



MOON HUNTERS

THE ART OF



Decorative border text in a stylized font, likely a mix of English and Chinese characters, arranged in a circular pattern around the central illustration.

Table of Contents

	FOREWORD	3
Chapter I	HEROES OF LEGEND	4
Chapter II	ISSARIA AND SURROUNDS	22
Chapter III	THE UNSEEN WORLD	48
Chapter IV	DREAMS THAT NEVER WERE	66
	EXTRAS	82
	GAME CREDITS	86

Art & Layout
XIN RAN LIU

Writing
TANYA X. SHORT

Foreword

This art book showcases the talents of several artists, and how their unique contributions combined to become more than the sum of the parts. Most prominently the illustrations feature the conceptual finesse of the Kitfox art director, Xin Ran Liu, who worked for over two years to shape his vision into a world that intrigues and delights. Occasionally you'll find splashes of Graham "G.P." Lackey and Michael Horowitz, who each lent their personal flair to character and creature design, and had ineffable influences across the world of Issaria. You'll also find a dazzling piece by the great Kelly Smith.

Moon Hunters began as a spark of an idea, but through the Square Enix Collective and Kickstarter, the world shared our excitement in this weird little game, making this art book possible.

Everyone wonders what happens after we die, and how we'll be remembered. At Kitfox, we would be honored if this book deepened your enjoyment of Issaria, and the many stories it holds, long after you have ceased to play the game. When we're boldest, we hope you remember Moon Hunters in years to come as a place you went to find beauty and inspiration.

— Tanya X. Short, Captain of Kitfox Games



Chapter I: Heroes of Legend



“Why be afraid then, since sooner or later death must come?”

– The Epic of Gilgamesh

✂ Spellblade

The High Tribes trained their warriors in the many disciplines of the Pale Dancer, where they learn to thrive even in the thin mountain air, under the light of a waning crescent moon. Blacksmithing and meditation were lesser-known skills of Spellblades, and many remarked upon a kinship with the mischievous northern winds.



ABILITIES



Slash: The Spellblade's power is based on his twin swords Justice and Mercy. For displaying exceptional quickness and accuracy, the winds may bless his swings.



Shockwave: Years of meditation soothe the spirit, allowing the dedicated warrior to focus his will into a single burst.



Dash: Quick as death, the Spellblade weaves in and out of range of opponents for peerless precision.

GUARDIAN OF PEACE

Dumuzi, also called Tammuz, means “faithful son”. He was best-remembered among the brotherhood of Spellblades for his role as a tactician in the Sun Wars.

In memory of his sacrifice, we mourn for six days surrounding the summer solstice. The lyrics of his lament drift down from the high cliffs in midsummer, calling all of the tribes of Issaria to honor him. We sing:

“Fortress, they called him, protector of the people,
Raging flood that destroys all defenses—”



Early Concept Art



Early Concept Art
Watercolour on Paper



Costume Variants

Witch

The Dustfolk relied on their Seeker of Waters to help the tribe survive the harsh deserts of Issaria. If sweet water lay beneath the ground and one could tap into it with a deep well, so too then blood magics dug deep into the shared energy of humanity, past the flesh and bone, to bring forth pure power. The fearful once called the Seeker and her trainees “witches” for their channeling the strength of the Queen of Heaven, and they took the title as a mark of honor.

ABILITIES



Stab: Witches thrust with their blessed staff in self-defense.



Beam: The Witch summons life itself to drain the power of the wicked, risking her own life as a conduit.



Charge: Like a tide crashing against the shore, the Witch slams into her enemies, leaving them dazed.

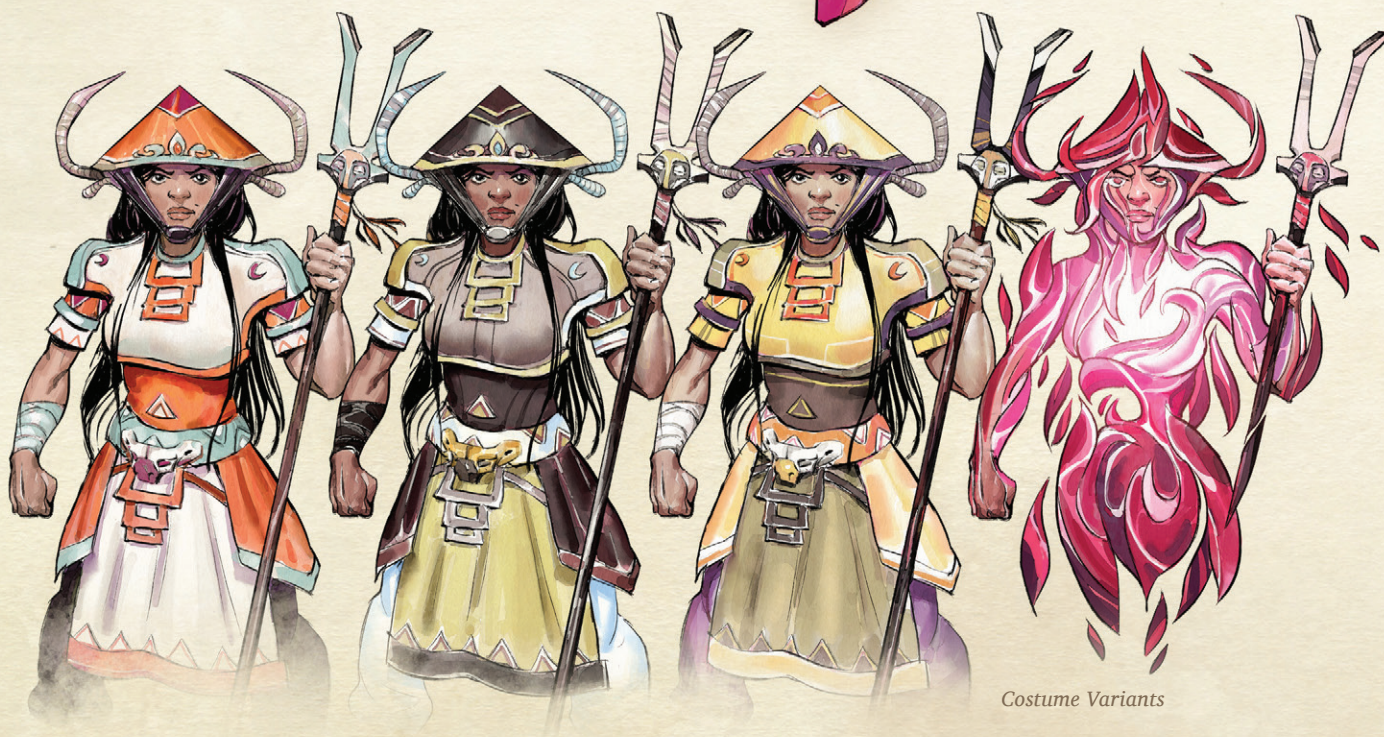


Early Concept Art
Watercolour on Paper



APPRENTICE

Kubele, or Cybele, is called the Mother in our oldest legends. Her water Seeking fed a tribe of hundreds and brought fertility to the Dustfolk. In the Sun Wars, she was the leader against the Sun Cult.



Costume Variants



Early Concept Art
Watercolour on Paper