Power Plant

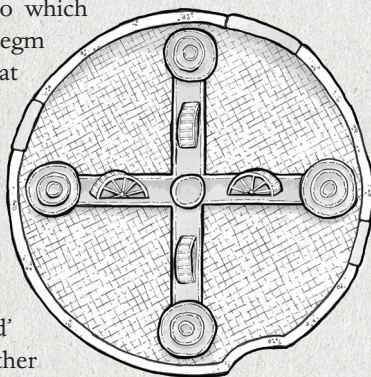
This is the room into which all blood, bile, and phlegm flow, and it's one that the PCs will revisit a number of times as they work to balance Creosote's humours. Most likely, when the PCs first enter this room, they'll have 'solved' only one of the other rooms, and will therefore have balanced only one of the four humours. If they're coming from '4A. Kitchen', they might not have balanced any.

In all cases, how you describe the fountains, the volume and rate of flow of the liquids, and the rates at which their turbines are turning is critical. If any of the 'excessive' humours (black bile, yellow bile, phlegm) haven't been balanced, their fountains are gushing, their channels are overspilling, their turbines spinning almost out of control. If a humour in paucity (blood or, if the PCs have completely extinguished the fire in '4A. Kitchen', yellow bile) hasn't been balanced, the fountain is dribbling, a mere rivulet runs down the channel, the turbine is barely moving. The colour of the veins in the walls and the liquid in the glass pipe can further indicate imbalances (see 'Wall' and 'Glass Pipe').

When a humour is properly balanced, its fountain tinkles merrily, the liquid flows steadily in its channel, and its turbine turns at a regulated, moderate pace. When all four turbines are operating like this, the way to '6. The Puddings' is opened (see 'Solution').

Features

A vast, circular room with walls of veined white marble and no visible ceiling. The floor slopes downwards towards the centre. At each cardinal direction is a door and a fountain. The fountains spill humours down sluiceways towards four turbines. A glass pipe extends vertically from the centre of the room into the seemingly infinite darkness above.



Investigation

North Door A mirror that, if stepped through, leads to '1A. Washroom'. If black bile has been balanced, the mirror can be traversed freely. If not, someone can pass from this room into the Washroom, but can't return through the mirror until the humour (black bile) has been balanced.

East Door From this room, it's just a normal-looking door that leads to '2A. Windmill Garden'. From the garden, the door, a hidden sliding panel in the wall, is undetectable and can't be used if the humour (blood) hasn't been balanced.

South Door An open archway into '4A. Kitchen'. It can be passed through freely, whether the humour (yellow bile) has been balanced or not.

West Door The Strange Door looks and behaves exactly as described in '3B. Kennel', no matter which side of it you're on or how many times you approach it.

Fountains Humours flow (or if balance has not been achieved, gush or trickle) from marble fountains built into the wall – black bile from the north, blood from the east, yellow bile from the south, phlegm from the west. The fountains are white marble, veined with the colour of their respective humour, and carved according to the humour's season.

Floor The floor, which slopes downwards towards the centre, is made of tightly packed fibres, like a dense jute carpet. It's knotted, irregular, and composed of black, red, yellow, and pale-green fibres. If a PC pulls one free, it dissipates and a single expletive echoes through the chamber. If the fibre is black, the expletive is a woebegone 'Fuck me'. If red, it's a cheerful 'Fucking brilliant, mate!' If yellow, a hostile 'Fuck off!' If pale green, a lethargic 'Ah, fuck it.' There are billions of fibres, so pulling or hacking a hole in the floor is impossible. The only breaks in the jute are made by the four white marble sluiceways, which cut through it from each corner fountain to the room's centre.

Sluiceways The humours flow through these channels towards the centre of the room, where they turn gigantic, waterwheel-like turbines. The sluiceways are white marble, veined in black, red, yellow, or pale green, according to the humour they carry.

Walls Smooth, expensive-looking, veined white marble. The colour of the veins corresponds to the colour of any humours that are in an excessive state.

Turbines Four 50' tall, white-marble, waterwheel-like turbines, each of which is turned by a separate humour flowing down a sluiceway from its fountain. The turbines pump humoral liquid up the glass pipe.

Glass Pipe 10' in diameter with walls of thick glass. Or maybe hardened mucus of some kind? At any rate, the stuff is thick, sturdy, and transparent. Here the humours come together and are pumped by the turbines upwards into Creosote's psyche. Ideally, all four humours are equally represented, but any excesses or paucities are made clear by the quantity of each colour as the liquids are pumped up and away.

Solution

When all four humours are brought into balance, Creosote feels more zen than he's ever felt. Increase the Room Die value by one.

Of more immediate concern is the jute-like floor, which rapidly unravels. The fibres untangle themselves, float into the air, and dissipate with one final cacophonous chorus of curses. Anyone in the room when this happens faces a Heartiness Test. Those who cannot produce a 5+ suffer 1 bit of Loony. PCs who are from Scotland, or who have spent a great deal of time there, are immune.

And just like that, the floor gives way. Anyone in the room not standing on or clinging to something marble falls into a sea of bubbling, dark liquid (see '6. The Puddings'). But that's fine. It's the next and final step of the quest! Those outside the room when the floor gives way may take whatever precautions they deem necessary during their descent. The walls of the pit are of the same smooth marble, so they're difficult to climb. But a rope or grappling hook could be affixed to a fountain, marble channel, or object in an adjoining room. Or they can just jump and land softly in the brown stuff.

6. The Puddings



The final room. All the PCs have to do is dislodge the Horn of Plenty obstructing Creosote's innards, and the day is won!

Features

A veritable ocean of burbling, bubbling pudding! The walls of smooth white(ish) marble are brightly lit by swarms of large, glowing flies. Protruding from the walls and half-submerged in the pudding are large marble hands holding metal egg beaters. Far above, the undersides of the marble channels and turbines can be seen.

Investigation

Pudding The lumpy, bubbling, shifting mass is warm, but not uncomfortably so. Bubbles that range from mouse- to mammoth-size break the pudding's surface constantly. Oh, must we say it? Fine. It's chocolate.

Marble Hands There are four marble hands, each the size of a house, one at each cardinal direction. Each hand holds a 30' long steel egg beater. Every few minutes, like clockwork, the hands rotate once around the room, the beaters whirling like threshers. Anyone near the walls when this happens must think quickly or take 3 bits of Death. They might dive beneath the beaters, jump-swim out of their range, study the pattern in order to avoid them... whatever they opt to do, if 'Intercourse the Dice!' doesn't come into play, it'll take a roll of 8+ in an appropriate Trait.

When the hands have completed their circuit, they come to rest in their original positions, each beater outstretched and one finger pointing along its handle. If someone can produce a Strategy Deed of 6+ while studying the hands, they'll notice that the extended fingers don't point to the exact centre of the chamber, but are each slightly askew. If lines are drawn from the ends of each of the four fingers, the point at which they intersect is directly above where the Horn of Plenty is.

Glowing Insects Hundreds of fat, goose-sized, incandescent bluebottle flies blunder about on wings that seem far too small. They mutter, bump into each other and the walls, plop into the pudding and reemerge elsewhere, but are harmless. If the Participants have forgotten what they're looking for or what it is they're meant to be doing, the flies can mutter clues like, 'bloody circus in 'ere,' 'be up to our earholes soon,' 'e's plugga plugga plugged,' or whatever prompts are needed to get them to pull their fingers – and the Horn – out.

Anyone who takes a few moments to study the flies notices that they tend to congregate over a particular spot of the pudding sea. Directly below that spot is where the Horn of Plenty is.

If a PC kills one with a ranged attack (a Strategy Deed of 4+), it drops to the pudding's surface, its guts drain out, and all that's left is its bulbous, translucent exoskeleton. If it's placed on the head like a space helmet, PCs can make pudding dives (see 'Solution' p. 16) without the Heartiness roll, and Luck rolls for Random Dives can be made twice and the preferred result taken.

If a PC manages to get their hands on a live one (through some nifty rope work, say), they can use the antennae like reins to fly around on the thing – even beneath the pudding's surface.

Bubbles Anyone who uses a Druidry, Strategy, or Wisdom in the Ways of Science Deed to study the bubbles' frequency and pattern can, with a roll of 6+, discern that bubbles never emerge from a certain spot. Directly below that spot is the Horn of Plenty.

Solution

There's nothing for it. The PCs must dive to the bottom of the pudding sea and locate the Horn of Plenty that's lodged in the, well, the outlet. If the PCs have learned its location by studying the hands, flies, or bubbles, it's an informed dive. If not, it's random. Each time a dive is made, Creosote feels it deep in his nethers, his resolve weakens, and a Room Die roll is necessary. If more than one PC dives at a time, it's still only one Room Die roll.

Informed Dive Diving straight down from the finger-pointed/fly-hovered/bubbleless spot requires a Heartiness Deed of 6+. On a failure, the PC takes a big breath of pudding (and 1 bit of Death) and returns to the surface. On a success, the PC finds – by feel alone; it's hard to see in pudding – a 5' wide object protruding from the otherwise smooth marble bottom. It's the Horn of Plenty, and it's quite stuck in!

Random Dive Diving straight down to a random point requires a Heartiness Deed of 6+. On a failure, the PC takes a big breath of pudding (and 1 bit of Death) and

returns to the surface. On a success, the PC can make a Luck roll. On a 17+, they find – by feel alone; it's hard to see in pudding – a 5' wide object protruding from the otherwise smooth marble bottom. It's the Horn of Plenty, and it's quite stuck in!

Dislodgement Once the Horn is located, it takes three successful, simultaneous dives, and three successful, simultaneous Deeds of 6+ to dislodge it. Valour for a brute-strength tug. Strategy to use leverage. Druidry to call upon the pagan deities associated with the Horn (Demeter/Ceres, amongst others). At this point, the PCs have solved a lot of puzzles and are at the bottom of an ocean of brown stuff. Give them some extra leeway, and reward creativity with dice intercourses!

Victorious Expulsion! When the Horn is dislodged, the ocean of pudding – and the PCs along with it – are forcefully, violently expelled into the St. Hyde's Church. The day is won! King Creosote deflates to normal size, and he's in a terribly good mood. For that matter, so is the whole town, save the vicars of St. Hyde's.

Denouement and Further Adventures

The PCs have saved a King! They've saved a town! They've foiled the French! The only downside is that they do happen to have rather a lot of pudding on them.

King Creosote, balanced humours and all, will reward them richly.

They're the heroes of Notlob and will be asked to tell the tale at every inn and public house. All the details please!

If *Marquis Guy de Lombard* managed to escape, he'll be out for revenge.

If the defeated *Blancmanges* in the Mucous Cavern dropped a clue, events can transition to 'Close Encounters of Dessert Kind' (p. 285).

And if the Participants have got the taste for Franco-foiling, it's off to 'The Figgitt for the Isle of Wiggitt' (p. 325)!

