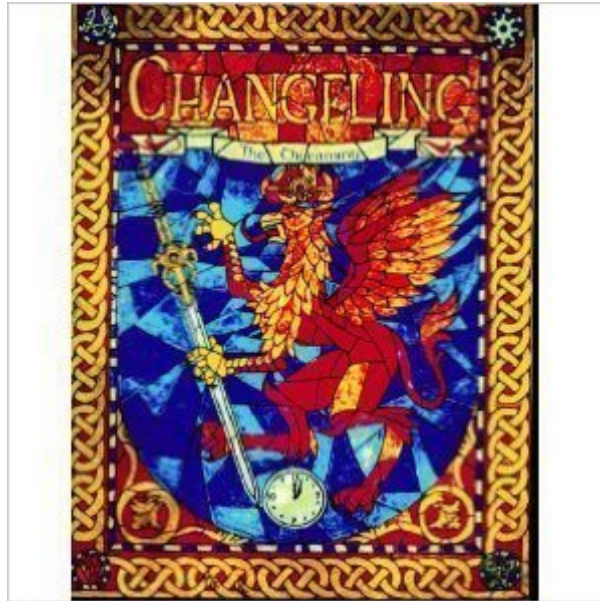


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Changeling: The Dreaming, A Storytelling Game Of Modern Fantasy



Synopsis

RPG Book

Book Information

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Customer Reviews

This book holds a lot of nostalgia for me; it takes me right back to 1995. Marketed as the last of the five White Wolf core game lines (before Hunter: The Reckoning and Mummy: The Resurrection, and [Noun: The Evocative Verb] proved them wrong, it was by far the brightest of the five lines. Many people say it is the lightest, this is misleading. It is the brightest, the most colorful and evocative. The other games like Vampire, and Wraith in particular can get bogged down in the dreary weeds of the World of Darkness; Changeling offers an alternative, a game where you play a character half mortal and half immortal fairie (a creature native to the realm of Dreams). You are literally awash in the dreaming life of mortals, their fantasies, idle fancy and darkest nightmares. This means that Changeling can be as dark as you wish it too, or as light-hearted as well. In fact, it is the only core game that has rules for playing children (and believe me after four years of playing angst-ridden Kindred or brutal Garou that was a revolutionary change). Not everything is light, like the other WoD games there is an apocalypse built in, that involving the death of creativity in light of the cynical nature of our postmodern world. For a changeling, this means the terrifying prospect of the permanent loss of their fairie soul. As much as I love the game in theory, it is a challenge in practice. First is the challenge of finding players and storytellers who really grok the game. Many gamers just can't wrap their mind around it. Secondly is the magic system: Hopelessly Broken.

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