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# Hunter Apocrypha \*OP (Hunter: The Reckoning)



## Synopsis

Book by Dedopulos, Tim

## Book Information

Series: Hunter: The Reckoning

Paperback: 128 pages

Publisher: White Wolf Publishing (August 16, 2000)

Language: English

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Product Dimensions: 6 x 0.4 x 8.9 inches

Shipping Weight: 12.6 ounces

Average Customer Review: 3.0 out of 5 stars [See all reviews](#) (4 customer reviews)

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## Customer Reviews

For those of you who play any White Wolf role playing games this source book is a must. In it the writer reveals both where the Hunters gain thier powers and where the metaplot is going in all of the World of Darkness games. I was impressed with both the symbols used to describe the hunters mission and the powers they are granted. The most revealing thing that this book gives us is what happens when the Hunters overstep thier bounds and revel in thier power.

Well, I enjoyed reading it... but the deliberate use of a raving psycho and his psuedo intellectual fan boy to deliver these revelations made it less valuable. An average Hunter would probably want to hunt this guy down not for supernatural reasons but because he is clearly mental and a danger to society. The psychotic ramblings aside the book laid out some interesting theories, and some connections to the Exalted Gameline world which are cool. All in all, it was no Book of Nod.

This book, while keeping with the storyline of Hunter, is written in such a way as that by the time your able to decipher what the author is trying to say, its simply not worth the effort. i can't really see the point of this book. It has information that the Hunter-Creed books explain in greater detail and in easier-to-understand terms. As it is, the author who wrote this book (or, atleast the point of view that

it was supposed to be written in) was insane, or was at least considered insane. So, if you want to read a book written by someone who is insane, this would be a good place to start.

basically, its a prop. you can use it in your games and let players find "important information" (although all of it is just the opinions of a half crazed prophet so its not really important at all). i just have it the house as another odd book to make people wonder. to make it seem like a real book and not a game prop they dont have game information or a scan bar on the cover (but its still on the inside cover with a note about the white wold game factory so the effect is ruined). one of the kids was coloring in my copy the other day but i figured it would go along perfectly with the scribble art already in the book (if the authors wouldve added a few pieces of good art to go with all the childish scribbles, then i wouldve given it an extra star). Anyway... something to read if you're bored and really into the game. Art: bad (yes it adds to the mood but a babbling rant from an insane guy combined with childish scribbles really brings down the value of the book). As a prop: its ok, maybe you'll want to cover over the inside covers game information. Game value?: questionable. its not like anything concrete is revealed and the information isn't necessarily game fact, so its just the opinions of a crazy guy.

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