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About This Content

The Bleak Harvest (PFRPG)

The Bleak Harvest, a horror adventure by Total Party Kill Games

The patients of Willowbrook Sanitarium are in grave danger...

With each new day, another patient at the Willowbrook Sanitarium falls victim to an unseen menace that leaves them practically catatonic. Each night, the survivors become easy prey to a servant of madness who has infiltrated the sanitarium, hoping to gather sufficient tributes for a massive sacrifice—a ceremony that will herald the arrival of an incomprehensible evil to the land.

*The Duke, a cousin of the king, is caught in the middle, and it will take a band of extraordinary heroes to unravel the webs of deceit, rescue the duke, and lead a band of lunatics to disrupt the cataclysmic event known as *The Bleak Harvest*.*

Will you solve the mystery of the Bleak Harvest and save the lives of the inhabitants, or will you be driven mad and become in need of Willowbrook's Sanitarium yourselves, ripe for sacrifice?

The Bleak Harvest is a horror-themed adventure for 8th- to 9th-level characters. Written for the Pathfinder Roleplaying Game and Fifth Edition Fantasy, this adventure can be dropped into any preexisting campaign with minimal changes required.

This module is recommended for mature players as it contains adult situations, mental illness, the possibility of the PCs needing to commit evil acts, and a very real chance players must give up some their characters' control in order to survive.

Perfect for use with Horror and Occult source material, as such themes abound.

Fantasy Grounds Conversion: **Rob Twohy**

Released on January 11, 2018. Designed for Fantasy Grounds version 3.2.2 and higher.

Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included PFRPG ruleset.

Title: Fantasy Grounds - The Bleak Harvest (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 18 Jan, 2018

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Minimum:

OS: Windows 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

STORY

Templates

Group (All)

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- 03.04 2.d. Grand Duchess Malc The Bleak Harvest (PFRPG)
- 03.05 2.e. Archust Leafshine, V The Bleak Harvest (PFRPG)
- 03.06 2.f. YniL, Willowbrook Es The Bleak Harvest (PFRPG)
- 03.07 2.g. Cronkar Ustom, Will The Bleak Harvest (PFRPG)
- 03.08 Staff Quarters - 2.h. Deo The Bleak Harvest (PFRPG)
- 03.09 2.i. Nurse Nauls The Bleak Harvest (PFRPG)
- 03.10 2.j. Kitchen The Bleak Harvest (PFRPG)
- 03.11 2.k. Pantry The Bleak Harvest (PFRPG)
- 03.12 2.l. Latrine The Bleak Harvest (PFRPG)

01.00 CHAPTER ONE: KING'S CALLING

Read or paraphrase the following intro- duction:

It's a beautiful day when you're summoned by the king for a private meeting. "I require your assistance on a very discretionary matter. My dear cousin, Berard, has been convalescing at Willowbrook Sanitarium for the last year but has not been heard from in three months. Our attempts to learn his status by means of divination failed due to the protective wards cast over the facility to safeguard the identities of its inhabitants from prying eyes. Teleportation to anywhere within the compound has also failed, which left me no choice but to send a courier... followed later still by a knight and his entourage of guards. Neither party has returned. I must have the duke returned to court immediately if he is in danger. Will you help me?"

The king has low confidence in a positive outcome by sending yet another search party. Believing this is likely a hopeless cause, he is unwilling to provide direct help to the party. However, the crown has set aside 15,000 gp to be awarded if the party retrieves the missing duke and returns him safely to the capital.

Once the PCs agree, the king gives each adventurer a lapel pin that allows them to see through the powerful illusions that mask the sanitarium. Also provided is a vellum parchment notifying the party as Royal Officers. Under this authority, the PCs are to be given every courtesy and permission to investigate the facilities. If asked, the king confirms that the duke suffers from a delusion in which he believes himself to be other people at times. Even the court's most powerful mage and clerics failed to cure the affliction, suggesting the duke did not want to be cured. The healers prescribed a restful stint at Willowbrook to encourage the duke's wellness and cooperation.

Treasure. Willowbrook visitor's brooch (targeted true seeing, as the spell, but only reveals illusions affecting the boundaries of Willowbrook Sanitarium). It is worth 850 gp to any thieves' guild.

PCs can learn more about the estate by succeeding at the following skill checks:

Knowledge (local), DC 15: Willowbrook Estate is a sanitarium that occupies a 400-acre, privately secured forest. It is renowned as a beautiful, short-stay retreat for individuals from

Mark of Shub-Niggur

Cover

LEVELS 9-10

The Bleak Harvest

AN ADVENTURE OF INSANITY AND HORROR

By JASON LEMAIRE

PATHFINDER
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Mi-Go

Map - Willowbrook Estate

Squirts = 160

Willowbrook Estate

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Modifier

2 3 5 12

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STORY

Templates

Group: (All)

- 03.01 2.a. Lobby The Bleak Harvest (PFRPG)
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- 03.12 2.L. Latrine The Bleak Harvest (PFRPG)
- 03.13 2.m. Lockers The Bleak Harvest (PFRPG)
- 03.14 3. The Laboratory (EL 11) The Bleak Harvest (PFRPG)
- 03.15 3.a. Governess's Quarter The Bleak Harvest (PFRPG)
- 03.16 3.b. Records Room The Bleak Harvest (PFRPG)
- 03.17 4. The Attic (EL 9) The Bleak Harvest (PFRPG)
- 03.18 Sanitarium Encounter: T The Bleak Harvest (PFRPG)
- 03.20 5. Bridge (EL 9) The Bleak Harvest (PFRPG)
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- 04.00 CHAPTER FOUR: When The Bleak Harvest (PFRPG)
- 04.01 7. Ritual at the Grove (E) The Bleak Harvest (PFRPG)
- 05.00 FUTURE ADVENTURES The Bleak Harvest (PFRPG)
- 06.00 APPENDIX: NEW PATHS The Bleak Harvest (PFRPG)
- 99.99 OGL The Bleak Harvest (PFRPG)

All

Random Encounters

Roll Custom Output Chat

Roll	Result
1	1d2 spectres
2	2d4 dire wolves
3	1d4 rot grub, giant
4	2d4 centipede swarms
5	2d4 grave risen

O4.O1 7. RITUAL AT THE GROVE (EL 14)

Map: Ritual

A clearing roughly 100 feet in diameter opens before you. As you step into it, a wave of vertigo briefly possesses you, forcing your knees to buckle as your vision shimmers. Steadying yourself, you realize the strange marks you noticed previously around the estate have been carved into every tree around the perimeter of this place. An overpowering stench, a combination of decay, blood, and something obscene poisons the air. Expectation hangs thick as if the land itself holds its figurative breath for what is to come.....

The Dark Young rests in tree shape form at the grove's far western edge, awaiting the sacrifice ritual. Knowing it can use its mass insanity ability once per day, the creature waits for as many humanoid as possible to enter the area before using it to maximum effect. It then observes its victims for three rounds to see who is affected. During this time, it casts entangle behind its foes to prevent escape and hopefully drive them closer before finally revealing its true, mind-shattering form and engaging in battle.

THE ENEMIES

The two primary enemies here include the Decar Foedo and the Dark Young of Shub-Niggurath. The lunatics they've assembled are here to feed the Dark Young, although they may become combatants depending on the results of the confusion effect each one suffers from.

Image: Shub-Niggurath
Encounter

Hangman Tree



1 2 3 4

8 9 10 11 12

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