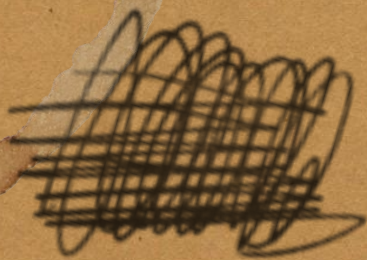




A Player's Handbook & Log Sheets



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THE BASICS

THE OBJECTIVE

FENNEL TAVERN is a single-player, community-driven, interactive YouTube series that combines real cooking footage in a homemade tavern set, pixel art, and RPG-style scenarios. Viewers can play along with each episode at home using dice. The game features the main character, Tav, who has decided to leave home and run a tavern—despite having no prior experience in the business. The aim of the game is to gain XP from buying, selling, and trading food items; interacting with NPCs who visit the tavern and letting your d20 determine if it's a friendly or hostile encounter; and creating a sense of community and camaraderie in the YouTube comments section. It is highly recommended, if not crucial, to record your process as you play so that you keep track of your ongoing XP score and achievements of levels. This can either be recorded in this booklet (feel free to print out the sheets) or using whatever system works best for you (notes app, scrap of paper, word document, etc.).

WHAT YOU NEED

The barrier of entry for this game is low! The most basic requirement you need is a device to watch the **FENNEL TAVERN** YouTube channel. Next is a d20 (20-sided die). If you don't have any physical dice you can use the Google "Roll Dice" feature or any preferred online dice-rolling app. As mentioned above, you will also need a way to record your gameplay. The **CHARACTER SHEET** (pg. 6), the **TRACKING SHEET** (pg. 7/8), and the **INVENTORY** (pg. 9) are specifically designed for this purpose. On the following pages are examples of how to fill them out.

HOW TO PLAY

Everyone begins at **Level 0** with **0 XP**. In each episode, you will be presented with three RPG scenarios that require a roll of a d20. The lower the roll, the more XP you may lose, while higher rolls will reward you with more XP. The game, in the long run, is complete at **Level 20** with **18,000 XP**. How long it takes to complete depends on the player as everyone's journey and pace is different. The YouTube series is set to run for at least **5 seasons** which, with an episode released every ten-day, will end in **2029**. If you are ever to dip below a total score of **0 XP** your items will be repossessed by the **debt collector** and you will be knocked back to **Level 0**. Don't worry—it isn't all over! He will 'kindly' reimburse you for **200 XP** no matter what your items were worth originally. Do not start from the beginning of the YouTube series, but continue to the next episode empty-handed.

LEVELS & XP

As previously stated, all players begin at episode 1 at **Level 0** with **0 XP**. The game ends either when the player reaches **Level 20** and **18,000 XP** OR the series ends at it's predestined fifth season in **2029**.

Level:	Title:	XP:
1	Wandering Wayfarer	900
2	Tavern Traveller	1,800
3	Learning the Inns and the Outs	2,700
4	Common Patron	3,600
5	Steady Sipper	4,500
6	Pub Partaker	5,400
7	Barfly Beginner	6,300
8	Frequently by the Fireside	7,200
9	Tavern Regular	8,100
10	Cantina Companion	9000
11	Merry Mug-Mate	9,900
12	Loyal Lodger	10,800
13	Gilded Guest	11,700
14	Alehouse Aficionado	12,600
15	Hearthside Hero	13,500
16	Local Legend	14,400
17	Lord of Libations	15,300
18	Crowned Connoisseur	16,200
19	High Patron of the Hall	17,100
20	Elder of the Inn	18,000

GAMEPLAY

THE RPG

Each episode, you will be faced with three RPG situations that require the roll of a d20 to determine the outcome. These encounters may range from friendly to hostile, as can the consequences of your roll.

Roll:	XP gain or loss:
1-4	-20 XP
5-8	-10 XP
9-12	No loss, no gain
13-16	+50 XP
17-20	+80 XP

AN EXAMPLE OF GAME PLAY

What follows is a hypothetical scenario that may occur in the game. Assume, for whatever reason, that you are trying to pickpocket a half-orc patron. The outcomes might look something like his, depending on what you roll.

- **You roll a 1, 2, 3, or 4**

The half-orc catches you trying to untie his purse strings. Enraged, he grabs your hand and crushes it tight, breaking a few fine bones. Ouch! [-20 XP]

- **You roll a 5, 6, 7, or 8**

The half-orc notices the attempt but he's in an unexpectedly lenient mood today. He decides to let you off with a warning this time—and the agreement that you buy him a drink. [-10 XP]

- **You roll a 9, 10, 11, or 12**

You fumble the attempt but no one notices. [0 XP]

- **You roll a 13, 14, 15, or 16**

While you don't manage to make off with his entire purse, you manage to snag a few coins. [+50 XP]

- **You roll a 17, 18, 19, or 20**

You pull off the attempt flawlessly and manage to get away with his very heavy coin purse without him suspecting a thing! [+80 XP]

ITEMS

- You can only hold **12 items** in your inventory at any given time. You may not purchase more items than you have space in your inventory. Unused items carry over to the next episode.
- It is crucial to record all items '**gained**' and '**lost**'. You may gain an item by buying it from the Tavern storehouse, finding it, or being gifted it. You may lose an item by consuming it or selling it to an NPC. It is advised to note this down using the **INVENTORY** sheet (pg. 9).
- When an item can be gained, its '**cost**' will always be available to you, as will its '**retail value**'. These are similar concepts but not entirely interchangeable.
- When you gain an item that you wish to keep, enter it into the '**items gained this episode**' column AND '**my parting inventory**'. Enter the price you paid for it into the '**cost**' AND '**retail value**' box.
- Sometimes you may receive an item for free whether that's a gift from an NPC or stumbling across it. In this case, enter its '**cost**' as 0 (as you did not pay for it), but enter its '**retail value**' as whatever it has listed.
- There are two ways to lose an item: consuming it or selling it to an NPC. You may choose to lose an item either of these ways to free up space in your inventory or to reap the reward from the NPC.
- You may consume up to 12 items from your inventory at any time. You may only sell an item to an NPC if they bring up the deal first.
- When you consume an item from your inventory you must roll a die (any will work). If it lands on an odd number then you may only take half its '**retail value**'. However, if you roll an even number then you may take double its '**retail value**'. This is the gamble when it comes to buying items to sell.
- An NPC may ask you for a particular item. If you have it in your inventory you may choose to sell it to them if you wish. In this case, the original '**retail value**' is ignored and the NPC may set its price. This could either be much less or much more than what you bought it for originally.
- At the end of your turn, calculate your total earnings and spendings; add and subtract these from your ongoing XP tally. This is your final parting score for that episode.
- As mentioned before, if your total XP score reaches zero then all your items will be seized by the debt collector. You will receive **200 XP** for the lot no matter their original retail value. Remove all items from your inventory and start empty-handed the next episode.

CHARACTER SHEET

Current XP: _____
Current level: _____

CHARACTER NAME:

CLASS: *Look up the DnD list of classes*

RACE: *Look up the DnD list of races*

ALIGNMENT: *Look up the DnD alignments*

AGE:

HEIGHT:

EYES:

SKIN:

HAIR:

APPEARANCE:

TRAITS, SKILLS, & PERSONALITY

BACKSTORY:

TRACKING SHEET | *Episode* _____

XP at the beginning of the episode:	
Level at the beginning of the episode:	

SCENARIO 1

Brief description of encounter:	
What I rolled:	XP loss/gain:

SCENARIO 2

Brief description of encounter:	
What I rolled:	XP loss/gain:

SCENARIO 3

Brief description of encounter:	
What I rolled:	XP loss/gain:

TRACKING SHEET [cont.] | *Episode* _____

XP at the end of the episode:	
Level at the end of the episode:	

<input type="checkbox"/> Hit 0 XP and was set back to Level 0 (200 XP)

NOTES

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INVENTORY | Episode _____

All items lost and reimbursed for 200 XP by debt collector.

	Items lost this episode:	Profit:
1.		+ ___ XP
2.		+ ___ XP
3.		+ ___ XP
4.		+ ___ XP
5.		+ ___ XP
6.		+ ___ XP
7.		+ ___ XP
8.		+ ___ XP
9.		+ ___ XP
10.		+ ___ XP
11.		+ ___ XP
12.		+ ___ XP
	Total XP earned this episode:	+ ___ XP

	Items gained this episode:	Cost:
1.		- ___ XP
2.		- ___ XP
3.		- ___ XP
4.		- ___ XP
5.		- ___ XP
6.		- ___ XP
7.		- ___ XP
8.		- ___ XP
9.		- ___ XP
10.		- ___ XP
11.		- ___ XP
12.		- ___ XP
	Total XP spent this episode:	- ___ XP

	My parting inventory:	Retail Value:
1.		___ XP
2.		___ XP
3.		___ XP
4.		___ XP
5.		___ XP
6.		___ XP

	My parting inventory:	Retail Value:
7.		___ XP
8.		___ XP
9.		___ XP
10.		___ XP
11.		___ XP
12.		___ XP

CHARACTER SHEET

Current XP: 4480
Current level: 4

CHARACTER NAME:	Tav			
CLASS: <i>Look up the DnD list of classes</i>	Rogue			
RACE: <i>Look up the DnD list of races</i>	Half-elf			
ALIGNMENT: <i>Look up the DnD alignments</i>	Chaotic good			
AGE: 28	HEIGHT: 5'7	EYES: Green	SKIN: Fair	HAIR: Red

APPEARANCE:

- wears red hair in pigtails bound by golden cuffs
- ears are pointier than most half elves
- green eyes
- dresses in a blouse, green bodice she embroidered herself, & a purple skirt

TRAITS, SKILLS, & PERSONALITY

Tav knows a fair bit about herbs & sewing but little about cooking. She is talkative, reckless & jumps into projects she's not qualified for. Generally she is friendly, kind & positive.

BACKSTORY:

Sick of staying to be a seamstress, Tav decided to run away from their hometown to Waterdeep to open a tavern. Mostly because it matched her name & little to do with careful planning.

TRACKING SHEET | Episode 36

XP at the beginning of the episode:	4480
Level at the beginning of the episode:	4

SCENARIO 1

Brief description of encounter:	
Pickpocketed an orc.	
What I rolled: 19	XP loss/gain: +80

SCENARIO 2

Brief description of encounter:	
Helped a tabaxi find it's cub. Got a tuna in return.	
What I rolled:	XP loss/gain: +50

SCENARIO 3

Brief description of encounter:	
Listened to tavern gossip. Got caught eavesdropping.	
What I rolled: 2	XP loss/gain: -20

TRACKING SHEET [cont.] | Episode 36

XP at the end of the episode:	4625
Level at the end of the episode:	5

Hit 0 XP and was set back to Level 0 (200 XP)

NOTES

Beginning = 4480 XP

apple +5

lemon +10

Cheese wheel +30

bread -10

Scen. 1 = +80

Scen. 2 = +50

Scen. 3 = -20

= +145

End XP = 4625

↖ leveled up! lvl 5

INVENTORY | Episode 36

All items lost and reimbursed for 200 XP by debt collector.

	Items lost this episode:	Profit:
1.	Apple	+ <u>5</u> XP
2.	Lemon	+ <u>10</u> XP
3.	Cheese wheel	+ <u>30</u> XP
4.		+ ___ XP
5.		+ ___ XP
6.		+ ___ XP
7.		+ ___ XP
8.		+ ___ XP
9.		+ ___ XP
10.		+ ___ XP
11.		+ ___ XP
12.		+ ___ XP
	Total XP earned this episode:	+ <u>45</u> XP

	Items gained this episode:	Cost:
1.	Bread	- <u>10</u> XP
2.	Tuna	- <u>0</u> XP
3.		- ___ XP
4.		- ___ XP
5.		- ___ XP
6.		- ___ XP
7.		- ___ XP
8.		- ___ XP
9.		- ___ XP
10.		- ___ XP
11.		- ___ XP
12.		- ___ XP
	Total XP spent this episode:	- <u>10</u> XP

	My parting inventory:	Retail Value:
1.	Bread	<u>10</u> XP
2.	Tuna	<u>0</u> XP
3.	Cream	<u>5</u> XP
4.	Pumpkin	<u>25</u> XP
5.	Sausage	<u>20</u> XP
6.	Pear	<u>10</u> XP

	My parting inventory:	Retail Value:
7.	Apricot	<u>5</u> XP
8.	Bacon	<u>50</u> XP
9.	Pheasant	<u>100</u> XP
10.		___ XP
11.		___ XP
12.		___ XP

Handwritten tally marks consisting of groups of vertical lines, arranged in a roughly triangular pattern. Each group consists of five vertical lines, with the top two lines crossed to form a square, representing a unit of five.