

*It's Always Orange
in Philadelphia*



IT'S ALWAYS ORANGE IN PHILADELPHIA

A gonzo adventure for **KOBOLDS ATE MY BABY!** The Orange Book

The Kobolds (*that's you*) have awoken in a strange and smelly place. Now, most creatures, when they wake up in a strange and smelly place – immediately set about trying to find their way out, and back to their own homes. Kobolds on the other hand are essentially lazy, and, totally unfazed by the random and chaotic whims of the multiverse. So, you all look around.

Anyone that actually looks around gets 1vp. “Good Roleplaying, here’s a treat.” If anyone follows, give them a **DEATH CHECK**.

The tiled room contains a few toilets in stalls, copious amounts of running water in troughs, flickering greenish lights, and enough rats to make a nice casserole. The stink of old beer and [taste the air] a piquant, a little salty – ahh, urine; everything is in order. Seems like a good a home as any. You name this bar bathroom, The Caves 2: The Secret of Curly’s Mold.

Make New Kobolds.

Roll on the Filthy Kobolds in the City of Brotherly Love Chart (*next page*). And then roll on the **WHAT'S THIS JAWN IN MY LEFT PAW** (d66) Chart.



FILTHY KOBOLDS IN THE CITY OF BROTHERLY LOVE (ROLL 2D6)

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BATTERY CHUCKER

You're just a regular old Kobold lost in the City of Brotherly Love. Oh, neat, batteries.

+**BATTERIES** – You have **1d6** batteries.

BOXER (FIGHTER)

You are a trained fighter. You wear silky shorts and wear a bathrobe outside. You love to punch things and for some reason get punched.

+**BOXING GLOVES** - You do not take Death Checks from unarmed combat. You still take Checks from weapons and other forms of combat.

BOXER (CARDBOARD)

You carry boxes good. Sometimes, so good, that they just walk away by themselves, or fall off trucks. You got me.



+**UNBOXING** - Whenever you open a box, their could be anything inside it. Roll **d666** on the **ITEM CHART** (*KAMB* page **XXX**).

BROAD STREET BULLY

Youse guys wear oversize orange sweaters and carry bent sticks everywhere you go. You prowl the streets looking for anyone not wearing orange* so that you can beat them with those aforementioned sticks.

+**STICK** - You have a hockey stick.

**Except in clearly defined zones where you attack people that aren't wearing the correct red, the correct blue, black, or green, based on the time of day, size of ball, and time of year.*

HOAGIE KOBOLD

You smell like a well-oiled kitchen. You are a practitioner of one of the few art forms that Kobolds have perfected – the Sandwich. In your hands bread and sliced meat turn into delicious perfection.

+ITS ALL ABOUT THE BREAD – Eating a sandwich will restore a bonus Death Check.

IROC KOBOLD

You wear a thick gold chain, and slick back your fur. You're a full-on madman when it comes to going fast, and you are always on the lookout for a fight.

+JERSEY – You gain advantage when trying to ride or drive anything.

POLE GREASER

You are a stopgap that keeps all of the Kobolds in line – so that they don't overrun the city in their exuberance and joy. You're a narc, a killjoy, and a grammar nerd.

+GREASE LIGHTNING – You have a magical supply of grease that can be liberally applied to any surface to make it Kobold-Proof, preventing kobolds from climbing, eating, or otherwise holding a thing.

WIZ WIT

You are a magical Kobold with magical control over cheese. You can make cheese sharp enough to cut, or rich enough to buy things with. If you can make a cheese pun, you can make it happen.

+WIZ! – You're a hairy wizard!

WHAT'S THIS JAWN IN MY LEFT PAW? (D66)

11 *SOFT PRETZEL*

12 *1D6 HARD PRETZELS*

13 *CHEESESTEAK*

14 *MELTED CHEESE*

15 *1D6 ONIONS*

16 *TIRE IRON*

21 *A WATER ICE**

22 *A CITYWIDE**

23 *MAC CARD**

24 *6D6 JIMMIES**

25 *A PORK ROLL**

26 *SOME SCRAPPLE**

31 *1D6 "CROWNS"**

32 *A ROCKABOOK**

33 *A SPICKET**

34 *A PITCHER**

35 *A WUDDER BOTTLE**

36 *A BALD IGGLE**

41 *HOCKEY PUCK*

42 *A GREEN HELMET*

43 *A RED HAT*

44 *1D6 EMPTY BOTTLES*

45 *1D6 BEERS*

46 *TICKETS TO THE GAME*

51 *A GOOSE*

52 *A SHARP KNIFE*

53 *A BASEBALL*

54 *A BOXING GLOVE*

55 *A BOWLING TROPHY*

56 *KEYS*

61 *A BROKEN BELL*

62 *1D6 TEETH*

63 *1D6 DARTS*

65 *A POT*

65 *A PIPE*

66 *A KITE*

**If you don't understand these words, its all good – perhaps these will help: a slushy treat, a boilermaker, an ATM card, sprinkles, not quite ham, sorta like a black pudding, crayons, a purse, a spigot, a picture, a water bottle, and the majestic bald eagle.*

THE BATHROOM

(THE CAVES 2: THE SECRET OF CURLY'S MOLD)

The tiled room contains a few toilets in stalls, copious amounts of running water in troughs, flickering greenish lights, and enough rats to make a nice casserole. The stink of old beer and urine; seems like as good a home as any.



From the Bathroom, you can exit to **THE PUB**.

THE PUB

The pub is small and dimly lit. There is a bar here, a dart board, a few tables, and a large green door that leads to the street.



Whenever someone enters the pub, roll on the “The Gang’s All Here Chart” to see who is here.



From **THE PUB**, you can go to **THE BATHROOM** or to **THE STREET**.



THE GANGS ALL HERE (D6)

- 1 Sweet Tea**, a large bird who wants whatever you have (3H, *flies*)
- 2 Franklin**, a small Troll looking for destruction (2H, *regenerates a heart every round even if currently "dead"*)
- 3 Charles**, a Kobold that works here as a janitor (1H, *eats and dies like a Kobold*)
- 4 Dentist**, a hockey-masked serial killer wants to kill you (6H, *large knife*)
- 5 Mack**, a Frankenstein-like flesh golem wants to smash (8H, *fights unarmed*)
- 6 A Waitress** who desperately wants to be somewhere else (1H, *scared, put out, really done with all this*)

THE STREET

There are Cars here. Its important to note here that as Kobolds, you have never seen a car before. You come from a generic fantasy land with horses, monsters, and even dragons. But, you have never seen a car before.

You are on a bright, sun-filled city street. In the distance you can see large mountains, wait are they towers? Do humans make towers that tall? There is a large fence here surrounding a square of burned-out grass. Across the street is a silver Box that smells like seared meat and onions. Down the street, there appears to be a large Pile of Trash.

Up the street are two signs that have the same runes painted on them, but they look very different – one is green and white, and the other is green and yellow. Both seem to hang above large doors that go deep into the Earth.



From here you can go **ACROSS THE STREET**, **DOWN THE STREET** (to the trash), or **UP THE STREET** (to the Yellow and Green Words, or to the Green and White Words).

ACROSS THE STREET

As you try to cross the street, a car comes screeching by. Seeing you in the road, it assumed that you're an uninsured motorist, a Jersey driver, or a robot – and so turns directly to hit you. Make a smart move or take a Death Check.

There is a Food Truck here.

FOOD TRUCK (25H, FOODIE, CAR)

DOWN THE STREET

There is a large pile of sacks of refuse here, and a couple of large green metal boxes stuffed full of trash. A swarm of rats lives here.

RATS (6H, SWARM, CUNNING)

Spending a turn in the trash let's them roll on the **JAWN d66** chart, or the **KAMB d666** chart.

THE SUBWAY (GREEN AND WHITE)

Going up the street you pass under a metal sign in green and white. You go down into a vast hole that seems to run under the city. The air is colder here, and the smell of pee pee is even more acute than back in the Pub Bathroom.

FILTHY FANS (15H, DRUNK, READY TO FIGHT)

A pack of humans wearing colorful outfits and hats (*roll on the Seasonal Gear Chart*) shout some strange human gibberish at the Kobolds. (*They say, “Go Birds”. Unless the Kobolds respond with Go Birds, they are about to get jumped by the Filthy Fans.*). Each Fan has at least one bottle of lager on them, and the nerdiest one throws fireballs.

THE SEASON CHART (1D6)

- 1 Batball Season**– They are all wearing red hats and shirts, except one guy in green.
- 2 Foozball Season** – They are all wearing green hats and coats.
- 3 Stickfight Season**– They are all wearing orange and black coats and hats, except for one guy who is naked and carrying a 2x4 with a nail in it.
- 4 Orangeball Season** – They are all wearing blue and red hats and shirts. They have nice shoes.
- 5 Kickeyball Season** – They are all wearing jeans, except one guy dressed in blue and gold and carrying a live snake.
- 6 Philly Tuxedo Time** – They are all wearing sweatpants, different color jerseys, and different hats. It’s a mess really. These fans say nothing and just attack the Kobolds thinking that smell delicious.



From here you can travel underground to **THE STAIRS** or the **SPORTS ARENA** or go back up to **THE STREET**.

THE SUBWAY (GREEN AND YELLOW)

You enter into a glass and tiled hole, your soul fills with dread and coldness. Take a Death Check™. The smell of meats and cheeses wafts your way – but they are all wrong. Is that Proscuitto? No, Virginia Ham? What? Onions in water? Take another Death Check™. You stare in horror at bread with things on it. You call these Sandwiches? What on Earth? Why!

WHY?! Your stomach reaches up through your neck and starts to strangles your brain – take a Death Check™. How dare you do this in Philadelphia, this unholy sin, to enter into this godsforsaken den of iniquity.



From here you can go to the grave probably, take a check on your way out to **UP THE STREET.**

THE STAIRS

You emerge from the Subway into a large area of street. There are a lot of cars here, rushing about and honking and screaming at each other. You have to get through them to reach the Stairs. (*see Across the Street page X*)

At the base of the Stairs a statue of a human with huge hands stands arms raised in triumph. Your magical nature causes the guardian to awake and defend the city – no Kobolds are coming into my town and causing havoc, youse guys need to know that.

ANIMATED BRONZE* STATUE (18H, MAGICAL DEFENDER OF PHILADELPHIA)

**For some reason people call this obviously smooth metal statue rocky?*



From here you can take **THE SUBWAY** to the **UP THE STREET** or to **THE SPORTS ARENA**.

THE SPORTS ARENA

You emerge from the Subway onto the sundrenched macadam of endless parking lots. Black tar and flat rocks as far as the Kobold eye can see. On the wind, you can taste far off delicious foods – but here you can only taste...fear.

Rising out of one of the nearby castles is a giant monster – orange, armored, googly eyed. He sees the Kobolds, and licks his lips. He stares at you silently and starts to approach.

NOT GRITTY* (24H, MASSIVE, ARMORED, GREAT SKATER, GREAT DANCER, VERY HUNGRY)

**I mean, let's be honest. It's not Gritty the famous Mascot. It sure does look like him though. It acts like him. But – he's gigantically huge, doesn't like hot dogs, silly string, or Claude Giroux - so it can't be Gritty. But he sure is alot like Gritty.*



From here you can take **THE SUBWAY** to the **UP THE STREET** or to **THE STAIRS**.





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