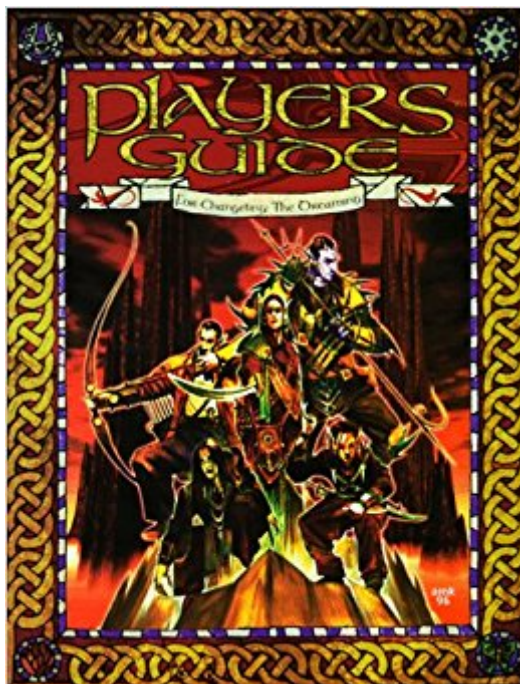


The book was found

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

Series: Changeling: The Dreaming

Paperback: 96 pages

Publisher: White Wolf Publishing (May 1, 1996)

Language: English

ISBN-10: 156504701X

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Product Dimensions: 8.4 x 0.4 x 10.8 inches

Shipping Weight: 1.2 pounds

Average Customer Review: 4.4 out of 5 stars 46 customer reviews

Best Sellers Rank: #1,686,691 in Books (See Top 100 in Books) #31 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Other](#) #243 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#)

Customer Reviews

A crazy but good system. You can really decide what the rules mean in some cases (see 4chan rants to this effect) and as all WoD books it's way disorganized, but still the most inspirational game out there if you plan to use it as a starting point and then throw in Froud, Gaiman, DeLint ... Yay!

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.

The dice-roll system for Glamour and Bunk tables are EXCEEDINGLY helpful, with the Nunnehi (native changelings) being an awesome addition to any chronicle which includes the changing breeds. If you intend to play with a changeling and shifter troupe, or just want to free yourself from the hassle of glamour cards, this book is a great buy.

Short and sweet review... Book is great for the art (several Tony DiTerlizzi pieces) and for the Faerie point of view of the old WoD. The new WoD version of Changeling has a much better system of rules, and the setting isn't bad in and of itself, but every gamer I know plays the new rules in the old setting.

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.

I just bought this book, and I haven't really gone in depth into the book. I have read some of it and I gotta say I am totally looking forward to starting this game, and getting many more World of Darkness books.

Me and my friends love the whole pencil and paper RPG, so when I suggested this, we got the book and went straight into story mode!

because the artwork is different from the first edition I owned in my youth....Alas and alack. Still a great concept - wish I had time to play!

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