**Game Backstory**

**Game Name:**

The Forestaurant

**Game Location:**

*The Forestaurant*, within *The Forest*.

**The Forest:**

*The Forest* is a place where reality seems distorted, where paths loop back on themselves and landmarks shift when not observed. The boundary between the natural and the supernatural is blurred. The deeper one goes, the more *The Forest* seems to consume light and sound, creating a suffocating sense of isolation and dread. The air is thick with an unsettling stillness, broken only by the occasional unsettling growl of unknown monsters. The forest is alive with an ominous presence, as if the very ground breathes and watches, waiting for the unwary to stray from the path. Gnarled trees claw at the sky, plants twist and writhe on the ground. Mists curl and twist along the forest floor, obscuring the path and playing tricks on the eyes.

* Thick mist
* Eerie sounds
* Dim light
* Gnarled trees and twisted plants
* Distorted paths
* Dangerous monsters

**The Forestaurant:**

Nestled deep within the heart of *The Forest* lies an enigmatic restaurant. This seemingly out-of-place establishment, known as *The Forestaurant*, is an old, Victorian-style structure with ivy creeping up its stone foundations. Its windows flicker with the light of candles, casting a soft illumination that pierces the oppressive darkness of the forest. The entrance is marked by an ornate, wrought-iron gate that swings silently on its hinges as if welcoming guests of its own accord. The interior of *The Forestaurant*, illuminated by the soft, flickering light of candles and chandeliers draped in cobwebs, casts eerie shadows on the walls. These walls are adorned with aged paintings and tapestries depicting the forest and its monstrous inhabitants, some appearing almost lifelike as if the creatures in them could step out into the room.

*The Forestaurant*, however, is no ordinary dining restaurant. It serves as the dining hall for *The Leaders* of *The Forest*, a council of horrific monsters that rule the woodland realm. These beings, each more terrifying than the last, come together here to have a feast. Humans are captured and forced into service as chefs, their culinary skills tested under the most harrowing conditions. If the meal pleases, they are granted a reprieve until the next gathering; if it displeases, their punishment is swift and lethal.

* Victorian-style structure
* (outer) Cracked stone with ivy
* (outer) Windows with dim light glowing out
* (outer) Iron gate
* (inner) candles and chandeliers
* (inner) cobwebs and aged portraits
* (inner) wood tables and disgusting chairs

**The Leaders:**

*The Leaders* of *The Forest* are a diverse and terrifying assembly of creatures, each unique in their horror and power, ruling over *The Forest* with an iron grip.