

ADDITIONAL HUNTERS

Below is a list of some optional hunters GMs can throw into their Seasons either as one off additions, antagonists, or permanent party members.

ACCURSED EMBER

GRENDEL

Previously influential and charming priest of a fire-based cult in Fordossa, he watched over a small isolated village near the edge of Orinn Lake, where an ancient artifact named “Taine” was found. The artifact was said to be a conduit for the true voice of God, and it was prophesied that a soothsayer would one day be born who could translate it for all to hear. Thus, many children were adopted by the Church of Taine and, under Grendel’s supervision, taught the children to fight, practice magic, and serve as acolytes to the Flame God Taine. Eventually, a passing party of Hunters discovered that Taine was in fact a cursed object known as Wanyudo, and that the priest had been attuned to it, clandestinely sending off “failed” acolytes to be consumed by the object. These Hunters, together with the priest’s star pupil Blythe, overthrew him, but unbeknownst to them, he survived the battle and escaped. Now known as Grendel, the priest has used his charisma to amass a following of other Accursed, and roams the countryside of Fordossa consuming the embers of others they encounter, lying in wait for the perfect time to exact revenge against Blythe.

Recommended Abilities: *Combative Roll, Flanking Strike, Mad Fighter, Specialize Agility* (Covenant: None)

WILFURD

A hearty and optimistic knight, clad in silver and gold Tressian armor, Wilfurd boasts a loud and bombastic personality, being rather jovial for an Accursed Ember of nearly 80 years. Wilfurd has long been a member of the Covenant of Embers, contributing his efforts to help new Accursed along the path and hoping to bring a new image to their cursed name. He has earned a reputation as selfless, valiant, brave, and most of all, loud. He speaks openly and candidly, even amid the delicate social situations and debate conventions of the Assembly of Covenants, but regardless of how they feel about his blunt nature, none can insult his enthusiasm for engaging in jolly cooperation.

Recommended Abilities: *Potions of Flame, Dastardly Fortune, Specialize Exploration, Specialize Strength* (Covenant: Embers)

COMMONER

ANTHONY WELLMAKER

The son of the mayor of a Grinwalsh town. A proud, confident and charming young man, he got along with the residents of the village nicely, earning their favor and being expected to take over for his father

one day. Anthony never cared much for the expectations as much as he did for his gaggle of childhood friends: Alori, the brains of the group, recently left bedridden; Priscilla the voice of reason that kept everyone in check; and Don the schoolyard bully who would chase after and tease the other members of the group. After Alori disappeared one night, all the kids grew distant from one another, leaving Anthony alone with only his thoughts and the town's expectations. Anthony retained his charisma, but grew to be timid and, at times, even cowardly. After Alori returned to their hometown to defend it from Monsters, Anthony swore never to leave his side again and joined him on his quest. He'd help in any way he could, and if that meant abandoning his responsibilities in town, so be it.

Recommended Abilities: *Adaptability, Pitiful Demeanor, Respecting Authority, Oh Gimme A Break!*
(Background: Merchant)

NA'ILAH

Little is known about Na'ilah's childhood, but his adolescence was spent at the head of a band of thieves, harassing merchants on the road and splitting the spoils with other outlaws and street urchins. On one such caravan raid, he stole away with a copper idol in the image of a catfish—an object which could, he discovered, Magically cause earthquakes! Striking now at nobles, Sulisans, and military officials, stealing from the rich and giving to the poor, Na'ilah has become an elusive and mystifying icon for the destitute.

Recommended Abilities: *Adaptability, Survival Instincts, Important Person, Peace of Mind* (Background: Criminal)

CONDEMNED

LYON TAU

Taken from his family as a young child and sold into slavery, he passed through the hands of several masters before eventually being taken to the arenas of Raya in the Asonongi Empire. Lyon learned from the other combatants and, when he was old enough that his masters were willing to send him into the pit, showed formidable prowess against chained animal and chained man alike. Lyon developed a reputation for brutality, having been part of 30 fights and more

Death Matches than any living gladiator by the time he was only 18; he rapidly became a fan favorite and earned the favor of the arena's ringleaders. Beneath his tapestry of scars, and in spite of the luxuries afforded to the champion, Lyon harbored a festering vitriol toward not just his captors, not just his fellow gladiators, but for the audience. He despised the smiles on their faces for the suffering of himself, his mentors, and his successors; he hated the laws that allowed him to be brought to this hell, and every other aspect of the "order" they stood for. Most of all, he hated the way that the spectators all blended in with the wider crowd, from noise bleeding together, to the infectiousness of their rapturous enthusiasm for blood, to their willingness to bow their heads and unquestioningly obey those laws. He sneered up at them with every victory, relishing his understanding of a fundamental truth that he knew eluded them. Lyon earned his freedom at 24 years old, one of the youngest Asonongi slaves ever to do so, and set off to share his lesson with the rest of the world. Much as the crowds blended together, he has shown hundreds--even thousands--of unfortunate souls that no matter what titles they bear, or what laws they think protect their place in the world, *all men are the same in the pit.*

Recommended Abilities: *Momentum Fighter, Brutal Strength, Use Your Teeth, On the Brink*
(Vengeance: Human)

RILEY MANGUS

A rambunctious and aloof girl growing up, Riley was adopted by a retired captain of the Grinwalsh army, along with her younger brother Angus and their oldest sibling Olive. Among the three, their caretaker was the harshest on Riley—he saw the most potential in her, and often told her that she would have to look out for her siblings should the need ever arise. Riley never truly understood the meaning of his words until their village was leveled, her caretaker murdered, her older sibling captured by winged, insectile beasts. With her younger brother lost, terrified, and looking to her for the next step, Riley swore that she would rescue Olive, protect Angus, and destroy anything that came in between her and what was left of her family.

Recommended Abilities: *Momentum Fighter, 100 to 1, Minion Slayer, Commune* (Vengeance: Non-Humans)

ENCHANTING WITCH

ABUELA MONRIETTA

A wise and wordly witch, she roamed across Gradina for decades before coming to Costana. Driven out of the country by Common folk looking to burn her for her Witchcraft, she and her party were forced across the Great River and into the Depraved Warren. There, they discovered an artifact of extraordinary power--a mirror with the power to bestow not only eternal youth, but the ideal form of the viewer--and used it to fuel their Magic, carving out a safe haven within the hostile woods. In time, other Witches and Magically-attuned individuals sensed the mirror and their congregation in the Depraved Warren and journeyed out to join them. They were welcomed with open arms, and an ageless community now stands amid the gloom, each member willing to defend their home away from the persecution of the world with tooth, claw, and Spell.

Recommended Abilities: *Animate Object, Hypnotic Aura, Inked Companion, Polymorphing* (White Witch)

ISABELLA KRAVSTOV

A beautiful and reclusive Witch, notable for having enough power to place her *Magical Domain* in another plane entirely, allowing her to mostly cut herself off from the material world. The only way to reach her is via a unique ritual, which is spread by those in the know via word of mouth to those who may find her services useful. She has taken particular interest in Spectral Guardian clientele and their Specters, to the study of which she applies her extensive knowledge of memories, spirits, and telepathy. With her domain nearly fully-constructed from her magic, she maintains a fanciful and elaborate gothic aesthetic, as well as many specialized rooms, including one for herself to study in and several for guests. Although many Witches spend much of their time in their *Domains*, none challenge the extent of Isabella's hermitage.

Recommended Abilities: *Sleep, Unfettered Beauty, Coven of Witches, Important Client* (Black Witch)

EXORCIST

ELIZABETH BUCHARD

The earliest memory Elizabeth Buchard could recall was the night she was left on the doorstep of the Voile d'Eden Orphanage of Tress, near the border of Grinwald. Despite Elizabeth having only been four, the final words her mother had said to her never left her mind: "Keep this pendant with you, dear Elizabeth," she said, "and never forget our faith". For many years, that's exactly what she did; however, in her young adulthood, her faith faltered, and she cast the pendant away in a fit of frustration at her lost family. That very night, the orphanage was overrun by undead ghouls. In the panic, a fire broke out, and Elizabeth found herself at the gates of the orphanage, the only survivor. The pendant glinted in the dirt nearby, and when she went to retrieve it, she saw the moonlight shimmering oddly in the teardrop-cut faces of the ruby, like the needle of an ethereal compass. With nothing else left, she decided to follow it, traveling for days until she found herself at the doors of a grand chapel in Grinwald. There, she made a vow to her faith: she would honor her family, and she would make the beasts of Gradina suffer.

Recommended Abilities: *Holy Concoction, Hell's Frozen Over, Combo Attack, Holy Pendant*

FAYE ELISE DUMONT

A devout Tessian noble, her family had served honorably for many years, and Faye learned the ways of fencing, negotiating, and comporting herself in a king's court. When a rare and intelligent type of Monster known as a Vampire took her parents from her, their deaths were swiftly covered up by the Church of Saints, which moved her far from her home to a safer location. It was then that her family's true work was revealed to her: her parents had both been extremely talented Monster hunters. She trained with the Church for several years, and upon her graduation was granted her mother's Boomerang, and her father's Whip. After years of feuding with the Church over its stance that Monsters should be hidden from the Common folk, however, she left without looking back as soon as she had what was rightfully hers.

Recommended Abilities: *Hell's Frozen Over, Pendant of Faith, Miraculous Blessing, We Will Be With You* (Starts with two **Heirloom Weapons**)

FOLK HERO

JEAN LUC GUILLARME

One of Tress' prized knights, and often referred to as its champion for his dominance in Tress' tournaments, has been skilled with both blade and bow since his days as a squire. Despite the many titles he's earned since, however, his greatest claim to fame comes from a Ruby Dragon that once stalked the hills of Tress' countryside. One of many knights sent to slay the beast, Jean Luc watched as the party's leader was quickly slain and the rest of the knights collapsed into a panic. It picked the disorganized men off one by one, and had cornered several others as Jean Luc scaled the wall of the Dragon's cave. As death seemed certain for his comrades, he smashed a stalactite hanging over the beast's head, skewering it through the throat and saving their lives. While he's been lauded by Noblemen and Common folk the country over for single handedly turning the battle, those who know him closely say that he became much more humble-less reckless--after the Hunt. He now gives most of his tournament winning away--mostly to the needy, but always setting aside some for the families of the men who didn't survive the encounter with the Dragon.

Recommended Abilities: *Battle Inspiration, Natural Leader, Heroic Strike, People's Champion*
(Code: Duty)

KENT CAELLACH

Always big for his age and eager to lend a hand, the first place that Kent made a name for himself was in the small, struggling hamlet of farmers where he was born. From taking up the plow to help an ailing farmer whose sons had moved away, to rounding up the town to search for a neighbor's escaped livestock; from leaping onto the back of a bull loose in the town's square, to standing up to bandits trying to extort the town. While he was never much of a thinker, the town knew they could always turn to him when they were in need, and trusted in him to do the right thing. Even so far out into the country, people had heard the horrible tales of Monsters attacking other Common folk, and Kent resolved to seek out their source as soon as they were first spotted lurking at the edges of the woods. The town sent him off by pooling their Gold for a shiny new set of armor, and now he solves the Monster problems of other towns he passes through, hoping to learn more about how to stop them for good.

Recommended Abilities: *Battle Inspiration, Inspiring Aura, Recklessly Brave, Hero's Resolve* (Code: Selflessness, Courage)

MAGUS

ANGUS MANGUS

Being the youngest sibling of three, Angus and his two older siblings Riley and Olive were raised by a retired captain of the Grinwalsh army in a small, quiet village. In contrast to his sister, Angus was a quiet, gentle, and intelligent boy who wanted to learn magic to heal instead of harm. His studies were interrupted by a swarm of gaunt monsters with armored skin, red eyes, and buzzing wings—they tore through his town, killing his foster father and kidnapping Olive. Shortly after, Riley set out to hunt them down, and Angus has traveled alongside Riley in her quest for revenge, hoping that he could not only be the voice of reason when she jumped to solving her problems with weapons instead of words, but to hopefully heal the damage in both of their hearts by saving Olive.

Recommended Abilities: *Enchanted Cloak, Prepared Ritual, Hit the Books, Manipulate Person*
(Graduation: Sage)

SILVAIN AUSTERIUS

This up-and-coming Magistrate scholar follows in the footsteps of the late Valerio Vasquez, who charted the stars and discovered a great secret lying beneath the surface of the world. Silvain, as his apprentice, has assembled what remains of his notes, and now deciphers them as he travels to continue his research. He's an expert navigator, drawing on his study of the heavens to find his place in the world no matter where he is, but his real talent lies in his telekinetic abilities, which he wields with greater subtlety and precision than any of his peers.

Recommended Abilities: *Collapse, Infuse, Tumble, Manipulate Object* (Graduation: Wizard)

MONSTER SLAYER

SLAYER GINO

While not old by the standards of a Slayer's lifetime, Gino, at about 80 years of age, is one of the oldest Slayers alive after the Ursurpation. The conflict was a formative experience for him, and it strongly affected his perception of the Promised Order and his

relationship to it, even in its newly-reformed state. Though he goes as far as to correct people that he is being “contracted, not ordered” when working with his Slayer brothers and sisters, he makes an effort to remain on good terms with them individually. He believes that, in a world as chaotic and violent as Gradina, clinging to the tattered banner of a dead organization is futile, and wishes his kin could move on from their pasts. In the meantime, he’s content to meddle in the affairs of the Common folk, accepting whatever work will earn him a place to sleep and coin for food.

Recommended Abilities: *Viper Dance, Fatal Shot, Crude Negotiator, Blade Flurry* (*Mutation:* Monkey)

SLAYER JINROH

One of the earliest Monster Slayers to have been recruited in the days following the Day of Beasts. Contrary to popular belief, Monster Slayers were not created on the Day of Beasts, but are the results of a taboo practice dating back to the homeland of the eastern settlers; Jinroh happens to count among Gradina’s sixth generation of Monster Slayers, and is one of the first Asonongi to have undergone the mutations. He fought in the Usurpation, and now leads the chapter of eight slayers that live in the old Keep of Vindalia’s chapter of the Promised Order. His seniority--the third-oldest Slayer yet living--gives him the experience necessary to navigate them through a world that needs them in spite of not trusting them, and with work as plentiful as it is after the Day of Beasts, keeping track of contracts is a full-time job unto itself.

Recommended Abilities: *Viper Dance, Unnatural Reflexes, Oil Crafter, Poison Brew* (*Mutation:* Lion)

PLAQUE DOCTOR

DR ARTHUR ‘MALEFICENT’ PERRY-QUAIL

This elusive Plague Doctor served during a massive outbreak in Grinwalsh, and was eventually credited for finding both its Magical origin and an effective cure. He now travels, working with the Magistrate and historians from around Gradina to uncover more about the origins of Magic and about the truth of the Day of Beasts. His primary means of transportation is an eerie ship that is said to be able to sail with neither wind nor current to push it. Unsettling as it may be, many a Mage and scholar

have taken him up on his offer to join him in his travels and study abroad.

Recommended Abilities: *Deft Hands, Night Shift, Butcher, From the Shadows They Came* (*Ship confers similar benefits to a Magical Domain*)

KAAK CAMAL

A reserved but prolific doctor who works all over Ohnya, wearing a painted wood-carved mask and wraps across his waist, chest, and arms. He is revered for his pioneering work in the fight against the diseases endemic to Ohnya’s jungles, and he travels by river to serve as many communities as he can, regardless of what they can offer him. What few know is that, in addition to his tireless practice of medicine, Kaax slays Monsters that prowl too close to these river communities, his silent vigil spotted only by the odd fisherman or hunter who happens to peer into the trees.

Recommended Abilities: *Injection, Butcher, Blood Doctor, Plague Bomb*

RUNE HAUNTER

ALORI HYUHN

The young man by the name of Alori Hyuhn spent most of his childhood bedridden with a rare illness. No matter how many doctors or clerics examined him, they were unable to find cause nor cure for the disease. In those early years, with few other things to occupy himself, he took after his scholarly parents and documented everything he knew about his illness. One fateful day, his childhood friend had brought yet another stranger to him, who promised yet another cure. Through a bizarre ritual, the man transferred a pair of gauntlets from his body onto Alori’s. Hefelt instantly invigorated--healthy for the first time in years!--but before Alori could thank the man, he was gone. A few days went by, and Alori’s friend brought him news of bounty hunters passing through the town. They spoke of heinous crimes, of thefts and killings, all perpetrated by a man whose face none had seen and lived to describe. The only clue they had to go on was that the man wore a pair of gloves with large crystals embedded in the backs of the hands--gloves which were now bound to Alori’s arms! Fearing that his family would be punished for harboring a fugitive, he fled his hometown in search of not only a means of removing the gloves, but to claim the bounty on the mysterious man’s head.

Recommended Abilities: Elemental Punch, Elemental Beam, Elemental Dash, Elemental Dragon Rush (Wind/Water Crystals)

ASTRID HAZEL

A quiet, formal woman who worked at the School of Najma as an assistant researcher, specializing in Magical artifice. Her and the head researcher, Alacieous Gritz, had been assigned the task of experimenting with combining Elemental components in search of a method of casting hybrid Spells. Eventually, with research a few months underway, Alacieous arrived at the lab with a pair of mysterious gauntlets. He told Astrid that he had received the gloves—adorned with blue, red, and purple crystals—from an anonymous donor, and the two researched the gloves in secret. They were able to discern that the gloves were cursed, but that lying under the Magic that would bind them to their wearer, they contained *incredible* power. As they finally approached answers on the origins of the gloves, the lab was attacked by hooded figures wielding magic of their own. As the lab burned, Alacieous shoved the gloves and their notes into Astrid's arms, instructing her to escape with the knowledge intact and the gloves safe from the wrong hands. He ran back into the building—whether to salvage more research or to distract the Mages from Astrid, she would never know—and did not return. She doesn't remember the details of her escape, but she remembers with crystal clarity the distant sight of the School's burnt frame and the Mages' fleeing forms. With priceless Magical weapons now in her care, and rage burning in her heart for those who destroyed her life's work and dearest colleague, she decided to take fate into her own hands and put on the gloves.

Recommended Abilities: Elemental Punch, Elemental Beam, Elemental Whip, Elemental Merge (Shadow/Fire Crystals)

SPECTRAL GUARDIAN

BLYTHE FIRESTONE

In an isolated part of Fordossa, near Orinn Lake, Blythe Firestone grew up in a cult that worshiped a fire deity named Taine, said to be able to speak to a prophet who would one day arise to deliver its message to the people of Gradina. She spent her childhood tirelessly studying to become the

Firespeaker; the cult had taken a scattershot approach, preparing as many children as they could in the hopes that one would be Taine's chosen. Over the course of her childhood, Blythe had become friends with a boy named Finn, who was better than her in nearly every facet of their studies, but who could not match Blythe in sheer determination. The head priest of the cult had taken note of his excellence, and touted his accomplishments where he knew Blythe could hear that he was his favored disciple. With his words burning in her mind, she called out to Finn in the night, asking him to help her train for the trials they had to come. He was her greatest competition—and Blythe would do *anything* to be the Firespeaker. She bested Finn while sparring, and while he lay with his guard down recovering his breath, she slew him. Now the star pupil, Blythe continued her studies, coming closer and closer to what she believed was her blood-earned destiny. After several years, however, Blythe was visited by an apparition of Finn, who told her to seek the Hunters that would soon pass near the cult's training grounds. “The priest is not who he seems,” Finn warned, “and if you don't believe me, you can have the Hunters prove me wrong”. She obeyed her friend's wishes, her guilt at a breaking point, and snuck off the grounds to see what they could uncover.

Recommended Abilities: Spectral Lookout, Spectral Prowess, Spectral Tracking, Spectral Blade (Specter Color: Amber)

VALORIE DUFF

Valorie wears the mantle of the “Red Banshee”, a name already whispered among Fordossans as something of a tall tale. She is the latest in a lineage of Spectral Guardians, dating back to the “Black Ghost”, a hero whose tales of bravery in many Fordossan wars are recounted to this day. She was trained by the “White Phantom” with the aim of protecting Fordossa and its peoples. Unfortunately, she was unable to fully develop her skills before having the position passed down to her, as her mentors before her were--her village was destroyed relatively early into her training, and the White Phantom along with it, leaving her to wander Fordossa with the company of naught but her own Specter.

Recommended Abilities: Spectral Prowess, Spectral Motivation, Spectral Mastery, Company In Death (Specter Color: Red)

SPELL SWORD

DAICHI SAKURAI

Daichi, the eldest son of the Sakurai family, was to be its heir before relinquishing his title to become a Gwansho's Blade. The Blades--sworn to serve their Gwansho and their descendants until their death, forgoing families of their own--are known throughout Gradina for their unique sword fighting techniques, which combine razor focus and spell-casting to become the most effective combatants possible. Although Spell Swords exist outside of the Gwansho's Blades, it is thought that their art was originally developed in the Estranged Isles, and Daichi travels in search of several relics from the very same island, said to have been preserved in various places across Gradina to this day. While Daichi is a reasonable and professional man with a strong moral code, he is willing to go to extreme lengths to secure these artifacts for his Gwansho.

Recommended Abilities: *Tight Breathing, Concentrated Strike, Dancing Blade, Stance Mastery, Hone the Blade, Disciplined (Lightning Stance/Sky Stance/Sun Stance)*

HAKO OBAKE

Hako was raised as a servant, but after slaying a wild animal in the defense of the Sakurai heir Yui, it was decided that she would be trained as her bodyguard instead. While she served Yui well, her adherence to her duty landed her in trouble when she slew another Noble for attempting to force himself on Yui. The Noble's family called for her death, but instead, the Sakurai family assigned her to attend their eldest son Daichi during his journey to recover a number of treasures for the Estranged Isles. She now studies the blade under him, working to join him in the ranks of the Gwansho's Blades. She is quiet and reserved, and follows orders, but often has a tendency to do what she feels is most efficient in the moment, regardless of her orders--or the consequences.

Recommended Abilities: *Tight Breathing, Sparring Training, Hillside Training, Humble Student (Earth Stance/Lightning Stance)*

WANDERER

ARMETRIUS

Armetrius became a mercenary in his youth when he lost both his parents in a terrible shipwreck. Far from any settlements, he wandered along the coast of Fordossa, dazed and alone. After a short while, he started hearing the voice of his father in his head, telling him that both him and his mother were trapped at the bottom of the ocean and that he needed to save them. He followed the voice's advice, learning how to use a blade and how to fend for himself, and has been seen committing bizarre actions across the land of Gradinia, some heroic, some leading to chaos. Whenever asked, the pale man simply justifies himself, saying he'll do whatever it takes to save his family.

Recommended Abilities: *Mount-and-Climber, Guiding Light, Mad Ramblings, Phantom Carrier*

KAMI

Born in a destitute area of one of Isamir's larger cities, Kami grew up in an orphanage run by a church. As she grew older, her chores became the duties of a nun, and her faith only ever grew stronger, until the day her prayers were answered by a voice that spoke inside her mind. In that moment she knew that she was speaking to the One True God, and that she had been chosen as a Saint. She heeded this voice day in and day out--when it said to work, she worked; when it said to train, she trained; and when it said that the time had come to leave her home, she bid the orphanage and her convent goodbye. She has been seen throughout the Four Kingdoms, hunting Monsters, scouring the land for artifacts, and always following the guidance of her God as she inches closer to enlightenment.

Recommended Abilities: *Mount-and-Climber, Sneaky, Hard Work Pays Off, Immovable*