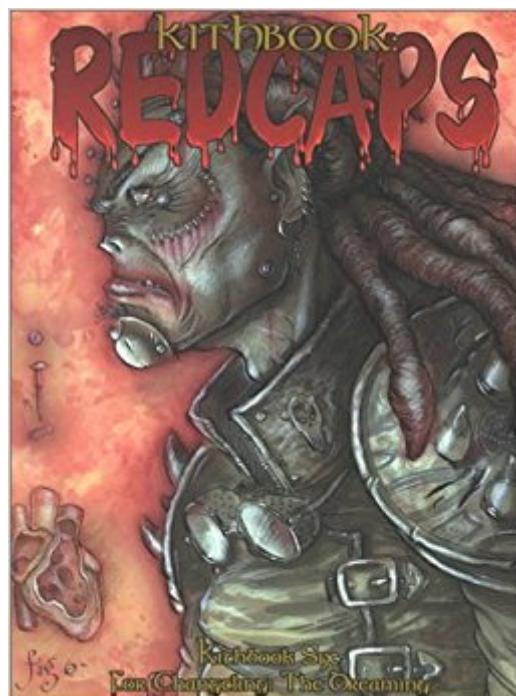


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# Kithbook: Redcaps (Changeling: The Dreaming)



## **Synopsis**

Book by Dansky, Rich

## **Book Information**

Paperback: 96 pages

Publisher: White Wolf Publishing (September 7, 2000)

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## **Customer Reviews**

Book by Dansky, Rich

I had some very high expectations for this book, and one of its few faults is not being as dark as it could be. A Redcaps book should really have been a Black Dog Game Factory book, as Changeling lacked a title under that line. It does deliver what it set out to do, a brief history of the kith and a plethora of role-playing tips and aids. It just could have been a bit more menacing. There are nightmares-made-flesh we are talking about after all.

This book does a very good job of fleshing out (no pun intended)redaps. Redcaps are proud of their hack-and-slash reputation, and the book keeps this viewpoint well. Most of the book has the mentor-to-student point of view, which allows it to discuss things the other kiths would never know about them. It also (finally!) gives the Seelie side of things, and redefines how the two courts get along under the 2nd ed. rules. The merits and flaws are well explained, and the treasures suit this kith well. There are a few changes from the main book, but most of them are easily explainable (are you REALLY gonna ask a redcap what kind of dreams created them?) and allow for better roleplaying. My only complaint is that one of the side legends was missing information (cutting off in

mid-sentence was a big clue). But overall, it's a very good resource, and a book I highly recommend.

The long awaited release has finally arrived! This book covers the nooks and crannies that every player of the Changeling: The Dreaming has been waiting for! A must have for gamers and collectors alike!!

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