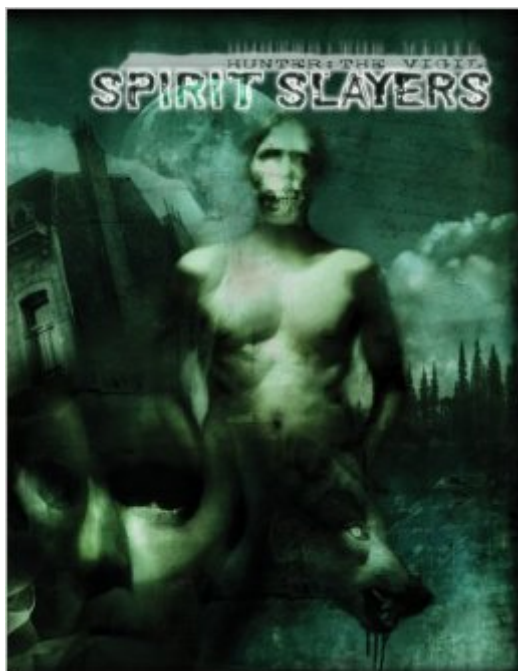


The book was found

Hunter Spirit Slayers*OP (Hunter: The Vigil)



Synopsis

Hunting Under the Full Moon The night is full of beasts - beasts that walk as men and women, that prey on those who stray from the herd, that hunger for blood and flesh when the moon rises. We will not be the sheep to these wolves. We will hunt the wolves ourselves. A Chronicle Book for Hunter: The Vigil

- o A Hunter's look at shapeshifters: those who form lunatic tribes, those who steal their power from the Devil or from animal skins, those who become infected or cursed. This book also looks at spirits from a hunter's perspective.
- o Three new compacts and one new conspiracy: the confederation of spirit cults known as Les Mystères.
- o New tools in the hunter's arsenal for hunting shapeshifters and spirits, and rules provided to create both powerful hunter protagonists and frightening werewolf antagonists.
- o Hunting Ground: Philadelphia takes a look at the hunter-werewolf struggle that has been going on in the City of Brotherly Love since the Revolutionary War

Book Information

Series: Hunter: the Vigil

Hardcover: 224 pages

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Product Dimensions: 8.5 x 0.8 x 11 inches

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Average Customer Review: 4.3 out of 5 stars See all reviews (3 customer reviews)

Best Sellers Rank: #2,101,208 in Books (See Top 100 in Books) #70 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Other #431 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

This book is more than just a simple source book on the many ways to kill a werewolf. What this book acknowledges as evidenced by the title Spirit Slayers, is that there are more things out there than just Werewolves who change shape. Spirits and Skin Changers are also covered. As the Hunter who starts hunting Forsaken Werewolves will encounter spirits as well and how they deal or try to deal with them. Following the same format as Witch Finders, Spirit Slayers is set up much the same way. Chapter One deals with a wide variety of story ideas, hooks and fitting werewolves and

spirits into a historical perspective. Already it's more than just the simple answer of getting silver to kill a werewolf. As once spirits get involved, things can get rather nasty and a Hunter can be quickly out classed by a being who can step into the spirit world and back. Chapter Two takes a look at Hunters and how they might deal with werewolves and spirits from the existing compacts and conspiracies to introducing new compacts and a new Conspiracy. Here I have to take a moment and comment that to me, the most impress of the new compacts is the Bear Lodge, Hunters looking for the ultimate challenge. These Hunters would make an excellent antagonist(s) to use against a cocky or careless pack of werewolves. The Illuminated Brotherhood seemed too much like a bad joke with how they were presented. The Talbot Group is another compact that offers good ideas for chronicles and those Hunters who try to redeem a monster. The Les Mysteries is a good conspiracy with Voodoo Occult ties for dealing with Spirits. Though I can't help but see something of a farce happening. Though it could just be the use of the art throughout this chapter... too cartoonish.

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