

# RESTLESS



## Brief World Document

Prototype made with RPG Marker MV

### Cutter's Rest : A Dark Fantasy Settlement

The world is tired, and so are the people who cling to what little safety remains. Cutter's Rest is one of the few fragile sanctuaries. The village sits at the foot of the mountains where stonecutters extract ore from rock, and families try to hold onto the peace they have carved for themselves. Towns like this are sacred, for they create the light needed to push back the vast dark that presses on every side. Out beyond the last lantern, the night is full of creatures that tear dreamers from their beds, spirits that drink the warmth from living souls, and magics that warp the land until it forgets how to bear life.

Cutter's Rest survives because its people endure. The miners wake each dawn with trembling hands and aching lungs. They venture into the copper tunnels with a stubbornness born from fear and necessity. Lately, many have grown sick after breaking into a strange silver gleam in the rock, a vein that unknowingly leaks poison into their water and bodies. Their steps are unsteady. Their hope is brittle.

The forest around the village has become uneasy. Wolves pace the treeline with gaunt hunger in their eyes. Livestock scream in the night. Sometimes the townsfolk swear they hear the mountains themselves whispering, as if the stone is warning of troubles yet to come.

When such disturbances rise, a Hearthguard soon follows. These wandering protectors move through the world's shadows, ever drawn to the trembling lights that risk being snuffed out. Cutter's Rest now waits for one to arrive, hoping their presence will steady the trembling edge between safety and ruin.