

# RESTLESS



## Quest Pitch Document

Prototype made with RPG Marker MV

### Restless Quest Pitch

The player takes the role of a Hearthguard, a wandering protector who travels through the darkness of the world to help those in the light. The Hearthguard arrives near Cutter's Rest and immediately encounters trouble. A lone wolf attacks on the forest trail, prompts the player to follow its tracks into the woods or continue straight to town. Cutter's Rest is on edge. Miners are falling sick, wildlife has turned violent, and villagers whisper about a ghost wandering the cemetery.

The goal of the quest is simple. Investigate the disturbances plaguing Cutter's Rest, uncover how these events are connected, and bring peace or clarity to the shaken community. Through branching dialogue, environmental clues, and multiple investigation paths, the player pieces together the truth. The miners were poisoned by a mercury vein in the copper mine. The wolves grew sick after taking shelter in the recently abandoned tunnels. And the old woman was not killed by the beasts at all. She was poisoned by her future son in law, who feared losing the woman he loved if her family left the village.

The player must decide how to resolve the unrest. They may banish the restless spirit, expose the murderer to the town, or keep the truth hidden for the sake of fragile order. The outcome shapes the future of Cutter's Rest and determines whether its fading light endures or darkens.