Placeholder Art

The Curse of Corvus Farm

A 5e compatible adventure for four characters of 3rd level

Using This Adventure

Being the game master in a TTRPG can be extremely hard work. You either have to make up adventures and scenes and locations and NPCs, or you take those from written adventures and try and fit them into your campaigns while altering a heap details for it to make sense

My goal with this adventure is to provide you with a short, easy to read adventure that you can drop into a campaign or use as a oneshot without having to read copious amounts of texts, or take copious amounts of notes.

I've attempted to make it extremely modular with multiple hooks that change not only why the characters could be on the adventure, but also give you ideas of how the adventure sections might be 'solved' in-case you need to assist your players.

Part of the design philosophy of this adventure was to provide basics that can be built upon with improvisation where needed so as to not bulk up the text ie when describing locations you get three different points of interest, and the rest is up to you to expand upon if you *want* to, or let your players ask questions. There are also minor roleplaying tips for the main NPC.

Monster statblocks as well as the item statblock is provided at the end of the adventure, which use the most appropriate monster from the SRD.
Maps are provided in the google document folder, or on the itch.io page. I have provided both gridded vs non-gridded version of the maps for VTT use, as well as physical version that can be printed over A3 pages.

Any feedback is welcome; please reach out on reddit at melvin_butters_ or at [Melvin_Butters - itch.io](#).This adventure is fully free as will be all my content going forward if I make any. Just looking to share my ideas and help others.

Textbox Colour Key

Descriptions of places/things	General tips for adventure	Mechanical information such as trap DC's

Background

Many years ago, the farmer **Corvus Greaves** was finding his crops being eaten by a gang of Crow Folk. While trying to defend his land with his trusty pitchfork, Corvus became too cowardly and started running away, and tripped and died after hitting his head on a particularly jagged rock. Having died a cowardly death, Demeter the god of Harvest cursed Corvus to walk the Earth as a scarecrow until he has overcome his fears and defends his farm.

Not only does the gang of Crow Folk come and eat his crops every single night, Corvus cannot even try to defend himself as his trusty **Pitchfork of Courage** is lost within his Corn Maze on the farm, and every time he tries to retrieve it, he gets chased out by the corn monsters within.

Plot Hooks

Options based on your campaign

- Corvus was a double agent for two competing factions, and the party needs some info

- Corvus was a renowned thief, and was said to have stolen a particular item the party needs

- Corvus knows how to translate an old language, and an NPC requires a letter to be translated

- The party hears rumors of a haunted Corn Maze, on the old Greaves Farm a few miles outside of the town they are in

Adventure Summary

The Adventure is made up of 4 parts

Part 1: Corvus Farm: Discovering Corvus Farm, uncovering the nature of the cursed scarecrow **Corvus,** and discovering the location of the **Pitchfork of Courage** which is inside the **Corn Maze.**

Part 2: The Corn Maze: The players enter into the Corn Maze, navigating through before being attacked by corn monsters, and finding the **Pitchfork of Courage.**

Part 3: Crows & Courage: The **Crow Folk** come and attack the farm, and the players will need to both dispatch of the bird people, while also deceiving Corvus into believing he protected his farm.

Part 4: Outcomes: Depending on the success or failure of the players, certain outcomes will arise. Were they successful and broke the curse? Did they fail and Corvus is cursed forever more?

Appendix A: Statblocks: A section for general ideas that you can use to help run the adventure, as well as monster and item stat blocks.

Part 1: Corvus Farm

After following directions from **Plot Hooks,** the party arrives at the **Corvus Farm.** Describe the farm out loud to the players using below bullet points:

- Bare fields of varied crops, still alive and green but bearing no fruits or vegetables. Lone scarecrow out in the middle of the field being pecked by small ravens **(this is Corvus)**, and a broken down tractor

- Old stone farm cottage, roof sagging, paint peeling, windows caked with dust

- Behind the house and fields, a tall hedged corn maze

Stone Cottage

If the party enters the Stone Cottage, describe it using the below bullet points:

- *Front door opens into the dining room with remnants of an old meal.*

- *1 bedroom with deadbolt locks on the inside (Corvus scared of the birds breaking in).*

- *Record player in the sitting room with *insert your song of choice* record currently playing on low volume.*

Wheat Field

Roleplaying as Corvus

Corvus' body is made of straw, and he wears denim overalls, with a checkered green undershirt. He wears a floppy pointed burlap hat, with a small red bowtie.

He is extremely frightened of everything and constantly raises his voice in a shriek through sentences, however will eventually hear the party out.

When the party approaches, Corvus may scream in surprise and start hopping away as fast as he can (although easily slow enough for the party to catch up)

What the party learns

- *How **Corvus** died and the nature of his curse*

- *The curse will be broken when **Corvus** gains courage and defends his farm*

- ***Corvus** believes he needs the **Pitchfork of Courage** to do so*

- *The **Pitchfork of Courage** is in the middle of the **Corn Maze***

- *The players (not Corvus) should understand that Corvus only needs to **believe** that he fought the Crow Folk. This opens up a great combat puzzle later.*

Part 2: The Corn Maze

ENTRANCE

After arriving at the entrance of the Corn Maze, describe the maze out loud to the players using the below bullet points:

> - *Dark green hedges standing 12ft tall.*
>
> - *Rich yellow corn cobs dripping with salty buttery sap*
>
> - *A sign that reads "Aww shucks, I hope you corn-centrate in this maize!"*

Based on perception checks outside of the maze:

> **10 - 14:** You can hear little grunts and screeches throughout the maze
>
> **15 - 19:** Slow heavy rustling as if something large is moving through the maze
>
> **20+:** The maze looks pretty flammable...

When in the maze, the players must make survival or nature checks inside the maze to navigate towards the center. Have each player make a check vs a DC of 15, and make sure to turn this into a roleplaying opportunity eg. How are they using their skills? How does this relate to their background?

For every failed check they encounter one of the following traps:

> **Trap 1**: *The Sun burns too hot, as you walk through this maze, the corn overheats. Corn Kernels begin to explode into popcorn, and they start firing across your path. Everyone make a DC 13 dexterity saving throw or take 2d4 bludgeoning damage. Half damage on a pass.*
>
> **Trap 2:** *Corn starts breaking down in the harsh winds, whipping through the air; the butter is irritating and starts to react on your skin. Make a DC 13 constitution saving throw, taking 2d4 psychic damage as your body returns to having teenage acne.*
>
> **Trap 3:** *As you've been walking in this maze for hours, hunger starts to set in; make a DC 11 wisdom saving throw, and on a failed save take a -1 penalty to all d20 rolls until the end of your next long rest.*

This should soften up the players a little bit before the confrontation with the corn monsters in the maze.

Placeholder Art Space

Centre of the Maze (Corn Maze Map)

After navigating the maze and reaching roughly the center area, the players will fight **Corn Monsters** as well as a **Corn Mommy**.

3x **Corn Monsters** will burst out from the hedges.

Corn Mommy will be hiding somewhere within the maze out of line of sight of the players. Once the players have line of sight, add the mini/monster token.

Place the **Pitchfork of Courage** in the maze in a hidden spot as well, which gives the players the option of grabbing it and running.

On initiative 20 lair action, the **Corn Mommy** will shoot out 2 more **Corn Monsters** into the maze near the players. The players will need to kill the **Corn Mommy** to stop the lair action.

> Allow the players to make ability checks or casts any spells to assist with locating either the **Corn Mommy** or the **Pitchfork of Courage.** For example "Locate Object" or a Perception check.

- **Corn monsters**
  - *Thin cob bodies*
  - *Razor sharp claws*
  - *Sharp kernel teeth*
  - *High pitch growls*

- **Corn Mommy**
  - *Hulking yellow arms*
  - *Natural green leafy armor*
  - Bulging red eyes

Part 3: Crows & Courage

Wheat Field Preparation

Back at the Wheat Field, the players will either give Corvus back his pitchfork, or they will need to convince him that he can otherwise kill the Crow Folk.

Once Corvus agrees to try and face his fears, let the players make preparations for the fight.

> The players may wish to surround Corvus to protect him and intercept any Crow Folk, or alternatively lay any traps or spells that might assist with killing the Crow Folk while convincing Corvus it was all him.

At dusk, just as the Sun has almost set, the Crow Folk appear from all around in the high wheat, and converge towards Corvus.

Crowdown Showdown (Wheat Field Map)

4x Crow Folk surround Corvus and the players, and make their inwards.

The players will need to figure out a way to dispatch them, while convincing Corvus it was him.

> Some creative options include:
> - Minor Illusion spell
>
> - Throwing dead Crow Folk onto Corvus' pitch fork
>
> - Performance check to puppet a dead Crow Man

Part 4: Outcomes

THE CURSE IS BROKEN

If the party is successful in breaking the curse on Corvus, then they will receive the item/information/service that they require.

Corvus will be grateful for the assistance and can be a point of contact for the party going forward.

Corvus can either become human again, or perhaps just become a Scarecrow that *can* eventually die. Choose whichever feels better for your story.

THE CURSE IS NOT BROKEN

If the party is unable to beat the Crow Folk, fail to trick Corvus, or Corvus dies, then the curse stays.

In the event of Corvus' death, the party may be able to find the clues/items/service they require hidden inside his cabin, or perhaps they find a partial piece of what they need, that then sends them on another adventure for assistance.

In the event of the curse not being broken, Corvus will not be able to remember the things they need, and they'll need to figure out another way to find it.

> Consider having Corvus join the party if he survives. He could make a great NPC in the background to help with lore or potentially guide them with hints in future adventures.

Appendix A: Statblocks

CORVUS GREAVES THE SCARECROW

Commoner

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Commoners include peasants, serfs, slaves, servants, pilgrims, merchants, artisans, and hermits.

> The club is replaced by the **Pitchfork of Courage** if/when Corvus gets this from the players.

Placeholder Art Space

Corn Monsters

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	14 (+2)	10 (+0)	10 (+0)	8 (−1)	8 (−1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

The Scimitar will just be the Corn Monsters' claws, and the Shortbow can be thrown sharpened corn husks.

Placeholder Art Space

Corn Mommy

BUGBEAR

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (−1)	11 (+0)	9 (−1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Bugbears are hairy goblinoids born for battle and mayhem. They survive by raiding and hunting, but are fond of setting ambushes and fleeing when outmatched.

The Corn Mommy will only use the Morningstar attack; as a melee pseudopod style attack.

Allow the Corn Mommy to also be able to move through hedges in the maze.

The Bugbear statblock has quite low health, so don't hold back on using it aggressively against level 3 players.

CROW FOLK

Kobold

Small humanoid (kobold), lawful evil

Armor Class 12
Hit Points 5 (2d6 − 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	15 (+2)	9 (−1)	8 (−1)	7 (−2)	8 (−1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

PITCHFORK OF COURAGE

PITCHFORK OF COURAGE
Uncommon

+1 Magical Trident. +1 to attack rolls and damage rolls. Disadvantage on insight checks to do with own capabilities.

Weapon

The disadvantage on insight checks is what gives Corvus his false confidence in his ability to defend the wheatfield. Without it, he would run away as he will realize he is in no position to fight x amount of Crow Folk.

The Crow Folk likely won't make use of their pact tactics as they will be surrounding the wheat field, however it is there if required.

This encounter is more roleplay based, which makes the low AC and low hit points critical.