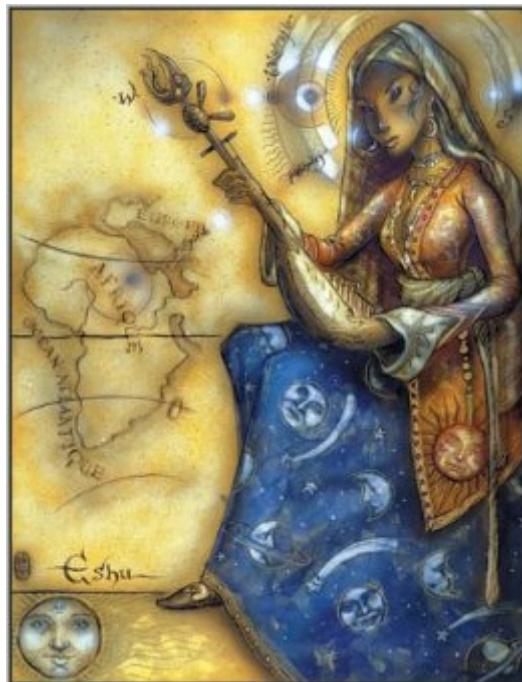


The book was found

Kithbook: Eshu *OP (Changeling: The Dreaming)



Synopsis

Book by Woodworth, Peter

Book Information

Series: Changeling: The Dreaming

Paperback: 96 pages

Publisher: White Wolf Publishing (September 17, 2001)

Language: English

ISBN-10: 1565047850

ISBN-13: 978-1565047853

Product Dimensions: 8.4 x 0.3 x 10.9 inches

Shipping Weight: 9.6 ounces

Average Customer Review: 4.3 out of 5 starsÂ See all reviewsÂ (3 customer reviews)

Best Sellers Rank: #1,660,250 in Books (See Top 100 in Books) #46 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > Other #312 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #68227 inÂ Books > Science Fiction & Fantasy > Fantasy

Customer Reviews

One of the final books in the Changeling line, I was so excited that this book even managed to come out. Unlike most other Changeling books (which are often excessively Western, particularly Celtic, based), this book focuses on the Eshu, the wandering kith from Africa, the Mid-East and Asia. After a cool, African-styled story, we get into Eshu history, from the Orisha's creation of the world, to the negative meetings with the European fae, to the modern era. Following this is an Eshu lexicon (of mainly Yoruban, Rromani and Creole words). The next chapter goes into the diversity of Eshu society, including not only African, Mid-Eastern, Indian and Rromani Eshu, but also "western", Native American, Aboriginal and even Asian Eshu. Eshu Birthrights, traditions and lifestyles are all explored in depth, from their love of wandeirng, carousing and telling good stories, to their reverence for Uhuru (freedom) and their devotion to the Orisihas. This is continued in the next chapter, which covers Ojo (Seelie) and Iku (Unseelie) courts, as well as Eshu stereotypes, both on the Kithain and on other, stranger beings they've encountered on their travels. The next chapter goes into depth on two important sub-kiths as it were: the Oba, royal caliphs and chieftens (easily rivalling any Sidhe) who remain exclusively in the Eshu's homelands of Africa, the Middle East and India; and the Aithu, corrupt Thallain mockeries of the Eshu, noted for their greed and cunning, who have thus far remained in Africa, but slowly creeping into the Mid-East and Eastern Europe. In

addition, there are a some NPCs, including legendary tale-teller Scherezade and Voudon Queen Marie Laveau. These are followed by some original templates, like the Wandering Capoeira Teacher.

I admit, I only recently got into Changeling, after the whole "World of Darkness ending" deal, and several years after most of the books went out of print. But something in the setting called to me, and when I read the core description of the Eshu, I thought that I'd found it. Here was an entire 'race' of Fae storytellers, tricksters who always showed up at the most dramatically appropriate moment, with a tale for any occasion. I considered the Eshu to be the best kith in the game, hands-down. So, it was with great hope that I opened up my copy of "Kithbook: Eshu", and began reading. Boy, was I disappointed. The book, rather than trying to expand what we knew about the Eshu, goes in an entirely different direction, choosing to portray them as wanna-be Sidhe. Now, I'm sure that some Eshu will enjoy playing their character this way, but an entire book dedicated to "The Sidhe suck. Boy, do they suck. I mean, we're SO much better suited to rule than they are"? NOT my cup of tea. Not to mention, the character concepts in the back are best ignored. Anyway, here's a quick rundown of the various sections. 1) The traditional WW story introduction. And it's pretty fun to read, combining myth with the portrayal of Eshu as a trickster spirit. Got my hopes up for the rest of the book. 2) The history of the Eshu. It's interesting how they tie the Eshu/Sidhe conflict into the conflict between Europe & the rest of the world, but the chapter mostly comes off as an Eshu elder whining about how nothing is their fault, since they've been screwed over by the Sidhe since forever. (Frankly, I think the Eshu would've been less likely to whine, and more likely to use guerrilla tactics & trickery to spite their enemies. But that's just me.

[Download to continue reading...](#)

Kithbook: Eshu *OP (Changeling: The Dreaming) Kithbook: Satyrs (Changeling, the Dreaming)
Kithbook: Trolls (Changeling - the Dreaming) Kithbook: Nockers (Changeling: The Dreaming)
Changeling Screen and Story Secret *OP (Changeling - the Dreaming) Changeling Players Guide
*OP (Changeling: The Dreaming) Changeling Storytellers Guide *OP (Changeling: The Dreaming)
Lucid Dreaming: Learn How To Control Your Dreams In 10 Easy Steps - Lucid Dreaming
Techniques (Lucid Dreaming, Astral Projection, Visualization Techniques) Shards of Hope: A
Psy-Changeling Novel (Psy/Changeling Series Book 14) Changeling Rites of Spring *OP
(Changeling: The Lost) Changeling Lords of Summer *OP (Changeling: the Lost) The Shining Host:
Changeling: The Dreaming for Mind's Eye Theatre Changeling: The Dreaming, A Storytelling Game
of Modern Fantasy Kingdom of Willows (Changeling: The Dreaming) Isle of the Mighty *OP

(Changeling - the Dreaming) Nobles: The Shining Host (Changeling - the Dreaming) Inanimae: The Secret Way *OP (Changeling: The Dreaming) The Autumn People: Changeling, The Dreaming Noblesse Oblige, the Book of Houses (Changeling: The Dreaming) Immortal Eyes: Court of All Kings (Changeling: The Dreaming)

[Dmca](#)