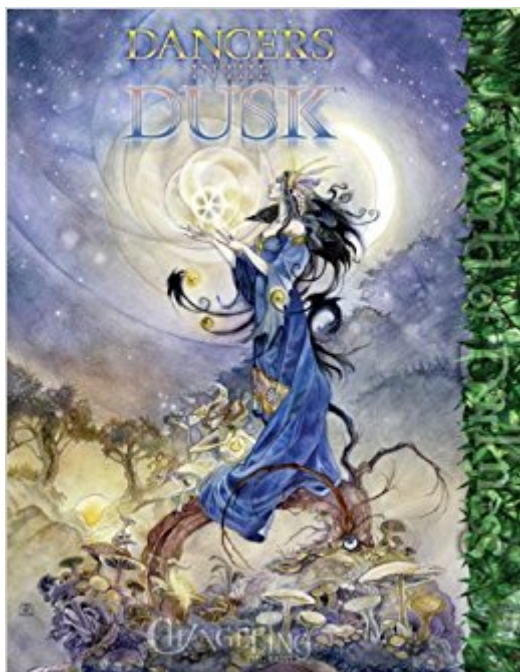


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Changeling Dancers In The Dusk



Synopsis

The Deepening Darkness Sunlight fades, and the world cools. The sounds of the day fade, and the sounds of the night begin. Deep in the Thorns, things shake themselves awake and come creeping down the pathways. The sun is gone. Dusk is here.

A Character Book for Changeling: The Lost

- o Expanded information on dreams and nightmares, from the dreamscapes that ensnare the unwary to the incubi that prey on people there
- o New tools for Storytelling, from new hobgoblins and Hedge culture to the theme of dusk and the perils of dark Fate
- o Dusk magic, the Dusk Court, new Entitlements, and more

Book Information

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Customer Reviews

I greatly enjoy Dancers over all...Chapter One presents new rules on Dreams, with traveling them, Oneiroscopy for interpreting Dreams, Incubi that offer new antagonists for changelings to confront when in Dreams and not just or always a Gentry. A new half template in that of the Cambion is introduced, a half human, half dream result of Incubus & Succubi.Chapter Two delves into Fate and using it in a chronicle, again, more antagonists and new contracts are introduced. Curses are also explored and looked at. Especially useful are some of the new pledges. Lastly in this chapter is a new type of magic item, the Trophy... once belonging to one of the True Fae, how they work and their drawbacks.Chapter Three explore more of the Hedge, offering ideas and places on how to flesh it out more with various denizens and locations. There's a lot of good ideas in this chapter. A fair warning, this book offers the potential for players or an ST to turn the Hedge into more of a

Disney Land trip then offering horrors. For a discerning ST, what's offered here can help you keep any Hedge trip from meaning that its instant kill of the characters. You can provide more story of the strangeness and weirdness of the Hedge. For players, the new threats presented here are still dangerous. And the Unmade... one version of what happens to a Mage who thinks they're going to find Arcadia. Take off those Rose Colored Glasses now...Chapter Four... New, alternate rules are presented here for increasing Wyrd and what happens. Good only if you're doing a short term chronicle and want to show players why it's not a good idea to instantly increase ones Wyrd. As to the Dusk Court... maybe it's me, maybe it's not. But I'm a little burnt out on seeing yet another Court. It's good, once I took the time to really sit and read it and the way they're presented, you can have a Dusk court character in a Seasonally ruled Court. And several new Entitlements offer up more possibilities for play. Each chapter is good and offers something to the table for Changeling. Taken all together, it does come off as a bit disjointed and doesn't have a very good unifying theme.

Good stuff. Fun court, good oaths, short.

If you love Changeling Lost, then this is definitely one to add to your collection. It goes through the dreaming and hedge mostly. It has interesting characters as well. Personally I thought it was great.

While it's a great book, it's weakness is that it does not go far enough. When you first look through the book right off you see that the tone is different from all other Changeling the Lost books and that's good (not that I don't like the others). But I keep feeling that the author kept holding back on what he really wanted to write about.

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Dancers in the Dusk aims to provide tools for storytellers and players to help them flesh out the world and themes of Changeling: The Lost. It's a companion volume to Swords at Dawn, and details further the influence dreams and fate can have on Changeling games. This particular book is geared more toward the storyteller, but there are Contracts and Entitlements that may make this a good buy for avid players as well. Whereas the Dawn volume introduced the Dawn Court, this book introduces a Dusk Court, again complete with Contracts and a Mantle of its own. The first chapter focuses on dream, offering new tools and tips for dealing with this aspect of the game. These

include expanded information on the Skein (an interconnected web of dreams, similar to the dream material found in the Mage supplement Astral Realms), a new oneiroscopy mechanic for interacting with dreams, an astrological system for classifying dreams (a great storytelling tool and supplemental system for running dreams in-game), and a host of dream antagonists complete with story hooks. Chapter two offers tips on using Fate in Changeling games, making it one of the game's key elements of distinction from other WoD lines. It offers yet more thematically appropriate antagonists, and continues the thread of Fate-based storytelling by offering tips and systems on how Curses and unwitting pledges can be presented effectively for dramatic gameplay. This chapter includes a new Goblin Contract related to Wyrld and Contracts of Lucidity that effect Clarity. Chapter three does more to expand on the Hedge and its population than any other book in the Changeling line. It offers many Hedge locations of varying purpose and theme, and the coolest collection of hobs offered anywhere. As a proud owner of all Changeling: The Lost sourcebooks, I recommend this book above all others for Storytellers interested in bringing out the unique and flavorful aspects of this game. As above, if you were only to purchase one CtL book beyond the core, this is the one that will provide you the most diverse set of tools and information to get you going. If you're not a Changeling player, but run other WoD games where dream might be used (Mage, Vampire's Alucianor bloodline, Invictus dream-drinking), the ideas and enemies in chapter two may be helpful and interesting nonetheless. Highly recommended.

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