

# Appendix: The Autumn People Errata

The following errata is for **The Autumn People**. This information was dropped from the text due to a printer error.

## Webcraft

The force of conformity and stasis is the force of the Weaver. Lacking empathy for creativity, the forces of the Weaver bind reality in her lifeless dehumanizing web. When using this power, the character must roll Intelligence + Science.

### ☉ Weave Web

The caster can make a substance stronger. He has focused his attention so thoroughly upon the substance that its mundanity is enhanced. For each success, the substance will either inflict an additional Health Level (if it can be brandished as a weapon) or gain an extra Health Level (if it cannot). The duration is one session. "Crushing mundanity" takes on a whole new meaning.

### ☉☉ Overwhelming Wincing

The caster becomes painfully dull, and can cause one target nearby to lose one Health Level from wincing and an overwhelming headache. For each additional success, the caster can affect one additional target. This is particularly effective in board room meetings.

### ☉☉☉ Warp Will

The caster's activity puts those around them through a purgatory of boredom. For each success, the caster reduces the temporary Willpower or Glamour of each person around him by one. This may be used once per session.

### ☉☉☉☉ Wend Your Way

The caster overcomplicates any one process so much that others cannot figure out precisely what he is doing. Anyone who studies what the individual is doing becomes so easily distracted by more fascinating things (like trees and rocks) increases his difficulty of each roll by one for each success on the Tedium (up to a maximum of +3). For instance, this can affect Tracking and Investigation rolls.

### ☉☉☉☉☉ Cry "Woof"

The caster will summon a Weaver spirit. The entity level of power of the spirit depends on the number of success attained. For more details on Weaver spirits, see *Werewolf: The Apocalypse, Second Edition* or *Mage: The Ascension, Second Edition*. Examples include Paradox Spirits of the Mind Sphere, Pattern Spiders and Nexus Crawlers. This is extremely dangerous, and shows the inherently destructive nature of following stasis.