

You can look out over the city and see what you want to see. Maybe you see the bright lights, and it gives you hope. Maybe you see the tall buildings casting their powerful shadows, and it makes you feel small. But high up, it's not that you can't see the forest for the trees—it's that you can't see the trees for the forest.

Best way to see what's really going on? Turn away from the bright lights, big city, and sit down at this card table right here and roll out a map. Take this box-cutter, and just start hacking it up. Slice-slice. The docks go to the bloodsuckers, the banks, too. The projects, we don't know who has them because we can't get close. The park falls to the beasts, and the highways to the jackals. Slice-slice. You cut the place to ribbons, then soak it in blood, because that's how they got what they got—by soaking the city in blood, theirs and everybody else's.

And this right here? This tiny piece, this shitty little nowhere piece that's half the size of a postage stamp? That's your cut. That's your part of this god-forsaken city. You content with that? You satisfied having the fatty cuts and the sweet meats for the monsters to fight over? Maybe you are. But I'm not. So gear up, because it's liberation time.

— Jack Erwin Emerson (ret.), leader of the Crusaders of Night cell

This book includes:

- Systems to run a **Hunter: The Vigil** chronicle on a larger scale, reclaiming parts of your city from various supernatural factions
- Eight urban territories, complete with story seeds and Storyteller characters, ready to be dropped into an existing chronicle or modified to your troupe's tastes
- Storytelling advice on how to create your own territories, as well as running a **Block by Bloody Block** chronicle



HUNTER
THE VIGIL

www.worldofdarkness.com

HUNTER: THE VIGIL

BLOCK BY BLOODY BLOCK™

We shall never understand the... environment
until we see it as a living organism.
Land can be healthy or sick, fertile or barren,
rich or poor, lovingly nurtured or bled white.
Our present attitudes and laws governing
the ownership and use of land represent an abuse
of the concept of private property...
Today you can murder land for private profit.
You can leave the corpse for all to see
and nobody calls the cops.

- Paul Brooks, The Pursuit of Wilderness

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BLOCK BY BLOODY BLOCK™

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Introduction

Here's the good news: the monsters don't dominate this city. No one foul fiend or callous society calls all the streets its own—they're kept to their corners, hedged into their tight little territories.

But with that comes some very bad news, too: with limitation comes desperation, and with desperation comes a host of ill doings. If, say, the vampires "owned the night," then it's in their best interest to keep things quiet. They spread out beneath the surface like an infection, persistent but not bad enough to kill the host. Here, the power isn't in the hands of a single entity or ruling body. It's like several diseases fighting for supremacy, competing infections that are running the body ragged. Territorial boundaries press back and forth; blood spills as claimed domains wax and wane. It's a war out there, and so far, nobody's winning.

That's where the characters come in. They're hunters. They're not much—just one cell operating in the dark of the night, flashlight beams dimming as the batteries die. Maybe they have help—or hindrance—from above, maybe they don't. Either way, they might be just the stabilizing force this city needs. Then again, maybe they don't care about stability. Maybe, just like everybody else, the hunters want their cut, too—of the money, of the law, of the streets.

Territory

This supplement is about territory. The city is not one giant blob—it's a series of domains and territories carved up among competing powers. It works the same way that a city does in the human world: the cops are strong here, the Latin Kings own this part, the Guardian Angels watch that street over there, the Russian Mob has the waterfront, and so on and so forth.

In the World of Darkness, some cities are like that—yes, mortal gangs and institutions control parts of and elements within the city, but so do the monstrous factions: cults and vampires and witches and other awful things that walk the dark streets and monitor their domains from dark towers. Maybe these fiendish factions work to compete with the mortal institutions, or maybe they actually consider such institutions (police department, crime family, local government, whatever) as part and parcel of their territories, jerking the puppet strings when they need something done.

The hunters like to think themselves outside this struggle, but sadly, they're not. Hunters are a paranoid, secretive lot. Some are heroes, but they're flawed. Some are villains, but they're sympathetic. They give themselves over to strange compacts and conspiracies, and these larger-than-life groups

rarely rise above the conflict and instead become part of the problem, claiming territory in bloody coups and culling monsters in mysterious pogroms. Where do the characters fall? Can they stay safe and sane in this mess? Do they climb to the top, or get lost beneath the writhing pile? Do they support the lesser of two evils, or no evils at all? Above all else, can they snatch territories from the jaws of the monsters?

How to Use This Product

This is something of a combination product. On the one hand, it's a generic setting piece establishing a series of generalized territories that you can pick up and drop into whatever city you choose to use in your **Hunter: The Vigil** game, whether it's the default metropolis of Philadelphia or somewhere else entirely. On the other hand, it introduces new

TWO SOURCES OF INSPIRATION

For this product, look to two sources of inspiration.

- **Grand Theft Auto**, any of the games. Don't look at it so much for mood and theme, but more in how it deals with territory: the cities are blocked out into neighborhoods, and each is often ruled by a single individual or group—the game involves ousting these figures and taking territory, but it does so in a way that makes story paramount.

- **No Man's Land**, a Batman story arc in the late 1990s. In this arc, Gotham is abandoned after a devastating earthquake, and what's left of the city is divided up amongst the monsters and villains. It's more obvious than what would happen in the World of Darkness, but the story gives a good look at the push-and-pull of these factions, and shows how territory is a coveted resource.

systems to the game that are meant to simulate the push and pull (action and consequence) of a city-wide secret war for its many territories.

The territories are broad, and meant to be found in most cities—London, New York, Philadelphia, Berlin, Rio de Janeiro and Mexico City share common elements, from financial districts to slums to mass transportation.

Each territory has many small stories bound to it, reflected in story hooks, characters, locations and other tidbits. In addition, each domain has control conditions as well

as assets and liabilities taken on when one “claims” a given territory. You can find more information under “The Territories,” p. 11.

Also, each territory has a link to a web page where you can share your version of each territory with other players and Storytellers, or look for inspiration from other fans’ contributions. If you’re reading this in a print-on-demand format or otherwise can’t access the links, the website can be found at http://wiki.white-wolf.com/worldofdarkness/index.php?title=Block_by_Bloody_Block

New Systems

Below are some new systems that come into play within this product and apply across the board to all territories.

Claiming Territory

Each territory has control conditions listed that might help a hunter cell or organization make a successful claim against a given domain. These control conditions aren’t exhaustive, and are really just guidelines—as much as we’d like to say, “Killing Duncan ensures ownership of the park,” it’s rarely that straightforward. Stories must remain fluid and so it’s impossible to list absolutes.

When a hunter cell does claim a territory (as decided by the Storyteller), that cell is given some benefits. Those benefits are as follows:

- Each territory has a number of assets and liabilities listed. The cell gains access to or the benefits from these assets for as long as they hold the territory. If the Storyteller determines that another group reclaims or steals the territory, they gain access to the assets and the cell loses them. The same, of course, goes for the liabilities: when hunters take a territory, they have to deal with certain consequences, and any new owners take those consequences on themselves while divesting the hunters of them.

- At the time the cell claims the territory, each hunter character gains one Willpower point and one additional experience point. In addition, the cell receives five total practical experience points to bank, divvy up or spend as the group sees fit.

- In addition, for every chapter (game session) in which a territory remains held, each hunter character gains one point of Willpower.

New Dread Powers

The following Dread Powers can be used for any antagonist you hope to create in **Hunter: The Vigil**. These in

particular apply to some of the monstrous characters found throughout this product.

Absorb Knowledge (•)

Cost: 1 Willpower

Dice Pool: None

Action: Instant

Effect: The creature may touch a book or other repository of knowledge (a computer, perhaps) and absorb all the information contained within. The information in that book now represents a Specialty for a given Skill (Biology for Science, for instance, or Mythology for Academics) that provides the normal +1 to all appropriate rolls for the rest of the day. The knowledge fades at the end of the day, unless the creature spends another Willpower point to keep it going.

Clamber (• to •••)

Cost: 1 Willpower

Dice Pool: Dexterity + Athletics + Clamber

Action: Reflexive

Effect: For the remainder of the scene, the monster can climb on all fours up impossible to climb surfaces such as walls, ceilings, windows and the like. The monster moves as if she were walking or running on normal ground (see Speed, p. 95, **World of Darkness Rulebook**).

Destiny (• to •••••)

Cost: None

Dice Pool: None

Effect: This creature is bound to the crass weave and weft of fate, for good or ill (probably for ill). For every story, the creature gains a pool of “destiny dice” equal to twice the number of dots the fiend possesses in this Dread Power. The monster may add these dice to any dice roll during that story, but once they’re spent, they do not return until the next story.