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About This Game



Anita has been experiencing bad dreams each night, it hasn't helped that her parents are often working through the night, leaving her home alone. Her friend, Rachel, agrees to come over to keep her company and allay her dark premonition. However, their night gets a whole lot bizarre from there, when Rachel discovers a haunting painting that adorns her friend's living room.

Grotesque Beauty is a single-sitting horror narrative game featuring branching paths and multiple gruesome endings. The game focuses on building an eerie atmosphere and haunting visuals rather than relying on jumpscare. The story takes inspiration from the works of acclaimed horror creator Junji Ito and puts the players in the driving seat.



- A story that sets the scene gradually, letting the mysteries and sense of dread build before the nightmare truly begins.
- Creepy atmosphere that will make your skin crawl.

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- Animated characters.
 - Tons of unique illustrated artwork.
 - Ambient soundtrack.
 - Branching paths that rewards repeat playthroughs.
 - Multiple endings.



Title: Grotesque Beauty - A Psychological Horror Text Adventure
Genre: Adventure, Indie, Simulation
Developer:
Digital Bento
Publisher:
Digital Bento
Release Date: 2019

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English



(The Ties That Bind)

A 5th Edition adventure for 4-6 PCs of 6th level.

- Art: Color Cover
- OPEN GAME LICENSE v.1.0a

Credits

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AAW GAMES logo

IMPORTANT INFORMATION:
opened SE Monster Manual and is suitable for use in older fantasy roleplaying games.

Product Identity: The following Product Identity, as defined in version 1.0a, Section 1(e), and trademarks, registered trademarks (characters, deities, etc.), dials, locations, characters, artwork, that have previously been described in this adventure.

1.00 The Journey Begins

Scene I: Slaver, Sailor, Savior

A1. The Smoking Pipe

The docks district of Cherr's landing is full of dives and sailors' haunts; beggars and cripples roam the streets. The Picolan Trade Mission, in contrast, is well kept and maintained. An entire block of buildings make up the Mission, with walls and wooden gates closing off the side alleys, and a larger gate providing entrance to a main courtyard. A group of unfortunates somewhat more presentable than the beggars of the street, but not by far, sit in front of one of the buildings inside the courtyard, hawking soldiers in leather looking on.

Art: Maiden

The bosun, Petrok Tarflingers, escorts the PCs past the waiting supplicants, commenting that "this bunch isn't as many as the last one." He leads them into the Smoking Pipe and to the bar, where Waldo Pennyfeather greets him and dubiously regards the PCs, but serves them whatever they wish. The party overhears the two halflings' conversation. Waldo is amazed that the Autumn Leaves has returned for yet another load of indentureds, but Petrok informs him that the money is good, and the tall folk are not all useless like the beggars in the docks district once a good dose of common sense is beaten into them. Petrok thinks Carlyetta is too idealistic to be a true entrepreneur like his brother back in Picolan, but she keeps a tight ship, and other than crazy ideas like traunting a bunch of tall folk without putting them "through the seven" (a full term of indentureship) is not a bad mistress.

4-5 PCS **Adventure** LEVEL 6

THE TIES THAT BIND

SCATTERED HEART ADVENTURE PATH

CONTENT FOR USE WITH FANTASY GROUND'S VTT

ITEMS

- Boon of Insight
- Emerald
- Ring of Swimming
- Water Lily of the Goddess

Boon of Insight

Type: Wondrous Item Template?

Cost: 6000 gp

Weight: 0.1

The recipient can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the recipient only, and cannot be applied to the rolls of others. The boon dissipates if not used within 30 days, and can only be granted once every six months.

STORY

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- Conclusion
- OPEN GAME LICENSE v.1.0a

GM

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