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Changeling: The Lost



Synopsis

"The latest addition to the World of Darkness. Taken from your home, transformed by the power of Faerie, kept as the Others' slave or pet - but you never forgot where you came from. Now you have found your way back through the Thorns, to a home that is no longer yours. You are Lost. Find yourself."

Book Information

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Customer Reviews

I felt great excitement and trepidation when Changeling: the Lost was announced; excitement that White Wolf's Changeling line was getting new life (after the fizzling ending in Time of Judgment (no disrespect to the authors mind you) and trepidation because I knew it wouldn't be like Changeling: the Dreaming. And that is something you defiantly have to keep in mind. As soon as the cover was released I knew this was a whole different game, one with a less colorful palate. A little recap since it is impossible to talk about this book without discussing Changeling: the Dreaming: In CtD, you play a human who shares part of an immortal soul of the True Fae from mythical Arcadia. That part of you was exiled to the material world when Arcadia closed its gates sometime in the late Middle Ages. The whole theme of the book is longing for this mythical heritage and surviving in a world where you feed off of imagination and creativity, but both seem to be ebbing from the world. By contrast, in Changeling: the Lost the roads and gates leading to Arcadia are obscure, but woefully open and the True Fae occasionally walk the earth. In fact, your characters have been there, and will do everything they can to keep from going back with anything less than an army at their backs. You play a human who for some capricious reason has been kidnapped by the Fae and brought to

Arcadia for some period of time. It is a place of passion and madness, where the laws of physics and reason do not apply; only the will of your captor matters. There they may serve as baubles to be admired, subjects to be experimented on, slave labor, perhaps even a fairy bride or lover. Your characters escape back into the material world, and finds themselves changed in body, mind, and spirit. They carry the magical taint of Fairie, something which may excite or disgust depending on bent. The theme of the game is the struggle to grip onto your humanity, find a sense of self and community, and grow powerful enough to avoid recapture. I adore the old Changeling, but I love the changes inherent in Changeling: the Lost. It is more true to the source material (world mythology). Some have criticized it as having too much of a culture of victimization, but if you look close the first one had that as well, it was merely not as dark a series. In the first Changeling you play a benighted being who has been brought low and feels that loss strongly. In the new Changeling you play someone who has been brought low by a benighted being. It is indeed a big paradigm shift. Also, the two major things that were broken about Changeling: the Dreaming have been addressed in Changeling: the Lost; the character creation system and the fae magic system. Character creation is more open-ended and very liberating. I like the fact that one True Fae could make a whole gaming troupe of different changelings and they all would be different depending on the roles they played in his household (say one would train the hounds, and would become doglike; one could be the master's callow lover; one could tend the crystalline garden and find herself developing quartz-like skin. You get the idea.) Also, you can take one type of changeling, say Ogres, and make anything from an Abominable Snowman to Hindi demons, to traditional Norwegian trolls. That is such a welcome break from Changeling: the Dreaming. It should be noted that all of the original "kiths" can be represented using this character creation system. The Contracts (magic) system it is so simplified and easy to use. Plus, it draws more upon fairy tales of how such magic would actually work and what costs it would take. Is it too dark? I do not think so, particularly when I look at how strong a theme this is in fantasy literature. When playing this game you can ask the question what would have happened to Neil Gaiman's Coraline if she had not been able to escape the Other Mother? What if Sarah had run out of time in Labyrinth and became part of Jareth's harem? You can go to classic literature too, what if Alice became lost in Wonderland? What if Dorothy Gale had tarried too long in Oz? What would Wendy be like if she spent decades in Neverland under the watch of a far crueler Peter Pan? Changeling: the Lost is a welcome re-imagination of the series, and deserves to stand on it's own merits as a masterful work of the role-playing genre.

I've avoided White Wolf's "new" World of Darkness line for years now, until I joined a game of

Changeling. Consequently, my take on "Changeling: the Lost" is largely based on how it compares to its predecessor, "Changeling: the Dreaming." Overall I found many elements of C:tL "flatter" than C:tD, less complex and therefore often less robust or interesting, but in many ways this is more of a critique of the core systems, and not the "Changeling" supplement. The change in title is emblematic of the shift in intended tone. Changelings of "the Dreaming" were immortal spirits hidden in mortal flesh, struggling to keep magic alive in a world where boredom was the greatest enemy.

Changelings of "the Lost" come by the title more honestly, being very mortal escapees from their faerie captors. The tone is overall darker and more mature, though this is not always an asset. Taken with its companions, "Changeling: the Dreaming" was a splash of color in a black-and-white world. "Changeling: the Lost" is less thematically distinct from the other character types in the World of Darkness. However, these flaws are overshadowed by what the book does right. The system of faerie magic, contracts and pledges is fantastic. Likewise I enjoyed the versatile selection of kith, seeming, court, title, and so on. The story that the book presents is believable even in its more occult elements, internally consistent, and entertaining. Like similar books, Changeling is best enjoyed with its supplementary material.

ordered this for one of my prisoners

I love it despite at this point i'm more interested in making a character before getting into anything else just yet. Though I'm not sure if I can find anyone who like to join me in a session that lives nearby that can help me find my bearings so i can enjoy the (possibly?) Great stories that can come from this game. Then when i enough confidence in myself i might gm with some friends for awhile to get them into it.

This is my first WoD purchase (besides the WoD rulebook), and I have not yet played any WoD game. With that disclaimer aside, the creativity in this book is great. The example stories are very well done, and the game rules are explained clearly. The concept of a parallel faerie world seems like it would be very difficult to turn into a RP story, and I'm not sure if I will ever play this game (I think I'm leaning more toward Vampire), but I would recommend this book just for the ideas & inspiration.

I bought this for my BFF and she LOVES it!

Great stories and characters plus lots of insight into the Fae. We actually just finished our WOD game and it was an excellent one.

Changeling: The Dreaming was the biggest disappointment of the original World of Darkness. Unlike the other reimagined WoD this book is a great step up. You play human being who was kidnapped by the Fae, and has escaped back to the world. Your character is greatly altered by his/her stay. Not only that decades, or seconds may have past, and you may have a fetch living your life. It's a much more dark and mature setting. Your powers have real world effects. (You do suffer from overt displays in front of mundane witnesses.) The book cover is amazing in terms of the art, and the art inside the book is great too. The system is well thought out, and powers fit within the theme of the game. This is by far the best second try of all the WoD games. It stands up there with the best and is only over shadowed by the original mage game. Now if I can only find people who want to play it. (Several members of my current gaming group borrowed my copy of Changeling: The Dreaming, and are still traumatized.)

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