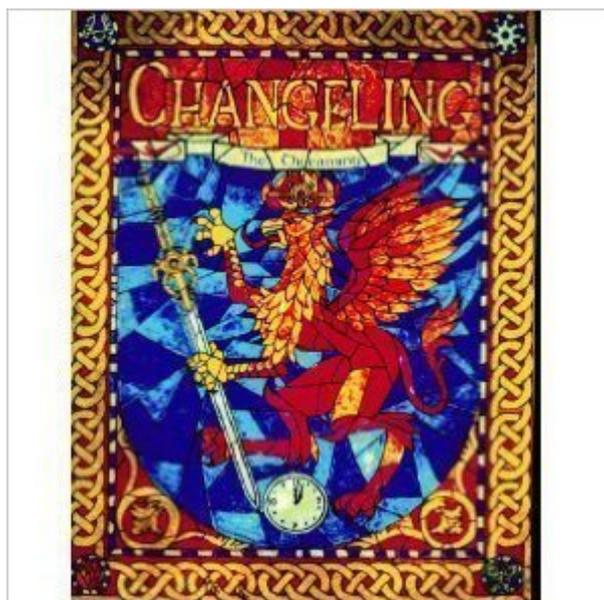


The book was found

# Changeling: The Dreaming, A Storytelling Game Of Modern Fantasy



## Synopsis

RPG Book

## Book Information

Paperback: 293 pages

Publisher: White Wolf Publishing; English Language edition (December 1, 1995)

Language: English

ISBN-10: 1565047001

ISBN-13: 978-1565047006

Product Dimensions: 8.5 x 0.8 x 11 inches

Shipping Weight: 1.8 pounds

Average Customer Review: 4.5 out of 5 stars [See all reviews](#) (8 customer reviews)

Best Sellers Rank: #229,823 in Books (See Top 100 in Books) #7 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Other](#) #26 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#) #17076 in [Books > Science Fiction & Fantasy > Fantasy](#)

## 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*.

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

Changeling: The Dreaming, A Storytelling Game of Modern Fantasy 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) Daily Fantasy Sports: How to Dominate & Win Fantasy Baseball, Fantasy Basketball and Fantasy Football Leagues to Turn Profitable Seasons Storytelling with Rubber Stamps (Scrapbook Storytelling) Shards of Hope: A Psy-Changeling Novel (Psy/Changeling Series Book 14) Storytelling: 99 Inspiring Stories for Presentations: Inspire your Audience & Get your Message Through (Storytelling, inspirational stories & presentation zen, mentoring 101, ted talks) 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 Kithbook: Satyrs (Changeling, the Dreaming) Kithbook: Trolls (Changeling - the Dreaming) Kithbook: Nockers (Changeling: The Dreaming) 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

[Dmca](#)