

Kobold Wild Wings

Welcome to Kobold Wild Wings, the bar and grill for the discerning adventurer.

KWW is run entirely by everyone's favorite Dragon adjacent Small Reptiles



Who are you?

The General Manager is in charge of guiding the story, playing NPCs, and deciding the effects of any skill checks. The GM also has final say about bonuses added to rolls.

The Staff are player characters and employees of your KWW franchise.

You have 3 traits: Job, Role and Favorite Wing Flavor.

Goal: Your objective is to make sure your KWW franchise operates smoothly and do clear as many customer Tables as possible. The GM presents the staff with events, crises, and tasks that need to be addressed, ranging from supply shortages, health inspections, Birthday groups, etc.

Skill Checks and Bonuses: You will want to do things that require a Skill Check. Describe what you want to do and how you want to accomplish it. Work with the GM to determine any bonuses based on your Role, Job, or Wing Flavor. You may get +1 for each, to a MAX of +3 total.

Wing Basket: The Wing Basket contains 2 wings/Kobold +1. Spending a wing upgrades a check result to the next tier.

Replenishing wings: On 10-12 check, the GM can offer a hard choice or complication and negotiate if your action still succeeds. The offer can be unrelated to the check itself. If you accept, add 1 wing to the basket.



Roll 2d6 + bonuses:
1-6: Complete Failure
7-9: You succeed BUT the there is a complication
10-12: You succeed deftly and with pizzazz

Roles

Front of House	Interpersonal, Gather Info, Recall., Carrying things
Back of House	Manual Dexterity, Moving Unnoticed, Using Tools



Front of House Jobs

Job	Skills
Bartender	Gather Info, Mixology
Server	Recall, Deception
Host	Persuasion, Spatial Reasoning
Busser	Strength, Act under pressure

Back of House Jobs

Job	Skills
Chef	Tasting, Knives
Line Cook	Act under pressure, Kitchen Tools
Dishwasher	Wet n' wild, Constitution
Manager	Communication, Math

Wing Flavors Your favorite Wing Flavor determines your Kobold's temperament

Garlic Parmesan	Mild mannered and cautious. Won't take risks unless they can stack the deck. One mild inconvenience away from an emotional breakdown.
Salt & Vinegar	No Nonsense with an eye towards efficiency. May come off as rude
Buffalo	Your standard kobold variety. Excitable and easily sidetracked by shinies. Afraid of emotions and conflict.
Blazin'	Fiery passion with a tendency towards overreaction, likely in anger. Not mean, but may be spiteful.

Who:	Descriptor
1. Humans	1. Too many questions about the menu
2. Goblins	2. Fans of Local Sports Team
3. Orcs	3. Overly competitive about trivia night
4. Halflings	4. Here to driiiiiink
5. Elves	5. Regulars here for a weekly special
6. Tieflings	6. Winners/Losers of local sport event

The Table Table: The Table Table determines what kind of patrons are at your KWW franchise. **Roll 1d6 for the number of patrons at a table**, then an additional **d6 for each column**.

Clearing a Table: You may take actions to clear a table. It is up to the GM to decide when a table is cleared. Suggested 2-5 actions depending on rowdiness of the table.

Event Table

The event table can be used by the GM to introduce an overarching situation that needs to be resolved, an event that needs to be prepared for, or a mysterious secret that needs to be investigated.

Roll a d100 to determine what kind of nonsense your employees will put up with today

1. Staff is trying to Unionize. Kobolds are unsure what that means or how to do it.
2. You receive word that a health inspector is coming in sometime today.
3. One of the patrons is secretly a food critic. You don't know who.
4. You think one of the patrons is secretly a food critic. They're not.
5. You overbooked the party room. Roll 1d6 to determine how many birthdays you've ruined
6. Trivia night is getting particularly intense. Maybe Mind control?
7. Trivia night is suspiciously quiet. Definitely mind control.
8. Worldwide Wing Shortage
9. Nationwide wing shortage
10. Local wing shortage
11. Restaurant wide wing shortage
12. Spontaneous adventurer brawl in the bar area
13. Bartender running secret adventurer fight club
14. Karaoke Night
15. Karaoke Night, but its all weird cult chanting
16. Karaoke Night, but its all demonic chanting
17. Karaoke Night, but it offends the neighbors
18. Karaoke Night, but it offends the gods
19. College Sports Championship Game
20. Home Town College Sports Championship Game
21. Full Moon. Some of you are werewolves
22. Full Moon. None of you are werewolves
23. Full Moon. Patrons are werewolves
24. Super Bowl Sunday
25. Kobolds Misunderstand Super Bowl Sunday, prepared for Superb Owl Sunday instead
26. Kobolds misunderstand Superb Owl Sunday, prepared for Super Bowl Sunday instead
27. Your franchise is being featured on an episode of Undercover Boss
28. You go undercover at another franchise
29. Complaints that patrons have pondered the orb in the restrooms
30. Complaints that there are no orbs to ponder in the restrooms
31. The walk in collapsed revealing ancient Dwarven ruins. Go clean that up.
32. The walk in collapsed revealing a portal to Hell. Go clean that up.
33. The walk in collapsed revealing a portal to the elemental plane of walk ins. Go clean that up.
34. You've just been robbed
35. You are currently being robbed
36. You are planning a robbery
37. Patrons obviously planning heist
38. Patrons seen planning heist yesterday return to perform heist
39. A party of adventurers is obviously planning to rob the restaurant
40. A party of adventurers is planning on cheating during trivia night.
41. Credit card machine is broken.
42. Credit card machine is a mimic.
43. Credit card machine turns into button that gives you money, but one person you know dies
44. Credit card machine turns into button that gives you money, but one person you don't know dies
45. Credit card machine turns into button that gives you money, but you die
46. Disgruntled artificer has driven their aurochless carriage through the front wall
47. Disgruntled carriage has driven their artificerless aurochs through the front wall
48. Disgruntled auroch has driven their carriageless artificer through the front wall
49. Customers are belligerently demanding the New Winter Wolf Shake. You have no recollection of such a product.
50. Customers are belligerently demanding anything but the New Winter Wolf Shake. You have no other products



51. A wizard has left a 1 star review. The star is expected to hit tonight.
52. A wizard has left a 5 star review. The stars are expected to hit tonight
53. A wizard has left a 0 star review. The sky is pitch dark.
54. Family of Dire badgers has taken up residence in the Golden Tee machine.
55. Family of Golfers have taken up residence in the Golden Tee Machine
56. A Golden Tee machine has taken up residence in your restaurant.
57. Otyugh trapped in the bathroom
58. Otyugh attempting to escape the bathroom
59. Otyugh fleeing from the bathroom. Something worse within.
60. Three keys are hidden in the restaurant, leading to a great treasure. Find them
61. Three keys are hidden in the restaurant, leading to a great treasure. Defend them
62. Three keys are hidden in the restaurant, they do not lead to treasure. Patrons believe otherwise
63. There are no keys in the restaurant. Ever.
64. Spicy challenge sauce replaced with potions of invisibility
65. Spicy challenge sauce replaced with potions of Diminution
66. Spicy challenge sauce replaced with potions of Growth
67. Spicy challenge sauce replaced with potions of Giant Strength
68. Spicy challenge sauce replaced with potions of Poison
69. Spicy challenge sauce replaced with potions of Love
70. Spicy challenge sauce replaced with actual fire
71. Speed dating event breaks out into impromptu basketball game
72. Basketball game breaks out into impromptu speed dating event
73. Episode of "Hot Ones" being filmed.
74. Episode of "Hot Ones" being filmed illegally.
75. Episode of "Hot Ones" being filmed turns out to be occult sacrifice ritual
76. Live chickens delivered.
77. The wings are "alive"
78. The "wings" are alive
79. The wings are ALIVE
80. Necromancer has constructed a tower next to your restaurant, driving away customers
81. Necromancer has constructed tower next to your restaurant, skeletal minions get belligerent during trivia night
82. Necromancer constructs a tower on top of your restaurant.
83. You wake up in a strange room. The room itself isn't strange, but it certainly isn't where you went to sleep last night.
84. Mysterious barrels are found in the dining area. They contain multicolored Hering
85. You discover a government surveillance team camped outside.
86. You discover a government surveillance team in the walls.
87. Patrons claim they are being watched.
88. The restaurant disappears.
89. Everything but the restaurant disappears.
90. Chromatic Dragons visit.
91. Metallic Dragons visit.
92. Metallica visits, but they're dragons.
93. Customers try to use fake coupons
94. Parasitic coupons use fake customers
95. You discover someone has turned your restaurant into a rocketship. Launch is in T-1hour
96. You discover your restaurant is now in orbit around the planet.
97. An Iceberg crashes into your restaurant.
98. An Iceberg crashes into your restaurant. It begins to sink.
99. Esturbidur, elder god of doritos, is summoned in the kitchen.
100. Gallathaxas Eater of Planets, asks to see the manager. They're gone.

