



The Harvest Narrative Accessibility Menu

We've composed this Menu as an accessibility tool for newcomers unfamiliar with immersive theater who wish for a clearer guide or for those who are uncomfortable with open-world choices and wish for a bit more structure.

You can use this Menu to decide on a character that you wish to follow tonight. It will key you in on the characters of the show, what they do, and how you can interact with them in ways that move the plot of the show forward- just be warned there are **spoilers for the show below.**

Important Disclaimer:

While you as an individual play a part in shaping the show through your interactions, the audience as a whole is responsible for larger decisions involving how the show ends. Please do not share this information with audience members who wish to experience the show organically (such as who the witches are, what The Influence is, etc) since you have the unfair advantage of knowing these spoilers.

Reminder About Masks

If you'd like to watch the show without actively taking part, please wear one of the masks and characters will actively avoid directly interacting with you. If you decide you want to participate, you can remove the Mask. However, please note that you can only take the mask off and put it back on ONCE.



The Harvest Character Menu

* wheelchair inaccessible characters (who go upstairs)

**epilepsy warning

If you're feeling investigative/want to get deep into Windsor Grove's lore, follow

- ****Mayor Corey*** - Track down the witches and decide what character will be convicted at the end of the show. Mayor Corey, Auggie, and Father Gabriel will come together to determine the witch. During the investigation, Mayor Corey will uncover a secret entity and may be convinced to make a binding contract or hold strong.
- **Father Gabriel** - Track down the witches and decide what character will be on the pyre at the end of the show. Mayor Corey, Auggie, and Father Gabriel will come together to determine the witch. At the end of the investigation, the audience may receive an offer to make their own binding contracts with an ancient entity.
- **Auggie LeFay*** - Be the buddy cop to Auggie and investigate the cause of Martha's convulsions. Auggie can ultimately arrest Martha, learn that magic is in fact real, or be in deep denial over magic.
- **Eliza Corey*** - Investigate the truth of the town's history, delving into Corey history, Glover history, and a strange entity that plagues the town. Help her decide whether or not to make the truths she's learned public or keep them secret.

If you think of yourself as the life of the party, follow

- **Martha Mar** - Help Martha uncover what happened to her family and rehabilitate her town image. Martha can ultimately side with the town or side with the witches.

If you're an absolute Chaos Monkey, follow

- ****The Influence** - Help the Influence form contracts with members of the town and potentially plunge it into psychosis.
- ****Robin Corey*** - Help Robin uncover the mystery of the study. They ultimately can form a contract with the ancient entity or be convinced to fight it.



The Harvest Character Menu

If you're a sucker for romance/a chronic shipper, follow

- **Isaac Glover/Eliza Corey** - Help them get together and overcome their opposing generations-long stances on magic or convince them that love cannot overcome all and they should stand by their roots.
- **Father Gabriel/Violet Young** - Help them realize their affection for each other. Violet can ask Father Gabriel to leave town with her, they can stay in town together, or Father Gabriel can betray Violet and out her as a witch.
- **Martha Mar/Violet Young** - Help them find connection in each other. Martha can become part of Violet's coven and leave town with her or they can stay in town together. If they don't connect, Violet can leave town without Martha.

If you are magically inclined, follow

- **Isaac Glover** - Help Isaac discover his Glover Magic. He can embrace it or reject it, choosing to cast a spell that makes everyone in town forget about it.
- **Violet Young** - Help Violet prepare a spell that will allow her to leave town forever or embrace the town and choose to save it.
- **Abigail Burroughs*** - Help Abigail build a coven, discover the source of malicious magic, and cast a banishing spell on the dark entity.

Remember, DO NOT share information from this guide with other audience members. Enjoy the show!