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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

This is the Seeming sourcebook for Changeling: The Lost, and a great addition to the game line for players and Storytellers alike. It offers a greatly expanded treatment of each of the Seemings. This includes suggestions for these characters' duration (including their thoughts on why they were taken), how characters from each of the Seemings view and interact with the world around them. There is also additional information for fleshing out characters from each of the Kiths presented in the core book, and a cluster of new Kiths for each Seeming. A new affinity Contract is also presented for each Seeming. What I've outlined above is the gist of it, but only scratches the surface of the Seeming-related material presented here. My one critique of this book is that the developers seem to have become a little hide-bound in constructing the layout of the book. In particular, they divide the material across chapters such that each Seeming has an entry in one chapter detailing some of this information, and a second entry in the following chapter providing the rest of it. Seems to me they could have just done a chapter per Seeming and put all the info in one place. Nonetheless, the watermarks/graphic in-lays of the Seeming symbols in the background of each page make it easy to flip through the poorly organized material to find what you need. One of the best books of a great game line. Changeling players and storytellers will find this book very helpful.

If there are two books that are a simply must have for the Changeling shelf, Winter Masques is the first. Just as it's short blurb promises, you have more indepth information about the different Seemings, their Durances, roles within a freehold, new Kiths (many which are from cultural backgrounds) and New Seeming Contracts. This book is also the first place that Dual Kiths are presented for more character creation options with gaining a new Kith, shedding a Kith or growing into a new one. Some new Pledges are given along with several new Courts and Entitlements given. This book is well worth it for both the player and the ST.

I haven't read the entire book yet but the things I've read seams to perfectly match with the other books! Tons of new features to include in my next game sessions!

A necessary and excellent supplement for the game, with very useful information for characters of any court, not just Winter courtiers.

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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. That blurb was edited with the same care as White Wolf use on their books, as there are more like 46 new Kiths, spread over this chapter and the next. All of the original Kiths are expanded on, and there are a minimum of 4 new Kiths for each Seeming. There are guidelines on generating new Kiths. There are optional rules for removing and adding Kiths to an existing character. The new Kiths are generally good, but some seem more just peculiar than interesting and worth playing. Also, to me the expanded Kith descriptions, while they did give some new ideas for characters, did not provide much more than the information provided as part of the Seeming descriptions. The third and last chapter is a real grab bag. It starts out by reminding the reader that the fae are based on myths and legends and encouraging players and Storytellers to read them for ideas. It also encourages stories in game that mirror the original folklore. The whole chapter is about taking the folklore of a particular land of interest (or residence) and using it in the game. There are three folklore based Kiths for each Seeming. I found them generally more distinctive and more interesting than those in the second chapter. They draw on a really broad range of cultures. That is followed by a guide to describing the Hedge for many different environments, including cityscapes, grasslands and the ocean. Any setting could serve, as long as there are mazes and plants with sharp edges. A new oddment is featured with each of the many settings. Then come the politics. There are guides and examples to different ways of organising a Freehold. Quite a few make a mockery of the term `Free'hold. Some new Pledges are introduced. Then come the main section on the Courts. First off is a guide to changing the Seasons of a four Court system to match the actual seasons of an area, for long summers or long winters for instance. There is also a `Tornado Season' for the American Midwest, and later in the chapter is a sidebar on using a `Donkey and Elephant' rotating Court. The two full Court systems are the Directional Courts of East Asia and the Sun and Moon Courts of Eastern Europe. The descriptions are as detailed as those in the corebook and include a new Contract for the Directional Courts. Personally, I find the Courts too polarised and thus too limited compared to the Seasonal Courts. Young Changelings of the Sun or Moon Courts would never work together, let alone join the same motley. The Directional Courts are basically divided into two martial Courts and two mercantile, creative Courts.

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