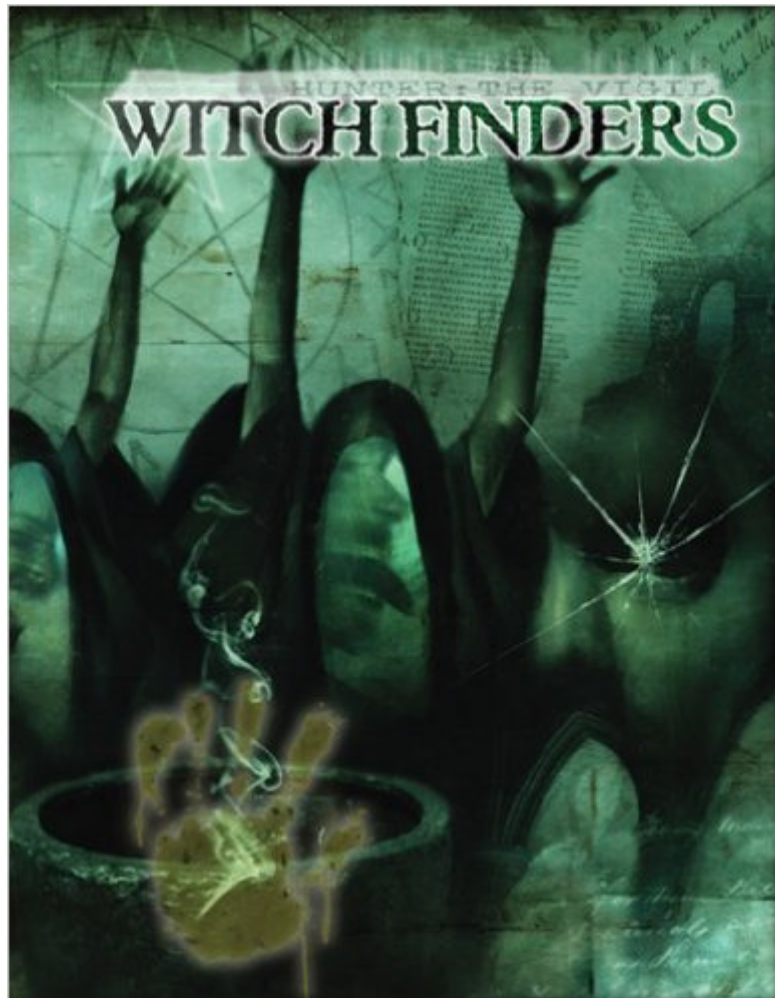


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# Hunter Witch Finders



## Synopsis

The first supplement for Hunter - Suffer not a Witch to live. How Hunters deal with Magic and Mages.

## Book Information

Series: Hunter

Hardcover: 224 pages

Publisher: White Wolf Publishing (September 10, 2008)

Language: English

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Product Dimensions: 8.5 x 0.8 x 11 inches

Shipping Weight: 1.8 pounds

Average Customer Review: 4.8 out of 5 stars [See all reviews](#) (4 customer reviews)

Best Sellers Rank: #1,599,681 in Books (See Top 100 in Books) #42 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Other](#) #286 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#)

## Customer Reviews

The first supplement for White Wolf's 'Hunter: the Vigil' RPG, this book marks a brilliant new move in their releases. Apparently, each supplement will detail how Hunters fight a particular supernatural threat - slashers, the undead, shapeshifters and, in this case, witches! Note that I said witches and not mages. That is intentional, because although this book details magic users of all kinds, you don't need 'Mage: the Awakening' to use this supplement. In fact, you don't even need to acknowledge the existence of M:tA if it doesn't suit your chronicle. Everything in this book is optional and customizable, allowing you to easily plopp mages, witches, sorcerers and the like into any Hunter game and still make them scary and new to your players. The book looks at how Hunters have interacted with witches over the centuries, including write-ups for each of the Compacts and Conspiracies from the core and how they view witches. Each of the Conspiracies also gets a new Endowment, specifically aimed at hunting witches, and there are several new Tactics as well, like Excision (lobotomy that prevents a witch from using magic) and Corruption (changing the 'feng shui' of a site so it doesn't generate power for a witch). The book also provides us with three new Compacts - the Keepers of the Source (hippies who believe witches drain power from Mother Earth), Division 6 (who believe they are a secret government agency protecting reality) and the

Promethean Brotherhood (who sacrifice witches in order to steal their power) - and a new Conspiracy - the blasphemous Knights of St. George and their Goetic Gospels, strange powers that help them in combatting witches and their spells. All four groups are dedicated to hunting witches in particular. The Knights of St.

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