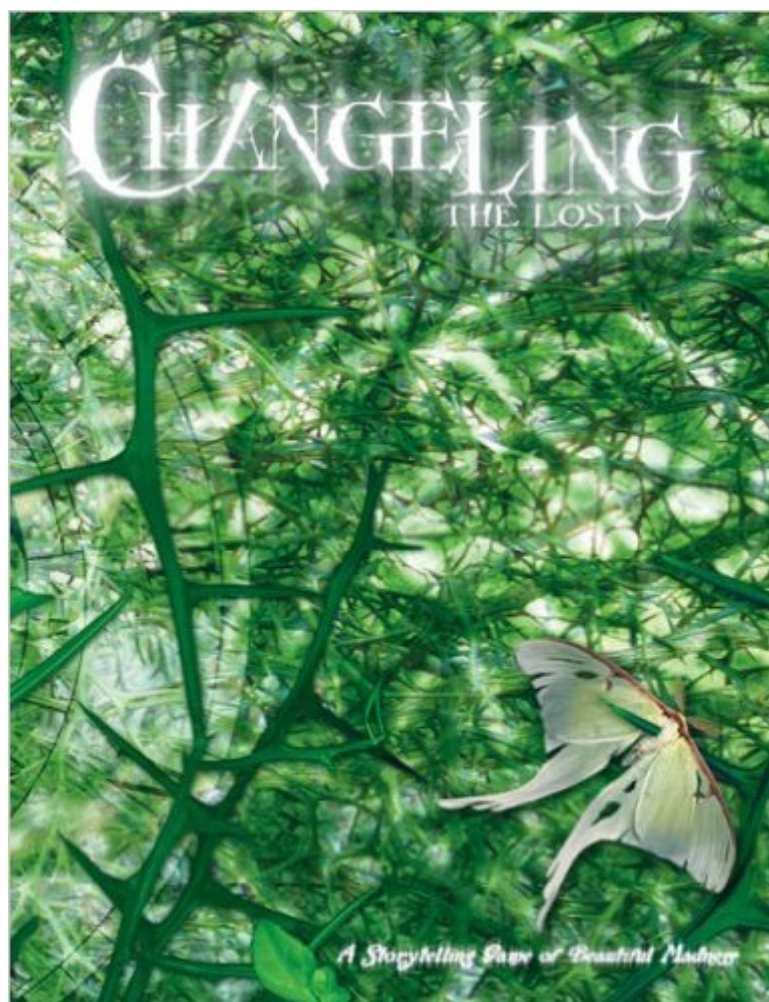


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Changeling: The Lost



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

Hardcover: 320 pages

Publisher: White Wolf Publishing (August 16, 2007)

Language: English

ISBN-10: 1588465276

ISBN-13: 978-1588465276

Product Dimensions: 8.5 x 2 x 11 inches

Shipping Weight: 2.8 pounds

Average Customer Review: 4.5 out of 5 stars [See all reviews](#) (41 customer reviews)

Best Sellers Rank: #684,661 in Books (See Top 100 in Books) #20 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Other](#) #101 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#)

Customer Reviews

Probably the most striking difference between the old Changeling and the new Changeling is the shift away from the Shakespearian concepts of faeries. There is no banality, chimeral reality and glorification of child-like behavior. In stripping away those overly romanticized notions we get Changelings that are rooted in folklore with all it's twisted darkness. Infact, from a philosophical perspective, this game is exactly the opposite of Dreaming: The "villains" (True Fae) appear very much like Dreaming Changelings in that they are selfish, self-absorbed monsters lacking in empathy and having no ability to see things from anyone's perspective but their own. Talk about a gutsy change. This game is not about recapturing an unattainable childhood that never was; it's about growing up and realizing that life without empathy and self-sacrifice is empty and horrifying. It's about overcoming things forced on you in life, and choosing not to repeat those mistakes when you have power. It's about real forgiveness and growth as a person. You are actually playing a Changeling this time around, not a fairy in a human body. You are former human who now has half a fae soul and half a human soul, and you probably look radically different from your former self. Because time between the Fae dimension (Arcadia) and Earth isn't stable, you could have emerged

years, or mere seconds after you were abducted. You might even have arrived *before* you were abducted (oh, the headaches). Building your character is incredibly flexible.

DISCLAIMER: First off, this is MY PERSONAL OPINION and I know many people will not agree. It's important to remember however that we're all entitled to our opinions and we all have different preferences. My negative review doesn't mean I think the book should be pulled from the shelf or that people should not be permitted to play it, but rather that *I* personally did not find it enjoyable or pleasant. If you do, fantastic! It's just not MY cup of tea. Onto the review. I'm a long time fan of this book's predecessor, Changeling: The Dreaming. (Henceforth "C:tD") I collected all the books and I greatly enjoyed the theme, setting and style of the books. I never read any of the other lines (Vampire, Mage, etc.) but I did really enjoy what was created with C:tD. There was a brightness to C:tD; a sense of hope and promise. That despite things being bleak, Spring would always still return. Set in a darker version of our real, modern world, it was ultimately a game about hope, promise and Beauty. I appreciated that since far too often we only celebrate ugliness in our society. So when White Wolf ended the original World of Darkness for their New World of Darkness ("nWod"), I wasn't originally terribly interested. As I said, I never read any of the other lines so it didn't matter to me that they'd relaunched them in different forms. Until, that is, when I heard there was going to be a new Changeling edition. When I finally got it and started to read, I realized it was VASTLY different from the old C:tD. Gone was the sense of lightness, whimsy and beauty and in its place was something MUCH darker, ugly and sinister. Changeling: The Lost ("C:tL") isn't so much a revised version of C:tD as it is an entirely different concept all together.

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