



KNIGHTS of the Kitchen Table

CREATED BY MACK SEXTON



THE CULINARY COMEDY RPG

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INTRODUCTION

Today's the day of the Big Celebration, and all the nobles and peasants are gathered in the capital to partake in the festivities. There's just one problem: nothing's ready. As members of the royal court, it's your job to scramble to prepare the festivities, lest the king fly into a rage and lop off your heads.

Welcome to *Knights of the Kitchen Table*! In this tabletop RPG, you play as the servants and knights of the royal household on the day of a Big Celebration. The goal of the game is to successfully pull off the feast of the century, no matter the obstacles. The game is run by **Grand Chef** (GC) and played by the **Player Chefs** (PCs). *Knights of the Kitchen Table* is a collaborative experience, where the PCs move the direction of the story, while the game is moderated by the GC. In the game, you'll cook, clean, barter, steal, sneak, fight, and craft your way to pulling off one of the greatest Celebrations the kingdom has ever seen...or die trying, at least.

Ultimately, *Knights of the Kitchen Table* is a simple RPG to play. You'll need the Game Guide in order to make characters and for the GC to roll up random events. You'll also need a pen and paper to record your stats for your playable character. You will need at least several six-sided dice in order to roll for events in the game; we recommend having about fifteen in total, but it's not a bad idea for every player to bring their own dice either. Similarly, the GC will require additional dice, including one twenty-sided dice, one ten-sided dice, and one four-sided dice. You'll want to have some friends too; between the players and the GC, we recommend having four to five people in total. Finally, you'll need to bring some imagination and a sense of humor. *Knights of the Kitchen Table* is ultimately a light experience, meant to be as humorous as it is entertaining. Come, sit down, and have fun. Remember: if the rules here don't suit your needs, change what you need to. *Knights of the Kitchen Table* is all about having fun.

FOR PLAYERS

In *Knights of the Kitchen Table*, you play as one of the royal staff tasked with pulling off a Big Celebration before the king lops off your head. As PCs, your characters move the story along as you all make choices that will impact the world around you. In this section, we will discuss what your various stats mean and how to create unique characters.

STATS

In the game, a number of statistics detail your PC's characteristics, as well as what they're capable of. Below, you'll find a summary of what each stat refers to, as well as how it impacts play.

ATTRIBUTES

Every playable character has a series of **Attributes** which inform their character; these determine everything from a character's intelligence to their physical fortitude. Attributes are measured by dots on a scale of 0 to 5, with 0 being the weakest and 5 being the strongest. Each point represents an additional dice the player may roll for a **check** (i.e. rolling dice to *check* whether an action is successful or not) involving an Attribute.

These Attributes include:

- **Fortitude** – A measure of the PC's physical strength and constitution.
- **Nimbleness** – The agility and dexterity of a given character.
- **Wits** – The guile and intelligence of a PC.
- **Radiance** – The magical capacity of a PC.
- **Presence** – A measure of the PC's force of personality.

SKILLS

Every player character takes on unique Skills as their character. While attributes describe the broad characteristics of a PC, Skills describe what a PC is specifically capable of. Skills are measured by dots on a scale of 0 to 5, with 0 being the weakest and 5 being the strongest. Each point represents an additional dice the PC may roll for a check involving a Skill.

These Skills consist of the following:

- **Athletics** – Shows of strength and physical prowess.
- **Baking/Cooking** – The delicate art of food preparation.
- **Charm/Persuade** – Winning others over with your personality.

- **Combat** – Performances of violence.
- **Craft/Repair** – Taking broken things and unbreaking them.
- **Etiquette** – Demonstrating knowledge of courtly decorum.
- **Intimidation** – Winning others over by scaring the daylights out of them.
- **Knowledge** – Demonstrating a possession of knowledge.
- **Magic** – Casting spells, reading runes, and reversing curses.
- **Observation** – Analyzing immediate surroundings for information.
- **Performance** – Performing public spectacles such as speeches or singing.
- **Stealth** – Remaining undetected by things that aim to detect you.

MORALE & KING'S FAVOR

Knights of the Kitchen Table is a constant battle against time to get the Big Celebration prepared, and this battle is represented by a player's **Morale** and **King's Favor** stats. Morale represents a PC's motivation to continue their efforts to prepare the Celebration on a scale of 1 to 5. King's Favor represents the amount the king is willing to tolerate the players' shenanigans on a scale of 1 to 5. Neither stat can go higher than 5.

When a player fails a roll, their moral decreases by one. When a PC's morale reaches 0, said PC's King's Favor drops a point. Rejuvenated by the worry of being beheaded, a player's morale will automatically reset every time they lose favor with the king. Additionally, King's Favor drops by one point for every day that the Big Celebration is delayed. The only way to restore King's Favor during normal play is to take an additional Campaign Objective from the king. (We'll return to that later.) When King's Favor drops to zero, the King lops off the PC's head.

CALCULATED STATS

Some of the stats that you'll calculate for your PC come from existing scores; we'll talk about that later in greater depth, but for now, let's define what each term refers to. Your **Health Pool** is the amount of damage your PC can sustain before falling unconscious. Your **Dodge** is the amount of damage your character can avoid or deflect before sustaining damage with the PC's Health Pool.

THE CHEFS

More defines a Player Chef than just a collection of numerical stats, though. The Chef's position in the royal household, their potential knowledge of magic, and the variety of fantasy being they are all contribute to a more complicated character. Here, we'll explain the other factors of how to create and play a Player Chef.

STAFF POSITION

Every PC is a member of the royal staff, though not necessarily a member of the kitchen per se. However, in order to make ends meet for the Big Celebration, members of the royal staff have been co-opted into aiding in preparations. Each staff position gives a small bonus to both Attributes and Skills. They include:

Chef

The cream of the culinary crop and trained in the dark arts of good cuisine. *A chef gains a +1 to their Radiance Attribute and to either their Cooking or Baking Skill. They begin with a frying pan, a set of knives, a thermometer, and an apron.*



Knight

Strong, brave, and noble knights serve to protect the royalty. *A knight gains +1 to Fortitude Attribute and to either their Combat or their Intimidation Skill. They begin with a sword, a shield, a saddle, and a polishing kit.*

Fool

Observant but moreover amusing, the fool exists to keep the royalty entertained. *They get a +1 to Presence Attribute and to either their Charm or their Performance Skill. They begin with a juggling kit, a disguise kit, one utensil of choice, and an instrument.*



Butler/Maid

Quiet and often unseen, these staff keep the castle clean and orderly. *Butlers and maids gain +1 to Nimbleness Attribute and to either their Craft or Stealth Skill. They begin with a cleaning instrument of choice, a lock-picking kit, a frying pan, and contact with one helpful NPC.*

Advisor

Ostensibly wise figures there to guide the king, advisors must see what others don't. *Advisors gain a +1 to Wits Attribute and to either their Etiquette or Knowledge Skill. They begin with a knife set, a basic alchemy set, a set of fine attire, and contact with one minor, helpful noble.*



All staff start with additional equipment as well: one basic pack of ingredients, a rope, a sack, a sack of 1d4 Coins, and a tinderbox. It should be easy for players to gain more gear; when pricing for equipment, consider the rarity of the item and the value of the item. Items are priced from 1 Coin to 6 Coins in escalating value. You can find more information on items in the “Playing the Game” section under Items. Fantasy Beings.

The kingdom is home to many strange and colorful beings, many of which serve the royal household in a variety of functions. While most of the beings play very similarly, each receives a small bonus unique to them.



Humans

Various shades of brown and generally hairy. *Humans are able to run long distances without getting tired.*

Elves

Slender, ancient, and widely disliked. *Elves automatically understand every language.*



Dwarves

Stout, gruff, and very bearded, these folks usually live under mountains. *Dwarves are able to smuggle objects in their beards without any difficulty.*

Orcs

Large, green, and good huggers. *Orcs do not suffer any penalties for weight or exhaustion.*



Halflings

Small and friendly folk with hairy feet. *Halflings are used to being wary of larger folk and cannot be snuck up on.*

Devilborn

Horned descendants of literal devils. *Devilborn can see perfectly in complete darkness.*





Ratmin

Shorter rat-like people fond of gnawing things. *Natural tinkerers, ratmin can easily conceive of elaborate contraptions for almost every occasion.*

Fae Beasts

Fae creatures that appear outwardly to be small animals such as mice, cats, or birds. *Fae beasts can fit into small spaces with no penalty.*



Undead

The walking dead, such as vampires, zombies, or accountants. *Undead are immune to poisons, disease, and food past its expiration date.*

Pthnononians

Tentacled creatures from another plane of existence that are misunderstood and errifying. *Pthnononians have seen great horrors from beyond the veil of sleep, so they are immune to being intimidated.*



Goblins

Small, sneaky, and very fond of sharp, stabby objects. *Goblins can smuggle one small object around without making a check.*

MAGIC & SPELLS

Knights of the Kitchen Table is a high-fantasy RPG in a magic-rich setting, which means that it's possible for PCs to learn magic spells to aid them in their efforts to pull off the Big Celebration. Each spell has a **spell check** (or SC), which describes the difficulty of casting said spell. **A PC may know as many spells as they have points in their Magic Skill.** Casting spells is as simple as any other check; it is possible to succeed, fail, partially succeed, or flub a spell cast. It is possible to up-cast spells for a stronger effect, but doing so **may require a higher SC** than the stated amount. (See Dice Rules under Playing the Game for more information.)

The spells are the following:

Heat: Warm several square feet or intensely warm a space enough to bring water to a boil. (SC: 1)

Cool: Cool down several square feet or intensely cool a space enough to freeze water. (SC: 1)

Ignite: Light a small flame, about that of the average match. (SC: 1)

Persuade: Add a bonus dice to interpersonal interactions for five minutes. Add one additional bonus dice for each SC level (SC: 2)

Levitate: Float an item weighing up to 50 lbs. through the air for five minutes. Add one dice for each additional minute or 50 lbs. (SC: 2)

Clean: Clean an object or surface to pristine appearance. (SC: 2)

Burst: Create a small explosion at range that does as much damage as your Radiance Attribute. Add an additional point for each SC level. (SC: 3)

Animate: For ten minutes, animate an inanimate object to move freely of its own accord. Add a dice to animate multiple objects, and add one dice for every additional ten minutes of animation. (SC: 3)

Purify: Cleanse a dish or liquid of poisons or impurities to make safe to ingest. (SC: 3)

Rough Ground: For ten minutes, a patch of the ground becomes difficult to traverse, slowing enemies to a slow shuffle. For each additional dice, the effect lasts thirty minutes longer. (SC: 3)

Mindread: Read the mind of a particular subject for ten seconds. (SC: 4)

Curse: Force an NPC (or another PC) to suffer two penalty dice. Add one penalty dice for each success over the base amount. (SC: 4)

Fly: Gain the ability to fly up to 50 feet per round for a minute, with a maximum height of 200 feet. (SC: 5)

In the event a player wants to use another spell not listed here, the GC and the player should talk about what the spell does and how hard it should be to cast. In the event a player isn't satisfied with their spells, **players may opt to change out their spells during meals.** However, the same restrictions apply as to how many spells they can know at a given time. Finally, flubbing a spell doesn't inherently mean that the spell fails; magic isn't an exact science, after all. Spells, when cast, will almost always produce some effect, good or ill; **a flubbed or partial roll will still result in the spell being cast... just not perhaps in the way intended.**

CREATING A PC

Creating a Playable Chef requires choosing a staff position and being, assigning scores for Attributes, rolling for skill points, and deriving a few more minor stats. However, players are also welcome to create characters to fit party needs and to adjust the creation process to suit their needs.

First, **start with basic information** about your character. Which fantasy being are they? What is their staff position? These decisions may shape how you build your character. Also bear in mind what skills and traits you want to be good at; it's always good to diversify, but you should try to be very good at a few select things if you can.

Next, **assign values for your Attributes**, with the numbers **3, 2, 1, 1, and 0.** On your sheet, record every Attribute over one; this will determine how many dice you can add for an Attribute roll. Next, **roll 6d6 and drop the lowest roll to calculate the number of Skill Points you have to distribute.** Distribute these points amongst your various Skills until none remain. Afterwards, add the bonuses given by your Staff Position, and record the special skill given by your Fantasy being.

Now, to calculate your **Health Pool**, add together your Fortitude and your Radiance plus 2; this is how much damage you can take before you fall unconscious. To calculate your **Dodge**, add together your Nimbleness and your Wits plus 1. Your **Morale** and **King's Favor** stats always begin at 10 out of 10.

Lastly, give your chef a little more depth. What got them into working as a staff member of the royal court? What motivates them (other than the threat of losing their head, of course)? Do they have any aspirations? Do they have any character flaws? These may not factor into a game mechanically, but they'll give you a much greater idea how to play your character.

PLAYING THE GAME

The goal of a *Knights of the Kitchen Table* campaign is simple; prepare the Big Celebration without losing so much favor with the king that he kills your chef. Play is divided into two sections: **normal play** and **recoup**. During normal play, the Player Chefs will scramble to prepare for the Big Celebration, doing all manner of things to accomplish their Goals. Only after the Big Celebration is completed or all the party is beheaded does the game switch to recoup mode. During recoup, players will take time to reorganize themselves and recover from the damage done during normal play.

DICE RULES

A simple series of rules dictate how conflict resolutions are handled in game. When players declare an action that has a risk of failure, the GC asks them to make a roll consisting of a number of Attribute dice and a number of Skill dice. Below, we'll explain how these rolls work in-game, as well as the nuances of this game system.

DICE CHECKS

Knights of the Kitchen Table is primarily played with a series of six-sided dice (d6). In game, the success of any given player's action is determined with a dice roll or a check. When a player tries to do any action that risks failure, the GC should call for a check, specifying one specific attribute and one specific skill. Therefore, **players should roll at least two d6 for any given check** (one dice for attributes, one dice for Skills), with one additional dice for each dot in the related attribute and skill. A rolled 4, 5, or 6 counts as a success; a rolled 1, 2 or 3 counts as a failed roll, with a 1 being a critical failure. If a player passes a Skill check, they successfully accomplish their task.

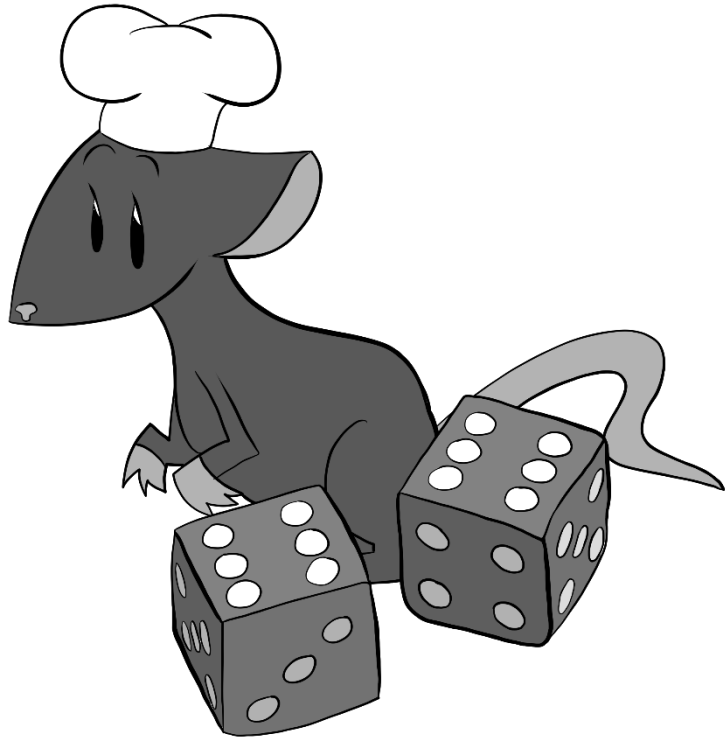
Some Skill checks may require a greater number of successes. As a good rule of thumb, tasks are broken down into the following difficulties:

- **SIMPLE:** Require a single success
- **EASY:** Require 2 successes
- **MODERATE:** Require 3 successes
- **CHALLENGING:** Require 4 successes
- **HARD:** Require 5 successes
- **IMPOSSIBLE:** Require 6+ successes

For example, a player might need to bake some bread. This is not too difficult, but the GC declares it to be an Easy Difficulty, requiring 2 successes. The PC has two points in their Baking Skill and one point in their Wits; they roll 3d6, rolling a 2, 4, and 5, meaning that they successfully bake the bread without complication. As a rule of

thumb, GCs should usually be transparent about the difficulty of a given task. During play, most Skill checks will be Easy, Moderate, or Challenging.

Finally, checks frequently use **bonuses** and **penalties**. If the Grand Chef sees a check that favors the PC, the PC may receive one or multiple bonus die to add to a roll. At the same time, in a situation that does not favor the PC, the GC may deem it necessary to remove anywhere between one and three dice from the existing roll before the roll has been made.



PARTIALS & FLUBS

A **partial check** is a check that contains at least half rolled 1s. In a partial check, a **player accomplishes their action but with a complication**. If a player is

attempting to pan-sear some shrimp scampi, for example, a flubbed roll might mean that they successfully cook the dish but accidentally start a grease fire. The other way that players may roll a partial check **is if they lack enough dice to make a full success**. In the event a player lacks enough dice to make a roll, they may roll as many dice as are applicable anyway. In this case, as long as half or more of dice are successes, the player achieves a partial success; by extension, if less than half the dice are successes, the roll fails. (The GC may wish to scale the relative amount of success to how many dice the player rolls in these circumstances; the closer the number of dice is to the number of dice necessary, the more partially successful the roll is.)

A **flub** is when a roll fails and consists of over half rolled ones. Unlike a failure, which simply fails to complete the action, a flub represents an escalation of events. In the event of a flub, **the worst possible thing to happen in that given situation arises**. Bear in mind that this doesn't necessarily mean that a PC automatically fails the task at hand; rather, the situation is made dramatically worse as a direct result of the PC's actions.

NORMAL PLAY

Most of a *Knights of the Kitchen Table* campaign will be spent in Normal Play, where Player Chefs scramble to prepare the Big Celebration. Here, we'll describe how to participate in Normal Play.

ESTABLISHING GOALS

Before every Big Celebration, players are given a **Goal** by the Grand Chef which must be accomplished by the party before the Big Celebration by the players. In order for the Big Celebration to go through, **at least half of the Goals must be accomplished by the party**. However, **for each Goal left unaccomplished, the respective player loses one point of their King's Favor**. By contrast, if all the players are able to complete their Goals, the entire party gains two points of King's Favor. Note **that Goals only relate to the current Big Celebration and do not carry over from one Big Celebration to the next**. Similarly, the entire party of PCs get a **Group Goal**, which must be handled to even put on the Big Celebration. Unlike individual Goals, Group Goals must be dealt with, as the Big Celebration cannot go through until the Group Goal is dealt with.

If, during normal play, players want to risk gaining an extra point of King's Favor, players may opt to take on an extra Goal. Doing so gives all party members an extra point of King's Favor, but also applies to all acting party members on top of other, pre-existing Goals. (You can learn more about pre-existing Goals in the "Setting Goals" section of the Grand Chef's chapter).

INTERACTING WITH THE WORLD

Once in normal play and given Goals, players then set about traveling around the in-game world to accomplish their Goals. While doing so, they may interact with the world in a variety of ways, ranging from diplomacy to deception to full-on combat. However, all player interaction stems from players declaring what their PCs are doing (or, at least, are attempting to do). Should the players attempt to perform an action that might fail, the Grand Chef calls for a Check that consists of a Skill and an Attribute; we discuss this earlier in Dice and Checks. In *Knights of the Kitchen Table*, skill rolls are left with a certain degree of ambiguity, so players may wish to discuss with the Grand Chef about whether or not a certain combination of Skill and Attribute is appropriate or not; they may also debate whether or not a bonus or penalty die should be implemented for a given roll. **While the Grand Chef ultimately gets the final say over the contents of a Check, players always reserve the right to question the call and propose appropriate alternatives**. Remember: *Knights of the Kitchen Table* is a collaborative experience, not a competitive one.

COMPLIMENTS

When players do a good job roleplaying or the GC wishes to reward the players for one reason or another, the GC may offer their **compliments** to the Player Chef. When this happens, the player may choose at some point in the future to exchange a compliment for an extra dice on a given roll. There is no upper limit to how many compliments a PC can have at a given time, and they do not expire at the end of the session.

ENCOUNTERS

Encounters describe moments of more intense play, be they chase scenes, coordinated actions, combat, elaborate heists, or other such scenarios. In these high-stakes moments of play, additional rules are taken into account.

When beginning an encounter, the Grand Chef makes a declaration of what the encounter is, stating clearly what the **threat** is and what the **resolution** appears to be. Players are welcome to suggest alternate resolutions, though the initial threat remains steadfast.

Next, a **turn order** is established. If a player has initiated an encounter, that player goes first, and the turn order moves clockwise around the table. If an NPC or natural force has initiated an encounter, then players roll their highest Attribute to determine roll order, with the highest number of successes going first before moving clockwise; in these rolls, the Grand Chef also participates in the **turn order roll**.

From there, players may perform a certain number of actions per-turn. In a single turn of encounter, players may move up to 30 feet, perform a single rolled-action, and have their PC talk freely for the duration of 10 in-game seconds.

COMBAT & DAMAGE

Though combat is not a core tenet of Knights of the Kitchen Table, it is one viable option to accomplish Goals.

For any given attack, first make a **Check involving the combat Skill and the appropriate Attribute**; this will generally be the Fortitude Attribute, but the Grand Chef may declare it to be a different Attribute depending on the nature of the attack. From there, make a standard check. Some enemies can be defeated in a single check, while others may take some time to whittle down. **Enemy difficulties and abilities are described in the Grand Chef's portion of this guide.**

An **attack roll** is always successful; however, the amount of damage is determined by the number of successes made in the check. For each successful dice, the attacker does one point of damage. In the event of a **partial attack roll**, the rival

combatant will gain half as many bonus dice as are in the original attacker's roll. On a **flubbed combat roll**, the enemy combatant will get a free attack against the PC. **Should a PC's Health Pool be reduced to 0, they fall unconscious for four hours or until revived.** Getting knocked out will also cost the PC **3 Morale**. A PC's **HP** (i.e. a PC's Health Points) **will be replenished to full after waking** back up. **If a PC is revived during an encounter, they will restore 1 health;** reviving a PC takes the place of a single rolled-action.

Dodging is also an option in game. Should an enemy attack a PC, the player will have the option to Dodge the attack. Doing so will reduce the number of points they have in their Dodge Pool instead of reducing their Health Pool. When the **Dodge Pool is drained, a PC is Winded and can no longer dodge attacks.** Additionally, when the PC is Winded; they **gain a penalty dice** until they replenish some of their Dodge Pool. Without stopping for meals, one point of dodge returns to the player after two in-game hours.

Other actions may be taken during combat as well, based on context. For example, a player may attempt to draw an enemy's ire as a distraction with their Presence and Charm, or perhaps they may attempt to mitigate the effects of a spell with combination of Wits and Magic. Like ordinary checks, these Checks should be described by the given circumstances and are open to the same discussion.



MEALS

Encounters may leave the Player Chefs tired and low on resources, so it may become necessary to restock these resources somehow; this is where meals come into play. Outside of encounters, players may choose to replenish their stats via a short meal in between activities. The quality of the meal will dictate what the party is able to earn back from a given meal. **Players must have Ingredients on-hand to produce meals.**

First, start by establishing the difficulty of the meal. The difficulty of meals is similar to the difficulty for other Checks; refer to the difficulties below:

- **SIMPLE:** A Meal for 1 person
- **EASY:** A meal for a 2 people
- **MODERATE:** A meal for 3 people
- **CHALLENGING:** A meal for 4-5 people
- **HARD:** A meal for 5-6 people
- **IMPOSSIBLE:** Meal for 7+ people

After this, **roll the appropriate Skill and Attribute** to create the meal. (Under ordinary circumstances, this will consist of Cooking or Baking plus Wits; however, should making a meal require some outside challenge such as fishing, the Attribute may be changed.) While only one player at a time is in charge of making a meal, it is possible for other PCs to help. **Should another PC choose to help make the meal, they will add their Skill dice to the roll.** Mealtime should also be an opportunity for the other party members to regroup and plan, too. While one group creates the meal, other players may choose to take the time to form plans, talk to nearby NPCs, or pursue small projects. A PC cannot pursue side objectives and aid with the Meal at the same time.

Any given meal, even on a failed roll, will replenish a PC's Dodge to full and grant 1 HP. A **partial meal** will replenish a PC's Dodge to full and grant up to half their HP; if a PC is over half HP, they may roll 1d3 to determine how much HP to add. A successful meal will replenish HP and Dodge to full, as well as 1d3+1 Morale. **While creating a meal, it is not possible to flub the roll.**

ITEMS

In *Knights of the Kitchen Table*, PCs begin with and may acquire a variety of other objects in game that may aid them in their travels. While many have functions that are self-explanatory, others have specific in-game mechanics. Below, you'll find the names of each available item, its cost, and what unique mechanics it has if any.

ITEM NAME	COST	GAMEPLAY BUFFS
Abacus	4 Coin	Offers +1 to Intimidation when in use.
Alchemy Set	6 Coin	Offers +3 bonus dice if a PC uses their Magic skill to brew potions.
Apron	1 Coin	Offers +1 bonus dice if used while performing magic in a kitchen.
Candles	1 Coin	
Cleaning Instrument	1 Coin	
Common Attire	2 Coin	
Common Ingredients	1 Coin	Used to prepare meals. A single use item.
Crowbar	2 Coin	Offers +1 bonus dice to Athletics and Combat when in use.
Disguise Kit	3 Coin	A single use item, a disguise kit offers +2 bonus dice to Stealth and +1 bonus dice to Performance when in use.
Encyclopedia	5 Coin	Offers +2 bonus to Knowledge.
Fine Attire	4 Coin	Offers +2 bonus dice to Etiquette.
Frying Pan	2 Coin	

Instrument	4 Coin	Offers +1 bonus dice to Performance when used as part of the performance. If a PC has 3+ to their Presence Attribute, it offers +2 bonus dice.
Juggling Kit	2 Coin	Offers +2 bonus dice to performance.
Knives	3 Coin	Offers +1 bonus dice to Combat.
Lance	4 Coin	Offers +1 bonus die to Combat if used in close quarters. Offers +2 bonus dice to Combat if hurled.
Lantern	2 Coin	Offers +1 bonus dice to Observation when used in the dark.
Lock-Picks	3 Coin	Grants +2 bonus dice when in use.
Pan	1 Coin	Offers +1 bonus dice to combat.
Polishing Kit	1 Coin	
Rope	1 Coin	
Saddle	4 Coin	
Shield	3 Coin	Negates up to 3 in-coming damage to a PC when in use.
Specialty Ingredients	6 Coin	
Sword	3 Coin	Offers +3 bonus dice to Combat when used as part of an attack.
Thermometer	6 Coin	

CONTESTED CHECKS

Though not encouraged, conflict will occasionally arise between PCs. If these conflicts cannot be resolved through normal play, the PCs in question enter into a **contest**. During this period, Checks are made normally; partial successes beat failures and flubs, and normal successes beat partial successes. In the event that both parties roll a successful Check, both players should tally up the number of points in their respective Skill and Attribute; the PC with the higher value succeeds, while the PC with the lower value receives a partial success where possible. (An alternate option for contested checks is that while the nature of each roll is determined normally, both players simply roll to see who rolls more successes overall; on ties, the player with the higher tally of dice wins the roll.) **PCs do not lose morale during contests.**

THE BIG CELEBRATION & LONGER PLAY

Once a satisfactory number of Goals have been reached, the party may choose to throw the Big Celebration. When this happens, each player rolls to gauge the success of the Big Celebration. If a player has completed their Goal, they roll two dice; otherwise, they roll a single dice.

The number of successes rolled determines the quality of the Big Celebration what kind of rewards are garnered from the celebration. The table below describes the outcome of the Big Celebration.

0	No successes are rolled. The Big Feast is a Dismal Display and an embarrassment to the kingdom. The entire party loses a point of King's Favor, and the peasantry is angry.
1	A single success. The Big Celebration is an Acceptable Banquet . The status quo remains, and the king doesn't kill anyone.
2	Two successes. The Big Celebration is an Acceptable Banquet . The status quo remains, and the king seems to have a good time. PCs see their Morale returned to full.
3	Three successes. The Big Celebration is a Whopping Success , and the king is pleased. Players receive a point of King's Favor and see their Morale returned to full.
4	Four successes. The Big Celebration is a Whopping Success , and the whole court is pleased. Players receive a point of King's Favor and see their Morale returned to full.
5	Five successes. The Big Celebration is a Magnificent Feast ; the whole kingdom will speak of this event for months. Players receive two points of King's Favor and see their Morale returned to full.
6	Six successes. The Big Celebration is a Magnificent Feast ; the kingdom and its neighbors will speak of this event for months. Players receive two points of King's Favor and see their Morale returned to full.
7+	Seven or more successes. The Big Celebration is The Feast of the Century , or so it's declared; generations from now, people will speak of this feast. Players receive four points of King's Favor, see Morale returned to full, and receive a temporary point in one Skill for the next Big Celebration.

An alternate rule a GC may wish to implement is **Consequence Dice**. If the party has managed to pull together a feast by particularly gruesome means or has managed to do more harm than good in their exploits, GCs may wish to have players roll a separate set of dice for each malicious exploit. These represent in-world complications springing up as a direct result of the party's misdeeds. Consequence Dice should be rolled out in

clear view of the whole party; for each successful roll, one success is taken away. **The GC cannot roll more than three Consequence Dice at a time**; that just wouldn't be fair. Remember, Consequence Dice likely won't come up during normal play; the GC shouldn't implement them unless absolutely necessary.

It is at this point that either the session ends or else players enter into the Recoup Stage of play.

RECOUP

Unlike normal play, time is compressed during Recoup. In this phase of play, PCs gather themselves and prepare for the *next* Big Celebration. Here, we describe the concepts of Downtime and Downtime Actions.

DOWNTIME

Celebrations are the social capital of the Kingdom, but players are not always working on accomplishing tasks under such pressure. During downtime, PCs are given the opportunity to relax and take time to better themselves. Players have a limited amount of in-fiction time to spend, so players must think carefully about how their Player Chefs take the time off.



DOWNTIME ACTIONS

At the start of downtime, **each player rolls 1d4**. This is how many Downtime Actions that player may take in between Big Celebrations, as well as the number of in-fiction weeks between Big Celebrations. In this time, players may choose to spend their **Downtime Actions** on the following:

- Regaining some standing with the King for one point of King's Favor.

- Spend two Actions improving one of their core Attributes through study or training.
- Spend an Action on a given Skill.
- Work extra hard to earn 1 Coin per Action.
- Players may use a Downtime Action to better their relationship with existing NPCs so that tasks in the future may be a little easier to accomplish. (This will require working out details with the GC as to what is appropriate.)

Note that these are not all the actions that a PC may do in their recoup; they are, however, good examples of what can be accomplished in this mode of play.

FOR THE GRAND CHEF

Knights of the Kitchen Table is a collaborative game, but it won't go anywhere if it doesn't have a moderator; that's where you come in! As the Grand Chef, you run the game, introducing challenges, checks, obstacles, and complications as the players try to prepare the Big Celebration. Your role is not that of a single character, but rather as the world the party inhabits and the non-player characters they'll meet.

As the GC, your job is **not to oppose or compete** with your players, but rather, to **challenge** them. *Knights of the Kitchen Table* is ultimately a humorous game, one where you should want your players to succeed, if only by the skin of their teeth. You need not be impartial, but you should **always be fair**. Don't put the players up against tasks that are impossible to complete; instead, start off with moderately difficult tasks and up the ante. If you've played your part well, the result should be a game that is equal parts, tense, comical, and memorable.

RUNNING THE GAME

SETTING GOALS

Every playable chef begins the game with a set of **Goals** that they need to accomplish in order to both progress the in-game story as well as to complete the Big Celebration. While players may suggest Goals that they wish to accomplish, some players may have difficulty deciding on a Goal to accomplish. If that's the case, roll 1d20, and select from the list of possible Goals below:

1	Think of and prepare a proper appetizer
2	Obtain enough meat for the visiting orc dignitaries
3	Organize housing for the visiting guests
4	Think of and prepare a proper appetizer
5	Hire musical entertainment and find a way to pay them
6	Think of and prepare a proper entrée
7	Convince the local dragon not to attack during the Big Celebration
8	Get the celebration ground prepared by driving off the gnomes camping there

9	Get rid of the town's imp infestation
10	Think of and prepare a proper entrée
11	Prepare the ultimate centerpiece for the Big Celebration
12	Recover the Good Dishware from the Thieves Guild
13	Convince the Princess to un-kidnap herself before embarrassing the King and Queen
14	Think of and prepare a proper entree
15	Repair relations between the king and the visiting dignitaries
16	Exorcise the ghosts from the kitchen
17	Convince the theatre troupes to stop striking and come perform at the Big Celebration
18	Think of and prepare a proper dessert
19	Obtain transportation for the guests
20	Think of and prepare a proper dessert

Note that players should be encouraged to come up with their own Goals too, as should the GC. If one of these prompts makes you think of a funnier or more entertaining Goal, don't hesitate to use that instead. As a good **rule of thumb**, just bear in mind that Goals should be fundamentally simple, not taking a lot of time to fully understand; the complications should come in what stands between the PCs and accomplishing their Goals. If rolling from the table above, try to avoid repeat tasks; if a player rolls a certain number, have other players who roll that number re-roll their Goal.

Additionally, players may choose to take on an extra Goal at any point during a session. When this happens, **all players take on the extra Goal to accomplish, as well as a point of King's Favor**. However, this Goal **applies to all PCs**, and failing to accomplish it will punish everyone.

GROUP GOALS

In addition to Goals which individual players must pursue, there is almost always a larger problem that the party will need to work together to overcome. These **Group Goals** are selected by the GC before every play-session, and they must be overcome or otherwise dealt with in order to put on the Big Celebration. Unlike individual goals, a Group Goal cannot be left unaddressed by the party - a Group Goal must be confronted to complete the current game or "episode."

1	There has been a coup, and the king has been replaced with the usurper. PCs lose a point of King's Favor if over 5. (If the King has already been usurped, he returns to the throne by force - no greater King's Favor is lost.)
2	Someone calling themselves "the chosen one," walks into town, fighting and defeating anyone who stands in his way. He has one specific request for the Big Celebration and must be sated or dealt with.
3	A mad wizard seizes control of the castle and starts making insane requests that must be sated.
4	The dragon attacks the castle before taking up semi-permanent residence in the atrium.
5	The kingdom declares war on the rival kingdom.
6	An ancient prophecy comes true, and now zombies are walking the streets.
7	A magical storm rolls in/the storm is magic. It starts having strange effects on the countryside, and won't subside until magically dispelled or several days pass.
8	The King develops a taste for an incredibly rare dish, which he insists on having at The Big Celebration or he'll take out revenge in-kind.
9	The Dark Lord has returned, and he requests a spot at the King's table...or else. Unfortunately, the King is refusing to give the Dark Lord a seat.
10	A murderer, the infamous Cast-Iron Killer, has started targeting nobles, making the king, the guests, and the nobility worried.

COMPLICATIONS

Periodically, the drama of the situation depends on complications to the task at hand. If things seem to be going to accordingly to plan, rolling up a complication may add some flavor to the situation. (Remember, you can introduce your own complications as situation requires. Consider this table to be recommendations or options in a pinch.) These are challenges that may affect the larger efforts to pull of the Big Celebration, but will definitely affect the party's current actions.

1	Some bandits start attacking your current location.
2	A storm rolls in, making traveling harder and moving the Big Celebration indoors.
3	The envoy of gnomes arrives for the Big Celebration, but due to cultural ignorance, just kind of wander around into everything like an infestation.
4	Some rival knights start a brawl in your current location.
5	The Bakers Union in town has gone on-strike.
6	Rats have infested the larder. New groceries are needed, or the rats must be bribed.
7	A band of performers trying to reach the Big Celebration wander into the scene and refuse to leave until compensated and given directions.
8	There is an ingredient shortage; a substitute must be found or else the means of getting more of the ingredient.
9	Something causes the current location to catch fire.
10	The castle has caught fire but is okay; however, the Big Celebration is going to need to be moved now.

ENEMY STATS

Though not the primary source of conflict in *Knights of the Kitchen Table*, various enemies or opponents will occasionally face off against the PCs. When engaging in mortal combat (or, more frequently, the light, non-lethal skirmish), refer to the guidelines below.

DRAGONS

A very large, fire-breathing lizard that likely has a hoard of goods. A wise chef knows that fighting it is a fool's errand.



HP: 50

ATTRIBUTES: Fortitude 5;
Nimbleness 1; Wits 3; Radiance 3;
Presence 4

SKILLS: +1 to
Charm/Persuade,
Observation, and Magic;
+2 to Intimidation,
Baking/Cooking, and
Knowledge;
+3 to Athletics, Combat, and
Etiquette

DICE BONUSES: Dragons gain an additional bonus dice while flying through the air.

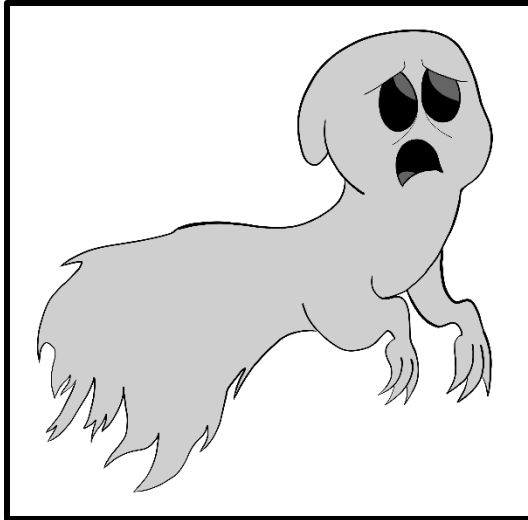
SPECIAL ABILITIES: Dragons can breathe fire, which deals an initial 4 points of damage for every round left standing in the blaze. They also speak three languages and generally have a collection of fine wine.

GHOSTS

Semi-translucent spirits unable to eternally rest for one reason or another. As they're not fully corporeal, getting rid of them tends to be a real nuisance.

HP: 4

ATTRIBUTES: Fortitude 0; Nimbleness 3; Wits 1; Radiance 3; Presence 4



SKILLS: +1 to Combat
+2 to Magic and Performance
+3 to Intimidation and Stealth

DICE BONUSES: Ghosts gain an additional bonus dice if they roll checks after nightfall.

SPECIAL ABILITIES: Ghosts cannot be hurt by physical means, and they must be dealt with by magical means. As Ghosts are usually bound to an area by either unfinished business or a curse, it may be possible to give them the means to move on to the afterlife. It's also possible to use magic to compel them to appear and stop

poltergeist-ing. Ghosts deal damage by way of their Radiance Attribute.

GNOMES

Tiny, little people with colorful dress and red pointy hats. Gnomes are naturally inquisitive and have no sense of personal space; they usually move in groups.

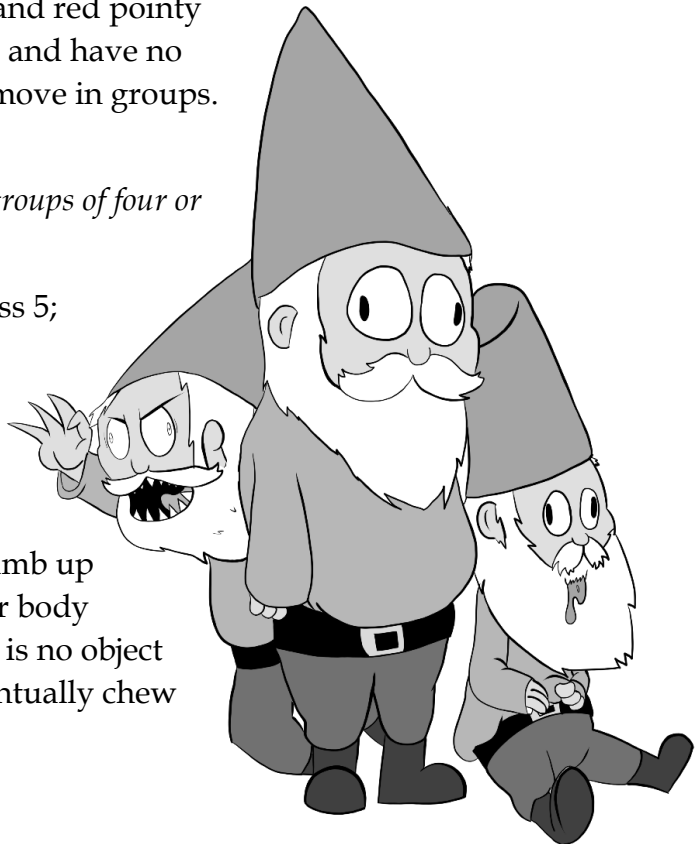
HP: 1

Gnomes receive an additional +2 HP for groups of four or more.

ATTRIBUTES: Fortitude 1; Nimbleness 5;
Wits 0; Radiance 4; Presence 2

SKILLS: +1 to Baking/Cooking and
Charm/Persuade
+2 to Craft/Repair and Magic

SPECIAL ABILITIES: Gnomes can climb up any surface, eat up to thirty times their body weight, and are resistant to fire. There is no object that a gnome's sharp teeth cannot eventually chew through.



GOBLINS

Little green folk who like both sharp objects and shiny objects, if not both together. Generally, more inclined to cause a ruckus and do crimes than pose a real threat.

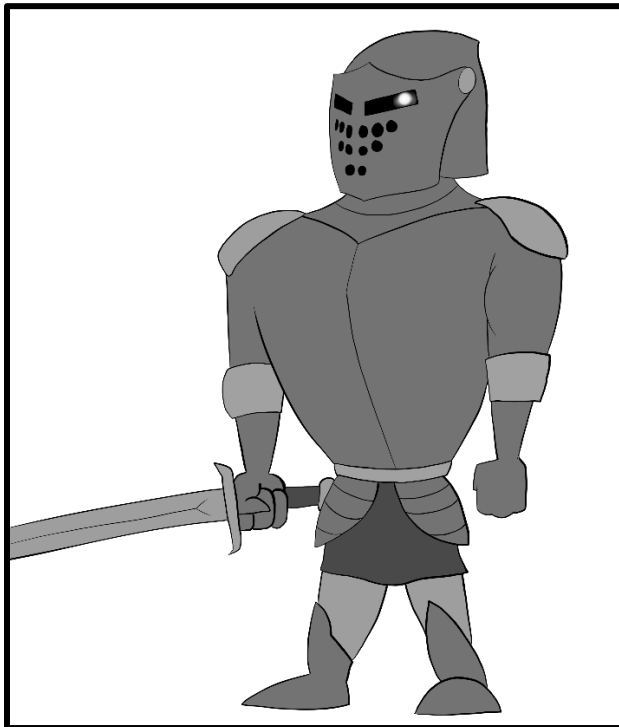
HP: 3

ATTRIBUTES: Fortitude 1; Nimbleness 3; Wits 1; Radiance 0; Presence 2

SKILLS: +1 to Baking/Cooking, Combat, Observation, and Stealth

DICE BONUSES: Goblins gain +1 bonus dice when rolling in the midst of a group of four or more other goblins.

SPECIAL ABILITIES: Goblins are a chatty bunch; actions taken for or against one goblin are known by all goblins in the general area.



KNIGHTS

Combatants in shiny armor with unusually with big egos. Knights are excellent fighters and usually serve other kingdoms.

HP: 7

ATTRIBUTES: Fortitude 3; Nimbleness 0; Wits 3; Radiance 0; Presence 3

SKILLS: +1 to Baking/Cooking, Craft/Repair, and Observation
+2 to Combat and Etiquette

DICE BONUSES: Rolls +1 bonus dice if mounted on their steed.

SPECIAL ABILITIES: Knights have a supernatural luck, and once per day, may opt to succeed in a single roll. Knights also travel with a steed that can be used to move people and items over great distances in a shorter period of time.

NOBLES

The wealthy and the corrupt. Nobles are fond of fine foods, fine wines, and picking on peasants. And, of course, making life difficult for the royal staff.

HP: 2

ATTRIBUTES: Fortitude 2; Nimbleness 3; Wits 1; Radiance 0; Presence 4

SKILLS: +1 to Combat and Knowledge
+2 to Charm/Persuade and Etiquette

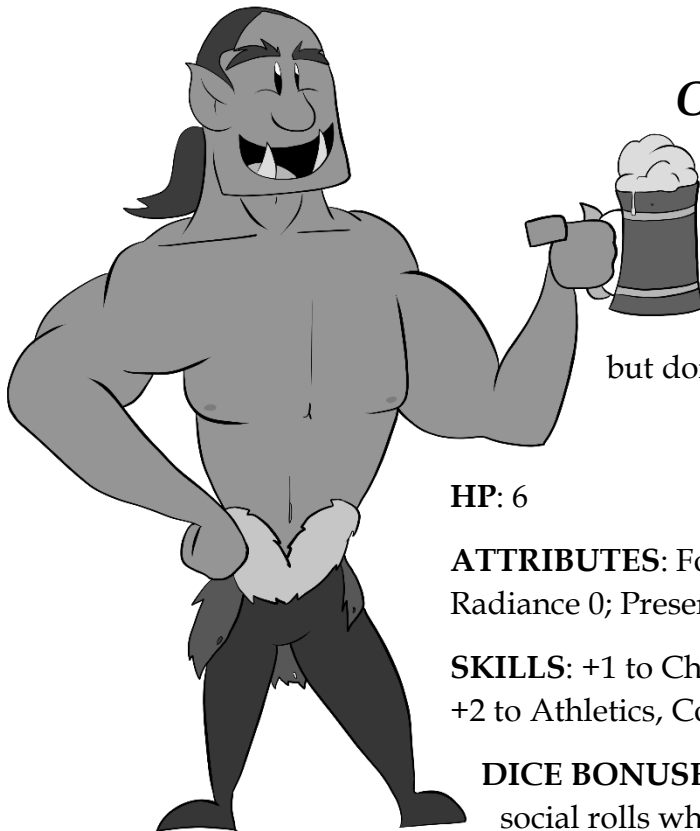
DICE BONUSES: If in their own court, nobles add +1 bonus dice to their rolls.

SPECIAL ABILITIES: Once a day, nobles may call for aid, which summons 1d4 knights.



ORCS

Large, tusked folk who are very strong and enjoy their alcohol stronger. Though orcs are loud and boisterous, they're also generally fair. They respect shows of strength but don't really do subtlety.



HP: 6

ATTRIBUTES: Fortitude 4; Nimbleness 1; Wits 0; Radiance 0; Presence 2

SKILLS: +1 to Charm/Persuade
+2 to Athletics, Combat, and Intimidation

DICE BONUSES: Orcs gain +1 bonus dice to any social rolls while inebriated.

SPECIAL ABILITIES: Orcs gain +1 on any task involving drinking, due to their hearty nature. Additionally, they do not suffer penalties for carrying heavy things or getting tired.

THIEVES/BANDITS

Folk of the less than legal kind who make their living by taking others possessions.

HP: 3

ATTRIBUTES: Fortitude 1; Nimbleness 4; Wits 2; Radiance 1; Presence 1

SKILLS: +1 to Athletics and Combat
+2 to Craft/Repair, Observation, and Stealth

DICE BONUSSES: A thief adds +1 bonus dice if they make a roll while hidden.



SPECIAL ABILITIES: Every thief travels with a single smoke bomb; when used, it allows them to automatically hide. However, it is only useful once, and it take a full twenty-four hours to pass before a thief may use a second smoke bomb.

WIZARDS

Practitioners of magic who uniformly wear silly hats. Wizards are very likely mad, and they dislike having this pointed out.



HP: 5

ATTRIBUTES: Fortitude 0; Nimbleness 1; Wits 4; Radiance 5; Presence 3

SKILLS: +1 to Baking/Cooking and Observation

+2 to Etiquette and Performance

+3 to Magic and Knowledge

SPELLS: Wizards have access to a handful of unique spells.

- **Bolt** – A bolt of lightning strikes at the target for 2 points of damage. (SC: 2)

- **Explode** – The wizard instantly explodes, dealing 1d6+3 to anyone close by and 1d3+1 to anyone at a distance. It will take a week for the wizard to reconstitute into physical form, provided

they have a phylactery or a reconstitution chamber.

- **Inferno** – The surrounding area bursts into flame. The caster chooses who is immune to its effects, but they must be specific and cannot use individual names. (SC: 3)
- **Invisibility** – The caster turns invisible for the next round or else for one minute outside of encounters. (SC: 3)
- **Truth Touch** – The caster, if touching a target, may compel them to tell the absolute truth for the next minute. (SC: 1)

SPECIAL ABILITIES: Wizards receive an additional action during encounters to cast a spell; this additional action *must* be used for casting or else not used. Wizards also retain a vast library of knowledge in their lairs.

ZOMBIES

The disgruntled undead. Zombies are magically enchanted to walk around eating everything not nailed down.

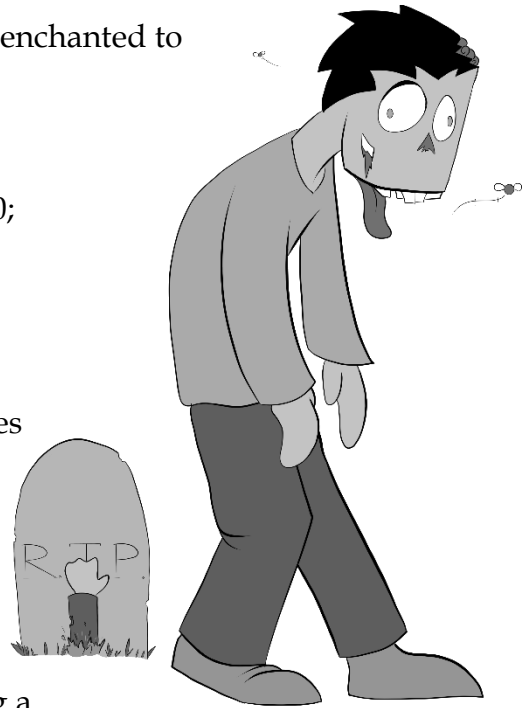
HP: 2

ATTRIBUTES: Fortitude 4; Nimbleness 0; Wits 0;
Radiance 1; Presence 0

SKILLS: +1 to Athletics
+2 to Combat

DICE BONUSES: When in an encounter, zombies add +1 bonus dice for every zombie in an immediate horde.

SPECIAL ABILITIES: If struck down, a zombie rolls 1d6 to see if they resurrect once more on their next turn. This ability can only be used twice for a zombie; on any failure during a resurrection roll, a zombie is permanently dead.



BEST GC PRACTICES

Knights of the Kitchen Table is, at heart, a comedy (if maybe a dark one at times) RPG, which means that certain GC practices are better than others. While none of the following is a rule, consider the advice below when running a game or a longer campaign.

- **Fail forward.** Nobody likes it when a game drags. Think about failures less as full-stop obstacles and more like a chance to raise the stakes. If a player fails or fumbles a roll, don't punish them for making the attempt but make the situation more hectic. For example, if a player tries to use the Ignite spell and rolls a flub, the spell works too well and proceeds to light the room on fire.
- **Allow for multiple approaches and solutions to problems.** Like the above advice, encouraging and allowing for player creativity is half the fun of a tabletop RPG, and it's a good way to prevent the game from lagging. By doing this, you'll prevent the players from getting frustrated, while also rewarding good play.
- **Keep the mood light.** There are plenty of RPGs out there that are more intense, grittier affairs. *Knights of the Kitchen Table* is not one of those. Read the room, and try to keep players amused while playing. For example, don't necessarily show or describe a PC getting their head lopped off in depth; the implication is generally enough.
- **For longer campaigns, have decisions made for one Big Celebration carry over between sessions.** This will create a greater feeling of continuity in your games, as well as creating the illusion of a living, breathing world.
- **Don't use in-game punishments for out-of-game problems.** Remember, everyone is here to have fun, and nobody likes being singled out. If there's a real problem, see if you can't talk it out like mature players.
- **Reward active descriptions of food or preparations.** One of the big draws of *Knights of the Kitchen Table* is the draw of food. When a player makes a meal, ask them to describe the quality of the dish and what exactly they make. For particularly good descriptions, reward them with Compliments or other in-game rewards.
- **Similarly, encourage good play by offering mechanical rewards like bonus dice.**
- **Keeps details consistent.** Part of being able to formulate plans and play creatively is for players to be able to at least partially predict the outcomes of their actions. If you've made a ruling in the past, either stick to that ruling or be

clear you're changing it up front. If there's something you've mentioned about the royal city or characters in-world, try to remember that information for later.

- **Don't worry too much about planning.** While this is definitely a narrative experience, much of the joy of the game is seeing what mayhem the players can get up to. In general, have some notes or a vague outline, but don't be afraid to go off the beaten path. This will also help create the illusion of a living, breathing world if done well.
- **Use Group Goals as a way to ramp up the tension and give the game better pacing.** While individual Goals give players something to pursue, Group Goals are the driving narrative force of Knights of the Kitchen Table. Use them as a way to keep the whole party engaged.
- **Have fun!** Remember, this is just a game, so take it easy and try to have a good time with your players!



PLAYER:

CHARACTER NAME:

FANTASY BEING:

STAFF POSITION:

ATTRIBUTES:

Fortitude	Nimbleness	Wits	Radiance	Presence
/5	/5	/5	/5	/5

HEALTH POOL:

DODGE:

AVAILABLE	MAX

AVAILABLE	MAX

MORALE:

KING'S FAVOR:

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SKILLS:

INVENTORY/SPELLS:

Athletics	/5
Baking/Cooking	/5
Charm/Persuade	/5
Combat	/5
Craft/Repair	/5
Etiquette	/5

Intimidation	/5
Knowledge	/5
Magic	/5
Observation	/5
Performance	/5
Stealth	/5

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