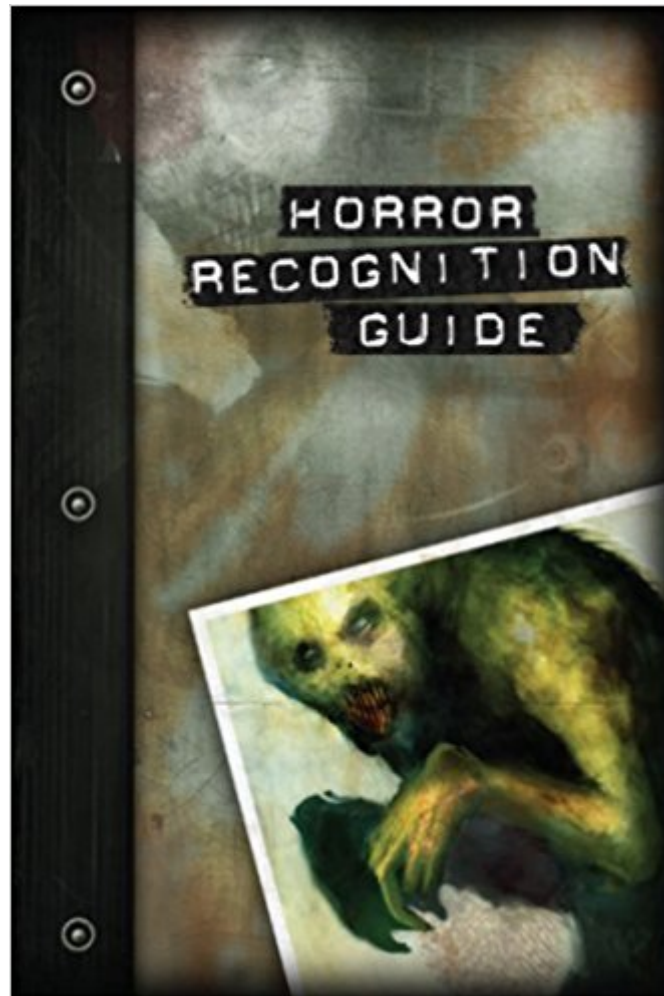




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Horror Recognition Guide (Hunter: The Vigil)



Synopsis

Connects with the Hunter: The Vigil corebook and its supplements by reintroducing and revisiting ideas, locations and characters

Book Information

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Customer Reviews

CAVEAT: I don't play Hunter or indeed any of the other World of Darkness Role Playing Games, but bought this as a possible play-aid to a very dark Delta Green campaign I run and for which I often need ideas to help fill the dearth of published scenarios for the setting. What you are getting here is a perfectly bound paperback about the frontal footprint of a Savage Worlds explorer edition, containing 300 and some pages of monochrome art and printing, representing various stories, which I'm not going to excerpt or spoil. These are not scenarios for a GM to run as much as "found evidence" on which the GM (and I believe in World of Darkness storytelling mode, the players also) can vamp to build a dark story in the Weird Horror mold. There are narratives, evidence photos, medical papers, jotted notes and so forth that seem to suggest a coherent yet disjoint tale of a Hunter Cell pulled apart and consumed by the events and things they were hunting. Call it Blair Witch for the WoD crowd. As I say, I don't play Hunter the Vigil, so the motive there is conjecture on my part based on educated guessing and the material. I was so impressed by the potential of this that I bought the PDF as well so I could extract the contents for use without damaging the book. I have been running Weird Horror RPGs, principally Call of Cthulhu, for as long as they have been in print (about 30 years) and this stuff was raw opium for my scenario-plotting glands. However, the contents are for an adult audience. Some of the material is seriously f-ed up and letting an immature

pair of eyes at it is asking for trouble. It must be kept on a high shelf behind the weedkiller and paint-thinner.

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