

Nightmare Harvest

(A Journey for PCs level 5-7)

A huge fall festival is being held in the town of Al Re Gard, where everyone comes from all walks of life to gather and celebrate the Pumpkin Harvest. The entire country talks about it, and children dream of going someday. Departing from the Town of Smecka, the adventurers find plenty of goods for trade from the various merchants who travel the world only to end up in Al Re Gard during the fall. As well as plenty of rare food items and contests, the Harvest lasts three nights and it's a party every night with different events from bonfires to pie eating contests. The Town of Smecka is two days of travel from the festival. Frequent dangers would be bandits that know the roads will be busy, and pockets lined. Unfortunately there was a giant storm a few nights prior, and fallen trees may cause some disturbance, not to mention the mud our poor adventurers will have to tread through. Throughout the nights a random adventurer will have nightmares of the upcoming festival;

NIGHT 1

"The party is lively, bright flames of a bonfire, dancing, drinking, the people are cheering. A (member of the sex the adventurer is attracted to) asks you to dance. Excited, you get on your game face. The fire feels so warm against your skin. Your dancing partner leans in for a kiss, what a night. When they pull back their face is covered in boils, your stomach immediately sinks. You look around and hear screams of terror, people watching their loved ones drop like flies from pestilence, you turn to see people with the disease jumping into the bonfire as the smell of burnt flesh climbs your nose you awaken in a cold sweat."

NIGHT 2

"You're engaged in a pie eating contest, stuffing your face with delicious raspberry pie, everyone is cheering you on, screaming your name. You're in the lead, the smell of raspberries make the air feel so sweet, your tummy is in ecstasy, you've never tasted anything so good. You continue to chomp and chew, suddenly you're down to your last pie, the others are far from your lead. The crowd goes silent, out of curiosity, you look up, only to see a plague of corpses, the crowd is dead, as if they were all disemboweled in one foul swoop, the dirt at your feet is moist from blood, you look to the other contestants to see if they've noticed, but they're still eating, not only are they eating, but their pies, they're different. The pies have become rat corpses, yet furiously they chow, as you look to your plate in disgust, you now realize you've eaten twelve rotted rats to the bone. You vomit all over the table, and find a rat tail in your stomach soup. As you pick it up, it squeaks like a rat and you awaken, terrified."

(I was listening to Nyarlathotep while writing these and it really inspired a lot of my spooky details) <https://www.youtube.com/watch?v=8aas1Qrksls>

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The adventurers arrive to the festival and have a blast, nightmares behind the unlucky two. Amongst the third night of events, the night is strong, except some of the townsfolk have retired for the night, since they don't feel well. Before the night ends the adventurers might see a few rats scattered across the town. Our adventurers awaken the next morning only to find the sun has not come up, but that can't be right. With further investigation they actually notice that the sky is covered in deep clouds, preventing sunlight from entering. The townsfolk outside are facedown in the dirt, and where the bonfire once stood, floats a giant black skull, anyone with knowledge in the occult would know the fearsome Black Death Skull. Out of the dirt crawl a swarm of rats, and the players find themselves vomiting from the smell of death and disease, our adventurers take Sick 13 upon the encounter and pray their Ryuujin is in their favor..

The end of the encounter concludes the end of Nightmare Harvest.

In the event of success, the sickly townsfolk and festival goers find themselves cured, and granting the adventures heroic deeds, where each festival there-after will have a dedicated ceremony in their honor.