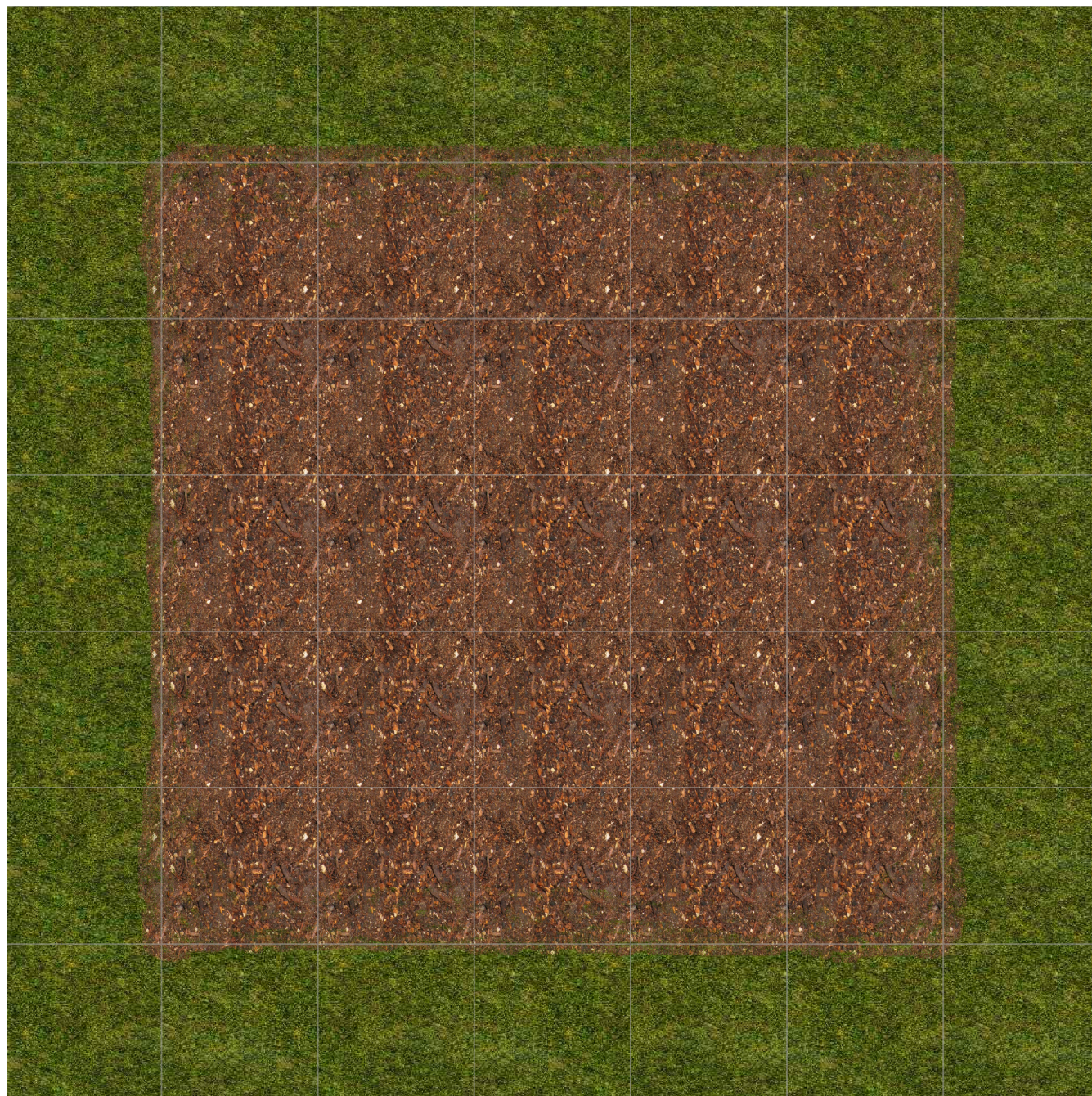


# PICNIC ADVENTURES! Halloween 2013 Special Pumpkin Patch

by Anne Thornton, except textures by One Monk/Jim Hartman for the Cardboard Warriors Forum Hoard

- ★ 7" x 7" map-tile, for standalone use as a garden plot, pumpkin patch, corn or wheat-field.
- ★ Slice off one or more of the grass margins and you can have a battlemat spanning multiple tiles
- ★ Four tiles will yield a 12" x 12" field, six tiles a 12" x 17" field, nine tiles a 17" x 17" field
- ★ Sow One Monk's Harvest Halloween Prop Set from [http://www.onemonk.com/Terrain\\_files/Halloween-Props.zip](http://www.onemonk.com/Terrain_files/Halloween-Props.zip)
- ★ Look for Halloween 2013 Special Part II: Cornflagration of Doom!
- ★ Questions? Comments? Contact me at <http://dungeon-mama.blogspot.ca> OR [anne.thornton@gmail.com](mailto:anne.thornton@gmail.com)





# Picnic Adventures! Halloween 2013 Special Pt 2 Corn Maze

## CORNFLAGRATION of DOOOOOOOOOOOOM

Idea, Story, and Design by Anne Thornton, except One Monk/Jim Hartman's corn rows, grass & dirt textures (\*)  
Questions? Comments? Contact me at <http://dungeon-mama.blogspot.ca> OR [anne.thornton@gmail.com](mailto:anne.thornton@gmail.com)

### What is included:

- ★ Four 6" x 6" map-tiles, each forming a quadrant of the 12" x 12" cornfield
- ★ Optional farm fencing and gates
- ★ Modded One Monk cornfields, optimized for the set in 10" rows
- ★ Battlemat layout, Encounter notes and ideas

### What is necessary:

- ★ Cardstock (110lb) or Matte Photo Paper, U.S. Letter or A4
- ★ Colour printer, laser preferred but not essential
- ★ X-Acto or other sharp hobby blade
- ★ Metal straightedge/ruler
- ★ Self-healing cutting mat or other protective surface
- ★ Paper compatible glue (I find a good gluestick works best here)
- ★ Foamcore board, preferably black, 12" x 12" (you may want 16" x 16" if enlarging)
- ★ Pencil, small paintbrush, or similar dully-pointed object

### What is delightful:

- ★ One Monk's Harvest Halloween Prop Set ([http://www.onemonk.com/Terrain\\_files/Halloween-Props.zip](http://www.onemonk.com/Terrain_files/Halloween-Props.zip))
- ★ One Monk's Scarecrows and Jack-O-Lanterns (<http://www.rpgnow.com/product/58571/Scarecrows-and-Jack-O-Lanterns>)
- ★ Seasonal selections from Forum Hoards #03, #31, #86, #108
  - ★ [http://www.onemonk.com/FH-2008\\_files/hoard3.zip](http://www.onemonk.com/FH-2008_files/hoard3.zip) ★ [http://www.onemonk.com/FH-2010\\_files/hoard86.zip](http://www.onemonk.com/FH-2010_files/hoard86.zip)
  - ★ [http://www.onemonk.com/FH-2009\\_files/hoard31.zip](http://www.onemonk.com/FH-2009_files/hoard31.zip) ★ [http://www.onemonk.com/FH-2013\\_files/Forum\\_Hoard-108.zip](http://www.onemonk.com/FH-2013_files/Forum_Hoard-108.zip)
- ★ PERMES upcoming Halloween Pumpkin Man Set (October 2013) \* Aaron's Pumpkinmancers (forum freebie October 2013)
- ★ Dryw the Harper's Imperfect People: Child Adventurers! (especially since smaller size fits better in the tight space of the maze)

### DIRECTIONS

- ★ **Print map-tiles, corn rows, and optional fencing onto 110lb cardstock**

**NOTE: Print map-tiles up to 133% larger for more room to maneuver in the maze, but be sure to print extra corn rows & fencing**

### Battlemat (see plan on following page)

- ★ Cut out each tile using hobby blade, straight edge, cutting mat, and a great deal of care!
- ★ Measure and cut foamcore to size (can do after applying map-tiles instead)
- ★ Line up map quadrants snugly, edge-to-edge, glue down to foamcore with thorough application of glue
- ★ With hobby knife, straight-edge, and gentle pressure, cut through cardstock into foamcore along bright green lines only
- ★ Do the same as above for optional fencing at boundary between dirt and grass, leaving opening for front entrance/gate
- ★ Gently enlarge cuts into furrows for insertion of corn rows and fencing

### Corn Rows and Fencing/Gates

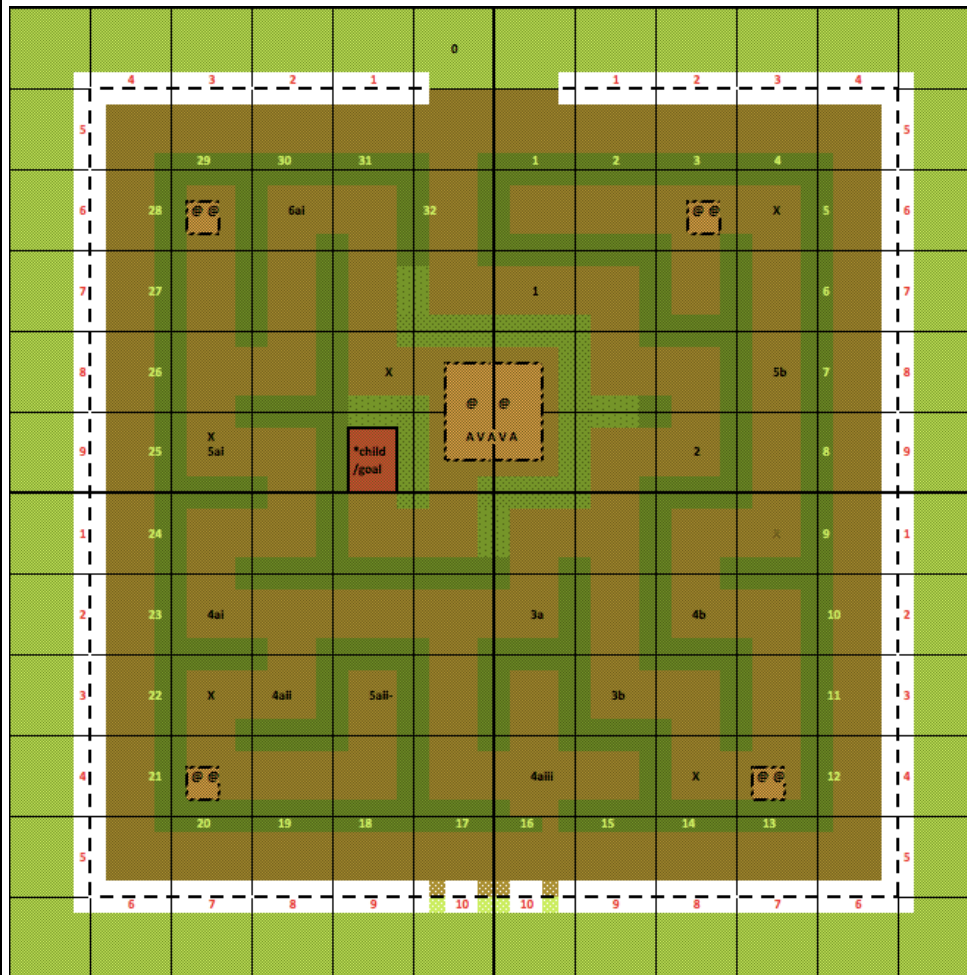
- ★ Score along red lines, fold blank sides together
- ★ Glue blank sides together, wait to dry
- ★ Cut out using hobby blade, straight-edge, etc.
- ★ Edge with appropriate coloured marker (yellow, green, black) for more polished look
- ★ Insert into the prepared furrows, cutting the corn rows/fencing to length where needed.





Picnic Adventures! Corn-flagration of Doom! by Anne Thornton is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License. Based on work at onemonk.com.




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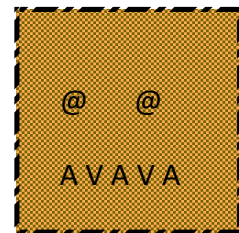
-  = grass  
 = dirt  
 = fence  
 = corn


 fence to slot  
 corn row slot

0 = starting position

1, 2, 3a or 3b, ... =

X = in sight of enemy



boss encounter

 = blast zone

**Impact** = < impact



minion

**Map Key:**

The white/dashed line indicates placement for the farm fencing, allowing for a swinging gate, or an arched sign at the entrance

The green lines represent the corn rows, numbered so you can get a sense of how to begin placing your pieces

The lighter green lines represent the boss' blast zone: when you trigger him, he lets loose a devastating roar, flattening the

rows immediately adjacent to him, dealing minor damage to the PCs

Alternatively, you could just create a larger central "chamber" to begin with, like so ----->

### Encounters:

This mini-module encompasses five encounters, with 4 minor/minions and 1 major/boss creature

The minions should be small or medium creatures, bases of 20mm, or 25-30mm.

The boss should be a large creature, base of 40-50mm

The central orange square represents the large boss, while the four smaller are the minions

They are triggered on sight of the PC, and may have been prepared by hearing them

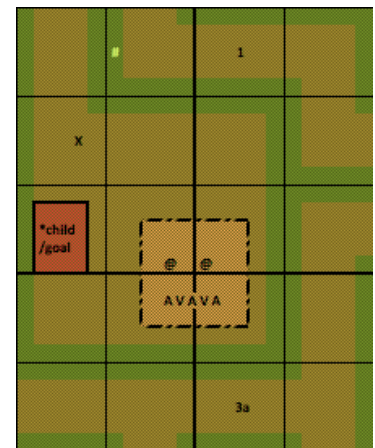
Recovery of the lost item or child (goal) is dependent on defeat of the boss

### Movement of PCs:

Start at position 0, move 4 spaces, pause, switch places if need be, do perception check or similar

Letters added to the start numbers represent diverging paths, and gives you an idea of pacing

Exit through corn sheaves only possible after boss' defeat





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## System-neutral, stat-free, but note:

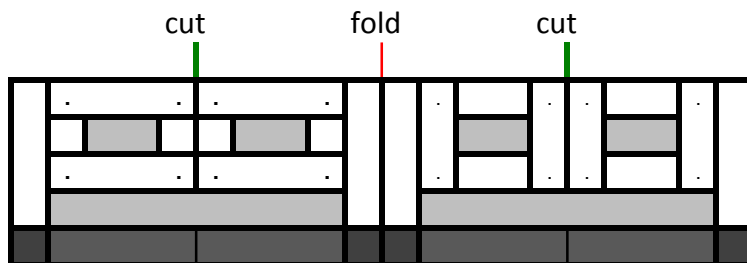
- ★ Adventurers can only move 4 spaces/turn (whether because of their small size, or just being quiet and careful)
- ★ Adventurers must go single file, but can (and should) switch who is out front
- ★ Minions can be small (20mm) or medium (25mm) creatures
- ★ Minions could be single small or medium creature, or a swarm
- ★ Boss can be large (40mm or 50mm) creature
- ★ Adventurers and creatures can go between, but not through, corn rows
- ★ Adventurers and creatures can hear, but not see, through corn rows
- ★ Minions are optional, but must defeat boss to receive reward/reach goal/complete quest
- ★ Once boss is defeated, the integrity of the corn rows is lessened, so can break out if need be

## Special ability/event:

- ★ Upon encountering the boss (i.e. a large pumpkin-monster), it unleashes a tremendous roar, which blasts the adjacent corn-rows, knocking them completely flat. The next adjacent corn-rows are knocked askew. This gives the adventurers the chance to move around and each with engage the enemy

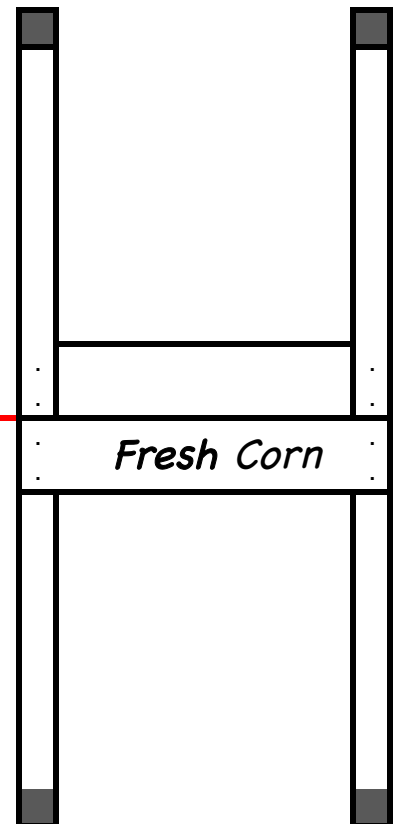
## Adventure Hooks:

- ★ A child goes missing, the farmer's prize cornfield has gone rogue, more impenetrable than Sleeping Beauty's thorny fortress walls
- ★ The Horn of Plenty goes missing, the traditional horn blown at the beginning and end of each harvest cycle, and at the Great Thanksgiving, the harvest supper in your community. Villagers fear that without it, they will lose what little control they wield over the natural world, and crops will fail. Strange sounds can be heard coming from the cornfield...
- ★ A drunken wizard has been messing about in farmer's fields late at night, and one morning there are consequences
- ★ A proud farmer wants to show off his homemade labyrinth to the townies, as part of a plan to get the wealthy to buy from him alone. Too bad the seed corn came from a trade for his last cow... his wife left him over the "magic" corn. Looks like that might have been the smart - or at least safe - thing to do...



←  
Swing Gate

■ = cut-out  
 ■ = base





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- ★ 6" x 6" map-tile, upper left quadrant of Corn Maze
- ★ Print onto 110lb cardstock, along with other quadrants

## Battlemap (see plan)

- ★ Cut out each tile using hobby blade, straight edge, cutting mat, and a great deal of care!
- ★ Measure and cut foamcore to size (can do after applying map-tiles instead)
- ★ Line up map quadrants snugly, edge-to-edge, glue down to foamcore with thorough application of glue
- ★ With hobby knife, straight-edge, and gentle pressure, cut through cardstock into foamcore along bright green lines only
- ★ Do the same as above for optional fencing at boundary between dirt and grass, leaving opening for front entrance/gate
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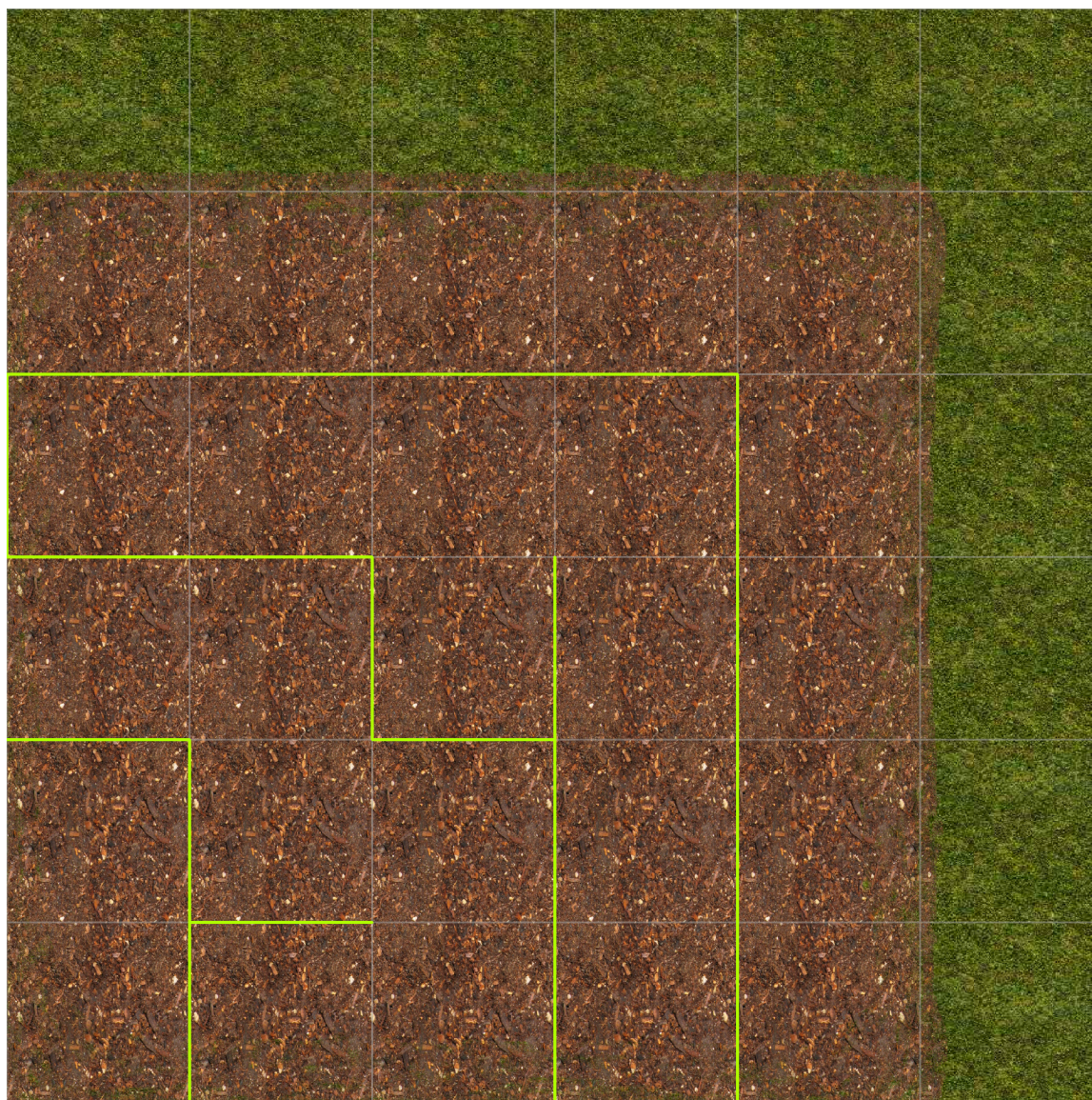
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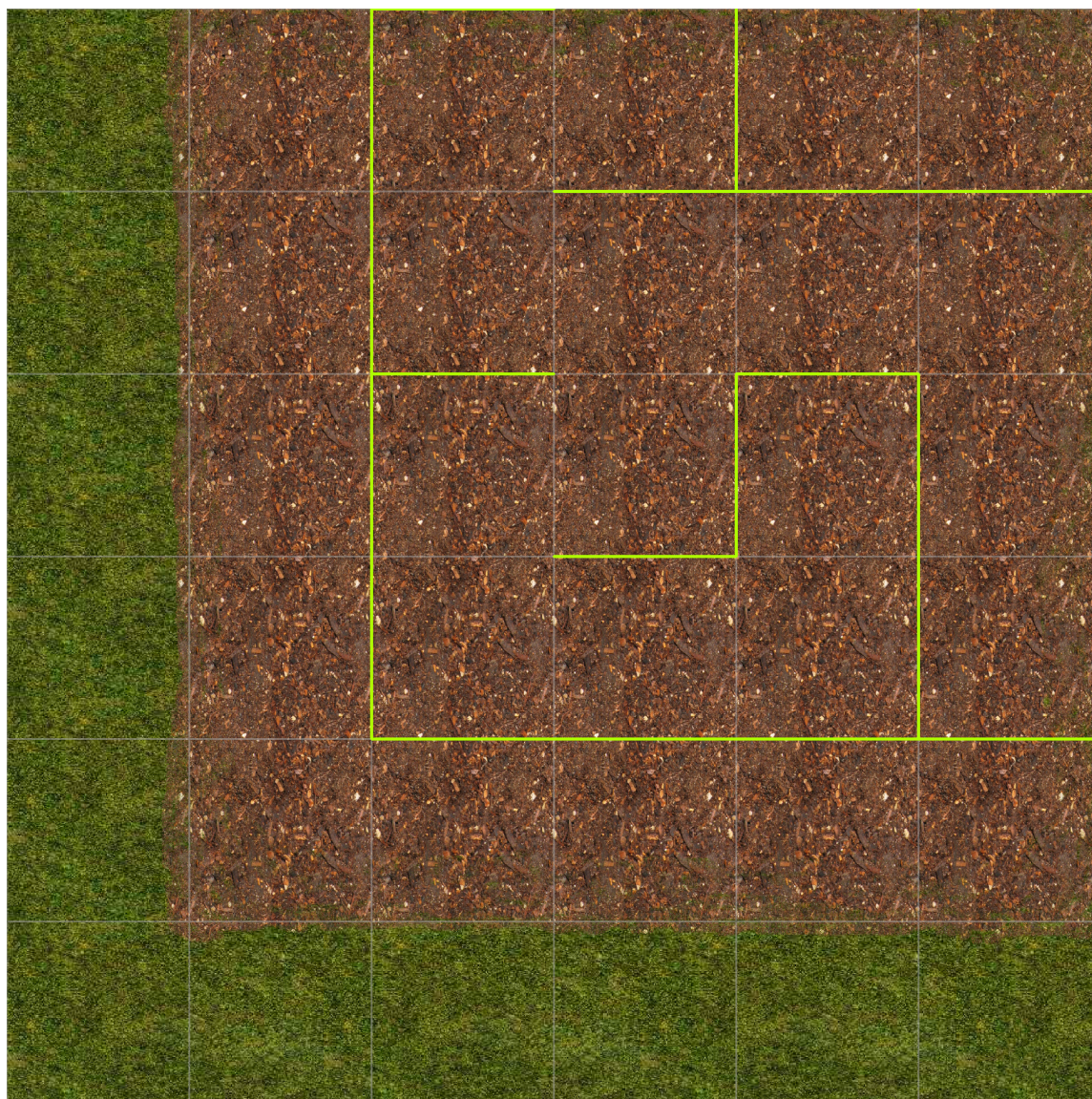
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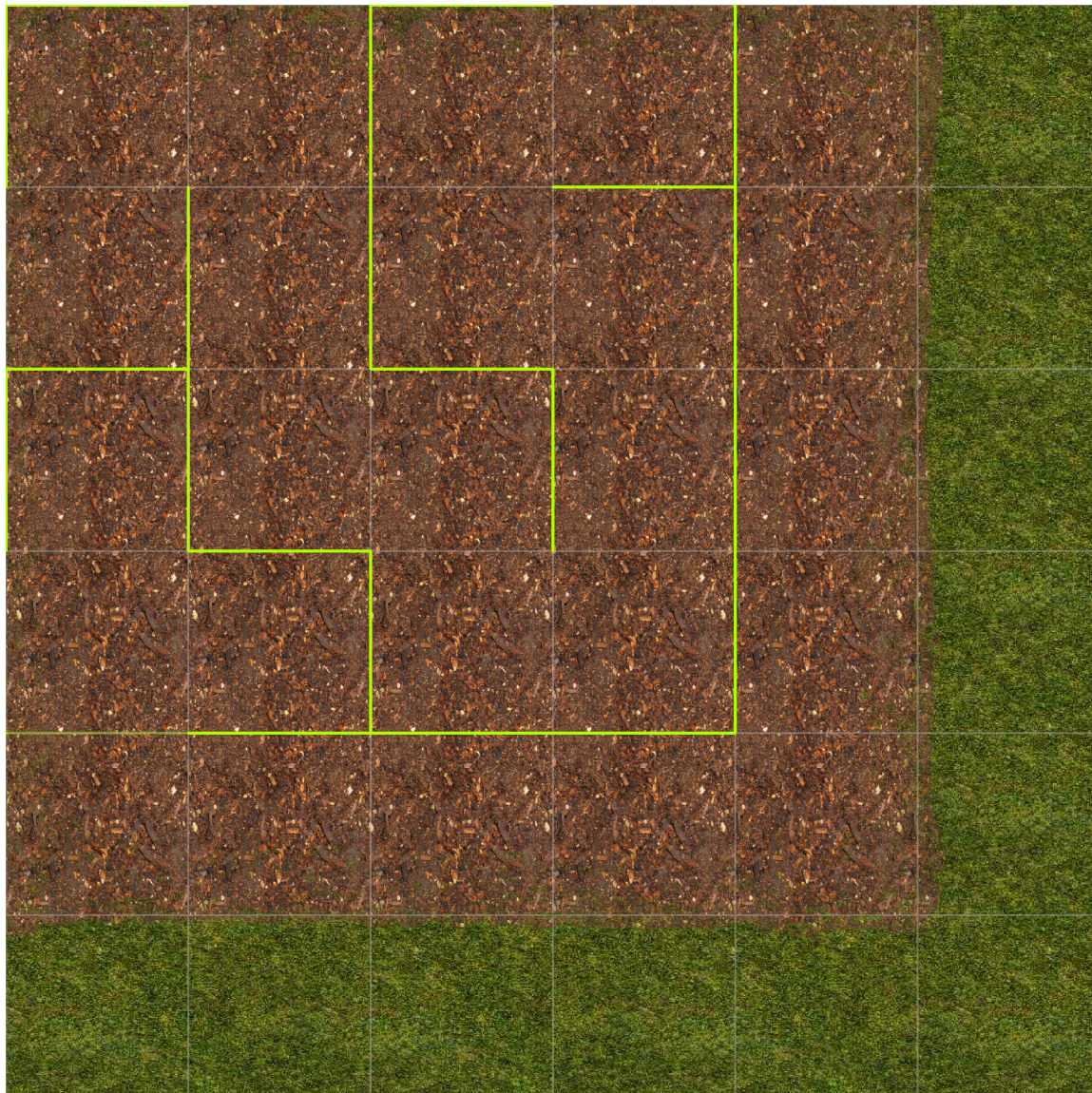
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# Picnic ADVENTURES!

p.8

Halloween 2013 Special Corn Maze Fences

©Anne Thornton

cut out

1 tab

cut

fold

