Books Lost Houses. The Second Coming

Old Dreams Die

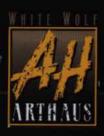
The dreams of Concordia lie broken in the wake of the High King's disappearance. For commoner and noble fae alike, anarchy spreads across the land-and threatens the very changeling world. Yet those who believe that the worst has transpired now recognize a new threat: The gates of Arcadia swing wide once again.



New Nightmares Begin

The five sidhe houses left behind in Arcadia return to the mortal world and find a war-torn land ripe for conquest. The Book of Lost Houses explores the repercussions of the Second Resurgence as a new wave of noble fac burst onto the scene, ready to take their places as saviors or overlords. Nothing remains the same.









Books Loss Flouses: The Second Coming



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What is Arthaus? It's White Wolf's newest imprint. White Wolf's mission has always been to create art that entertains; White Wolf Arthaus is the embodiment of this ideal. Modeled after small press, the Arthaus team strives to create those games and projects that are new, experimental and unique. White Wolf Arthaus now manages whole game lines, supports others and creates specialty projects whenever possible.



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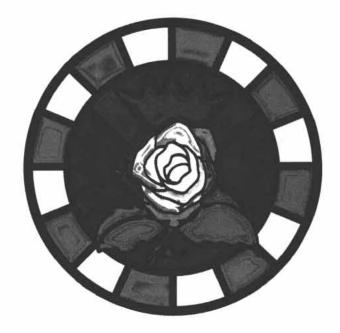
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The Book of Lost Houses

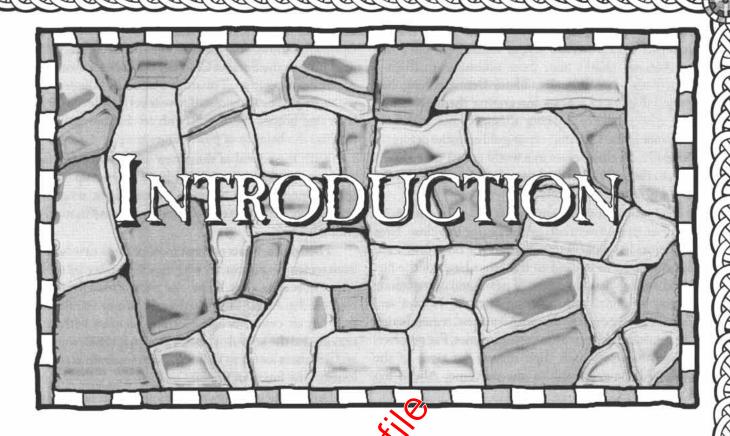
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We who are old, old and y,

O so old!

Thousands of years Mousands of years,

If all were told:

Give to the guildren, new from the world,

Silence and love;

And the long dew-dropping hours of the night,

And the stars above:

—W. B. Yeats, "A Faery Song"

In 1969, a sudden implosion of Glamour brought about by the moon landing burst open the doors to Arcadia for a brief, glittering moment in time. Sidhe from eight of Arcadia's noble houses, banned from Earth since the Shattering, arrived in force and claimed their right to rule fae society. Resistance from the commoners who had managed to survive without their sidhe overlords for six hundred years led to the Accordance War, a bloody five-year conflict that ended with the arrival of a young Gwydion sidhe named David Ardry. Possessing the sword Caliburn and receiving the blessing of a great chimerical grey griffin, David Ardry brought an end to the war by negotiating a series of accords between the warring

parties. The Kingdom of Concordia, corresponding to the continent of North America in the Autumn realms, became an example of tolerance and cooperation between sidhe and commoner, with David Ardry occupying the throne of High King for nearly three decades.

In 1998, David Ardry disappeared. Caliburn chose an eshu storyteller to carry it in search of the missing king. With no ruler to guarantee the stability of the realm, Concordia dissolved into a land on the edge of war.

Not long afterward, sparked by events that shook the supernatural realms, creatures from darker realms of the Dreaming made their way into the world of mortal flesh.