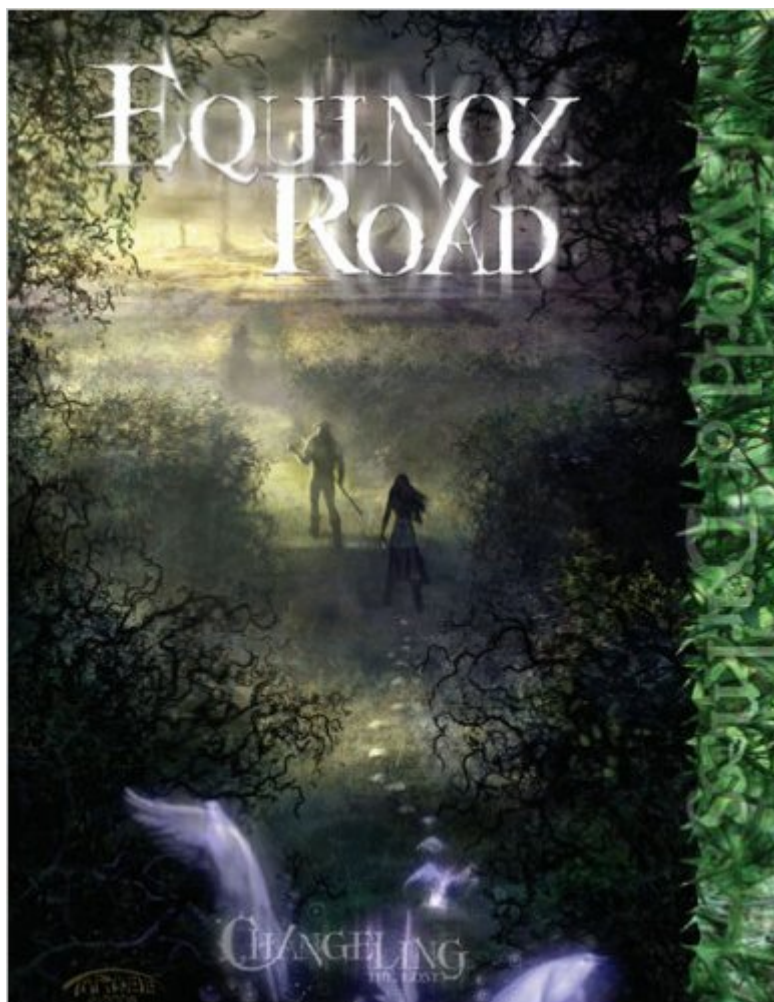


The book was found

Changeling Equinox Road *OP



Synopsis

"A chronicle book for Changeling: The Lost, with rules for exploring Arcadia - the homeland of the Fae."

Book Information

Series: Changeling

Hardcover: 160 pages

Publisher: White Wolf Publishing (August 14, 2008)

Language: English

ISBN-10: 1588467171

ISBN-13: 978-1588467171

Product Dimensions: 8.8 x 0.6 x 11.2 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (8 customer reviews)

Best Sellers Rank: #1,635,646 in Books (See Top 100 in Books) #43 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Other](#) #301 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#)

Customer Reviews

This supplement was meant to be Changeling's 'endgame' book, dealing with high Wyrd, Arcadia, even the True Fae themselves. Fortunately, due to popularity (and high sales) White Wolf is going to be giving us a couple more Changeling books, but 'Equinox Road' still stands out as a spectacular book. So, what is it about, you ask? Pretty much exactly what I said - high power level, game-ending type stuff. The first chapter covers the mechanics of playing and/or running really high level Changeling characters. Amongst other things, it includes the benefits and drawbacks of high Wyrd (Wyrd 7-8), with write-ups for each Seeming and Kith. It also includes a number of Merits exclusive to high Wyrd Changelings, and there are rules for forging new Contracts (which includes the sample Contracts of Reflection, for demonstration). The section closes out with a look at some elite Entitlements, like the Charmed Circle (nobles amongst nobility), Knights of the Widow's Walk (the ULTIMATE Changeling spies) and the Office of the Vizier Counsel (Wyrd-touched advisors). These Entitlements are quite powerful, offering multiple benefits to membership, but then, they ARE elite. All in all, an essential section for high power-level games. The next section is more about Storytelling. It provides a rather short, but precise, overview of making a game both interesting and enjoyable to players. Although it might seem sort of basic, its good review even for veteran

Storytellers. At the very least, a good dose of inspiration. On a more tangible level, this chapter also provides some rules for cross-over with Vampire, Werewolf, Mage, Promethean and even Hunter. It does not answer the infamous question about whether Mage's Arcadia and Changeling's Arcadia are one and the same, but gives options for both.

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