

Food Fight!





G1411.2

FOOD FIGHT!

Or, When Melons Collide

A Basic Fantasy Adventure

Based on a simple meme sent by Damon Howell

Written by the GagMen on the GagMen RPG Podcast Episode 29

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Illustrations by Gaghouse Productions, Tyler Davis, and Jirel Kirkley

Contact: shutup@gagmen.net

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Dedication

For every child that had to sit and finish their gross looking vegetables, while everyone else got to go watch cartoons. Remember kids, vegetables are evil, so eat them before they take over the world

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Introduction

This adventure was created with the Basic Fantasy Rules (by Chris Gonnerman) but could be used for many other retro-clone versions of Dungeons & Dragons or any version of Dungeons & Dragons you may be more familiar. The adventure is designed for beginning level characters, preferably between level 1 - 3, and was written with lots of little silly things to help keep your gaming experience fun.

Based on a meme sent to us by Damon Howell, The GagMen had a bit too much fun with this adventure, and encourage you to do the same. As always, feel free to change what you need, and when you do, drop us a line to let us know how it went at shutup@gagmen.net.

Please, do not feed the GagMen. They survive on a carefully structured diet of Cheetos, deli meat, and cheeses of both canned and block varieties. Any accidental consumption of fiber may upset this delicate balance, and consequentially delay future podcasts and adventure modules. While the vegetable should be a part of your everyday diet, the GagMen do advise caution, as evolution and freak chemical spills could provide those same veggies with an eventual means of revenge.



Summary

An ancient evil has awakened and possessed the vegetables on a farmers land, and wild bands of evil veggies now roam the countryside, bent on chaos. With the town aflame and its citizens on the menu, The party must find the source of the evil, and with the help of the powerful Elemelons, seal it away to return order to the quaint countryside town of Hidden Valley. Will the heroes survive the piercing gaze of the potato warlord? Can they find the horn of plenty and sound the call? Find out, as the Food Fight begins!





Theme/Setting

The Hidden Valley

The town of Hidden Valley sits alongside the Jovial Teal Mountains in a forested depression; as such the Hidden Valley is really a valley in name only. The townsfolk, however, are fine with this inaccuracy. The quaint name and beauty of the town brings trade and visitors despite the lack of any real valley. While the town's name would imply that it is hard to find, it lies along a major thoroughfare west of Brattleburg.

The true secret of the Hidden Valley is the herbs and spices that are only grown there. The flat lands surrounding Hidden Valley are extremely fertile, and have produced the largest crops in the land. The climate in town stays nice and balmy almost year round, making it the perfect place to farm. The flavors of the Valley are highly sought after by kingdoms all over the world; as such Hidden Valley is constantly exporting their special crops all year round.

The Howell Farm

Most of our adventure takes place on the Howell farm, a well-known farm in the

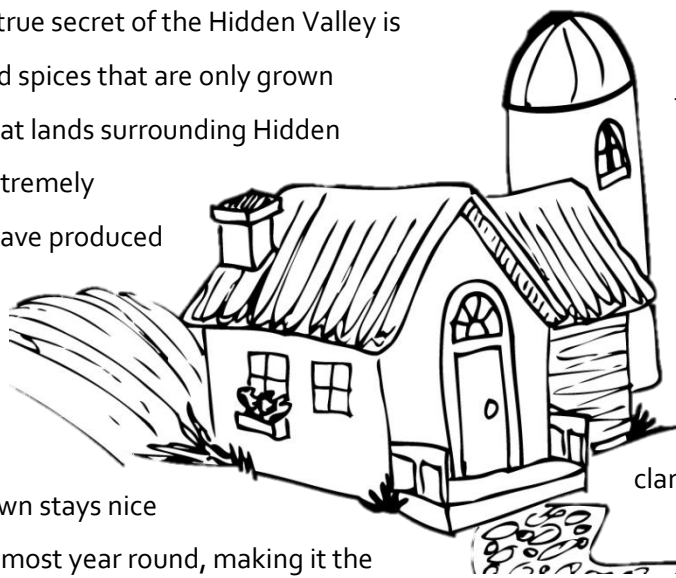
district just outside of the little village of Bellwood. Clarence Howell and his wife Bonnie Howell have built one of the most successful farms in the area, due in large part to the fact that most of their vegetable crop grows to astonishing size. Bonnie Howell claims her secret ingredient for their size is love; whatever of the reason, everyone looks forward to seeing her famous ripe melons at the county fair every year.

Plot

Arriving at Hidden Valley

As the party passes through the area, perhaps when they are in between adventures, they happen upon the town. As they approach from a distance they see a rising plume of smoke over the trees and hear the sounds of screams and clanging metal. The town of Hidden Valley is under attack! Instead of orcs, goblins or some other creature, the attackers appear to be large vegetables!

On the outskirts of the town, the group will find a traveling rope merchant pinned in his wagon by a pack of Savage Cabbages. Not far from there, the party will come across a group of children being chased by a Screaming Carrot. As they reach the center of town, they



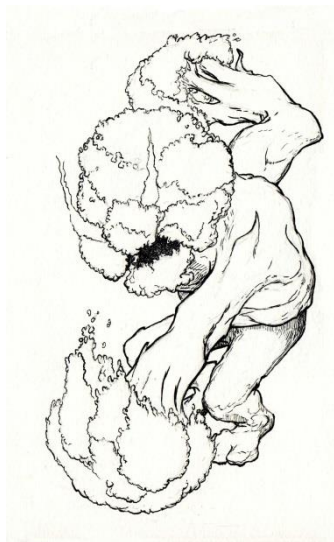


will find Mayor Frete screaming for help while being turned over a cooking fire by Barbaric Broccoli, who are also pillaging the immediate area. If the party decides to explore the town first, use the Wandering Vegetables Table below.

1d6	Wandering Vegetables	# Appearing
1	Ninja Leek	1
2	Savage Cabbage	1d4
3	Barbaric Broccoli	1d6
4	Spud Trooper	1d8
5	Screaming Carrot	1
6	Terrible Turnips	1d4

Getting your Salad Tossed

Large evil vegetables have inflicted a smorgasbord of disasters across the town that are difficult to stomach. The innocent townspeople are being attacked by vicious turnips, savage hordes of radishes run through the streets attacking people at will, and no one is safe from the Carnivorous Cabbage or Screaming Carrots.



The heroes are asked by Mayor Frete to stop the marauding band of plenty before they turn the countryside into a salad of doom. Presuming that the party does help the mayor out of his rotisserie position; otherwise he will continue to scream for help while he watches Hidden Valley Burn. If the party does not rescue help the mayor, the town guard will arrive and rescue him before the broccoli go too far. The town is under attack from every direction; if the party can help fend off a few attacks and create a fortified position for the town guards, then the mayor can send out the party to stop the source of the problem.

Use the Wandering Vegetables Table above to create waves of different veggie attacks, as the town guards begin erecting barricades around the tavern at the town square (Because the tavern is always the safest place to be in case of a terrible attack, and a





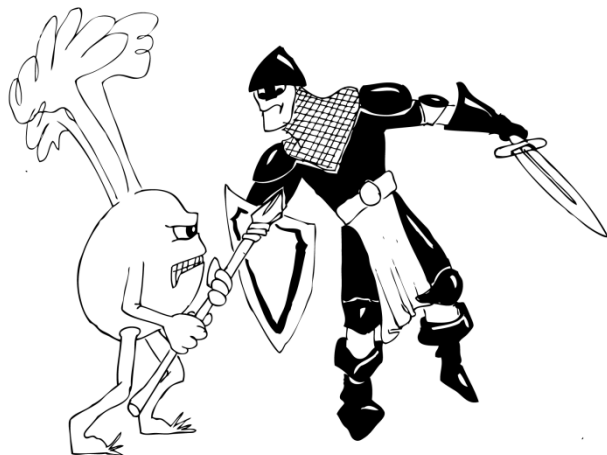
local favorite). The town guards will be able to help if the party begins to get overwhelmed by the attacks.

We gotta blame somebody

Many of the townsfolk will point out that only one farm in all of Hidden Valley has vegetables this big: the Howell Farm. Mayor Frete will begrudgingly admit that it has to be from the Howell farm, but doesn't understand why or how this could come from such nice people. To the townsfolk huddled behind the barricade, it is obvious that the Howells are witches and will need to be killed, murdered, or worse. Mayor Frete will hire the adventurers to investigate the Howell farm and stop them from making any more of these agro-abominations.

Incidental Asparagus

The town guards will escort the party to the stables and provide horses if needed. The heroes will need to make haste through the



woods, as these vicious veggies lurk behind every corner. The group should encounter several veggie attacks on their way to the farm, which will become more frequent as they approach the farm. Beware, as the asparagus outriders have claimed the woods surrounding Hidden Valley as their own.

We should have ordered Take Out

As the heroes reach the Farm, they will discover a eerily familiar scene: plumes of smoke rise from several burning buildings. In the distance the party can see that despite the destruction the homestead is still intact. When they reach the farmhouse the party will find the Howells trapped inside, fending off a clutch of carnivorous capers on their front porch. If the party helps fight off the capers, the Howells will quickly invite the party inside, as the vegetables haven't tried to enter the home yet.

Inside the protection of the farmhouse, the heroes can question the Howells and survey the area. Not only is the house protected, but so is the melon batch directly behind the





house. A large stone with etched markings lies in the center of the melon patch, and in the far field the party can see a large mound with a man sized entrance.

Conflict

Time for a story from Grandpa

It turns out that Clarence isn't an actual Howell, Bonnie is. When Clarence married into the family, part of her dowry was the privilege to use the esteemed name of Howell. Bonnie Howell will tell the party the same story her grandfather once told her in an effort to make sense of what is going on.

"Long before the time of Brattleburg, and before the first elves walked, there was a struggle between the powers that created the world. A battle that pitted the forces of chaos against the constructive elements (fire, earth, air, and water). The surviving powers rose up, using the raw power of elements (fire, water, earth, and air) to defend the world against chaos. Their terrible battle shook the earth, and when the fighting was over, the world survived with the side of chaos sealed away."

What Bonnie doesn't know is that when the elements sealed away the chaos, they left a

heavy stone marker to clearly warn mortals of the dangers it held captive. Likewise, the elements sealed themselves in a similar stone in what is now a melon patch, in case the chaos was ever set free. The sealed stone protected the melon patch and the Howells homestead from being possessed, but the other vegetable fields were left unprotected and became the vessels for the forces of chaos.

The Farmer gets Stoned

Clarence Howell will tell the party that all of this started after he destroyed an old rock that was blocking his equipment. The stone was in the far field, on the other side of the large tunnel. He will also point out that there is another stone he hasn't tampered with in the melon patch.

It would seem the chaos has returned with more power than ever, but with no body it was forced to inhabit the crude matter of the vegetables grown on the land where the ancient battle took place. The real question is, where are the elemental forces of nature that stopped it before, and how can the party summon them?





The Potatoes are keeping an eye on it

If the players go to investigate the broken stone, they will find a hole where it should be. It seems as though it has been drug underground. There are many small footprints around the hole. The party should be compelled to find the stone and learn more of the mystery.

Deep under the Howell's Farm is an intricate network of tunnels, with patrols of Spud Troopers. They have wandered into the lair of the Potato Warlord, the undisputed leader of the forces of chaos. The Potato Warlord is the epitome of chaos, switching decisions on a moment's notice, promoting

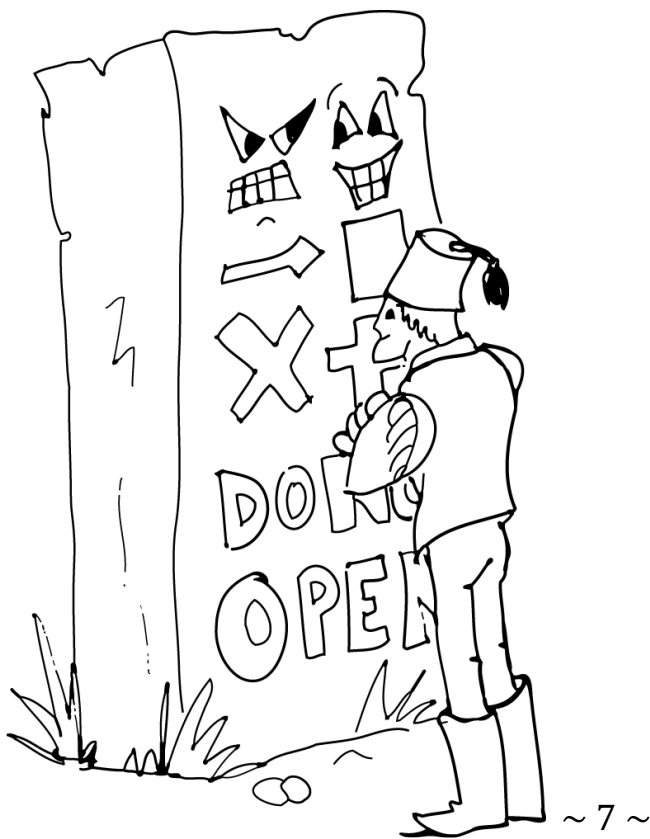
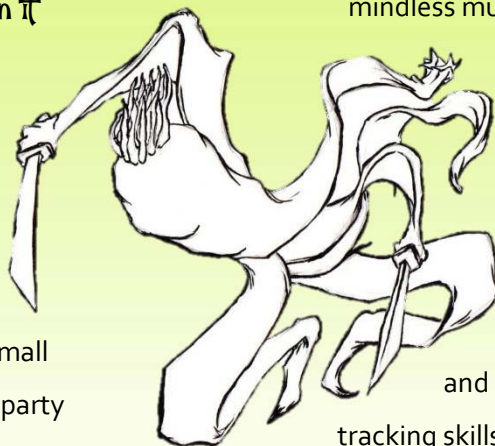
mindless murder, wreaking havoc at every turn, eating cake with a spoon, wearing white pants after Labor Day, and other wildly crazy things.

The drag marks of the stone are unmistakable, and can be followed even without tracking skills. The drag marks will lead to the throne room of the Warlord, and has been converted into a makeshift throne. The Warlord (see notes on Potato Warlord in Characters) is completely unstable, and his mood shifts every few moments. He will alternately make wild threats and beg for forgiveness from the adventurers.

Should the party successfully talk to the warlord, one player can examine the stone from a distance. The stone will indicate that there should be two stones; the second, found in the melon patch, releases the elements that can fight off the forces of chaos. If the party decides to fight the potatoes off, the warlord will flee and send in spud after spud, giving the party a much shorter time to examine the stone.

Quick! Grab those Melons!

Once they have escaped the potato fields, the party should head to the stone in the melon patch, which they will find tells a similar story in hieroglyphics, in a way that is easy to



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understand, even for characters that don't read or never ate their carrots. The stone shows the symbols of chaos and the four elements under two stones. It also shows a horn being blown and opening the elemental stone. The horn in the hieroglyphics will be similar to one that hangs over the Howell fireplace mantle.

Once the second stone is opened, the elements will take corporeal form by possessing the melons and will assist the heroes in the ultimate battle between chaotic vegetables and the powers of the Elemelons (Watermelon, Firemelon, Earthmelon, and Airmelon).

Blow your Horn

The horn above the mantle is the horn depicted in the stone. A Howell heir must blow the horn in order to release the power of the melons. Bonnie, as the true heir to the Howell legacy, must blow the horn of cornucopia in order for it to work.

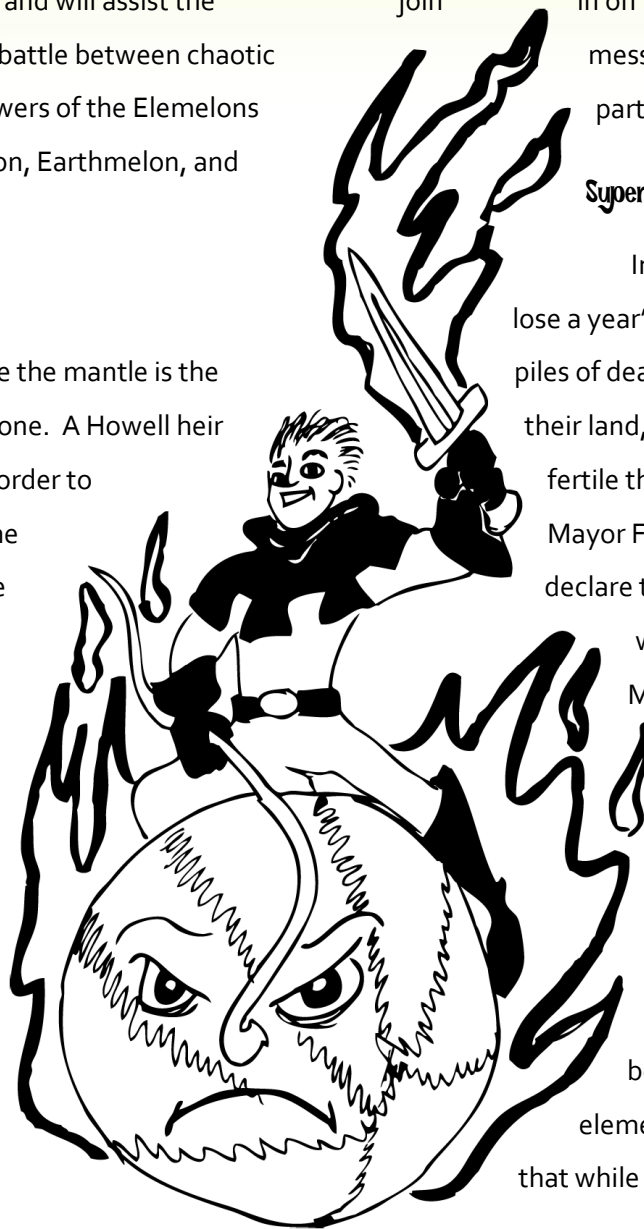
Battle O Plenty

The fields will run green with the juice of vegetables slain in the battle that has lasted for a

thousand years. While riding the melons, the party will gain the temporary powers of the element they will herald. Riding the melons is similar to riding a very fat horse, so the heroes should have little difficulty adapting. By this point the party should have also discovered how effective the farm tools are against the vegetables, and should arm themselves appropriately. The town of Hidden Valley may join in on the fight if they are sent a message or called in by the party.

Super Happy Fun Ending

In the end the Howells will lose a year's crop, but thanks to the piles of dead vegetables covering their land, their fields will be more fertile than ever before. Of course Mayor Frete will apologize, and declare that on that day the town was saved by Bonnie's Melons and the day will be celebrated every year hence as Thankmelonsday. The elements will thank the party and perhaps even bestow a few gifts to them before departing. The elements will remind everyone that while they may have beaten





back some of the armies of chaos, some survives, and the Elemelons will continue to hunt down chaos in all forms.

"...And remember kids, kill and eat every vegetable you see, before they rise up and destroy you." - The Elemelons





Characters

Mayor Frete

(AC 12; hp 8; #AT: 1; DMG dagger 1d4; save as Fighter lvl 2)

The mayor of the village of Hidden Valley, Frete is a pudgy gnome that has enjoyed the prosperity his little village has experienced over the years. Normally he would be jovial and charming, the recent vegetable uprising has him stressed and panic-stricken. He may have a moment hesitation before accusing the Howells of being witches, but he will have little else to go on and the townsfolk will need someone to blame, and he doesn't want it to be him.



Hidden Valley Guard

(AC 13; hp 6-8; #AT: 1; DMG short sword 1d6; save as Fighter lvl 1)



Clarence Howell

(AC 11; hp 9; #AT: 1; DMG shovel 1d4+1; save as Fighter lvl 2)

A simple farmer that led a comfortable life. In a magical world, supplying food was the easiest job of all. With the rich soil of the farm, he has grown some of the largest fruits and vegetables in the land. He wins at the county fair every year, with some of his veggies almost four feet in length. He loves his wife Bonnie, but can become a little jealous when other men talk with her, as she is well known for her large and delicious melons.

Bonnie Howell

(AC 10; hp 6; #AT: 1; DMG rake 1d4+1; save as Fighter lvl 1)

A beautiful young woman, Bonnie has worked very hard to help Clarence create a beautiful home and farm. She has taken pride in tending the melon garden, and it shows as her melons are the envy of the district.





Potato Warlord

(AC 15; hp 28; #AT: 1; save as Fighter lvl 4; DMG Longsword 1d8+2;

Items: Longsword +2)

The undisputed leader of the vicious veggies, the Warlord is a deceitful and dangerous vegetable, certain that everyone is conspiring against him. He feels that he must keep an eye on everyone to secure his position as ruler. The warlord will call himself an emperor and wears a bicorn hat and sash that he will insist are symbols of his rightful claim as emperor. He has enlisted the aid of his fellow spuds to keep him secure in his underground fortress and dominate all the other vegetables. The warlord is completely unstable; signify his change his mood with every sentence by using the chart below.

	Potato Random Emotion
1	Fear
2	Anger
3	Sadness
4	Glee
5	Disgust
6	Love
7	Anticipation
8	Shame



Spud Trooper

(AC 11; hp 8-10; #AT: 1; DMG short spear 1d6; save as Fighter

lvl 2)





Details

Elemelons

Air-, Fire-, Earth-, and Water-Melon

Armor Class:	14	No. Appearing:	1 per type
Hit Dice:	3	Save As:	Fighter: 4
No. of Attacks:	1 vine and special	Morale:	10
Damage:	1d6	Treasure Type:	I
Movement:	40'	XP:	165

Each element has infused the melon patch, becoming a special creature that can harness the raw elements special feature to help defeat the ancient evil. The melons are each five feet in diameter, making them large enough to be ridden into battle, as each melon can carry up to two riders. Each melon uses their vine extensions to attack physically deliver their special attack powers.

If an elemelon makes a successful hit, they will cause an extra 1d6 damage and a special effect based on their melon type. Fire will cause clothing to set fire and add 1d3 damage every round until the clothing is removed or the fire is put out. The air element will cause the victim to roll a save vs. magic or be blown over and knocked to the ground, losing their next attack. The earth attack will force an extra 1d4 damage in random rock debris being thrown at them. The water carrier attack causes the victim to roll a save vs. magic or they will be lifted into the air by a geyser suddenly appearing beneath them, losing their next attack and taking an extra point of damage from the fall.





Bad Veggies

Carnivorous Capers

No. Appearing: 4d6

Armor Class: 10

Save As: Fighter: 1

Hit Dice: 1/2

Morale: 7

No. of Attacks: 1 bite

Treasure Type: None

Damage: 1d2

XP: 5

Movement: 30'

Capers are four inch spheres that are mostly mouth. They will bounce about biting at everything they come near. Capers will travel in swarming groups, craving the flesh of animals

Ninja Leek

Armor Class: 14

Save As: Fighter: 3

Hit Dice: 2

Morale: 9

No. of Attacks: 1 katana or poison

Treasure Type: I

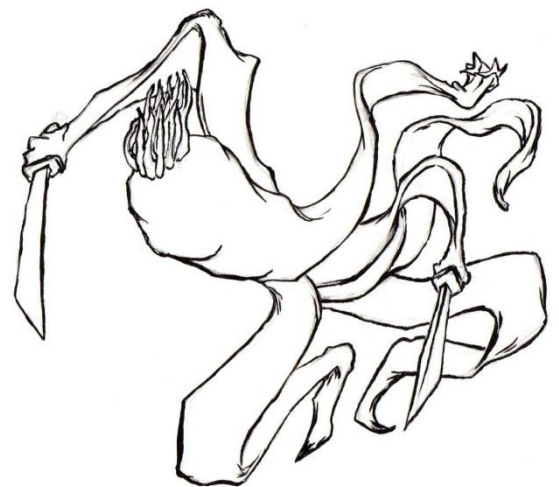
Damage: 2d4 or save vs. poison

XP: 245

Movement: 50'

No. Appearing: 1

The Leeks have joined forces with the spuds and make surgical strikes against particular targets that the emperor deems worthy. The potato warlord has ordered many strikes on the Howells, but they have been unable to enter the farm home or the melon field directly beside it. The ninjas are stealthy and fast, and are able to blend with shadows increasing their chance to hide times two. For practical use, the Leeks are treated as level three Thieves and can use all thief abilities at that level.





Savage Cabbage

Armor Class: 13

Hit Dice: 2

No. of Attacks: 1 pointed stick

Damage: 1d4

Movement: 40'

No. Appearing: 1d6 and special

Save As: Fighter: 2

Morale: 8

Treasure Type: J

XP: 55

The Cabbages have refused to side with the spuds (something about the way they look) but they are more than happy to oblige them with wanton destruction of Hidden Valley. The cabbages are not as easy to reason with, and will run alongside the broccoli as some type of collective minions. When more than four cabbages appear, expect at least one broccoli to lead the mob.

Barbaric Broccoli

Armor Class: 12

Hit Dice: 3

No. of Attacks: 1 club

Damage: 1d6

Movement: 30'

No. Appearing: 1d4 and 1d6 cabbages

Save As: Fighter: 3

Morale: 9

Treasure Type: J

XP: 85

The broccoli lead the battle on the frontline; they are aggressive and will usually have a pack of cabbages right on their heels. The broccoli can be reasoned with, but they are unlikely to switch sides unless the potatoes are brought into the discussion. The broccoli among the strongest of the vegetables, and most of them feel that they should be leading the troops, not the potatoes. Otherwise, they will attack brutally and with malice of forethought. They are one of the first of the vegetables that have begun eating their victims, as they call it "payback."





Screaming Carrot

Armor Class: 15

Hit Dice: 4

No. of Attacks: 1 bite or 1 scream

Damage: 1d6 or special

Movement: 30'

No. Appearing: 1

Save As: Fighter: 5

Morale: 10

Treasure Type: None

XP: 155



The carrots are horrible, mindless creatures, loyal to the potato regime and thoughtless in every other way. They slink as they walk, lurking like an orange snake, ready to pounce on their next victim. They have razor-sharp teeth, around four inches in length that can rend and tear a normal person in one bite. They will normally let out a shriek once they have spotted their prey, the shriek will cause the victim to save vs. paralysis or clamp their ears in pain for one round.

Terrible Turnips

Armor Class: 11

Hit Dice: 1

No. of Attacks: 1 pointed stick

Damage: 1d4

Movement: 30'

No. Appearing: 2d6

Save As: Fighter: 1

Morale: 7

Treasure Type: None

XP: 20

If there is a group that is completely running through the motions it is the turnips, they are fully in support of the potatoes running things but have no idea why. They don't take sides and worse the sides they support are usually terrible. They are the most numerous and most detested of all the veggies. If there is any monster that the party will ever fool or sneak past with no effort, the turnips are those monsters.





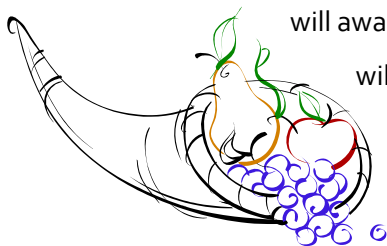
Asparagus Outriders

Armor Class:	12	No. Appearing:	2d4
Hit Dice:	2	Save As:	Fighter: 2
No. of Attacks:	1 longbow or 1 hatchet	Morale:	9
Damage:	1d6 or 1d6	Treasure Type:	J
Movement:	40'	XP:	45

The Asparagus still remember the downfall of the previous reign of evil, and been trying to distance themselves from the potatoes, knowing that they will be the first to be taken out. The asparagus have taken to the woods and have no intention of attacking the town, however any party trying to travel through the woods are up for grabs.

The Cornucopia Horn

This oversized bull's horn has been hanging over the mantle for years, the owners completely ignorant of its importance. The horn is about a half a meter long and has woven leather braiding covering the outside. A shining silver mouthpiece covers the smaller end, and when the horn is blown it will awaken the elemental spirits. Once the elemental spirits are awakened, they will inhabit an earthly host, and since the closest living thing to occupy is a garden full of melons, that seems like the best place to start.



Farming Tools (shovel, rake, hoe, spade, etc.)

The normal farming tools around the Howell farm have been enchanted by ambient energy from their years of use tilling the land. Each tool will normally do 1d6 damage, but will do two times the normal damage against the vegetables, but will act like normal clubs against anything outside the Howell Farm.



FOOD FIGHT!



An ancient evil has awakened and possessed the vegetables on a farmer's land, and wild bands of evil veggies now roam the countryside, bent on chaos. With the town aflame and its citizens on the menu, the party must find the source of the evil, and with the help of the powerful Elemelons, seal it away to return order to the quaint countryside town of Hidden Valley. Will the heroes survive the piercing gaze of the potato warlord? Can they find the horn of plenty and sound the call? Find out, as the Food Fight begins!