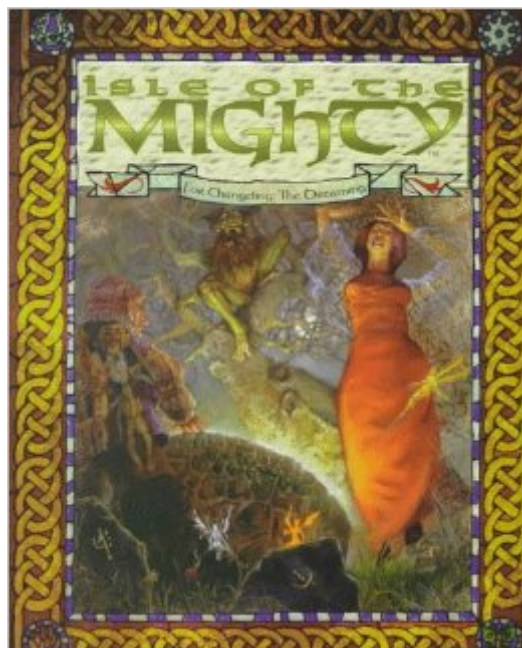


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Isle Of The Mighty *OP (Changeling - The Dreaming)



Synopsis

At last, discover the land of ancient magic - Britannia! Here is a place steeped in ancient magick and legends of faerie. Hidden powers, some older than the land itself, exist alongside humankind and have mysterious arcane agendas. Beneath the very nose of mortal society, age-old battles are waged across the kingdom for control of key places of power. Since the return of the sidhe, the fires of battle have burned like never before as both changelings and mages become involved in the struggle for Britannia's might. This long-awaited Changeling: The Dreaming supplement provides vital information on the changelings and mages of Great Britain. You are finally able to explore the homeland of fae legends and discover the truths behind British covens and chantries. Isle of the Mighty exposes the vital link between mages and changelings and explains how they have been bound since the beginning of time. Highlights: A complete World of Darkness sourcebook for Great Britain, including: England, Wales and Scotland. A new kith, the Gillhe Dhu, also known as "the greenmen," the protectors of the forests. Explores the politics and history of the fae and mages of Great Britain, from the ancient arrival of the Wieck and the Tuatha de Danaan to the modern day.

Book Information

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Customer Reviews

There is too much to say and too little space to say it. The only people I know who like this book are people who are not native to, or have never visited, Britain. I have yet to find a British native who appreciates this book (and I have asked many). When it comes to fitting in with the Changeling

system, you can't really fault this book. It works with what has gone before and what comes after. But the point of the book was to fit the Changeling world into British history and British mentality, and at that, it fails dismally. It does not describe a Britain with which I am familiar, it does not describe a celtic past with which I, as a celt, am able to identify. I recognise the fictional setting of the World of Darkness, and yet a book that claims it is giving real life historical facts and real life modern geography, should really check whether those facts and geography are true or accurate. The depiction of the celtic regions in this book conform to stereotypes that these regions have fought **bitterly** against for years - not just against the rest of the world, but against Westminster as well. Similar portrayals within such works as World of Darkness: Gypsies generated a strong backlash by that community, that was listened to by the developers. The complaints British roleplayers have about this book are pretty much the same. The source material the authors advise reading or watching, particularly for the Welsh section, are popularist, fictional, New Ageist, and in at least one particular case, conceived by people who had never been to Britain, let alone Wales, in their life, prior to the release of the relevant works. Indeed, the film sources recommended are actually guaranteed to be the only thing on this planet that can unite the Welsh - in disgust.

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