

the VEGGIE PATCH

Credits

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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.

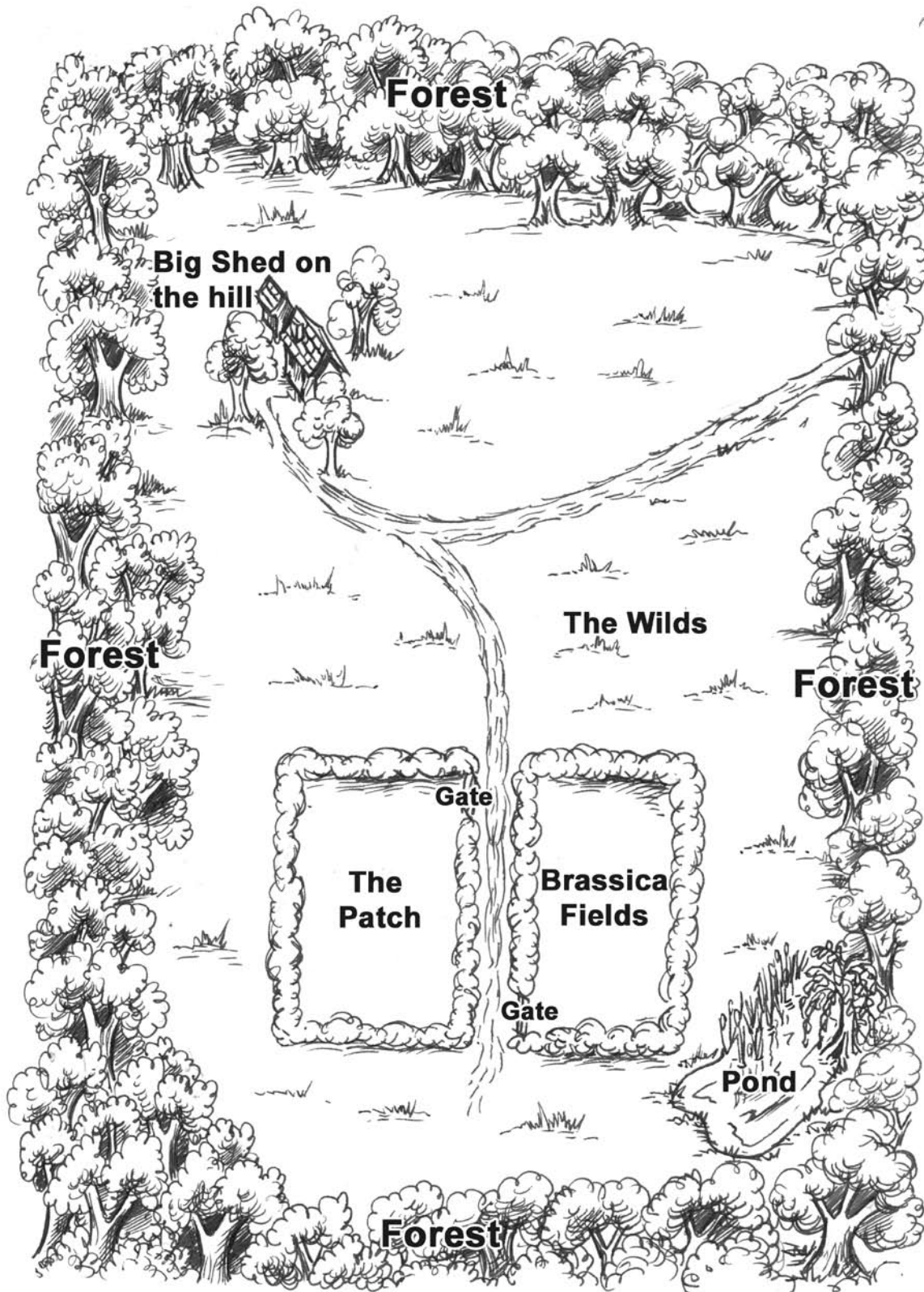
In addition to the Brassica and Veggies, there are other plants in and around the Patch.

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

General Area



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? ☺)

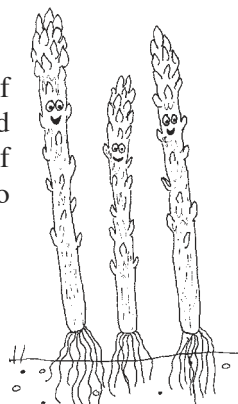
If you want, you can choose to play a particular variety of a vegetable instead of the “generic” type (for example, instead of playing a “bean” you might play a “French bean”). In general this won't have any affect on your characters Attributes or abilities, but make sure you discuss it with your gamemaster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



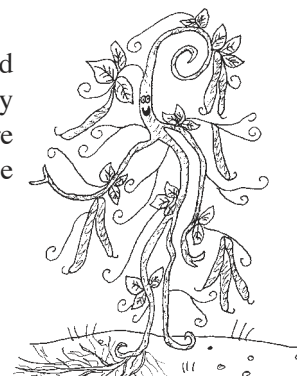
Designing Your Own Vegetables

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.

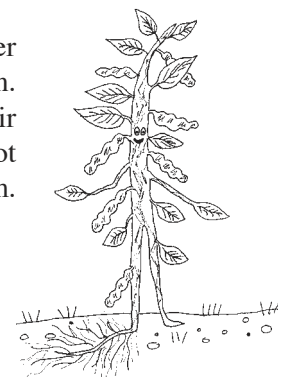
Interaction – 8
 Manipulation – 6
 Move – 7
 Smarts – 5
 Strength – 4
Movement: Walk
Attacking: Whip



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)



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.

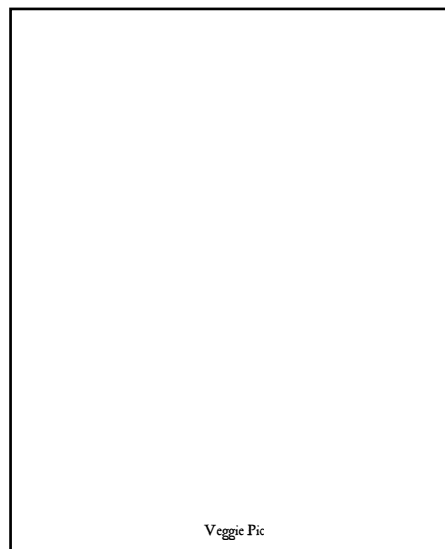
Unfortunately, Rel's unwavering belief in his vision has blinded him to the realities of the Collective. He hasn't yet realised he is nothing more than a pawn to the broccoli in their plans for controlling the Brassica. While he continues to make public speeches about the strength of the Brassica and 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.

the VEGGIE PATCH

Name _____

Player _____

Veggie _____



Strength

Smarts

Manipulation

Interaction

Move

Compost

Health

max

current

Possessions/Notes