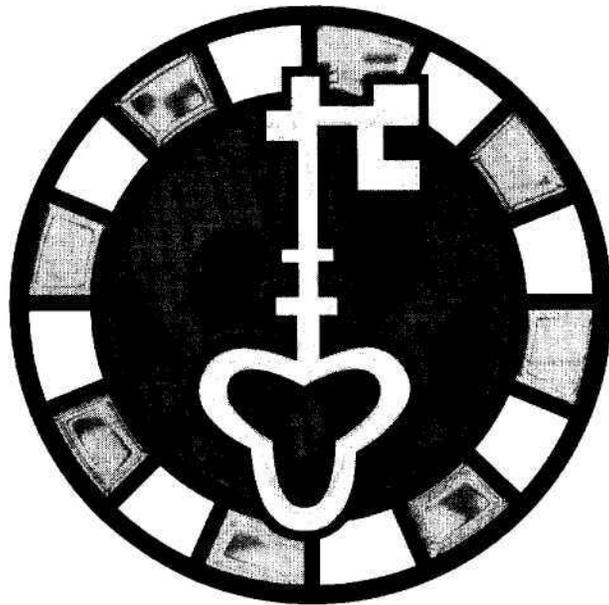


Book of Lost Dreams™



For Changeling: The Dreaming™

Book of Lost Dreams™



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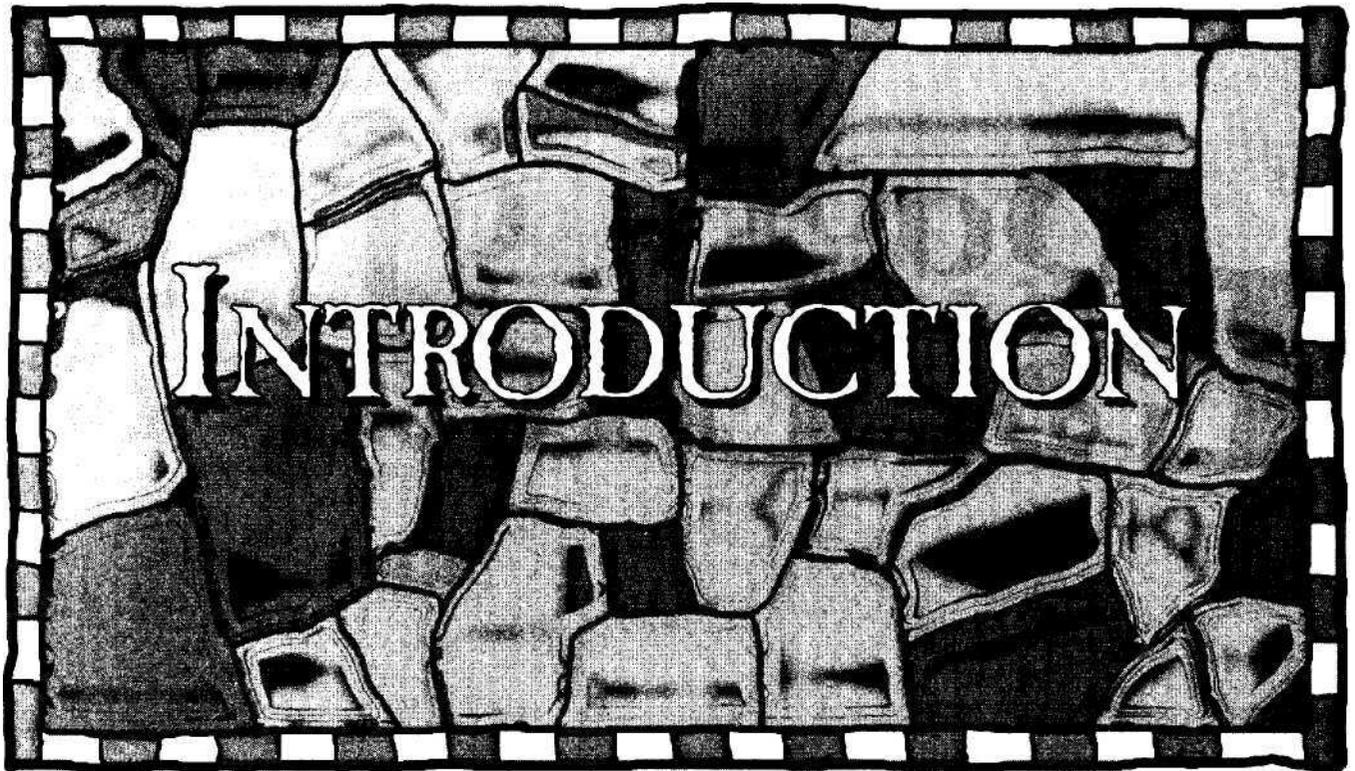
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About This Book

Within the pages of this book you will find a lot of information, some of it old and some of it new. Much of the old information has been updated and revised for the second edition of *Changeling: The Dreaming*. The new information is provided to help Storytellers and players alike to understand the workings of *Changeling* better, and to help flesh out their stories. Readers who think they have seen some of this information in previous books are encouraged to take a second look. There are quite a few changes and new pieces of information scattered throughout (especially among the Unseelie houses).

Although this is essentially a book of rules, remember that *Changeling* is about storytelling above all else. If any of the rules included in this book do not seem appropriate for your chronicle, feel free to alter them or leave them out entirely. All of these rules should be considered optional — for that matter, *all* rules should be considered optional! After all, because there are no winners or losers in a storytelling game such as *Changeling*, rules can be considered pretty much obsolete. In the end, it is the story that is important, not the rules.

Still, rules are helpful in establishing a structure for events that occur during a story. In the end, the Storyteller and the players need to discover for themselves the level of complexity they want the rules in their stories to have.

Beyond the new rules included here, there is also information on the three Unseelie houses (Ailil, Balor and Leanhaun). Some Storytellers may wish to restrict their players' use of these houses. Allowing players to bring in characters who are members of an Unseelie house can greatly disrupt a chronicle, especially if the majority of the other characters are Seelie. Storytellers who wish to have darker and more intrigue-laden chronicles may delight in including these houses, however.

Contents

Chapter One offers an in-depth look at how the Kithain interact with the Prodigals and the other supernaturals. Both setting information and crossover rules are provided, as well as tips on how to bring changelings into other chronicles.

Chapter Two explains how cantrips work in greater detail, focusing particularly on the Bunks. Also included is a complete list of suggestions for Bunks for each of the Arts described in *Changeling* second edition.

Chapter Three is a hodgepodge of information, ranging from exactly how Banality affects a changeling to complete descriptions of the three Unseelie houses. Also included is a closer examination of the fae mien versus the mortal seeming, a new Background Trait, and rules for using the *World of Darkness: Combat* book with *Changeling* (including three complete fighting styles).



Chapter Four contains a complete introductory adventure that can be inserted into virtually any Changeling chronicle. This story is particularly useful to Storytellers who are just beginning but can be used by veteran Changeling Storytellers as well.

Developers Note

Much of the material in this book is information that simply wouldn't fit into the core rulebook. In my original conception for Changeling second edition, I intended to include all of the noble houses that had been mentioned to date. In the end, this was simply an impossibility. I also wanted to include many of the expanded ideas concerning Banality that had been discussed in *The Autumn People*, and though we

couldn't find the space at the time, at least that information has found its way in here.

Whether or not to include previously published material in this book was a difficult decision. However, in the end I felt that the material reprinted here was sufficiently important to new players to warrant some repetition. Much of the section on the other supernatural beings who inhabit the World of Darkness is taken from *The Book of Storytellers Secrets*, though many significant changes have been made to it. There is also a fair amount of new setting material that can be very useful to Storytellers who wish to run crossover chronicles, which seems to be just about everyone these days. So don't take anything for granted.