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Demon Hunter X (World Of Darkness)



Synopsis

Publication Date: April 24, 1998 Though vampires have their intrigues, werewolves have their wars, mages have their realities, wraiths have their passions and changelings seek to return to their homeland, there are supernatural powers at work in the world that concern all of these beings. Indeed, there are people and forces in the world of Darkness that endanger all those who exist. Learn the secrets, alliances, enemies and plans of these shadowy beings in a series of world of Darkness books that can be integrated into all of the storyteller games. Learn how mortals in the Far East deal with their supernatural menaces.

Book Information

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Average Customer Review: 4.7 out of 5 stars Â Â See all reviews Â (7 customer reviews)

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Customer Reviews

This latest of the "Year of the Lotus" books from White Wolf Gam Studio carries along with the current of the World of Darkness games. It brings to life the tales of the Demon Hunters of the Orient, mentioned only briefly in Kindred of the East. Here we can look at two sides of the hunters. The ancient Shih, warriors forged through years of mental and physical conditioning. Fighting the shen only when the latter over steps its bounds. They are the great balancer of the Middle Kingdom. Then we have Strike Force Zero. The oriental equivalent of the MiB, these badboys use space age technology to rid the world of the demon threats. Included in this source book are character creation rules for these new hunters, new powers, traits, equipment and historical perspectives, from the prejudice view of the hunters. A great book for players and storytellers alike, a must-have for those new oriental chronicals. Just how do the Shih plan on keeping the balance, and just who exactly is behind the mysterious Strike Force Zero teams? These questions and more will be revealed in this

book.

I've had this book for a while now and from reading through both books, it far exceeds Hunter: The Reckoning. Just based on that, and the fact that I know Demon Hunter X is a very excellent sourcebook, I'd highly recommend it over Hunter: The Reckoning...this is just what my opinion and current course of action though. Do with it what you will...

this is another must buy supplement for anyone wishing to play in the east. whether you play one of the shen or wish to play one of the hunters, demon hunter x adds a whole new dimension to gaming. when will white wolf get the hint and make KoE a division of its own.

Demon Hunter X details a lot of information for running a Kindred of the East campaign for Vampire. The Shih are well detailed as is Strike Force Zero, and one is hard pressed to choose which to play. Not everyone takes the Shen lying down, and both the Shih and SF0 are at odds on how to truly deal with these demons. A great opening story and lot of info on how the Shih and SF0 hunt down and destroy the Shen, this book is highly recommended to anyone even remotely interested in the hunters in the Middle Kingdom.

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