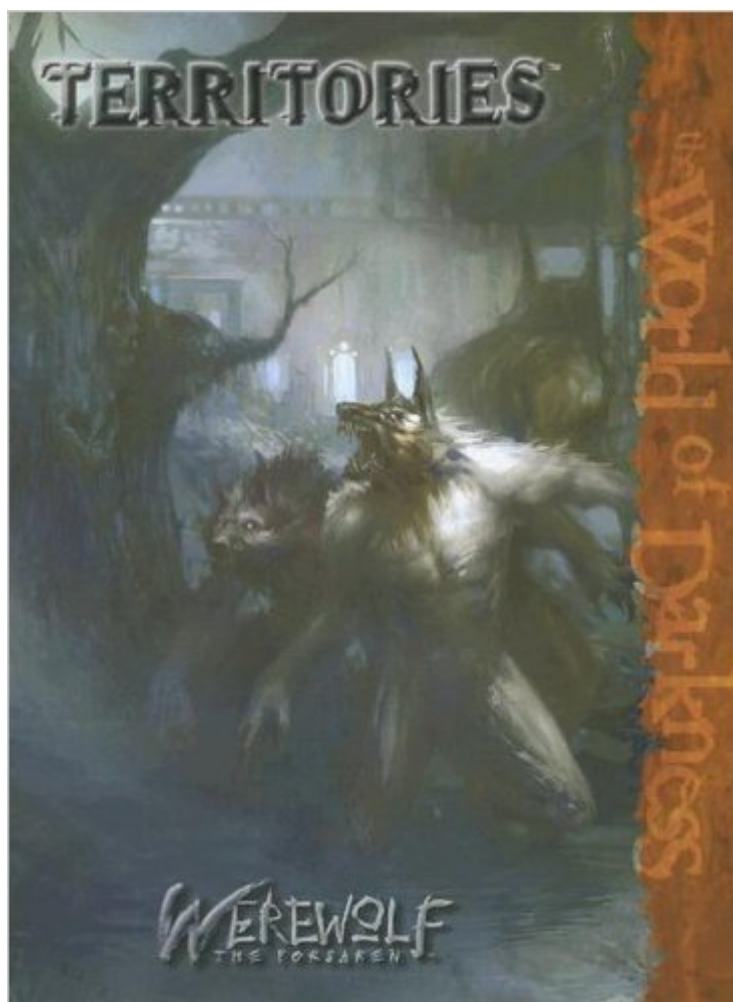


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# Territories (Werewolf, The Forsaken)



## Synopsis

“I don’t give a damn if you think you have some sort of right to this place. I don’t care what the Shadow looked like before you got here, and I don’t care if you’re the best thing to happen to this land since the Fall. The only thing that matters is if you can stop me and mine from taking this place from you. If you can do that, then it’s yours by right. If you can’t, you had no right trying to call it your own in the first place.” -- Jack Timber, Blood Talon

**Borders Drawn in Blood** It’s worth fighting for, even dying for. A pack’s land is its lifeline – it is the haven for their loved ones, the wellspring of their spiritual power, the last battleground. Learn just what it is that werewolves fight for – and why. The line must be drawn.

**A Sourcebook Book for Werewolf: The Forsaken**,  
This book includes:  
• A player’s guide to helping design the elements of the pack’s territory, complete with a system for purchasing elements both helpful and baneful  
• A comprehensive guide to Storytelling the struggles over territory and incorporating the territory as a character in its own right  
• Five sample territories to be dropped into any chronicle

## Book Information

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## Customer Reviews

As noted elsewhere, this book is a wonderful Werewolf supplement covering material that could easily be used for Storytelling other WoD games. It’s something of a leaner, Werewolf-oriented version of the Vampire supplement *Damnation City*, which I’d consider the single most useful book of that line. I haven’t read enough of the Werewolf supplements to say that this is the case for *Territories*, but it’s certainly the best W:tF book I’ve read so far. I’m generally one to skip the opening fiction if it doesn’t catch my attention quickly, but found this volume’s opener an entertaining

introduction to the material herein. The rest of the book expands on one of the most important elements of the Werewolf game - a pack's territory. It includes tips for building territory as a Storyteller or (as suggested) with your players as a group process overseen by the Storyteller. It provides sample locations to include in territories, from rural to suburban and urban, and it doesn't neglect the Shadow considerations either. These entries include means of creating and eliminating each type of location, as well as suggestions for the site's spiritual resonance and a collection of problems and hooks that might come with having such a place in one's territory. There are also a set of territory descriptors that can be overlaid with any of these sites to change their ambience (for example, the "sanguine" descriptor suggests how the site might change if it were attractive to - and impacted by - vampires). I found this a welcome addition to an already very interesting and useful section. The brief thoughts on ley lines here help explain how this concept works in game terms, which for me almost made the book worth the asking price in and of itself.

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