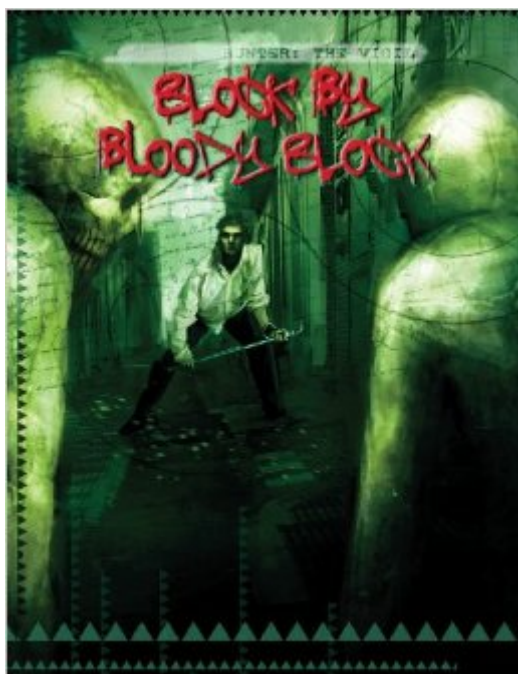


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# Hunter Block By Bloody Block



## Synopsis

• 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 • Links to a Block by Bloody Block online wiki

## Book Information

Toy

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Product Dimensions: 10.6 x 8.1 x 0.6 inches

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Average Customer Review: 4.3 out of 5 stars • See all reviews • (3 customer reviews)

Best Sellers Rank: #2,415,176 in Books (See Top 100 in Books) #84 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Other #523 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

## Customer Reviews

This is a barbed little sourcebook for Hunter: the Vigil designed as Hunter's answer to the Vampire supplement Damnation City, which instructs Storytellers how to flesh out an urban landscape so that it becomes like another character in your stories. Like Damnation City, Block by Bloody Block gives you sample neighborhoods suitable to drop into any real or fictitious city setting. It weighs in much lighter, though at about a tenth of Damnation City's 400+ page girth. There is a marked difference in tone, as monster hunters seize and hold territories in a much different fashion than vampires, and for vastly different reasons. Each neighborhood is competently described, with sample locations and descriptions of the feel and tone of the setting and inhabitants. Also included is a "bad guy" who controls things either overtly or behind the scenes that can serve as an antagonist, foil or potential ally in your chronicle. A number of minor Non-Player Characters are included as well. The consequences, assets to be gained and consequences of holding the territory one of the book's finest points. My favorite "neighborhood" is the subway system, controlled by a secretive motley of changelings. Astute Changeling: the Lost fans will recognize the group's leader, Nyx, from The Fearmaker's Promise. There are story ideas, political intrigues and plot hooks scattered all over the

supplement, enough for quite a few fruitful game sessions. Although Hunter is designed as a stand-alone line, needing only the World of Darkness core rulebook to play, fans of the other game lines will enjoy little Easter eggs sprinkled through the book.

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