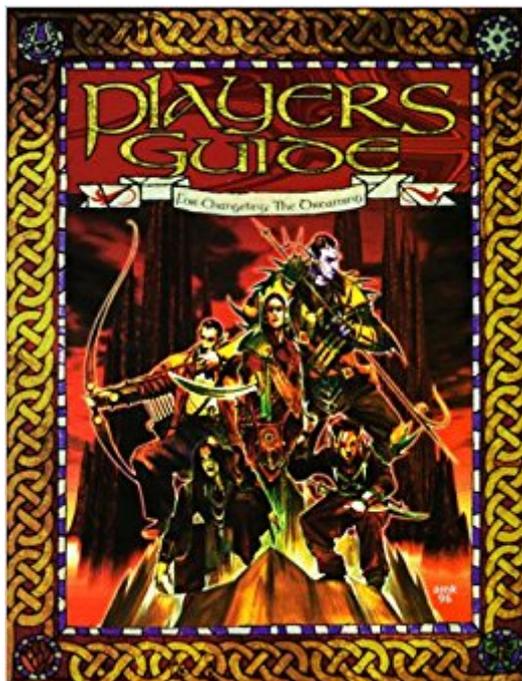


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# Changeling Players Guide \*OP (Changeling: The Dreaming)



## Synopsis

The World of Darkness role playing games take the reader into worlds and realities where magic is not dead and not even the dead are dead. Changeling: The Dreaming takes the player into the strange world of the Kithain. ' --This text refers to an out of print or unavailable edition of this title.

## Book Information

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## Customer Reviews

Some call it 'fluff', some scoff at the idea of playing a faerie; however, a look deeper into the heart of the book will reveal the Changelings have as much to fear about the Endless Winter as the other supernaturals of Gehenna, the Apocalypse, the Oblivion and the Ascension War. There is a constant battle between fantasy and reality, not only are Changelings caught in the middle they are expected to fight on either side. Second edition is truly a 'glamorous' work of art, with its artwork, cultural setting, clearer rules and WW system. It can be much more challenging to run a crossover chronicle with the other WoD games but it can be very rewarding. Changeling offers an outlet of pure creativity, however this does not always equate to silliness, for the themes of Changeling can be as subtle and dark as any of those in Vampire. I may be incredibly biased, but Changeling is by far my favorite game in the WW series, for its creative outlet and strong ties to history and mythology as well as continued White Wolf quality.

Changeling is one of the most innovative rpg's I have ever seen. But as in most of the White Wolf games the organization of the book is terrible you have to flip over pages to find the exact thing that

you are looking for, but after some time you can get used to the book. The idea of playing faeries in world of darkness is a most challenging and enjoyable one. And the way that WW puts the elements of traditional faerie tales into their gloomy world is very successful. (`a faerie dies when someone says that she oes not believe in faeries` makes sense in the changeling the dreaming) If you are tired of dungeons and dragons style of fantasy and if you are not obsessively inlove with the darkness of vampire the masquarade, changeling is a good rpg for you. For those who think that changeling is not going along well with the other world of darkness games, because it is too "light" should consider that nothing can be more frightening or more beautiful than our dreams.

For all of those who are tired of the angst of Vampires, give Changeling a chance! Yes, they are "sad" creatures, forever forbidden from their home, doomed to dwell in a world that threatens to murder their souls on a daily basis, but at least they aren't completely immersed in their own misery! I've tried Vampire, read Mage, thumbed through Werewolf, and the only one that truly captivates me is Changeling. If you're looking for diverse characters, entertaining stories, and infinite possibilities, look no further than Changeling: The Dreaming.

Changeling is, to be frank, amazing. This game makes the best use of mythology in the modern world of any of the games I have ever seen. Far more mature and subtle than Shadowrun and it's ilk, and without the self-obsessed melodramatic angst of many of WW's other games, Changeling is a game that brings up issues of present vs past, of dreams vs reality, of mythology and tradition vs new creativity and trends. With this game you are free to do anything from a Campbellian quest to kill the dragon to speculation on the way that capitalism and creativity shape the way we think - or don't think. It is, quite simply, the best of White Wolf's productions.

Changeling is a great game that is based on fairy tales from around the world. You play one type of Fae or another (anything from a globe-trotting Eshu to a blood-thirsty Redcap). It's hard to make these characters bland and the flightly nature of the Changeling world allows for endless possibilities as long as your GM is flexible. This is not a game for GMs who like to have all their ducks in a row, nor is it a game for people who only like high powered campaigns. It is ideal however, for the low powered player who likes lots of character development. Also, the nature of Changelings makes it very easy for the campaign to stay upbeat if that is your choice. However, Changelings can have all sorts of interactions with other supernaturals, giving the campaign a chance to get dark if that is your desire. The book itself is in full color, and has the most beautiful art

work of any Whitewolf book I've seen (the whole Changeling series of books is well done). I can see how Changeling's reputation for being a girls' game is true but guys, if you like character development, you should give this one a try!

I knew what I was getting. This game is a flight of fancy. If you are more into rules and fighting take a look at Changeling: The Lost. The Dreaming is very fluid and much more character and setting driven. It's a great opportunity to explore fairy tales and mythology. It takes place in the Vampire world so it will be familiar to anyone playing that game.

What can I say, I really love this game. The setting is excellent, and it's (gasp) a semi-positive game out of White Wolf. The problem is this game is really not for everybody. My girlfriend hates the game saying it is a game of "Let's Play Pretend, that we are Playing Pretend." Which is an accurate description of the game in a negative view point. I just like it because I like fantasy, but am really sick of the AD&D version of fantasy, and was looking for something different. So if you like different give the game a try, but trust me, it is not for everybody.

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