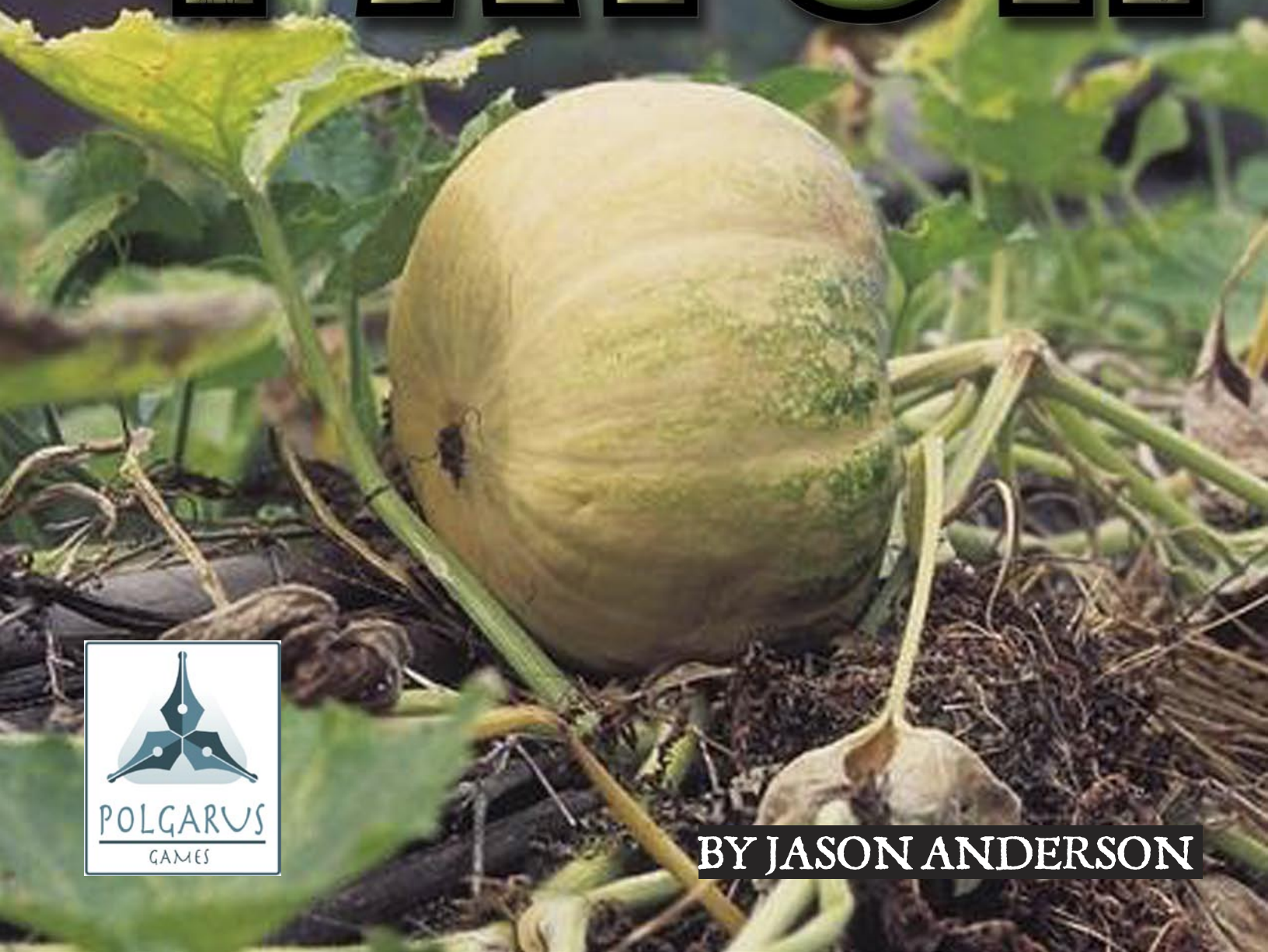


the VEGGIE PATCH



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the VEGGIE PATCH

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Introduction

*Vegetables live in oppression,
Served on our tables each night.
This killing of veggies is madness,
I say we take up the fight.*

*Salads are only for murderers,
Coleslaw’s a fascist regime.
Don’t think that they don’t have feelings
Just ‘cause a radish can’t scream.*

– “Carrot Juice is Murder”, *The Arrogant Worms*

The Veggie Patch is a rather unusual role-playing game. Players aren’t powerful wizards, out to discover the secrets of the universe. They aren’t highly trained spies, trying to save the world, nor do they fly around the galaxy in a space ship. They aren’t even your typical hero, off saving damsels in distress.

They’re vegetables.

No, that isn’t a typo. Vegetables. The things that grow in the garden, and that most of us eat on a regular basis. To be fair, these aren’t normal vegetables. They are the result of a magical experiment gone wrong. Just like regular people they can think, move, talk and generally get into trouble. Lots of trouble.

Where Did The Idea Come From?

The idea for this setting came from several sources. The main source was a story I read on the Internet many years ago about someone who had randomly rolled up a character in *Metamorphosis Alpha*. They had rolled up a normal vegetable (either cabbage or lettuce – I forget which) that had precognition – and that was it! They couldn’t even move. Basically their character couldn’t do anything but sit in the field and be a vegetable... but it least it knew how and when it was going to be eaten!

The second main influence would have to be when I read the words to the song “Carrot Juice is Murder”, by *The Arrogant Worms*. A small sample of the song is given above.

Somehow these two influences combined in my mind, and *The Veggie Patch* is the result!

The World Of The Veggie Patch

Before the change you never really knew the world. You didn't need to. Time seemed to pass by at a constant pace, but for you everything was a dream. The only things you needed to know were that you fed from the soil beneath you, and you reached up into the sky above you.

But then everything changed.

You don't know how, and you don't know why, but suddenly you became aware. You began to notice your surroundings, to see where you were. You began to think about what you saw. As you watched, and thought, and tried to understand what it all meant, you began to notice that others around you seemed to be watching you... as you were watching them.

Soon, you discovered that you could speak. You spoke with those around you, and you all wondered at what was happening. Some were amazed, but most were just confused and terrified.

Then the next change took place. You discovered you could move.

Not just move a little in the ground, as might sometimes happen from the wind, but actually get up out of the ground and move around. The others around you could too. Soon you discovered that there were others that looked different to you. Some a lot different. But you all shared a common trait – you had no idea what had happened.

As you can probably guess, *The Veggie Patch* is set in a vegetable garden (called, rather unoriginally by the inhabitants, the Patch).

Due to an unexplained event, the inhabitants of the Patch have gained the ability to think, talk and in most cases move. No one knows what happened to give them these new abilities, or even why it happened.

Not every plant was affected in quite the same way.

The Patch is the first of two vegetable gardens, separated by fences and a road. The Patch had the largest variety of vegetables (peas, carrots, corn, etc). The second garden was planted out with plants only from the Brassica family (cabbages, cauliflowers, broccoli, brussels sprouts, and turnips).

The Veggies, for the most part, became happy and friendly. The Brassica became mean, almost evil. As all the vegetables planted in their field were from the same family, they seemed to come to the conclusion that all other types of vegetables (and other plants in general) were 'inferior' in some way.

In addition to the Brassica and Veggies, there are other plants in and around the Patch.

At one end of the Patch is a group of Apple Trees. The trees didn't gain the ability to move (they were too well rooted for that), but what they lack in movement they more than make up for in knowledge. Rather curiously, while there are several Apple Trees, they all speak together with the one voice.

The Apple Trees had been around in the garden since it was first created, and had already developed a limited form of awareness before the change. So they had become somewhat used to the goings on in the garden. When they reached full awareness, the Apple Trees were able to help out in the chaos of the first few days after the rest of the plants had gained awareness.

Finally, like all gardens, the Patch had Weeds. It didn't have a lot of weeds at the time of the change, which turned out to be a good thing. If Brassica are almost evil, Weeds truly are evil. In the first days after the event Weeds caused a lot of damage to the Veggies in the patch before they were disposed of. Now the

Weeds live outside the two fields, in an area commonly called the Wilds.

Few Veggies head out into the Wilds if they can help it – the area is extremely dangerous, and many Veggies who are brave enough to venture out fail to return.

There was one type of plant that was unaffected by the event, although no one knows why. Grass is still grass – totally unaware, never moving, and certainly never speaking. Many Veggies, when they think about it, consider this a good thing. Grass is everywhere in and around the Patch, and would easily outnumber Veggies, Brassica and Weeds combined.

Events Of The Change

All the plants in the gardens had been ‘normal’ before the change. With the exception of the Apple Trees, none of the plants were aware of their surroundings in any way. At best, survivors of the change remember that before they became aware there was simply a feeling of contentment.

When the change first hit, the initial reaction from most of the plants was one of confusion and panic. No one understood what was happening, or more importantly, why it was happening. Every plant knew instinctively how to talk, and what type of plant they were. Apart from that it was a new world to them.

In many ways it was luckily the plants became aware before they were able to move. It gave all the plants several hours to learn the basics about their surroundings, and the other plants around them, before the Weeds attacked.

The attack had come without warning. The Weeds had been silent and unmoving after the change, and the other plants had all believed that they were unaffected (like the grass).

This was definitely not the case. As one, the Weeds climbed out of the soil, and then began to attack the surrounding Veggies without mercy. The carnage of the first few minutes was terrible – Veggies of all types lay broken on the ground, ripped apart by the Weeds. Fear filled the Patch as the other Veggies looked on helplessly.

Then a strong, calm voice called out over the Patch. It urged the Veggies to band together, to pull themselves out of the ground and save themselves, the others around them, and their home.

One by one the Veggies struggled out of the soil – and found that they too could move around freely like the Weeds. The voice began to direct the Veggies, telling them where to go to help others and organising them to repel the attackers.

After several hours, it was all over. The Weeds in the Patch had all fled or fought to the death, and the gate to the Patch had been covered with cloth from the shed to prevent Weeds from outside the Patch getting in. The Veggies could all hear sounds of fighting coming from nearby, but no one knew what was happening outside of the Patch.

With the immediate threat over, the voice called the Veggies down to the end of the garden. It was there the Veggies learned that the voice that had called out to them came from the Apple Trees. Despite being several different plants, the Apple Trees all spoke with one voice.

The Apple Trees had been planted in the garden when the garden was first created, and had been alive for a long time (“many seasons”, as the trees said). Over that time, the Apple Trees had gained a limited awareness of their surroundings – enough to see what was going on around them.

They told the Veggies about the guardians of the Patch, who had tended the fields and looked after them all. At the time of the change, they had all collapsed to the ground and stopped moving.

Now that the Apple Trees had pointed out the bodies of the three guardians to them, the Veggies could see the guardians for what they were (not just strange lumps on the ground). The Veggies decided that the guardians should be moved to the opposite end of the garden to the Apple Trees, and placed in a way that they could be seen from the whole patch. This way, future Veggies would never forget them.

With that done, the Apple Trees began organising the Veggies for the tasks they would need to do to keep the Patch running.

First Contact With The Brassica

With their height advantage allowing them to see over the hedge surrounding the Patch, the Apple Trees were aware that there was a second field on the other side of the road. Unfortunately with a hedge surrounding the second field, and the land in the field sloping downhill slightly, they couldn't see much of what was going on inside it. All they knew was there had been fighting with Weeds in the second field as well.

Very soon after the Weeds had been expelled, it was decided to send a group over to the second field to make contact with the inhabitants. After all, they were both in the same strange new situation, and they had both suffered attacks from the Weeds— perhaps the two groups could help each other.

The party made it to the gate of the Brassica field without incident, and after a brief pause were let inside. Nothing was heard from them for two days, nor could the Apple Trees see what was happening.

Finally, the Apple Trees spotted a lone pea come through the gate, and start running towards the gate for the Patch. It was being pursued by several brussels sprouts, and had been badly wounded. With the warning of the Apple Trees, the Veggies were able to send a second party out to rescue the pea. The rescue party briefly skirmished with the brussels sprouts, but reinforcements from the Patch saw the brussels sprouts quickly retreat back to their field and allowing the Veggies to return to safety.

The pea's wounds were too great, and it died shortly after being brought back to the Patch, but not before it was able to tell everyone what had happened.

As soon as the group had been let in to the Brassica fields, they had been surrounded by brussels sprouts, cabbages and turnips. The group had then been marched to the opposite end of the garden where the broccoli and cauliflowers were gathered. There the cauliflower had preached to them at some length about the superiority of Brassica, and that for their crimes (of not being a Brassica) they were to be slaves for the rest of their lives – but not before they all told everything they knew about the change and the Patch.

Each of the Veggies had then been tortured by the cauliflowers, until the cauliflowers were satisfied that they had learned everything. Several Veggies died during the torture. The remaining Veggies were then assigned to groups and made to work the fields, getting ready to plant more Brassica.

The pea had been part of a small group of Veggies that was working the fields close to the gate. The Veggies in the group knew that someone had to escape to warn the others. As it was the fastest, the pea had been chosen. On the right signal, all the Veggies in their group had made a break for it, the others covering the escape of the pea.

The others had all been killed in the escape.

The inhabitants of the Patch were shocked at the news provided by the pea. Some thought that there must have been some sort of misunderstanding to cause the events, that the group had somehow offended the Brassica but wasn't admitting it. A few even left to go and try to sort things out themselves. They were never seen again.

The Brassica Field was declared off limits by the Apple Trees, and the members of the first contact group declared heroes.

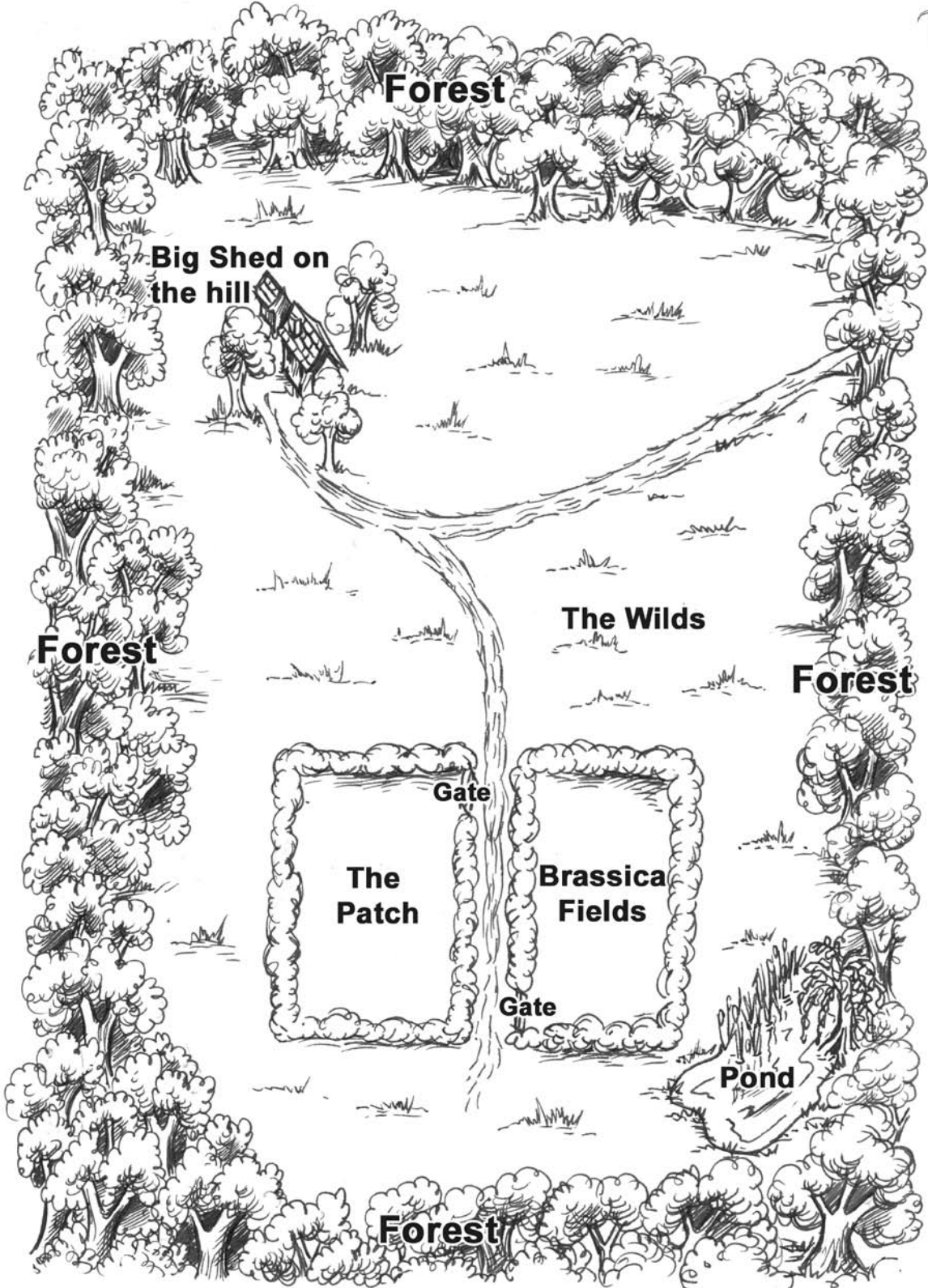
Where Everything Is

The maps on the next two pages give an overview of the area in and around the Patch. No scale is shown on the maps, but each garden is approximately 200m x 300m. The area outside the Patch is relatively unexplored, so what lies out there is unknown to most Veggies. What they do know is that the Wilds can be a very unsafe place for an unprepared Veggie.

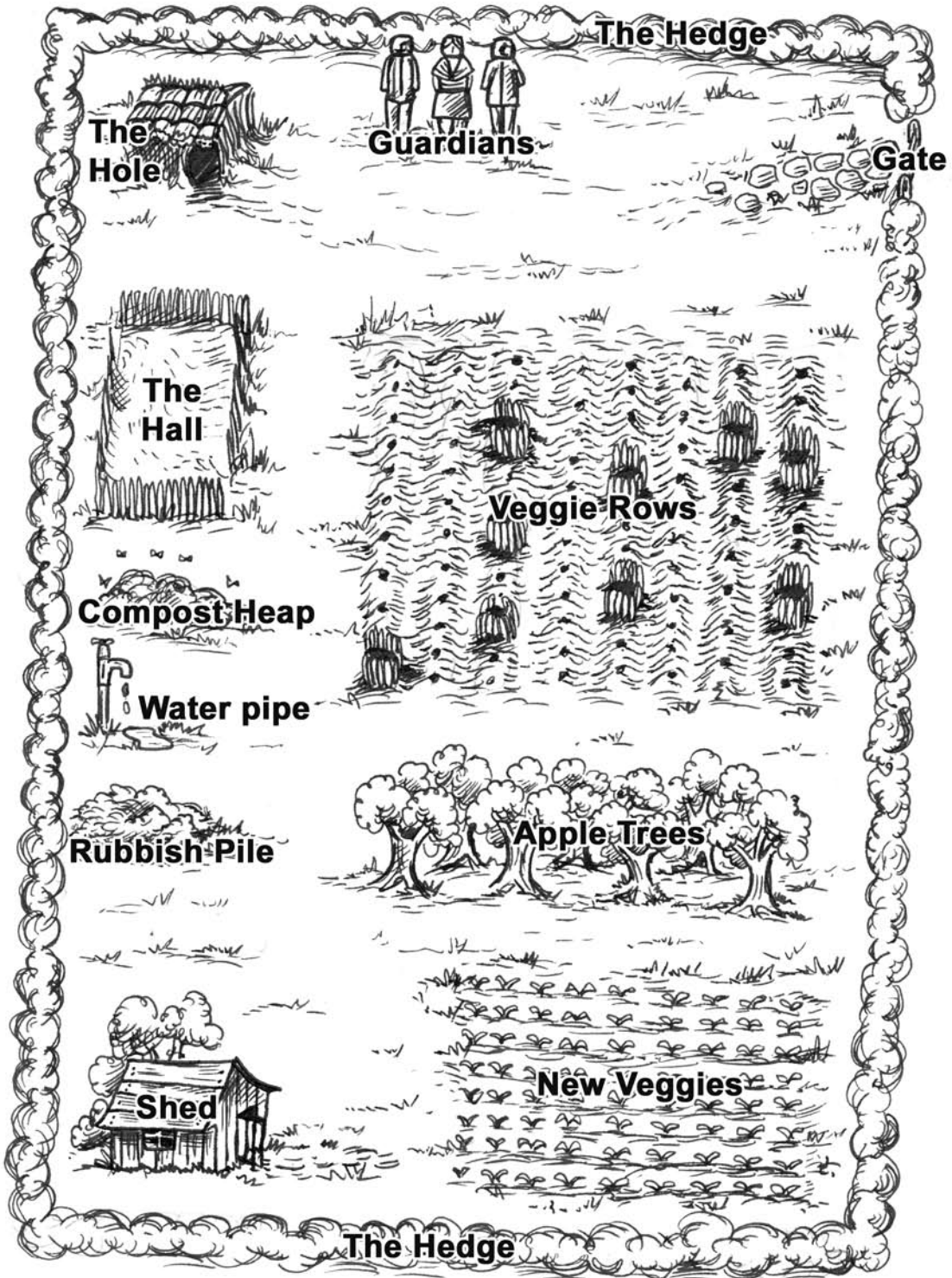
The Shed

The Patch and the Brassica Field both have a garden shed containing various gardening tools and bottles marked with unknown symbols. There are also stores of various seeds in here, all ready for planting. Veggies don't generally like going in the shed – the smell seems 'odd', so in general it is avoided. But the tools and seeds are needed to keep the Patch running, so a few unlucky Veggies do have to enter at times.

General Area



The Patch



The Apple Trees

Due to their knowledge and long life, the Apple Trees are considered a wise ruling council by the Veggies. What they say is law, and it is considered a great honour to be summoned to speak directly with them.

The Hedge

Surrounding the two fields of vegetables, and growing up through the wooden fence that had been built around the fields originally, is a hedge. The hedge provides a useful barrier around the garden. Like all Veggies, the hedge hadn't been aware before the change. Like the Apple Trees, the hedge wasn't lucky enough to gain the ability to move. But unlike the Apple Trees, each of the plants in the hedge is an individual voice. This makes speaking to the hedge like speaking to a group of people – a group of people who can't agree on anything they say, and who are sick and tired of each others company.

The Big Shed On The Hill

No one in the Patch knows what this is, although the Apple Trees do remember seeing the former guardians going to and from here at times.

The Road

The road between the two gardens is a simple dirt road, although rather unusually nothing grows in the soil (so it is still clear). The road leads up to the big shed on the hill, and away from the shed towards the forest.

The Pond

The pond is only just visible from the Patch (if a Veggie climbs to the top of the garden shed to look). Strange creatures can occasionally be seen at the edge of the pond, and unusual plants move around in the water at times.

The Compost Pile

Every morning, fresh (ie: fully decomposed) compost appears in this pile. The Veggies are unsure where it comes from, but it is an essential part of the Patch. Without it, the Patch would not survive.

Water Supply

A pipe comes out of the ground here, and it has a tap on the end that allows the Veggies to turn the water supply on and off. The water is usually allowed to collect in a small pool beneath the tap.

The Rubbish Pile

Dead plant matter and other organic “rubbish” is placed here. Every night, whatever is placed on this pile disappears. No one knows where it goes, and the few Veggies who have tried to find out (by sitting on the rubbish pile themselves) have never been heard from again. Any non-organic material placed on the pile (rocks, metal objects – but not soil) is left behind.

The Wilds

Any area not part of the Patch or the Brassica Field is considered the Wilds. Weeds roam around here freely (usually in small groups, although sometimes they travel alone). It's extremely dangerous for a Veggie to travel in the Wilds alone – if they have to travel, the saying “safety in numbers” definitely applies. The one advantage Veggies have is that the grass is fairly tall throughout the Wilds, providing Veggies with a place to hide from roaming Weeds. Unfortunately the grass also provides the Weeds with the perfect place to launch ambushes from, so it is a mixed blessing.

A Note For Gardeners

If you do any gardening, you may be confused about why there is a rubbish pile as well as a compost heap, since normally they are the same thing.

Not in *The Veggie Patch*. Veggies never put anything on the compost pile. The compost pile is their source of food (without which the Patch would die), and nothing is allowed to contaminate it. The rubbish pile is where the garden waste (and dead Veggies) go. It would be unthinkable for Veggies to consider that the two are the same.

Life In The Patch

In many ways the Veggies have it easy in the Patch. However, that doesn't mean the life of a Veggie is one big party. There are a number of important tasks the Veggies have to carry out in order to keep the Patch running.

The most important task is to ensure that no Weeds start to grow in the Patch. This is a constant job, as Weeds grow much quicker than Veggies (nor do they need to be looked after as they grow). A Weed can grow large enough to leave the soil in only a few days, and once they have done so they can cause all sorts of problems in the Patch.

In the first few weeks after the change this was a constant problem. These days there are organised patrols of the garden, and most Weeds are found well before they become aware. Unfortunately, the occasional Weed still manages to grow in some out-of-the-way place in the Patch.

An equally important task is guarding the gate of the Patch, and running regular patrols around the (inside) edge of the Patch, to ensure that no outside threats have made their way into the Patch through the Hedge. There have been a few isolated instances where this has occurred, usually while the Hedge is sleeping at night.

NPC - Cray

Cray is a Carrot, and the current "head" of the Veggies directly serving the Apple Trees. He is very non-nonsense, and likes to do absolutely everything 'by the book'. He remembers vividly the horrors of the first Weed attack (seeing all the carrots around him ripped to pieces), and he never wants that to happen again. Because of this, he is extremely focused on the security of the Patch and will not tolerate anything that might jeopardize that security in some way.

Cray was the one who first organised the Veggies to make regular patrols around the Hedge to ensure there were no problems. He also put together the group of Veggies who later gained the name "Protectors". It was his dedication to the safety of the Patch that caused the Apple Trees to make him their chief Veggie.

A number of Veggies have jobs administering tasks in the Patch. In theory the Apple Trees oversee them, but in practice the Apple Trees rarely get involved with the details of running the Patch. Instead, several selected administrators direct the other Veggies, and report to the Apple Trees each day (or when something unusual occurs).

The administrators handle organising the patrols around the garden, looking after the compost and water, and the planting of new Veggies. They also organise the few Protectors in the Patch.

Protectors

Protectors handle many tasks in the Patch. Their two most common tasks are handling disputes, and treating sick or injured Veggies.

They occasionally perform tasks for the Apple Trees in the Wilds, looking for a particular resource or piece of information that they need, or just finding out what is going on. If there is an unexpected death in the Patch, the Protectors are the ones who investigate it.

Crime is almost unheard of in the Patch, but occasionally it does happen. Items have been stolen from other Veggies, and there have even been occasional deaths. So far, there hasn't been a murder – all the deaths in the Patch have been caused by Weeds, or have been found to be an accident.

New Veggies

The planting of new Veggies is one of the most important tasks in the Patch. The Shed has a large store of seeds in it, and each Veggie knows instinctively how to plant and look after their own kind. As a result there are constantly groups of Veggies working on turning the soil over for planting, mixing in compost, watering the ground and seedlings, making sure other Veggies don't accidentally cause damage to the seedlings, etc.

Once planted, seeds can take several days or even several weeks to germinate. Once they have germinated, they need tending as they grow to ensure they get all the required nutrients and water. The nutrients they can get from the ground – the water has to be supplied by their carers.

Time In The Ground

If the time for germination and maturity is important to your game, the easiest thing to do is to look up the information in a gardening book or on a web site and use this to determine how long it takes for specific seed types to germinate. They first become “aware” after 1/3 of the time to harvest, and they can leave the ground at 2/3 the time to harvest.

The total lifespan of a Veggie is five times the time it takes for the vegetable to reach harvest.

Growing Veggies are much like children – scared and unsure about the world around them. They need a lot of attention and care from mature Veggies. As they grow, they are taught about their surroundings and how to live in the Patch.

The administrators determine how many new Veggies to plant, based on a number of factors (number of deaths, age of current Veggies, expected requirements). They are very conscious that the Patch can only support a limited number of Veggies, and are doing their best to ensure the Patch doesn't become overcrowded.

Food and Water

Unlike regular plants, fully-grown Veggies no longer get their nutrients and water from the soil. They can (if they desire), but most Veggies find it to be rather inconvenient. It takes two hours to work their roots into the soil enough for them to feed, and another three to draw out enough nutrients. Many also find the process of uprooting themselves again (which only takes a few seconds) rather uncomfortable.

Luckily, the Veggies are able to get the nutrients they need by dipping their roots directly into a high concentration of food. In the case of the Patch, this means compost.

Each plant only requires a small amount of compost to feed itself for the day. Next to the compost bin, the Veggies have an area many call the dining hall. Veggies can go here at any time of day to get their daily dose of compost (served in the husk of a seed

NPC – Ilario

Ilario is an Asparagus – a large and rather jolly Veggie who is in charge of handing out compost to other Veggies. He loves his work (imagine the happy owner of a restaurant), and he enjoys chatting with every Veggie who comes in to eat, asking them how they are or what they've been up to. What's even more surprising is he remembers everything told to him. Because of this, Ilario is probably the best person to go to if you want to find out what's happening in or around the Patch.

The one thing Ilario doesn't appreciate is someone trying to steal “his” compost. He will loudly complain about anyone attempting to do so. If the thief attempts to attack Ilario, it is almost certain that any Veggies in the area will come to his aid.

pod from the Hedge), and then sit down to “eat” their meal.

It's a great place to socialise, and it allows all the Veggies to catch up on events happening elsewhere in the Patch (or even out in the Wilds). Once the Veggie has finished their meal (it only takes an hour to feed this way), they dump the left over soil on the rubbish pile.

Water is obtained via the same method – there is a trench next to the dinning hall that is kept filled with water, and Veggies can dip their roots into it whenever they want a drink.

It is possible for Veggies to overeat compost. When they do so, they tend to become bloated, their foliage becomes weak, and they become more sluggish.

Many Veggies did overeat in the first days after the change, until everyone became aware of the problem. Some found that they couldn't stop themselves – they had become addicted to the compost – and they became rather violent when others tried to stop them from feeding. All of the addicted Veggies required constant care to break them of their addiction, and even then a number returned to their old habits after others thought them “cured”.

These days, compost addiction is extremely rare. There are other forms of food that are much more addictive.

Addictive Foods

Aside from compost and water, there are a number of popular foods available in the Patch that can become addictive to Veggies.

The most common is compost tea, which is simply water that has had compost steeped in it. While any Veggie can make a crude version themselves by simply adding compost to water and then “drinking” the result, the best mixture comes from allowing the compost to steep for several days, and adding other things to the mixture.

There are a number of competing groups of Veggies making compost tea, and each jealously guards their recipe. Each group offers an area for Veggies to sit and drink their drink.

Compost tea is like beer – fairly common, and fine in moderation. Very few Veggies become addicted to it, although all Veggies enjoy drinking it (since it provides both water and food at the same time). Veggies who have had more than a couple of serves start to become drunk.

The second beverage is much less common, and much more potent. Called simply Abyss, this drink is like spirits. Only one group of Veggies make this drink, and no other Veggies know what their recipe is (although many have tried to duplicate it, so far without success). All that is commonly known is that it uses ingredients from the Wilds.

While no more addictive than compost tea, it is much stronger. After only one drink, Veggies begin to show signs of being drunk. It only takes a few drinks for a Veggie to pass out.

The last addictive food is also the most rare, and is the only illegal substance in the Patch. This “food” is animal droppings (manure) obtained from the Wild, and is popular among a few Veggies. The nutrients in it are so concentrated that most Veggies who try it go crazy for short periods of time. Veggies only need

a tiny bit to get the full effect, and it is possible for a Veggie to die if they have too much.

Despite this substance being illegal, and Protectors doing everything they can to stop Veggies collecting or selling it, it still continues to make its way into the Patch.

Sleep

All the Veggies (as well as Weeds and Brassica) need to spend at least 6 hours sleeping each night. This sleep needs to occur at night – the plants don’t gain any rest by sleeping during the day.

Veggies usually return to where they first grew to sleep. The spot is like their personal room or flat, and every Veggie can automatically find their place without any difficulty. It is considered rude to sleep in someone else’s spot without their permission – especially since most Veggies keep any personal items they have collected (spare compost, souvenirs from the Wild, etc) there.

Veggies do send out roots into the soil when they are settling down to sleep but only anchoring roots, not feeding roots. It only takes a few minutes to do this, and the Veggies don’t feel any discomfort withdrawing these roots from the soil.

Money

Veggies in general have little need for personal objects. They can’t wear clothes (a few have taken to making grass cloaks or hats, but most find those items stupid), nor are there any cars or stereos to buy.

However Veggies do still find things that they want to buy (usually items from the Wilds – metal in particular is considered extremely rare and valuable). As the Veggies have no form of printed money, Veggies will either pay for the item in compost or barter for the item.

Most Veggies save a little bit of their compost each day, and use it to buy items they are interested in. There are even a few Veggies who will only accept compost as payment (usually Veggies selling compost tea or Abyss). Unfortunately, compost doesn’t stay

“fresh” for very long (usually around a week), so few Veggies are ever able to obtain rare items this way.

Because of this, many Veggies end up venturing out into the Wilds to find items of their own to trade. The Apple Trees discourage this practice, but they don't stop Veggies from going out. They realise they need to keep informed of what is happening outside the Patch, so their only rule is that all Veggies must report what they have seen to the Apple Trees (or their assistants) when they return.

A few Veggies are even willing to offer their services as payment. It is up to the selling Veggie what they are willing to accept, but total slavery is not tolerated in the Patch.

Buildings

Veggies haven't started to create any permanent buildings in the Patch, but a number of groups have worked together to create grass walls and huts – usually groups who are selling something like compost tea, although a few like-minded groups have built walls around where they sleep. If the buildings have any sort of roof (most don't) it tends to have a lot of gaps in it, as most Veggies feel uneasy if they can't see the sky.

The dining hall near the compost pile is an example of the common construction. It simply has four walls around the outside, with two gaps in the walls for “doors”.

The most unusual construction in the Patch is the ‘bar’ where Abyss is sold (called “The Hole” by most Veggies). While made out of grass like other buildings, it is totally enclosed. The roof has no gaps in it, and the doors in the wall can be closed when Veggies aren't going in/out. Inside is even more unusual, with a maze of small rooms and cubicles in the drinking area. The counter where Abyss is sold is the only easy thing to find inside.

The owners of the bar keep a few pumpkins and potatoes on staff to ensure patrons don't get too rowdy while drinking (and to stop anyone from going out the back to find out the recipe for Abyss).

Religion

The Veggies don't have a formal religion to speak of. The Apple Trees are held in high regard by all the Veggies, but they aren't considered as religious figures.

Perhaps the only things even close to being religious figures are the three former guardians of the garden (now propped up at one end of the Patch). Veggies will often bow slightly when passing by the figures as a show of respect. Some even leave small offerings of compost or a valuable item behind in the hope they will be granted good luck (especially if they have to travel in the Wilds).

But Veggies treat the guardians in their own individual ways. There is no formal worship of the guardians.

Playing The Veggie Patch

The first thing you need to do if you intend to play *The Veggie Patch* is to generate a character. Creating your character is fairly quick, as the system used is rather simple. The steps you need to follow are:

- Choose your vegetable
- Improve your attributes and Health
- Record your other traits

Vegetables & Attributes

All characters have five Attributes, which are also your characters skills. The five Attributes are:

Interaction – how well you interact with other plants, can bring them around to your way of thinking, convince them to do something, etc.

Manipulation – how easily you can physically manipulate items that you find.

Move – how quickly and freely you can move (not all plants are able to move as easily as others).

Smarts – how much you understand the strange world you find yourself in.

Strength – how strong you are (for pushing, lifting, etc). It also determines how much damage you do if you get into a fight.

In addition to your five Attributes, each character has a trait called Health.

Health – how much damage characters can withstand in combat. All characters start with a Health of 14.

To determine your initial Attributes, you need to choose which vegetable you want to be (the list of choices appears later in the chapter). Each vegetable has a certain starting value for each of the five Attributes, as well as its own particular personality and style of movement. If you're familiar with d20 or related systems, you can think of it as choosing your class.

Once you've chosen your vegetable, you have 5 points to spend improving the Attributes of your character. Each point you spend on an Attribute raises it by one

point (so if the Attribute started at 4, and you spend 2 points on it, the Attribute would now be 6). Each point you spend on Health increases it by 3 (so spending 3 points on your Health would increase it by 9 points).

If the gamemaster allows, you can also choose to lower an Attribute from its starting value. Each point you lower the Attribute by is another point you can spend elsewhere (so if an Attribute started off at 5 you could lower it to 3 and give yourself 2 points to spend on another Attribute or Attributes).

No Attribute can be lowered below 2. With the exception of the Move Attribute (which has no upper limit), no Attribute can be increased above 10. You cannot lower your Health, although you can lower Attributes to raise your Health.

Record Other Traits

Once the basics for the character have been determined, there are two final traits you need to work out.

Defence – represents how hard it is for your opponent to hit you in combat. Defence is simply your characters Strength + 5.

Compost – compost is used to “buy” items, as well as providing much needed food. Roll 2D6 – the result is how many units of compost your character starts with.

Finally you should choose a name for your character. It can be anything you like (the other players will probably make fun of you if you choose a ‘silly’ name!) Veggies only have a first name.

Vegetables Have Arms And Legs?

Vegetables in *The Veggie Patch* move around in a variety of ways. Most have some form of “legs” they are able to move around on (they might have just two, or they might have many – almost like a spider). These legs might be the stalks of the plant, or even the roots at the base of the stalk. A few vegetables (particularly root vegetables) have to “hop” around.

In general, a vegetable can move any part of its foliage, but only two “arms” are strong enough to manipulate

objects, carry things, etc. The rest of the foliage is too weak to be used for anything useful.

If a vegetable loses an “arm”, another piece of foliage strengthens enough to replace it after several days.

The Vegetables

Below is a list of the vegetables you can choose from. If there is a particular vegetable you want to play that isn't here, the gamemaster may allow you to simply rename one of the vegetables (using the starting Attributes as written), or let you “design” your own vegetable. The gamemaster may even have a few extra vegetables available for you to play.

(NOTE: If you really want to be pedantic some of these ‘vegetables’ are actually fruit. But lets ignore that, ok? ☺)

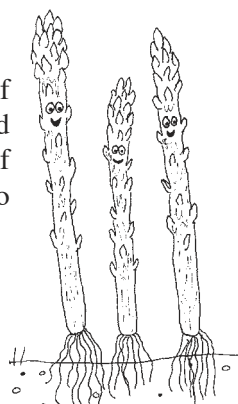
If you want, you can choose to play a particular variety of a vegetable instead of the “generic” type (for example, instead of playing a “bean” you might play a “French bean”). In general this won't have any affect on your characters Attributes or abilities, but make sure you discuss it with your gamemaster before you start play.

To save writing out the same details for each plant on how they move and attack, table 2-1 and table 2-2 (next page) describe each of the move and attack actions.

Asparagus

Asparagus is a jolly sort of Veggie, always happy to hear and tell stories, or to offer a word of encouragement to Veggies who are feeling a little down.

Interaction – 7
 Manipulation – 4
 Move – 6
 Smarts – 7
 Strength – 6
Movement: Glide
Attacking: Dive



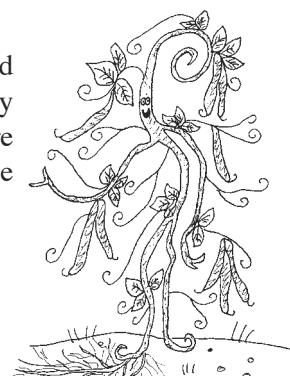
Designing Your Own Vegetables

There isn't really anything complex about designing a new starting vegetable. All you need to do is decide how the vegetable moves, how the vegetable would attack (along with any damage modifier), and ensure that the starting Attributes all add up to 30. Each ‘special attack’ (such as in the case of onions), or extra method of attack (eg: having both whip and club) costs two Attribute points.

Beans

Beans look very odd when they walk, as they are rather lanky. They are fairly sociable, enjoying the company of others.

Interaction – 8
 Manipulation – 6
 Move – 7
 Smarts – 5
 Strength – 4
Movement: Walk
Attacking: Whip



Broad Beans

Broad beans look like a larger version of the standard bean. They tend to look down on their smaller cousins, although not to the point of insulting them. They get on well with others.

Interaction – 7
 Manipulation – 5
 Move – 7
 Smarts – 5
 Strength – 4
Movement: Walk
Attacking: Whip, Shoot (-1 damage)

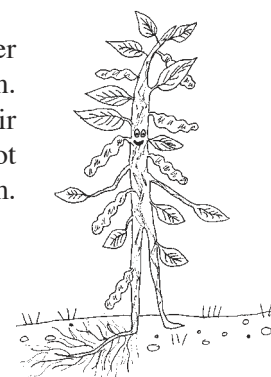


Table 2-1: Movement	
Hop	The plant hops along on a single stalk or root of some kind.
Glide	The plant moves around using the roots at the base of their stalk. As a result, they seem to “glide” as they move.
Walk	The plant uses two or more stalks of its foliage like legs.

Table 2-2: Attacking	
Club	The plant uses part of itself to strike its opponents like a club.
Dive	The plant leaps at their opponent, driving their body into their opponent.
Shoot	The plant can shoot a seed (or similar) at its opponent. This attack is fairly weak, doing one less point of damage than normal.
Whip	The plant uses its stalks as a whip to strike their opponent. It is also possible to wrap the “whip” around part of the opponent to try and restrain or trip them up (details on how to do this appear later in the chapter).

Capsicum

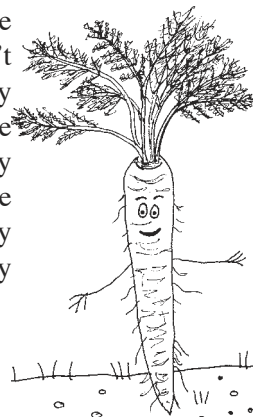
Capsicum are fairly outgoing, although they prefer not to get too attached to anyone. Their only fault is they tend to change their mind a lot.



- Interaction – 7
- Manipulation – 6
- Move – 5
- Smarts – 5
- Strength – 7
- Movement:* Glide
- Attacking:* Club

Carrot

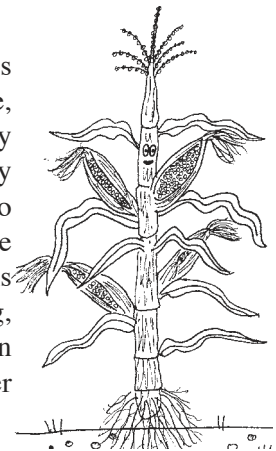
Carrots tend to like things to be kept in order, and in general don't react very well to change. They can be very stubborn about the way things are done, especially if they have “always been done this way”. “Always” could simply mean they saw it done that way once before!



- Interaction – 6
- Manipulation – 7
- Move – 4
- Smarts – 7
- Strength – 6
- Movement:* Hop
- Attacking:* Dive

Corn

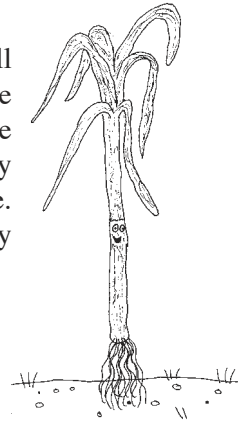
Corn prefer to stay in groups (of any type of Veggie, not just other corn). They hate being alone, and very quickly get depressed if no one else is around. Corn are very industrious - if there is heavy work that needs doing, you can bet a group of corn will be the first to volunteer to do it.



- Interaction – 7
- Manipulation – 5
- Move – 4
- Smarts – 5
- Strength – 7
- Movement:* Glide
- Attacking:* Club, Shoot (-1 damage)

Leek

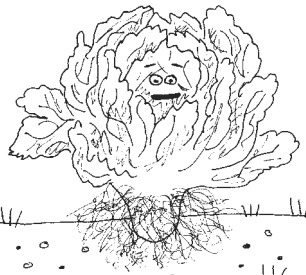
Leeks are hard workers, who will do what needs to be done for the good of the community. But once their work is done, leeks certainly know how to have a good time. Their motto is “work hard, play hard”.



- Interaction – 6
- Manipulation – 6
- Move – 5
- Smarts – 6
- Strength – 7
- Movement:* Glide
- Attacking:* Dive

Lettuce

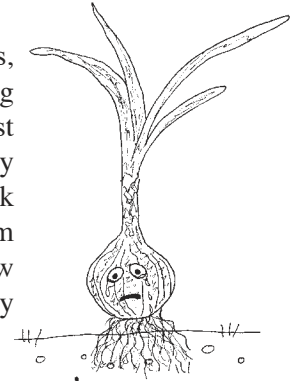
Lettuces are distrusted by most Veggies due to their similar appearance to cabbages. Some lettuces become bitter about this, and tend to only look out for themselves. Others try to constantly prove themselves to others, by doing dangerous tasks that other Veggies aren’t willing to do themselves.



- Interaction – 4
- Manipulation – 5
- Move – 7
- Smarts – 8
- Strength – 6
- Movement:* Hop
- Attacking:* Dive

Onion

Onions are total cry babies, getting upset and bursting into tears at the slightest reason. Nevertheless, if they can be kept happy, they work very well. The only problem is, no one has figured out how to keep them happy for very long!

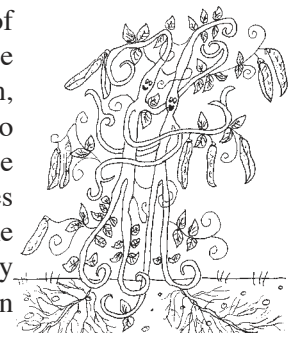


- Interaction – 4
- Manipulation – 7
- Move – 5
- Smarts – 6
- Strength – 6
- Movement:* Glide
- Attacking:* Dive

Special Notes: If they succeed at hitting their opponent, onions have the option of forcing their opponents to cry. The onion loses its next action in the fight, but their opponents Attributes are reduced by 1 for the rest of the fight. They can only do this once per fight.

Peas

Peas enjoy the company of others. They especially love being the centre of attention, and if they aren’t they will go out of their way to get people to notice them. Many Veggies find them rather “clingy”. Like beans, they are fairly gangly when they walk, but they can move at a quick pace.



- Interaction – 5
- Manipulation – 5
- Move – 8
- Smarts – 5
- Strength – 5
- Movement:* Walk
- Attacking:* Whip, Shoot (-1 damage)

Potato

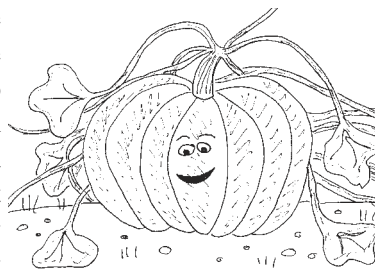
When they walk, potatoes look like large green spiders. Many Veggies feel unsettled by them and avoid them if they have a chance. Despite this treatment, potatoes are very kind and generous to those who make the effort to get to know them. Potatoes value friends above everything else, and will do everything they can to help a friend in need.



Interaction – 4
 Manipulation – 5
 Move – 7
 Smarts – 8
 Strength – 6
Movement: Walk
Attacking: Club

Pumpkin

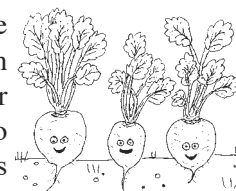
Pumpkins are the ‘gentle giants’ of the Patch. They tend to be rather large, and sprawl out over a larger area than most vegetables. As they are so large, they move fairly slowly along the ground, dragging part of their foliage with them. They also talk rather slowly, giving many Veggies the impression they are rather stupid. This couldn’t be further from the truth – they are actually reasonably smart, they just choose not to show it to other Veggies unless they have earned their friendship.



Interaction – 6
 Manipulation – 5
 Move – 3
 Smarts – 8
 Strength – 8
Movement: Walk
Attacking: Club

Radish

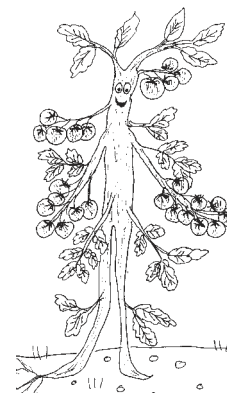
Radishes are like hyperactive children. They grow much quicker (and live a much shorter life) than other Veggies, so they try to get as much done as possible in as short a time as possible. Often impulsive, many tend to play practical jokes on others.



Interaction – 6
 Manipulation – 5
 Move – 10
 Smarts – 4
 Strength – 5
Movement: Hop
Attacking: Dive
Special Notes: Unknown to the other Veggies, radishes are actually a Brassica (not even the other Brassica know this). Not surprisingly, Radishes keep this secret to themselves. As they have always grown in the Patch, they are nothing like their Brassica cousins (nor do they wish to be).

Tomato

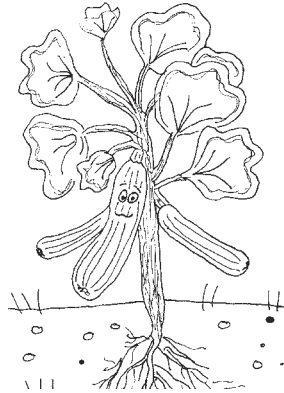
Tomatoes are the daredevils of the Patch. They will try anything once, and live for the chance to be the first at trying something new. They like inventing, and tend to make a lot of “weird” (at least in the minds of other Veggies) contraptions to fulfil their daredevil instincts.



Interaction – 5
 Manipulation – 8
 Move – 7
 Smarts – 5
 Strength – 5
Movement: Walk
Attacking: Club

Zucchini

Zucchini's suffer from mood swings - one minute they will be friendly, the next they will be angry about something, and then they will burst into tears. They don't like to sit around and do nothing - they always have to be on the move.



Interaction - 6
 Manipulation - 6
 Move - 5
 Smarts - 6
 Strength - 7
Movement: Glide
Attacking: Club

How To "Do Something"

Whenever you want to do something that the gamemaster feels has a chance of failure, you will have to roll the dice to work out if you succeeded or not. This is commonly called making a skill check.

To make a skill check, just roll 2D6 and add whichever attribute your gamemaster tells you to. If you roll equal to or more than the target number (TN) of the task (which the gamemaster may or may not tell you beforehand), you have succeeded at whatever you are trying to do. Table 2-3 shows common TN for various difficulties of tasks.

Of course, sometimes a task might be easier or more difficult than normal. In this case, the gamemaster may give you a modifier to your roll. You need to add this modifier to the result when you calculate the final total of the dice roll.

Favourable conditions for what you are doing give you a positive modifier to your roll. Difficult conditions for what you are doing give you a negative modifier to your roll.

No matter what the final result is, rolling 2 (two ones) on the dice is always a failure, while rolling 12 (two sixes) is always a success. There is no such thing as a "critical" success or failure.

Table 2-3: Target Numbers

Easy	9
Average	12
Hard	15
Very Hard	18
Impossible	21

Collaborative Actions

When two or more players work together to perform a single action, the player with the highest Attribute rolls the dice, then adds +2 to the result for each assisting character.

If all the contributors have an equal Attribute score, the character that goes first in initiative (see later) rolls.

Opposed Actions

When two characters or a character and an NPC oppose one another in a task, they both roll as normal; the character with the highest result wins. In the case of a tie, the character with the highest Attribute value wins. If these are also equal, roll again and repeat as needed until a victor can be determined.

Combat

Sometimes PCs find themselves in situations that can only be resolved by violence, and *The Veggie Patch* is no exception.

Combat is run using the method common to most role-playing games. Combat is broken down into "rounds" (roughly a few seconds in time), with all the combatants taking actions each round to try and determine the result of the fight.

In any given round, a character may move and attack. Other actions like talking, readying a weapon, etc. do not count against their movement or attack actions.

Initiative

Initiative is determined once at the start of the fight. Combatants act in the order of their Move attribute, highest value to lowest. If more than one combatant

has the same Move, they both roll 2D6 to determine who goes first.

Surprise

Occasionally, an enemy may get the drop on the players, or vice versa. If the gamemaster determines that the players or enemies are surprised, the surprising characters are entitled to a free attack against the victims. Combat then proceeds normally.

Movement

In general, movement in *The Veggie Patch* is handled narratively. The gamemaster informs the players how long in rounds it takes to move from Point A to Point B; the actual distance covered is unimportant. As a rough guide, a character can move up to their Move attribute in feet each round.

Anytime movement is important to the course of the game (if the players are running after or away from someone, for instance) use an opposed Move check to determine the outcome.

Attack

To have a character hit an opponent (either with a melee or ranged attack), they make a Strength test. If they roll higher than their opponents Defence value, they have hit.

If the character rolls 12 on the dice (an automatic success), but the total isn't higher than the opponents Defence, they do 1 point of damage (no damage bonuses allowed).

Determining Damage

The amount of damage done in an attack is the total rolled minus the targets Defence value. This value cannot be higher than the attackers Strength rating (if it is, simply reduce it to the Strength rating). Any bonuses for damage are added after the initial damage is calculated.

Example: A character with a Strength of 3 rolls 11 on their attack (for a total of 14), easily beating their opponents Defence of 8. This would normally

do 6 points of damage, but as the character only has a Strength of 3 the attack only does 3 points of damage.

The calculated damage is then subtracted from the characters current Health. If the Health drops to 0 (or below), the character falls unconscious. The character will also continue to lose a point each round until they succeed at a Difficult Smarts task, or another character tries to aid them and succeeds at an Average Manipulate task.

If a character's Health ever drops to below -10 points, they are dead.

See later for details on how a character can heal damage.

Armor and Weapons

Any armor the character is wearing adds to the character's Defence score.

Weapons may add a bonus to either the characters Strength or the damage value.

Special Attacks

It is very easy for combat to simply become a slugfest, with each side just trying to hit the other until one falls down. After a while, this can get rather boring. To avoid this, characters have the option to make special attacks.

A special attack is where a character does something to try and gain an advantage in the fight. In game terms, the player and their opponent make an opposed test on a relevant Attribute (see below). If the player wins, they get +1 added to their attack roll **in that round**, and do +1 damage (in addition to any other bonuses to damage they already have).

If the player loses the test, they have -1 to their attack roll for that round.

The player needs to describe what they are doing before they can make a special attack, and the gamemaster then selects the Attribute that best fits the action being attempted.

Throwing dirt into an opponents eyes	Manipulation
Distracting an opponent with talk	Interaction
Feinting	Smarts
Sliding along the surface of an object to out-manoeuvre an opponent	Move
Swinging off a vine to reach an opponent	Move
Tripping an opponent up	Manipulation
Diving off a high object onto an opponent	Move
Zipping around an opponent or between its legs	Move
Tricking an opponent somehow	Smarts

The gamemaster has the right to deny a special attack if the player is simply repeating the same action over and over again. The idea of special attacks is to encourage interesting combats (and reward players for their creativity during the fight), not to provide an easy way to get a bonus.

Table 2-4 shows some examples of special attacks, and a suggested Attribute for the opposed test.

Keep in mind that in general, a special attack won't stop the opponent from acting (it's assumed they are able to recover in time for their next action). There is one exception to this, and that's when a player uses a whip attack.

Whip Attack

When whipping, a player can voluntarily try to tangle up their opponent. They have to announce this as their intention before the attack. If they hit, they don't do any damage. Instead, they have managed to tangle their opponent. Their opponent loses their action for this turn (if any), and has to try and break free in future turns.

The player and the opponent make an opposed Strength test each round. If the player wins, their opponent remains tangled. If the opponent wins, they are able to break free. Retest for ties.

While tangled, the opponent cannot move or attack. In addition, their Defence value is -2.

Unfortunately, the player who has tangled their opponent cannot attack either. But they can attempt to drag their opponent somewhere if they win the opposed Strength test for that turn.

Combat Example

Cary (a Capsicum – Move 6, Strength 9, Defence 14, Health 14) gets attacked by a Weed (Move 8, Strength 6, Defence 11, Health 12). The gamemaster decides that no one has the element of surprise, so initiative proceeds normally. The Weed has the higher Move attribute, so it acts first in the round.

The Weed closes in and attacks Cary. The gamemaster makes a Strength roll for the Weed, rolling 6 (giving a total of 12). This is less than the characters Defence value, so the Weed misses.

Now it's the player's turn. They don't have to move (the Weed is already close enough to hit), so they just attack. The player rolls an 11 for their Strength roll (giving a total of $11+9 = 20$), well above the Weeds defence. They do 9 points of damage.

The Weed is hurting, but it continues to fight. The gamemaster rolls a 10 this time on the dice, giving a Strength roll of 16. This is enough to hit the PC, and causes two points of damage to Cary.

The player again attacks the Weed, rolling an 8 this time (giving a total of $8+9 = 17$). This is again enough to hit the Weed, and does 6 points of damage. Since the Weed only had 12 Health to start with, and the PC has done 15 points of damage, the Weed falls down unconscious.

Eating & Restoring Health

All plants (Veggie, Brassica and Weed) need to eat every day to remain healthy. Plants that don't eat enough begin to get sick and slowly die.

In game terms, the amount of nutrients a plant requires is measured in compost units. Each plant needs to eat Strength number of compost units a day to maintain

their current Health. If they eat less than their Strength rating, they begin to lose Health (one Health point for every two points they don't eat).

On the other hand, if they eat more than they need they start to heal damage. For every two points more than their Strength Attribute they eat (up to a maximum of 2 x Strength), they heal one point of Health.

The gain or loss of Health occurs the following morning (not immediately).

All Veggies receive (Strength x 1.5, round up) units of compost each day from the compost pile, handed out to them by Ilario. If they are uninjured, they only have to eat Strength units (and can keep the rest for trade, or in case they get hurt later).

The length of time it takes to consume the compost doesn't vary, no matter how much (or little) the plant is eating.

Other Ways of Healing

If a Veggie is injured, there is another way for them to regain Health. The Apple Trees possess a special Poultice (made from a mixture of compost and apple juice) that they give Protectors when working out in the Wilds. Applying the Poultice immediately heals 2D6+2 Health.

Getting Fat

Eating more than (Strength x 2) units in a day causes a plant to start getting 'fat'. The next day they will lose one point of Strength or Move (players choice) to a minimum of 1.

To regain the lost points the plant has to "starve", and eat less than half their normal Strength (round up) in units. Each day they do this they will regain a lost point of Strength or Move. Plants who are starving this way don't lose Health for not eating enough.

Starving this way isn't a pleasant experience for a plant – they must succeed at an Average Smarts test each day, or the plant will go "crazy" and do whatever they can to eat (Strength x 2) more units of compost from wherever they can find them. See later for the details of going crazy.

Getting Drunk

The combination of food and water in compost tea and Abyss cause strange effects in plants. For every compost unit that is drunk this way, the plant temporarily loses **two** points from Strength, Smarts or Move (players choice – both points don't have to come from the same Attribute). Once they have stopped drinking, they regain two lost points for every hour of not drinking.

Drinking compost tea counts as consuming one unit of compost. Each drink of Abyss counts as two units of compost. Both also count towards the daily requirement of food (so a plant can become both fat and drunk!)

If any Attribute falls to 0 as a result of drinking, the plant falls unconscious (and will wake up when the Attributes return to 1 as normal for not drinking).

Side Effects of Manure

Eating manure has a similar effect on plants to drinking compost tea or Abyss, due to the high concentration of nutrients. For every compost unit eaten from manure, the plant temporarily loses **three** points from Strength, Smarts or Move (players choice – all points don't have to come from the same Attribute), **plus** three points of Health. These points start returning one hour after the plant has finished the manure (one point to either an Attribute or Health per hour, players choice).

But there is another effect from manure. Every time a vegetable eats some manure, there is a chance the plant will go "crazy" and become violent to those around them. Roll 1D6 – if a 1 is rolled, the character goes crazy (see below).

Weeds are an odd exception – they never suffer the negative effects of eating manure.

Going Crazy

A plant going crazy temporarily gains an extra 8 Health and an additional +2 to Strength. The downside is they can no longer recognize friend from foe. If they are in combat, roll 1D6 each round – on a result of 1-3 they attack an ally.

The craziness (and the bonuses) wears off after 2D6 minutes.

Character Advancement

At the end of each session, the gamemaster may reward the players with one of the following benefits.

Improve an Attribute: One of the character's Attributes is increased by one point. The Attribute to be improved should reflect the events of the completed adventure. Participating in a brutal fight might increase Strength or Move, solving a tricky puzzle could increase Smarts, etc.

Increase Health: The character's Health is improved by 2 points.

Equipment

In general, the Veggies don't have or use much in the way of equipment. They don't need to – they can do pretty much everything they want to with their "hands" (foliage). But that's not to say that they don't use tools at times.

As far as tools go, Veggies are limited to what is found in the shed, or what they have been able to salvage from the Wilds. The shed contains the usual assortment of garden tools, while a few broken tools, scraps of metal, etc are all that have been salvaged from the Wilds.

Improvised tools are much more common. There are a lot of fallen branches and the like available in the Wilds, and they can be easily used for moving dirt or simple construction.

Finally, some Veggies are experimenting with weaving grass into simple baskets, mats, etc. The baskets in particular are popular, as it makes it much easier to carry items around. Some Veggies have even started wearing grass weaved cloaks – especially those who help guard the Patch or travel in the Wilds – as they provide some limited protection from damage. Veggies who wear such things as "fashion" are viewed as being slightly weird.

In the list below, most items have a cost (in compost units) associated with them. For some items, PCs won't be able to buy the items directly. Instead the cost can be used as a relative bartering value.

PCs don't start with any equipment (unless the gamemaster allows them to). They have to purchase everything with their compost.

Table 2-5: Common Equipment		
Abyss	3	One serve of Abyss.
Cloth	5	A strip of cloth (large rag, etc)
Compost Tea	2	One serve of Compost Tea.
Glass Bottle	35	There are a few bottles in the shed (being used), but some have also been found in the Wilds. +2 to damage if used in a fight, breaks if user rolls 2 for their attack roll.
Glass Shard	9	A piece of glass, great for cutting things. Provides +1 to Strength roll, but if either die shows a 1 when attacking the user also takes 1 point of damage (they cut themselves).
Grass Bag	5	A simple woven bag that allows Veggies to carry items (including spare compost).
Grass Cloak	5	Simple woven cloak, provides +1 to Defence.
Manure	4	Like all successful drug dealers, most sellers of manure offer the first “hit” free to their customers.
Poultice	15*	Heals a plant (restoring 2D6 + 2 Health). Usually only obtained from the Apple Trees, the price represents a “black market” value.
Rusty Nail	10	A rusty nail (+1 to Damage, but -1 to Strength roll as it is difficult to use).
Stick	2	A basic stick – easy to find lying around in the Wilds, but has to be traded for in the Patch. Provides +1 to Strength roll.
String	6	A piece of string approximately 2 meters long.

Table 2-6: Uncommon Equipment (Weapons) from The Shed		
Fork	<i>unique</i>	Provides +4 to Strength roll. Only larger Veggies (pumpkins, potatos) can use it.
Hedge Shears	<i>unique</i>	A deadly weapon in the right hands. If the user makes a successful attack, they must make an Average Manipulation test - if they succeed, they kill their opponent outright! (cutting them in half). Otherwise they do normal calculated damage.
Hoe	<i>unique</i>	Provides +4 to Strength roll. Only larger Veggies can use it.
Lopper	<i>unique</i>	A deadly weapon in the right hands. If the user makes a successful attack, they must make a Hard Manipulation test - if they succeed, they kill their opponent outright! (cutting them in half). Otherwise they do normal calculated damage.
Rake	<i>unique</i>	Provides +3 to Strength roll, but can also pull a plant towards the wielder on a successful Strength test. Only larger Veggies can use it.
Secateurs	<i>unique</i>	Has a -2 Strength penalty when used in combat, but on a successful hit does +6 Damage.
Spade	<i>unique</i>	Provides +3 to Strength roll. Only larger Veggies can use it.
Trowel	<i>unique</i>	Provides +2 to Strength roll.

Gamemasters Only!

The rest of the book is intended for people running *The Veggie Patch*. If you are a player, you should stop reading now – you’ll spoil the various surprises the setting has to offer!

As the gamemaster, it’s up to you how much of the information in this section you reveal to the players at the start of the game. In general, it’s recommended that you only reveal what is in the first part of this book, unless you have a specific reason to pass the extra information on.

What Caused It All

The Patch was originally the garden of a powerful wizard (who had the somewhat unimpressive name of Pete). Pete rather liked his privacy. After many years of travel and research (and amassing a large fortune), he built a home far from any large cities where no one would bother him while he was carrying out his research.

Being so far from most people, he needed to grow most of his own food. So he created several magical servants, and commanded them to create and maintain the gardens (along with performing the basic chores around the house).

In addition to vegetables, Pete liked to eat meat. He knew that looking after animals was a task too complex for his magical servants. Not to mention the noise and smell they would cause. So before he secluded himself away he set up several agreements with the few farms that were within a couple of days travel of his new home. In return for prepared meat, Pete would provide the families of the farms with a large supply of vegetables (much more than they could buy if they sold their meat at a market).

Every few months Pete’s magical servants would travel to the farms with a large load of vegetables, and exchange the vegetables for the meat. The meat was brought back in cold-enchanted boxes, and then stored in a cold room Pete maintained in his house.

Everyone was happy with this arrangement, and life continued in this way for over thirty years. Very

few people came all the way to bother Pete. Those that tried to visit (to ask for his help or advice) were quickly sent away by the magical servants.

But all that changed.

Pete had been researching a rare plant that he had found on his travels – it seemed to react to magic, and he was curious to find out why. Unfortunately, one of his experiments caused a large magical explosion.

Pete, at the centre of the explosion, was killed instantly. With their creator gone, the magical servants that Pete had created all stopped moving. Other magical spells in place around the area were either unaffected, or altered in some way.

The final result of the magical explosion (and perhaps the most unexpected one) was that most plants nearby became sentient, and able to move.

The Range Of The Effect

Luckily for the rest of the world, the effects of the magical experiment gone wrong didn’t extend too far from the wizard’s house. The magic from the explosion covered a radius of one kilometre from the wizard’s house, just reaching the edge of the forest past the two vegetable gardens.

The blast wasn’t a once-off effect either – it created a magic field over the area of the explosion. This magic field is what keeps the plants sentient, and why new plants growing in the area also become sentient.

The strength of the magic field weakens the further from the wizard’s house you go. So while the inhabitants of the Patch are aware, can talk and (in most cases) move, plants further away from the house can only talk, although nearer the edge of the magic field they may talk slower, and/or appear to be more “stupid”.

Because the magic field is what keeps the Veggies sentient, Veggies need to stay close to the wizard’s house if they want to remain unchanged. As they move further away, they start to feel drowsy. Their awareness of the surroundings begins to fade, and their “limbs” grow heavy. Finally, Veggies will take

root in the soil and remain there. They may still be woken, but will be very sleepy (mumbling or slurring their speech) and hard for others to understand.

If a Veggie who has taken root is brought back to the Patch, they will slowly regain their awareness over a day. The time while they were rooted will seem like a dream to the Veggie, and they will remember very little of what happened around them.

At the gamemasters discretion, Veggies brought back from the edge of the magic field may suffer a temporary (or even permanent) penalty to some of their attributes.

A living plant grown outside then brought into the magic field will *not* gain sentience.

The Animal Barriers

The hedge surrounding the Patch and Brassica Fields does more than provide a clear marker of the boundaries. When his servants first began to work the fields, Pete placed a spell on the fence line that ensured no living creature could enter the fields unless they opened and went through one of the gates (he didn't want rabbits helping themselves to his crops).

Luckily for the Veggies, this spell has continued to work unaffected by the explosion. So the outside wildlife has been unable to break into the garden.

The spell affects humans as well as animals – anyone trying to enter either of the fields without opening and going through the gate will find an invisible barrier stopping them. The hedge might also have a thing or two to say to someone trying to force their way through!

The Secret of Abyss

Only a few Veggies know exactly what goes into Abyss – and they aren't telling. If what was in Abyss became general knowledge very few Veggies would drink it anymore. The Protectors would also stop its manufacture, as it uses a few “irregular” ingredients.

Abyss came about by accident. Early on, many Veggies went out into the Wilds to explore their surroundings.

One such group went out, but due to an attack by the Weeds on the Patch were forced to move deeper into the Wilds instead of scout around the Patch like they had planned. Because they had come without food or water, they stopped at a puddle to drink.

After they woke up from the affects of the puddle (raw Abyss), they realised what a potential goldmine they had. The water in the puddle was more potent than compost tea, and certainly more enjoyable to drink! However the puddle would only last so long, so the Veggies began trying to figure out what was in it so they could make it themselves.

It didn't take them long to discover the raw ingredients. At the bottom of the puddle they found the decayed body of a Weed (a stinging nettle), while at the edge of the puddle there were traces of animal manure.

The group took a sample of the “water” back to the Patch with them, and set about trying to duplicate it. It took some experimenting, but in the end they managed to get the result they sell today.

The group now has several small teams they send out into the Wilds to not only find the animal manure they need, but to also ambush and kill groups of stinging nettles. The groups don't bring back the whole body of the stinging nettle – just the youngest shoots on the Weed.

So far no one has stumbled onto the secret of Abyss, but it is only a matter of time. The group of Veggies who make and sell Abyss have a very nice position because of the profits they make, and they are unlikely to allow their secret to be revealed.

Running The Veggie Patch

The Veggie Patch, as I am sure you have gathered by now, is not a serious game. Even this rulebook doesn't take itself seriously. And I'd be very surprised if there are many players who would take the setting seriously.

It is very easy for the game to degenerate into one gag after another, so you end up getting nothing done. Or worse, the game can become stale – there is only so much of a laugh people can take in one sitting.

However, bear in mind that the *characters* in the setting take everything *very* seriously. To them, the world has suddenly gotten a lot more confusing (and dangerous).

While sessions are unlikely to remain serious for very long (“I’m playing a **carrot** – how can I be serious!?!”), the best humour comes from being an outsider looking in on what is happening, not by playing the characters in a goofy way. Characters in the game are simply trying to survive as best they can in a world they know nothing about.

On the other hand, trying to take things too seriously will ruin the whole point of the game. *The Veggie Patch* is intended to be a light-hearted diversion for an afternoon or evening.

So by all means play French beans with a French accent, and the leeks with a Welsh or Scottish one. Play up the potatoes with an Irish accent, and the radishes with excited children’s voices.

It’s a very fine line for a gamemaster to walk. Ultimately, you are the best judge of the style your players will enjoy, so the final style really is up to you.

(BTW, if someone runs an in-depth political game in this setting, let me know – I’d love to hear about it!)

Keep The Unknown As Unknown

One of the enjoyable things about the setting (as gamemaster) is that you can play up the unknown element.

We may know what a fox, bear or moose is. But most likely the vegetables don’t. So don’t say “You see a moose walking around up ahead.” Instead say something like “Up ahead, an impossibly large vegetable is moving around. It is a rather unusual brown colour instead of the usual green, and it seems to be walking around on four stalks of a similar colour. You don’t see any sign of roots, although it does have what appear to be two branches at one end of its body, sticking up in the air.”

Think about how the vegetables would perceive this new creature, and then take it from there.

Of course, creatures aren’t the only things you can play up. The vegetables are unlikely to know about anything outside of the garden. While they will have seen the garden shed, a house would look wondrous to them. And imagine their surprise when they enter this “giant shed”, and discover that there are no tools inside.

Better yet, imagine if they looked inside the cool room and found (dead) vegetables stored there!

You can have a lot of fun with this, but do keep in mind your players reactions to this. Some people don’t like to try and “guess” what it is you’re talking about, or at the very least find it a distraction from trying to figure out what to do next. It is probably best to only use the mystery element for major items.

Enemies of the Patch

The Brassica Collective

Like the Patch, when the change hit the Brassica Fields there was chaos for the first few hours. Unlike the Patch, the Brassica had no Apple Trees to rely on for guidance. They had to figure out everything themselves.

It was the broccoli that rose to the challenge. They started to rally the other Brassica together and through their combined efforts, the Brassica were able to repel the Weeds from their field.

Once the immediate threat was over, the Brassica began to take stock of their situation. No one knew what was going on, where they were, or why they were here.

It was a cauliflower called Rel that first suggested a solution. It was obvious to him that the Brassica had been chosen for some purpose by a higher power. After all, they were all members of the same plant type. They had been gathered together and granted their new knowledge for a reason. They had been selected to build a new world, and it was their duty to do so.

The broccoli immediately saw the power this ideology could give them if they took advantage of the opportunity, and they became the first group to support it. With the broccoli behind the idea, the other Brassica quickly agreed.

Using the influence the new religion had over everyone, the broccoli quickly set about creating a society. They, of course, were the leaders of this new society. The cauliflowers were made the religious speakers, as they had been the first to spread the idea of the grand plan. The other Brassica were all assigned to less important roles, depending on their abilities.

Brussels sprouts had proved to be superb fighters in the efforts to repel the Weeds. Despite their combat prowess however, they were not the most creative of the Brassica. The broccoli saw their value – when they were pointed in the right direction – and assigned them the task of security. In effect, they became the

broccoli's personal troops. Brussels sprouts provided the muscle to combat not only external threats like the Weeds, but also the few Brassica who disagreed with what was happening.

This left the cabbages and turnips. None of the other Brassica particularly liked the cabbages (they reminded the Brassica too much of lettuce), so it was an almost unanimous decision to give them the labourer type jobs. This was met with initial resistance by the cabbages – until the brussels sprouts surrounded the cabbages. The cabbages who had been the most vocal were taken away and executed, while the rest set to work doing the tasks given to them by the broccoli.

By far the most numerous Brassica in the patch, the turnips were also the most stupid. The turnips found themselves being drafted into a militia, becoming the general troops of the Brassica. They didn't mind – as long as they had food, water and a place to sleep, the turnips didn't seem to care what happened. While not particularly skilled at fighting, the turnips more than

NPC – Rel

Rel was an old cauliflower at the time of the change – by all rights he should have been harvested weeks before the change. But he wasn't, and as the carnage of the Weed attack became obvious to him he began to wonder why. Why was he the oldest Brassica in the garden? Why had the change happened? Why had he survived the carnage? Why was he here?

The answer came to Rel's mind in a vision as he looked over the devastation. He had survived because he had been chosen to lead the Brassica to their destiny. They were the ultimate plant, and they should rule over all.

Unfortunately, Rel's unwavering belief in his vision has blinded him to the realities of the Collective. He hasn't yet realised he is nothing more than a pawn to the broccoli in their plans for controlling the Brassica. While he continues to make public speeches about the strength of the Brassica and their destiny, he holds very little actual power in the Collective. It is only a matter of time before the broccoli decide to get rid of him... perhaps framing several Veggies for his death, and using it to spark an all-out war between Veggies and Brassica.

made up for their lack of skill with their large numbers. The broccoli organised the turnips into squads, each squad led by a brussels sprout.

Slaves in the Collective

With the belief that Brassica are a superior to all other plants, it didn't take long for slavery to appear. The first attempts came soon after the change, when the Weeds were beaten back by the Brassica. Unfortunately Weeds proved to be useless as slaves – they kept attacking their captors, and had to be killed.

The diplomatic party from the Patch was seen as a gift from their maker (by the cauliflowers anyway). Those that survived the torturing were formed into work gangs, and made to work the fields with the cabbages.

The Brassica will attempt to capture any Veggies they encounter in the Wilds, to add to their slave stock. Slaves usually only last a month or so before they die of mistreatment, so the total number of slaves the Brassica have tends to stay fairly low.

There has only ever been one successful escape from the Brassica: the pea from the first group of Veggies who attempted to make contact. Several other escape attempts have been made, but they have all failed (with those attempting to escape executed).

The Brassica now punish all slaves if there is an escape attempt – so far this has ensured that there have been few attempts, with some slaves even turning in others who are planning an escape.

There has been some talk from the broccoli of obtaining the seeds of some of the Veggies, and growing them in the collective as slaves from germination. Luckily nothing has come of this talk yet, but it is only a matter of time before a broccoli decides to attempt the plan.

Brassica Stats

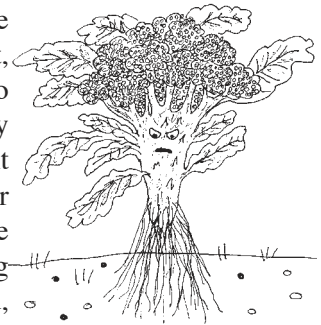
PCs are likely to run into Brassica at some point in the game, so below are common statistics for the various varieties. These values are for the average Brassica – individual Brassica can have higher or lower stats as you see fit.

You will notice interaction has two values. The first number is used when dealing with other Brassica. The second number is used when dealing with Veggies.

Alliances between small groups of Veggies and Brassica are possible (and happen on occasion), especially if both groups face a common threat. But unless the Brassica are members of Freedom, such agreements are always short-term affairs at best and break down as soon as the threat is gone.

Broccoli

The broccoli rule the Brassica with an iron fist, silencing anyone who disagrees with what they say. The broccoli present a united front to the other Brassica, but in truth there is political manoeuvring going on in the background, as each broccoli tries to gain an advantage over the others. They are not above (covertly) sabotaging the plans of other broccoli if it will make them look good.



Interaction – 11/3

Manipulation – 7

Move – 7

Smarts – 11

Strength – 6

Health – 17

Defence – 11

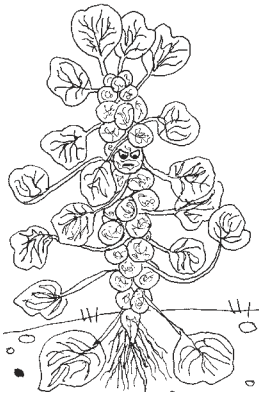
Movement: Glide

Attacking: Club

Special Notes: Any other Brassica immediately obey the orders of broccoli. Whether other broccoli will or not depends on the rank of the one giving orders.

Brussels Sprouts

Brussels sprouts are extremely bloodthirsty, and gain extreme pleasure from causing pain to others. They aren't as stupid as the broccoli think they are, but they know a good thing when they see it. The brussels sprouts benefit greatly by having the broccoli in power – they have a comfortable position in the collective, and they get to cause pain to other plants as part of their job. While not true believers in the “great plan” the cauliflowers always go on about, they do believe that Brassica are superior to other plants.



Interaction – 6/1
 Manipulation – 8
 Move – 8
 Smarts – 7
 Strength – 10
 Health – 26
 Defence – 15
Movement: Walk
Attacking: Club

Special Notes: Cabbages and turnips will always obey the commands of a brussels sprout.

Cabbage

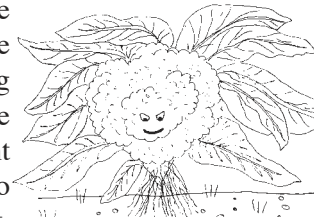
Cabbages hate their lot in life. Treated almost as badly as the slaves, the cabbages are glad if they are able to get the full amount of food and water they need each day. Of all the Brassica, cabbages are the most likely to help Veggies (as long as there is no chance other Brassica will find out). Many of them are aware that the broccolis have twisted the cauliflowers teachings to their own gain, but none say or do anything for fear of reprisals.



Interaction – 3/3
 Manipulation – 4
 Move – 5
 Smarts – 6
 Strength – 7
 Health – 14
 Defence – 12
Movement: Glide
Attacking: Dive

Cauliflower

Cauliflowers are the religious zealots of the Brassica, firmly believing in the superiority of the Brassica to all other plant life (and telling this to every other plant they meet, whether they are willing to listen or not). They also preach at great length about a “great plan” that their maker has for them – although they are very quiet on what this plan actually entails. They are unaware of the broccoli using them, and are instead convinced that the broccolis are the strongest believers of the Brassica.

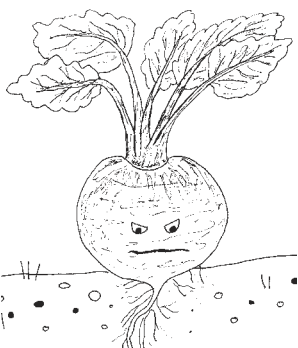


Interaction – 9/1
 Manipulation – 5
 Move – 5
 Smarts – 7
 Strength – 6
 Health – 14
 Defence – 11
Movement: Glide
Attacking: Dive

Special Notes: All Brassica (apart from broccoli) obey their commands immediately.

Turnip

Turnips aren't very bright, but they will follow orders to the end with a mindless determination. Fairly weak by themselves, they can be dangerous in large numbers. They are happy with the status quo in the collective. They don't really understand what the cauliflowers mean by a "great plan", but it sounds interesting.



Interaction – 4/2
 Manipulation – 5
 Move – 5
 Smarts – 4
 Strength – 4
 Health – 12
 Defence – 12
Movement: Hop
Attacking: Dive

Brassica Resistance Movements

Every totalitarian regime, no matter how oppressive, has its dissidents and rebels. The Brassica Collective is no different. While the broccoli have tried to stamp out any resistance to their rule, they haven't been totally successful. They have learned that the old saying is particularly accurate – the more you try to get a grasp on a problem, the more it slips through your foliage.

Still, the broccoli have managed to keep any such resistance movements small and secretive. Since the penalty for any sort of dissent within the Collective is death, no group is willing to risk revealing themselves to many Brassica for fear of being found out. In most cases they are even unwilling to reveal themselves to any Veggies they find, for fear that those Veggies will one day be captured and reveal their secret under torture.

There are three main dissident groups within the Brassica Collective.

Freedom

This group is the most well known dissident group within the Collective, and also the largest. As a result, it is also the group the broccoli spend the most time trying to root out. The group believes that the core teachings of the cauliflower are wrong – Brassica are no better (or worse) than any other vegetable. They also believe the Collective should be run as a form of democracy with no Brassica restricted in the jobs they can do based on vegetable type, and open cooperation with the Veggies.

This group has the most sympathy within the cabbages (who are the worst off of the Brassica). However surprisingly few cabbages are actually willing to join the group, mainly out of fear. The bulk of the membership is made up of turnips, who resent being treated as fodder by the broccoli. Many members (and suspected members) have been killed by the broccoli, but like many dissident groups this has merely strengthened the resolve of its members.

Of the three, this group are the most willing to work with Veggies if encountered. A few Veggies have heard rumors of Freedom, but there are no solid contacts between the group and the Veggies.

Reform

This group is rather unusual, as its leader (Bran) is a broccoli. Its membership is a fairly even mixture of turnips and cabbages, although to the surprise of those members Bran has also managed to recruit a few brussels sprouts to Reform. The stated core belief of this group is similar to Freedom – Brassica shouldn't be restricted in what they can do based on vegetable type. The group does still believe that Brassica are superior to Veggies.

Unknown to all the turnips and cabbages, Bran is using the group for his own purposes. He intends to use the group to take over the Collective, and install himself as sole leader. While he will make a few minor changes to keep his members happy, he doesn't intend to free the cabbages and turnips like they expect. The brussels sprouts in the group know of his real plans, and fully support them.

This group try their best to remain hidden, in general pinning any activities they do on Freedom and at times even “leaking” Freedom members useful information. For the most part this has been successful, although some broccoli are beginning to suspect that another group is working in the shadows.

While they will pretend they are willing to work with Veggies if encountered, members of Reform won't have any hesitation in double-crossing the Veggies when they are no longer useful.

Believers

This group is by far the smallest, made up almost entirely of cauliflower (with a few cabbages making up the rest of the membership). Their members have realized the broccoli are corrupting the teachings of Rel, using them simply to build their own power base while controlling all the Brassica. So far they have done nothing to give themselves away, merely bidding their time until they feel they can take control from the broccoli and rebuild the Collective as a true theocracy run by the cauliflower.

This group will not consider working with Veggies under any circumstances (after all, Brassica are the true vegetable race).

The Weed Tribes

When the change occurred, all the Veggies initially thought the Weeds had been unaffected, as they didn't talk. They soon learned just how wrong they were.

Weeds don't talk because they communicate via telepathy (a unique ability that only Weeds have for some reason). This telepathic link only works over a distance of 50 meters or so, and only with other Weeds. But it does mean that Weeds are able to coordinate strategies without any vegetables learning what they are up to. This was how they were able to surprise the vegetables with their attack shortly after the change.

Weeds can talk out loud if they need to – they just choose not to.

Weeds don't have an organised society. Instead they tend to be nomadic, wandering the Wilds in small

groups (tribes) constantly looking for food and water. As they don't have a compost pile like the two gardens, they are forced to either feed from the ground, or use concentrated sources of nutrients.

Manure is the easiest way for Weeds to feed, so is the most common method used. As a result most Weeds are constantly high, making them even more aggressive than normal. If they are forced to feed from the ground, Weeds can get the nutrients they need in only an hour (compared to Veggies and Brassica who require at least 5 hours).

Weeds do have a third way of feeding – they can feed directly from vegetables. This is a horrible scene to witness, as the Weed forces its roots into the vegetable. If the vegetable wasn't dead before the feeding started, it is by the end. It only takes them 30 minutes to get the nutrients they need this way.

Even before the change Weeds by nature were aggressively competitive. This aggressiveness has been increased and warped by the change. Weeds will attack any vegetable on sight, unless they are badly outnumbered. Even if the odds are bad, some Weeds will still attack. Weeds never allow themselves to be captured – they fight to the death.

Strangely enough, Weeds ignore the grass in the Wilds (not even feeding from it). No one knows why.

Luckily for all the other vegetables, the tribal nature of the Weeds has ensured there has never been a coordinated attack on either garden. At most, several tribes have happened to attack the garden at the same time. If a Weed were ever to start uniting the different Weed tribes into one large tribe, the vegetables would be in trouble.

Weed tribes can have as few as three Weeds, and as many as twenty. Any type of Weed can be in the tribe – all Weeds are considered equal. The tribes don't have a leader or chain of command. Instead, the Weeds decide on major actions by group consensus. With their telepathic link, this decision making process is very quick.

In general, Weeds don't attack other Weeds. This means that a small Weed tribe can join a larger tribe without any difficulty. Occasionally individual Weeds

may come to blows, but that is rare. If a tribe starts to get too large (more than twenty Weeds), it will break into two smaller tribes. This may happen immediately after two tribes merge, with the new tribes an even mix of both old tribes.

Weed Stats

Once again, as gamemaster you should feel free to alter these stats as you see fit. There is no set method for coming up with the stats for new weeds – simply use what you feel is right.

Weeds have no Interaction score (their society doesn't need it, and they don't interact with Veggies or Brassica). If you ever need to make an Interaction roll for a Weed, just roll 2D6.

Weeds have several new methods of attack they can use, in addition to the standard methods that vegetables can use – see table 4-1 for details.

Daisy

Daisies hide well in the grass, and like ambushing their opponents if given the chance.

Manipulation – 7; Move – 5
 Smarts – 8; Strength – 5
 Health – 14; Defence – 10
Movement: Glide
Attacking: Slice

Dandelion

When alone, dandelions prefer using their slice attack. However when they are in a group of other dandelions, they will all jump on the same opponent and try to smother it.

Manipulation – 6; Move – 4
 Smarts – 6; Strength – 6
 Health – 17; Defence – 11
Movement: Glide
Attacking: Slice, Smother

Slice	The Weed uses the sharp edge of their leaves to cut their opponent.
Smother	The Weed leaps onto their opponent and tries to smother them. They remain attached to their victim (doing 3 points of damage each round) until they are forced off, or their victim dies. Their victim can pry them off by winning a Strength roll (the Weed has a +3 bonus). Others trying to help must first make an Average Manipulation roll to try the same Strength roll

Oxalis

Oxalis are even crazier than most Weeds, throwing themselves at their opponents without any regard for their own safety. This tactic tends to work quite well for them.

Manipulation – 7; Move – 5
 Smarts – 5; Strength – 6
 Health – 16; Defence – 11
Movement: Glide
Attacking: Smother

Pigweed

Pigweeds like to hang back a little from battle. If given the chance, they will drag a fallen vegetable off the battlefield to a secluded location and feed, rather than risk themselves in the fight. But if forced to fight, they can be deadly.

Manipulation – 5; Move – 5
 Smarts – 7; Strength – 7
 Health – 19; Defence – 12
Movement: Glide
Attacking: Club

Ragwort

Ragwort like to wade into the thick of battle, surrounding themselves with opponents to kill. One of the first weeds into battle, it is usually the last to leave.

Manipulation – 5; Move – 7

Smarts – 4; Strength – 6

Health – 15; Defence – 11

Movement: Walk

Attacking: Club

Stinging Nettle

Stinging nettles are very dangerous due to their toxin. They can kill a vegetable simply by grabbing it and not letting it go. When they walk they look like large green spiders, although not as large as potatoes.

Manipulation – 9; Move – 8

Smarts – 6; Strength – 5

Health – 18; Defence – 10

Movement: Walk

Attacking: Whip, Smother

Special Notes: Successful hits from a stinging nettle continue to do 1 point of damage for the next two rounds after the attack. This extra damage is cumulative with previous stinging nettle attacks.

Thistle

Thistles are the only plant more bloodthirsty than brussels sprouts, and they love to hurt other plants. Given the chance they like to capture opponents, and torture them over a long period of time, simply for the fun of it.

Manipulation – 6; Move – 5

Smarts – 6; Strength – 7

Health – 17; Defence – 12

Movement: Glide

Attacking: Club

Special Notes: Thistles do +1 damage when they hit.

Animals

Residents of the two vegetable gardens are very lucky – the barrier around the two gardens prevent any animals from entering them and causing problems. Once vegetables get outside the gardens though, they begin to run into the native wildlife.

For the most part, the wildlife stays away from the now-moving plants. They have had enough run-ins (especially with Weeds) to realise it’s much easier to stay away from the large cleared area where the food tries to hurt you!

But animals do still wander near the gardens occasionally, so PCs may run into them (especially at night).

Only a few animals are listed here. Gamemasters should feel free to use whatever animal they like for PC encounters. If you wish, you could even use a monster from a fantasy setting. Imagine a group of Veggies running into a dragon!

Animals don’t have Interaction or Manipulation ratings. The Smarts rating represents their instincts and ability to notice things - not intelligence. Finally, Health isn’t how much damage the animal can take before they fall unconscious – for animals, it means how much damage they will take before they run away from the “strange plants that are hurting them”.

(To cause an animal to fall unconscious, vegetables need to do five times the listed Health in damage).

While some animals list unusual names for their attacks, all attacks work the same way as a normal attack in the game.

Bird

Birds love to feed on juicy vegetables, and will swoop down to try and get a free feed during the day. Luckily the magic on the Hedge keeps birds out of the Patch, but in the Wilds they can be a real problem. Individual birds can be fairly easily scared off (an Average Smarts task), however they usually attack in large numbers (where they become quite brave). If half the flock is driven off, the rest will leave.

Move – 10; Smarts – 4; Strength – 5
 Health – 8; Defence – 11
Movement: Fly
Attacking: Bite (peck)

Boar

Boars are extremely nasty creatures that live mainly in the forest around the wizard's house. They rarely come out into the Wilds during the day, preferring to stay hidden in the forest. At night they come out to forage, usually alone but sometimes in groups. They tend to leave Veggies alone unless somehow provoked.

Move – 9; Smarts – 3; Strength – 15
 Health – 24; Defence – 15
Movement: Walk
Attacking: Gouge, Charge/Trample
Special Notes: Boars do two attacks per round – both gouge and charge/trample.

Fruit Bat

For some reason these bats are attracted to the animated plants around the gardens – even plants that are not part of their normal diet. Like birds, the magic of the Hedge keeps them out of the Patch, however they are fairly common in the Wilds at night where they attack in groups. They attack until driven off.

Move – 12; Smarts – 4; Strength – 5
 Health – 14; Defence – 13
Movement: Fly
Attacking: Bite

Rabbit

Rabbits are fairly timid, but may accidentally start nibbling on a “tasty meal” (in other words, a sleeping vegetable). Usually solitary creatures, they can be encountered day or night. If they are able to escape, they usually will.

Move – 10; Smarts – 7; Strength – 7
 Health – 10; Defence – 13
Movement: Walk
Attacking: Bite, Claw

Snake

Snakes resent being disturbed if they are sunning themselves, no matter what it is that is disturbing them. Very aggressive, they rarely see vegetables as threats.

Move – 7; Smarts – 5; Strength – 5
 Health – 22; Defence – 13
Movement: Slither
Attacking: Bite
Special Notes: Snake venom has no effect on vegetables.

Wolf

Wolves don't quite know what to make of the moving plants – they move like animals, but they don't smell or taste like animals. Sometimes they will avoid them, sometimes they will attack. Wolves usually travel in packs, although occasionally they can be found alone.

Move – 9; Smarts – 6; Strength – 13
 Health – 30; Defence – 15
Movement: Walk
Attacking: Bite, Claw
Special Notes: Wolves do two attacks per round – both biting and clawing. Both attacks from a wolf do +2 damage.

Options For Play

Here are a few thoughts on the different ways you can use the material in *The Veggie Patch*, and some options you have while running the game.

Using The Veggie Patch In An Existing Campaign

One thing that may throw your players in a loop is to use this material in an existing campaign. The PCs are on their journey to (wherever), or are seeking the aid of the wizard Pete, when they come across this strange area where most of the plants can move and talk. What do they do?

If they are attacked by Weeds or Brassica before they meet any Veggies, they may assume that all the plants in the area are evil. Or they might destroy the plants anyway, since anything plant-like that moves must be evil!

Or they may decide to help the Veggies in some way – expand the Patch, get rid of the Weeds or Brassica, etc.

It doesn't necessarily have to be a fantasy setting to use this material either. A modern day setting could have the Patch the result of genetic engineering of food going horribly wrong. Or in a modern day setting with magic, the cause could be the same as presented here.

Even using this in a science fiction setting is possible – instead of just a single area, the entire planet may have intelligent plant life (admittedly, this isn't too uncommon in some sci-fi stories).

Introducing Magic

An interesting addition to the setting would be the addition of magic.

Any list of magic spells would do. The main thing to remember is that the casters are plants, not humanoid, so a number of the standard spells either won't apply, or will have a different interpretation.

As it is so destructive to plant life, any plant knowing fire magic would be viewed with suspicion, while

necromantic magic would involve raising dead plants (not dead animals), and may not necessarily be considered bad.

In the Patch, it is likely that any Veggie would be able to learn any type of magic. The Apple Trees would be powerful sorcerers, but all their magic would involve ritual magic that takes some time to cast.

For the Brassica, cauliflowers would know divine type magic, while broccoli would be regular magic users. The other Brassica wouldn't be able to use magic (and if they showed any sign of using magic, they would be executed).

Developing Technology

If you set the game some time after the change has occurred (months, if not years), then the Patch may have had a chance to change quite a bit. New inventions would be made to make life easier, and parts of the Patch may begin to resemble a city.

(A good example of what this might look like is the animated movie *The Secret of Nimh*).

You could go to town with this. Computers and other advanced electrical technology would be out of the question, but advanced mechanical devices could be appropriate. You can even add many steampunk elements – weird devices all powered by steam.

Do remember that most plants will have a fear of fire. Perhaps this setting would require that a group of plants had overcome this fear, or maybe the plants have found an alternate source of power to fire?

You could have a lot of fun exploring this theme!

Post Apocalyptic

A rather unusual variation of the basic Veggie Patch theme would be to have the Veggies awaken in some sort of post apocalyptic setting. Perhaps the world was destroyed by a huge magical war waged by wizards, or perhaps it was some sort of plague on modern day Earth that killed everyone.

In this setting, people may or may not be still alive. If they are still alive, it's a good bet that they would

view the Veggies as some sort of abomination that needs to be destroyed!

For an added twist, perhaps animals also became aware as a result of whatever happened. Carnivores may be willing to work with the Veggies (or at least leave them alone), while herbivores would probably be considered mortal enemies!

If you use this option, it would be best to remove the distance restriction for the Veggies, and allow them to travel as far as they like.

PCs as Brassica

A final option that some groups may be interested in is to play the game as Brassica (most likely as broccoli). If no one takes it seriously (and since everyone is playing vegetables, they shouldn't!) this can be a lot of fun. The players all get a chance to plot and scheme to take over land (the Patch), and secure their own position (by eliminating Brassica above them).

This option could probably only be used for a session or two (the players are unlikely to keep their superiors happy much longer than that if they fail in their plans), but could give everyone a chance to be evil (for a plant), without having to be evil (for a human).

Alternatively, if the gamemaster prefers he could have the players play evil Veggies. They could either be agents for the Brassica (which would likely mean they have a short life span once their usefulness is over), or they could just be out to profit for themselves.

Adventure Ideas

Coming up with an adventure to run set in *The Veggie Patch* may be a bit difficult at first. Here is a collection of ideas that might be some help to you. At the very least, you should be able to use them as a springboard for your own ideas. Remember, the players are all vegetables – anything is possible!

1) The few nearby farms are beginning to wonder where the wizard's magical servants are, as the next trade of food is overdue. One of the families may even be relying on the trade, having not put aside enough vegetables of their own to survive the coming winter. So they send someone to the wizard's place to find out what's going on.

2) A former rival of the wizard has decided to track his enemy down and settle things once and for all. Of course, when he finds his former enemy dead he will be all too happy to remove any interesting items from around the place – and burn the rest.

3) A wizard has heard rumours of enchanted plants that can move and talk on their own, and wants to capture several specimens to study.

4) The water supply to the Patch has suddenly dried up. The PC's must find out what has happened (the inlet to the pipe is blocked), and fix the problem. Of course, the pond that supplies the water is right next to the other side of the Brassica Field...

5) The unusually warm weather has meant that more weeds than before have started to germinate. These rampaging weeds are starting to cause problems, for both the vegetables and the Brassica. They will need to work together to combat the huge number of weeds – but can the Brassica be trusted?

6) More weeds than normal are getting into the Patch and causing problems – yet the Brassica seem to be unaffected by them. Have the two groups formed an alliance of some kind?

7) A mysterious creature was spotted in the Patch the previous night, and the carnage was terrible. Everyone is in a panic. Unknown to the Vegies, the barrier surrounding the Patch (keeping all the animals out), is starting to weaken in places. This allowed one

animal (gamemasters choice, but make sure it is large) to break through the hedge and get into the garden, where it enjoyed a very nice meal. The animal plans to return to continue its feast. The PC's need to find out what the creature is, but more importantly find a way to stop it from getting back in.

8) A strange disease has struck the Patch. Many Veggies have been struck down, their bodies slowly blackening - some have even had body parts fall off! The disease is actually a fungus. The Apple trees remember it from the past, and also remember that the servants used to spray affected plants with a spray from the Shed. Unfortunately, the bottles of spray in the Patch shed are empty, so the PC's will have to somehow sneak into the Brassica's shed. And which spray is the fungicide, and which is the herbicide?

9) The Brassica seem to be rather busy with something, and strangely enough they aren't saying what they're up to. In fact, they've managed to find an old magical plough that the wizard experimented with (before abandoning it for more magical servants), and they are attempting to learn how to control it. If they succeed, they could cause havoc on the Patch. The PCs have to find out what the Brassica are up to, and (more importantly) stop them!

11) One of the wizards magical servants has somehow managed to reanimate, and has decided that it is time to work on the garden. Of course, the wizard liked things to be kept in order, and anything that was out of place disposed of. With most of the Veggies in the Patch "out of place", the magical servant is going to be doing a lot of disposing unless the PCs somehow stop it!

12) The Patch is starting to get crowded, and some Veggies are starting to advocate taking over the Brassica field. Can these Veggies be talked out of their plans? Is there an ulterior motive for them advocating the use of force?

13) The Apple Trees have decided that the "huge shed" on the hill (the wizards house), needs to be investigated, to see if there is anything useful in there. Unfortunately, the Brassica have had the same idea... and exploring a wizard's house uninvited can prove to be "interesting" to say the least.

14) A Veggie has started preaching the “teachings of the guardians”, which were revealed to him in dreams. He is starting to gain a few followers, and the group is beginning to disrupt the work in the Patch. Is everything as it seems, or is there a more sinister motive behind it?

15) The PCs come across a wounded cabbage in the Wilds, surrounded by many other dead Brassica (turnips, cabbages and a few brussels sprouts). The cabbage claims to be a member of Freedom, a group of Brassica trying to reform the Collective. Their cell was discovered by the broccoli; they had managed to escape into the Wilds, but had been hunted down by the brussels sprouts. The cabbage begs for their help, and asylum in the Patch. Is the cabbage telling the truth? How will other Veggies react to them? How will the Brassica react if they find out the Veggies are hiding a known dissident?

16) A Radish PC receives a note that says the writer knows their secret (Radishes are really Brassica). The note then threatens to reveal the secret if they don't do as they say. Starting off with small “jobs”, the notes soon escalate in what they want. Can the PC find their blackmailer (and stop them) without revealing the Radish secret?

17) The Veggies who make Abyss approach the PC's and ask them for a favour. They need some ingredients from the Wilds to make their next batch, but their usual contacts haven't returned. In return for finding out what happened to their previous group, they will get free Abyss for a week (longer if they are willing to do more jobs). Of course, when the PC's finally find the missing contacts they learn exactly what goes into Abyss. What will the PC's do when they discover the secret?

18) A Veggie has started to complain about hearing voices when he goes near the edge of the Patch (and not the hedge either). After some investigation, it is discovered he is able to hear the Weeds communicating! This could give the Veggies a huge advantage in defending the Patch. Unfortunately, the Weeds aren't too happy about someone being able to hear their communications (they can pick up his thoughts as well). To make things worse, the Brassica are rather keen on obtaining the “services” of this Veggie.

19) The Brassica have heard about the poultice that protectors have access to, and they are rather keen on getting some for themselves. To do this, they need apples. The Brassica plan to stage a diversion at one end of the Patch, and hope to slip an agent through the hedge at the other end of the Patch in to grab some apples during the confusion. It's up to the PCs to discover the plan, and stop the theft!

20) The insect population has had a sudden explosion in numbers, and they are starting to attack the Veggies in the Patch. The PCs need to find a way to repel the insects, or find out where they are all breeding and put a stop to it.

21) The Wizard had an apprentice at the time of the explosion. The magic from the explosion put him into a form of hibernation. He has just woken up and is trying to find out what happened, and what is going on around him.

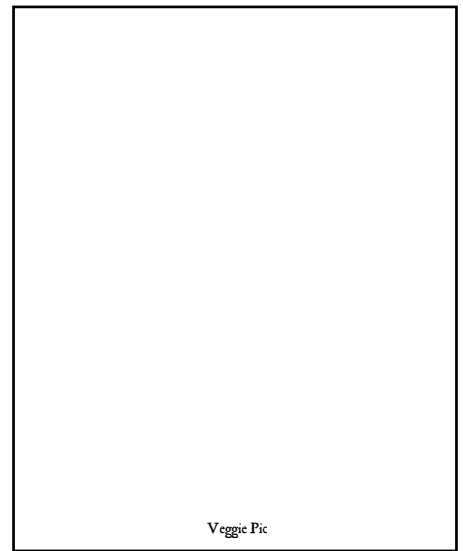
(This is actually a great way to run a “normal” adventure, where the players are human. The PCs were all apprentices of Pete, and were all put to sleep by the explosion. How will they react when they wake up to discover their master dead, and all the plant life around them is moving? Especially if the first plants they run into are wild Weeds who attack without warning!)

the VEGGIE PATCH

Name _____

Player _____

Veggie _____



Strength

Smarts

Manipulation

Interaction

Move

Compost

Health

max
 current

Possessions/Notes

Character Pictures

To make it simple to add a picture for your character, all the Veggie pictures are available below. Just print out the next two pages, then cut out the pictures you need.

