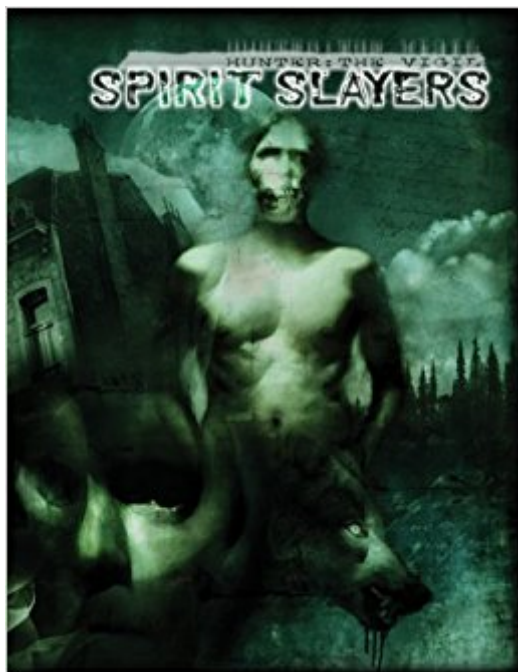


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# Hunter Spirit Slayers\*OP (Hunter: The Vigil)



## 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

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## 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. Chapter Three is the usual grab bag of new tactics, new merits (though I'd replace Kin with Wolf-Blood, Natural Medium and Null, I'd see if Book of Spirits has better merits to offer or supercede these). A new profession of the Outdoorsman and new Endowments. When it gets to Claws & Teeth, the section of the book that focuses on creating Werewolf antagonists, I, in all honesty would just stick to using Forsaken or Changing Breed rules. If you've got them, use those books unless you absolutely have no other books for Lycanthropes and Skin Changers. The section for Spirits is a poor treatment of only a few pages. If you've got either Forsaken or Book of Spirits, I'd use that book over this one and only use what's here if you have absolutely no other sources. Chapter Four deals with the themes of Hunters and Werewolves, being antagonists or sometimes even as allies. The last part of this chapter deals with Werewolves in the Philadelphia setting. The book is good, but there's just a feeling of needing too many other supplements to make a full proper use with Hunters. Otherwise what's provided is poor subrules that work only if you have nothing else.

Great condition, great price, great book. I am having fun tormenting my players with it.

Love it.

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