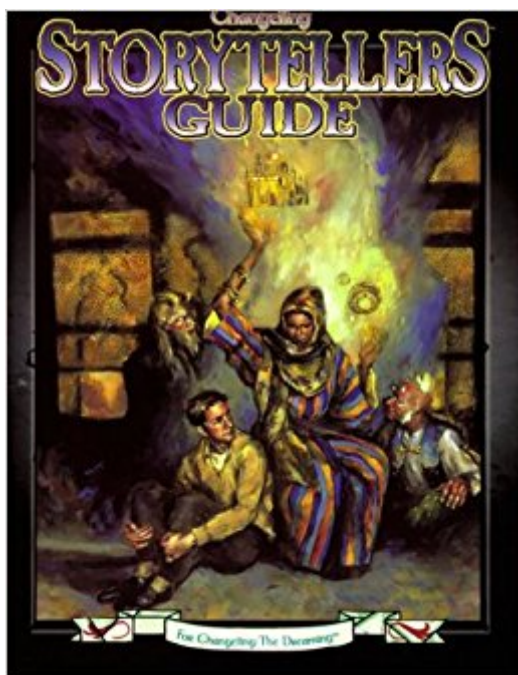


The book was found

Changeling Storytellers Guide *OP (Changeling: The Dreaming)



Synopsis

Changeling: The Dreaming is the game of faeries, hidden magic, strange realms and imagination, all set in the modern world. That's a lot of stuff a lot more than we could ever hope to fit into one rulebook. The Changeling Storytellers Guide therefore fulfills every gaming groups dream no pun intended. It picks up where the Changeling rulebook leaves off and offers a plethora of new information, from rules clarifications to new and advanced systems for handling fae magic and it puts that, and more, all in the Storytellers hands. Not only does The Storytellers Guide answer rules questions, it offers entirely new ways to play the game. Included are new settings and new rules for expanding the boundaries of your Changeling chronicle. This book is the one that every Changeling Storyteller needs.

Book Information

Series: Changeling: The Dreaming

Paperback: 139 pages

Publisher: White Wolf Publishing (June 11, 1998)

Language: English

ISBN-10: 1565047087

ISBN-13: 978-1565047082

Product Dimensions: 8.3 x 0.3 x 10.8 inches

Shipping Weight: 14.4 ounces

Average Customer Review: 4.2 out of 5 stars 3 customer reviews

Best Sellers Rank: #2,212,585 in Books (See Top 100 in Books) #67 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Other #403 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

Changeling: The Dreaming is the game of faeries, hidden magic, strange realms and imagination, all set in the modern world. That's a lot of stuff a lot more than we could ever hope to fit into one rulebook. The Changeling Storytellers Guide therefore fulfills every gaming groups dream no pun intended. It picks up where the Changeling rulebook leaves off and offers a plethora of new information, from rules clarifications to new and advanced systems for handling fae magic and it puts that, and more, all in the Storytellers hands. Not only does The Storytellers Guide answer rules questions, it offers entirely new ways to play the game. Included are new settings and new rules for expanding the boundaries of your Changeling chronicle. This book is the one that every Changeling

Storyteller needs.

With this book I'll be able to tell greater stories. I have been Dungeon Master before and come up with some great things on my own (not to toot my own horn). It never hurts to have a little helping hand.

This book is your standard issue Storyteller guide. Complete with Q&A, essays on changeling, alternate histories and locations, etc. While I am a big fan of Changeling, I must say that this book is a very average addition to the series. Nothing really revoltingly bad (Like the editing in "Inanime; the Secret Way), nothing really extradordinarily good (Like the... well Changeling doesn't really have a great book). Just a very average book with some nice ideas. Get it if you must, skip it if you must. No difference.

I have owned Several Storytellers guides and other gamemasters guides, i find that this one offers some of the best advice i have found in any of them, not just for changeling but for running games in general. And this had all the information i was looking for to assist me in my running a changeling game.

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