

The Weaver and the Tapestry

The Kithain share the world with a host of other supernatural creatures they call Prodigals, "lost children" who have forgotten their faerie heritage. One notable race of prodigals are the Garou, werewolves who use their wisdom to protect the world. Changelings who deal with the Changing Breed point out that some faerie myths are quite similar to those of their lost brethren.

For instance, troubadours who tell tales about the sundering of the Dreaming from the world describe all of reality as a vast Tapestry. The Tapestry was once beautiful and elaborate. It would have had no pattern at all if all the threads were the same, so the fabric once had a beautiful design, delicately balancing bright embroidery against subtle backgrounds. Bright strands stretched through dull cloth; thick homespun yarn intertwined with slender silvery thread. Then the Dreaming was sundered from the world, and patches of cloth were torn from the Tapestry. People changed, the world grew, and the Tapestry was ripped apart in the process. Many of the brightest, "frivolous" patterns were rent from the fabric, destroying the pattern of all things, and more "reasonable" designs were sown in their place. The truest and most beautiful threads were lost.

The Tapestry had to be fixed, so there were people in the world who recklessly tried to mend it. They still continue their work, patching the holes as quickly as they can and using the cheapest thread they can afford. Humankind has rewoven the Tapestry, but since they cannot remember what it once looked like, the colorful cloth is now a lifeless gray patchwork. The weavers of the Tapestry have obscured the pattern, making it harder to see the beauty that was once there. The Autumn People and the Daintain work with the weav-

ers by dyeing the cloth, tearing out old patches, and weaving in patterns of their own choosing. The Tapestry is still here, but it isn't the same.

The werewolves have a similar myth about the death of spirituality. Galliard storytellers speak of three spiritual forces guiding all things: the Weaver, the Wyrn and the Wyld. The Weaver is the force of stasis and conformity; the Wyld is the force of creation and energy; the Wyrn is the source of corruption and destruction. The three forces were balanced until the Weaver went insane and tried to bind the other two into her lifeless web. The Wyrn responded by striking out at all of creation to stop the Weaver from growing too strong. As they fought, the Wyld began to die, and spirituality began to fade from the world. The webs of the Weaver grow strong as cold Reason and technology become more prevalent; the wilderness of the Wyld is driven out, and communion with the spirit world becomes harder as the world dies.

Although changelings don't believe in the Weaver, they're still familiar with its handiwork: Banality. The two world views aren't the same, but they're close enough for the changelings and the Changing Breed to understand one another. The Garou try to heal the world by striking out at the Wyrn and preventing its corruption from spreading. The changelings instead try to overcome the "weavers" by bringing magic and imagination to the world, spreading what the Garou call the force of the Wyld. Garou and Kithain see the world in different ways, but according to the storytellers, they are merely fighting on different fronts of the same battle. The stories are different, but both myths are interpretations of the same truth.

Powers of the Autumn People

Though they have no inherent "powers" which allow them to affect Kithain, other than causing them to gain temporary Banality, some Autumn People are so mundane that they can actually afflict harm on the fae. This is known among Kithain as Berating Oration and is described below.

Berating Oration

Autumn People are so enraptured by their dull and lifeless world that they can actually inflict pain on people who are attuned to creativity and energy. When engaged in

prolonged confrontations with Kithain, they can actually harm them with "illusory" emotional damage. If a changeling chooses to heal these wounds with Glamour, the effect will still be noticeable.

If a mortal has a Banality of 9, she can inflict chimerical damage on a changeling through by declaiming a Berating Oration. For the duration of one scene, the Autumn Person must either:

- carry out a senselessly mundane course of action with the assistance of a changeling.
("Yes, let's burn these old toys. I don't know why I kept them.")
- critique the lifestyle of the changeling.
("Why are you dressed that way? Do you think it's Halloween?"), or
- confide the painful details of her life.