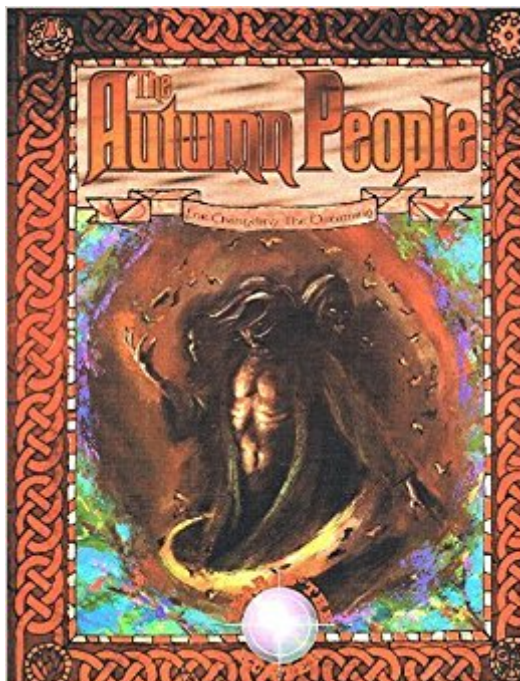


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The Autumn People: Changeling, The Dreaming



Synopsis

RPG Book

Book Information

Series: Changeling - the Dreaming

Paperback: 96 pages

Publisher: White Wolf Publishing (December 1, 1995)

Language: English

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Shipping Weight: 10.4 ounces

Average Customer Review: 3.5 out of 5 stars 3 customer reviews

Best Sellers Rank: #2,407,809 in Books (See Top 100 in Books) #73 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Other #470 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #27355 in Books > Humor & Entertainment > Puzzles & Games

Customer Reviews

RPG Book

This book is a sourcebook for "Changeling The Dreaming." and it provides a look into the more Banal and dangerous side of things for the game. "Autumn People" are people with high Banality, people who are dangerous and damaging to the Fae. The sourcebook explains the types of Autumn People and how they might be handled. Templates are provided, and also there is a good deal of information on Dauntain Fae, Fae who have turned away from the dreaming to serve the cause of Banality.

There are quite a few books that a Storyteller needs to play a proper Changeling game. This is one of them. With loads of information on the Autumn People and Dauntian, this books will spice up any Changeling game with new villains. If you could only get one extra book with your Changeling purchase I suggest this one. The others that are useful are "Dreams and Nightmares," and "Inanime; the Secret Way."

The few Autumn people I have met sent showers down my spine, and I am not easily intimidated. I am a Kinain, but their influence is so powerful that even I cannot withstand the banal coldness they create in their immediate surroundings. I can only imagine what a being like the Autumn people can inflict upon Kithain. Nevertheless, these creatures also have their uses in keeping young pranksters aware of the reality that lingers just outside the freeholds. I have seen more than one wilder running into their doom by ignoring the threats and advises we grumps give them. I hope that those who watch and regulate (aka Storytellers) use this source as it is intended to be used as. The ones who act (aka players) should pay close attention to what they may learn from these people. Those who act are always the first to experience what banality can do to a clumsy wilder without any attention to the world. Be aware of the servants of Banality, and their allies, the cursed Dauntain, the ones who do not honor their birthrights and responsibilities, and who hunt their brethren. Jonathan McDaniels, kinain of unknown heritage

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