

YOUR RESPONSIBILITIES AS A HUNTER

This section will be split into two categories, one for the first session and the other for every subsequent session:

FIRST SESSION

- Complete every step from the previous section.
- Go around the group and assign Hunter Relations for each of your fellow Hunters.
- Keep your “**Life Before...**” and “**Life After...**” options in mind. Using this knowledge, formulate your team concept and adjust your backstory if necessary.
- Start the session and use the directions below.
- At the end of the session, assess your Background choices as well as your “**Life Before...**” and “**Life Now**” choices. Consider how you played your character in accordance with those choices and adjust them if needed.

EVERY SESSION

- Learn the premise of the Hunt and start formulating an investigation plan.
- Establish a Base Camp (for more details see page x)
- Investigate for the Hunt and gather any clues or important details you may need.
- Once you discover what it is you’re after, prepare to exploit any known weaknesses it may have and get ready to depart.
- Go and neutralize the threat before it turns to night.
- Do your best to protect any bystanders and prevent any additional calamity.
- When the GM tells you the Hunt is over, gain one in Experience.
- You’re Ready!

Now that you have your Playbook created and understand the fundamentals of the game, you’re ready for your first session!

ESTABLISHING A BASE CAMP

When starting a new Hunt, the Hunters must establish a **Base Camp**. A **Base Camp** is a safe location agreed upon by the Hunters where they can rest, regroup, and resupply. Hunters gain +1 Natural Healing per night spent resting at a **Base Camp**, may converse with other hunters, and have a much lower chance of being ambushed. Hunters may also be able to find a refuge spot out in the wilderness known as a **Haven**; these can act as a forward base of operations, conferring the same benefits as a **Base Camp** without needing to be close to civilization, but they are fairly uncommon. When Hunters set up camp in the wilderness or some other unsafe location, they will receive no Natural Healing and have increased odds to be ambushed—whether by the Monster they are hunting, by other wild animals, by bandits, or by something else entirely. Hunters must also have a **Base Camp** established before starting a **Day of the Hunt** (see Page x). Hunters can designate a new location as their **Base Camp** after establishing another camp, but this will take at least one Day, and may take more depending on travel time and the equipment that needs to be moved.

Depending on the class you are playing, you might have an easier time finding **Base Camps**. Some examples being:

- **The Accursed Ember:** If an Accursed Ember has **Distorted Traveler**, they can find **Havens** out in the wild in the form of abandoned structures.
- **The Enchanting Witch:** Anyone can rest inside their *Magical Domains*; but it does not count as a **Base Camp** and takes time to enter and leave, preventing aid during an ambush.
- **The Exorcist:** Whether a church views them as an asset, respects them as a longtime partner, or believes they are touched by the divine, an Exorcist can almost always count on them as a **Base Camp**.
- **The Folk Hero:** The subjects of folktales are often big names in small towns, in addition to being cut from the same cloth as the Common folk; villagers will be more likely to provide shelter for a party with a Folk Hero.
- **The Magus:** Though they are usually found only in major cities, libraries and other academic institutions will usually accommodate a Magus’ request for assistance.

- **The Plague Doctor:** A medical professional is welcome almost anywhere, and even those put off by a Plague Doctor's appearance will be willing to barter with shelter for their skills.

Then there will be classes who, through the nature of their backgrounds, will have a harder time finding **Base Camps**, those being:

- **The Commoner:** A Commoner does not have much fame to boast or coin to push, giving them a harder time securing a safe location.
- **The Condemned:** Given your cold and hostile demeanor, townsfolk might be put off by the aura of bloodlust you radiate. **The Rune Hunter:** Many towns and organizations view Rune Hunters as outlaws—or even Monsters themselves—for the power they wield, potentially causing them trouble when looking for **Base Camps**.
- **The Monster Slayer:** Due to their Monstrous countenances and cutthroat reputations, Monster Slayers are often shunned by the Common folk.
- **The Spectral Guardian:** If spotted, your Specter will usually scare Common folk, making staying in crowded areas a risky proposition.
- **The Wanderer:** Many people are put off by Wanderers' nonsensical thought processes and physical abnormalities, making townsfolk less open to their presence for long periods of time.

DAY OF THE HUNT

Once the Hunters have gathered all their resources and information, they can declare a day that they will undertake an expedition to hunt down the threat. Hunters cannot declare a **Day of the Hunt** without establishing a **Base Camp**. When a **Day of the Hunt** is declared, the party will depart in the morning and will try to locate the threat before the sun sets—otherwise, they will have to contend with the Monster in its **Nightmare Phase** (for more details, see Page x). Hunters may be slowed down or thrown off course by **Traversal** or **Investigate Tasks**, held up by encounters with other hostile forces, and so on. If the Hunters fail their Hunt and are forced to retreat, they may try again the following Day; however, several factors may complicate a Hunt that has gone on for too long. For example:

- Look for a new hiding place, or for more advantageous terrain on which to fight the Hunters;
- Recover a portion of its lost Health or regain uses of powerful Moves;

- Seek assistance from others of its kind (or elsewhere);
- Adapt its strategy to counter what it has seen from the Hunters, and so on.

The Monster is also not the only thing the Hunters have to worry about:

- There may be consequences for being unable to find the monster in time—the need for an antivenom is often time-sensitive, and paying clients prefer the closure of a contract in a timely manner;
- The weather conditions may unexpectedly change;
- The Monster may only be present for a limited amount of time;
- The Hunters may run low on supplies and be forced to abandon the Hunt altogether;
- Another band of Hunters might find the Monster first!

SEASONS & TIME

When the campaign starts, and everyone's Hunter and relations have been set, it is time to embark on their journey. First the GM picks a season to start in, and with that the Hunters are introduced to their first setting. This can be one or a few of the Hunter's hometown, a place where they all met up, a job they were all contracted for, or whatever fits best for the narrative to follow. Now for the very *first* dilemma of the campaign it is recommended to get straight into the action after the Hunters are all acquainted with each other, to help each Hunter learn the game and give a goal for them to follow. Although with subsequent Seasons it is recommended to take some time at the beginning of the Season for Hunters to converse with each other, acquire goods or materials they need, talk to NPC's, and complete small personal goals. During these moments of reprieve from danger and duty time will often shift quickly with many actions taking a full day to or sometimes even a week. Depending the GM might even skip some time for the purpose of the narrative but all should be aware that when not currently involved in a quest that time is loose and moves quickly. It is encouraged to spruce these times with moments of revelry, tranquility, character building, and world building but also to ensure that the pace of the game and the time that is paced is not slogged down.

Once a quest has begun within a Season the game takes a slight shift in approach. Oftentimes an overhanging threat will be present or something that presses Hunters for time once a quest starts.

Now time will move methodically day by day, it's important to note that chunks of time can move just like when one is not in a quest, some activities take whole days or even a week to complete, but the Hunters and the Party will now operate as time efficiently as possible. Oftentimes delegating to different tasks, and as the days and weeks go by, more should be learned about your quest, distance traveled, materials acquired, or progress made towards your end goal.

Here are two examples one of how the party might operate *out of a quest*, and one where the party is working *inside of a quest*:

The Party consists of a Spectral Guardian, a Monster Slayer, an Enchanting Witch, and a Folk Hero

(Out of Quest)

Hero "Ah, when we arrive into town, I need to get my sword fixed by a smith"

Guardian "I will spend the day conferring with my specter"

Slayer "I guess i'll go to the tavern and scout out any good contracts"

Witch "I'm placing a door to my domain, someone get me when something exciting happens!"

GM "Alright, Hero, that sword will take a few days to fix, what will you do in the meantime?"

Hero "I guess I'll help the Slayer look for contracts then!"

GM "and Witch, what will you be doing in your domain?"

Witch "Brewing potions, need you even ask?"

GM "Alright, and Guardian your Task will only take a day, is there anything else you want to do?"

Guardian "I'll scout the area then, I'll take as long as I need to learn the land"

GM "Alright, we'll start processing these Tasks, once I get to each of you most likely a few weeks will have passed is that fine with everyone?"

Everyone "Yea, of course"

In this scenario the GM would then follow up and describe what each task would be like, engage in any conversations that are needed, describe any scenery or places that are seen, and perform any rolls

necessary for the Tasks at hand. Once that has been summed up the process will repeat until a Quest is found or given. The GM may also have scripted scenes that are called upon the Hunters and not provoked by their individual actions, this can be used to speed up the plot or to throw a wrench in their plans, or just to make things more interesting.

(In a Quest)

Witch "I need to make this concoction, we can't kill that beast without it!"

GM "That will take at least 3 days..."

Hero "Damn, we have to though"

GM "The rest of you have 3 days to kill, use your time wisely"

Slayer "I'm gonna go look for tracks then"

GM "The beast's lair is at least a week away"

Slayer "Then I won't go far"

Guardian "I'll go with you, shouldn't travel out alone"

Hero "I'll talk to the townsfolk again, maybe there was something we missed"



Witch “You all better be back in 3 days!”

Guardian “We will, don’t sweat it”

Hero “And try not to get in a fight without us, we need you in best condition”

Slayer “We are professionals, don’t worry”

GM “Alright, after we perform these Tasks, 3 days would have gone by, is that fine?”

Guardian “Yea... but is there anything we are missing?”

Witch “Hey, didn’t you guys need to upgrade your weapons or something?”

Slayer “Damn that’s right! Hero, can you do that while you’re in town?”

Hero “Yea I got you, will I have to roll anything?”

GM “Yes, but we will get to that, is that everything you need to do?”

Everyone “Yes, we think so”

Like when out of a Quest the general modus operandi works very similarly but with small tweaks, that mostly being that large sleuths of time might pass when not in a quest, and not for any logical or coherent reason other than there is no strict pressure. Time will move more in line with the GM’s narrative needs whereas while in a Quest every day matters and is considered as a resource, after all Quests must be solved within the Season unless dire consequences will ensue.

Some Quests may extend to be longer than a Season, this will be rare but sometimes occur depending on the scope and size of a Quest. It should be noted that Experience is given when a Quest is solved but if a Quest is longer than a Season then the GM should consider a Season a chapter within the Quests, and develop short term goals that can still offer Experience like a one shot quest could. Even if a Quest does not entail “failure” for getting to the end of a Season something about the Quest should change every season, either the threat becomes more powerful, a village or loved one is lost, something about the situation changes, et cetera.

Within the world of Gradina the calendar is much simpler. There are 7 days a week, 4 weeks a month, 3 months a season, and 4 seasons a year. Different lands or kingdoms may have different names for the months, days, or weeks any party can use what they are comfortable with, but in shorthand across most cultures months are referred to as their place in the Season, such as “1st of Winter” or “2nd of Summer”. The new year in Gradina starts on the 1st of Spring.

**Note: If the GM and Hunters decide they also use the traditional Gregorian calendar or any calendar they are comfortable with for the passage of time. It is still up to the GM to express and keep track of how the flow of time works but what calendar system that is used is indiscriminate.*

There is one final piece to the passage of time, and that is between Sessions that are between Seasons. Of course in many journey’s it would make sense to pick up the Season after you left off. Let’s say the Party is traveling to a distant land, and the session ended at the end of Winter, well it would make sense to pick right up into Spring next session. Although not all groups work the same, sometimes players might be absent, or change between sessions, players might bring their Hunters to other Parties, or they might get a new GM. There are many occurrences where it would not be logical to pick up *right* where the party left off.

In these cases it is possible for a GM or a party to decide that a large sum of time has passed, or that enough time has passed and the Hunters are reconvening. Now age is a relevant factor so it is encouraged to not age up too fast in these cases, but no Hunter lives forever and a sense of life moving on is essential to this world. Hunters are ultimately transient pieces to a much grander story, of humanities trek through the monster and magic filled Gradina, there are many more hunters to play and more more lands and monsters to see. In this game in particular we ask that Hunters embrace death, embrace the passage of time, and be encouraged to try new and different hunters. Create a lineage, found an academy, acquire an apprentice, select an inheritor, for in the end the story never ends with just one Character.

This might not be for everyone, and it doesn’t have to be, but it’s important to note the key ideas that are placed behind this Guide, and that we encourage a broader interest in the world and all the characters involved, especially those that are not your own. Many may fear the passage of time but if only for a single game we say embrace it, let your characters grow old, have families, achieve goals, and have something to look back on at the end of it. Some might be sad, some might be triumphant, that is up to the player but we truly believe that every story should have an end, and if the thirst for adventure comes again, then revel in the start of a new journey.