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# Winter Masques (Changeling: The Lost)



## Synopsis

"A Character Book , In-depth treatment of the kiths, A look at changeling courts around the world, including the Directional Courts of Asia"

## Book Information

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## Customer Reviews

Winter Masques is primarily a player's guide. It contains expanded information on the Seemings and the Kiths from the corebook, a massive amount of new Kiths, and many options for changeling politics, including two full Court systems. White Wolf's player guides tend to be more for role-playing than mechanically expanding character abilities - fluff over crunch - but this book has a strong mechanical element, aside from the blessings obviously necessary for all the new kiths. It is a good expansion of Changeling, but Autumn Nightmares is better and in my opinion more useful. The prologue is a demonstration of the one of the new Court systems, and a nasty look at just how convoluted Changeling politics can get. The first chapter is all about Seemings. It really does cover everything. There are three sample realms of origin for each Seeming, sometimes realms of with one Keeper, sometimes a general type of realm. It examines how Keepers convert people into Changelings. Then it goes into the usual lifestyle of each Seeming, how they live and how social they are, how they interact with mortals and their usual places in the Freeholds. Each section ends with a new Contract that is quite emblematic of the expanded Seeming. It is well written, thorough, enjoyable, and a good role-playing guide. One small flaw is that several Freehold entries start by saying the Seeming is hard to pigeonhole because the Kiths are so diverse, which isn't expanded on in the next chapter. Unfortunately, the next two chapters don't quite keep up that standard. The

second chapter is all about Kiths. The marketing blurb for this book says it contains 41 new Kiths.

This book is essentially a player's guide to Seeming and Kith for White Wolf's 'Changeling: the Lost' RPG. The book opens up with a discussion of what Seeming is and its role in both Changeling and mortal society, and follows up with detailed write-ups for each of the six Seemings. What it MEANS to be a part of a Seeming, the experiences they shared while in Arcadia, the roles they take up in the Freehold, and so forth are all explored. They also give some details on sample 'realms' within Arcadia where such Changelings are likely to experience their Durances - from the Chasms Beneath the World where Beasts become dark, crawling things, to the Well of Tears which hides Darklings within its depths, to the City of Brass where Elementals of flame and earth are born, to the Menagerie Dome where the Fairest tend exotic beasts for their Fae masters, all of them are full of ideas that will add details to any Changeling game. They also provide six new Contracts, one for each Seeming, which range from controlling one's 'den' for the Beasts to dealing with ghosts for the Darklings. Very nice stuff. The book also examines Kith, giving more detailed write-ups for every Kith mentioned in the corebook, along with background, folklore and even sample Frailties. But the book also adds numerous new Kiths as well - Coldscales (Beasts with an affinity for reptiles), Sandharrowed (sand Elementals), Author (Wizened who write stories), Witchtooth (wise old hag Ogres) and many more. Not only that, but the book also goes into detail on multiple kiths, giving a system for Dual Kiths, gaining Kiths as part of Wyrd evolution, even losing a Kith or gaining the Kith of a different Seeming!

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