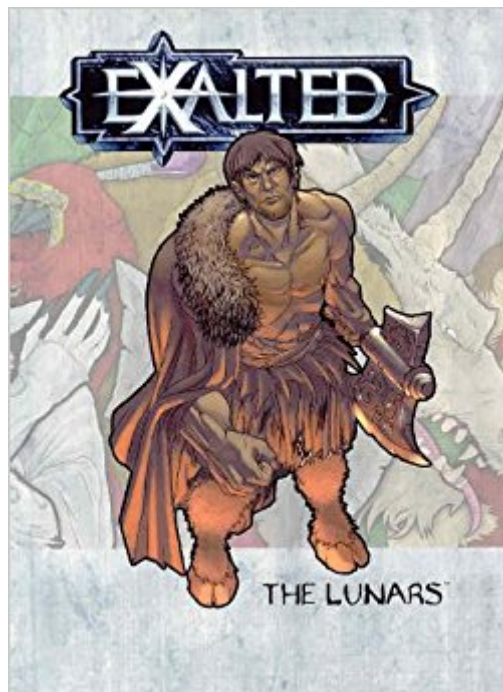


The book was found

Exalted The Lunars



Synopsis

Born in Savagery Cunning, ruthless and barbaric, the shapechanging Lunar Exalted are feral scourges who lurk at the edge of civilization. Beyond the borders of the Threshold lie vast tracts of wilderness inhabited by these hot-blooded barbarians. Now, as the Realm teeters on the brink of civil war, the Lunar call their children and followers to rise. This is their hour of triumph. Born to Conquer The next in a series of Exalted core books making the other types of Exalted available for play. Exalted: The Lunars includes extensive details on the world and society of these new character types. Inside is everything needed to portray these savage shapeshifters, from guides to their tribal societies to rules for the mind-twisting lunacy of the Deep Wyld. Hardcover.

Book Information

Series: Exalted

Hardcover: 224 pages

Publisher: White Wolf Publishing (November 11, 2002)

Language: English

ISBN-10: 1588466574

ISBN-13: 978-1588466570

Product Dimensions: 9 x 0.8 x 10.6 inches

Shipping Weight: 2.2 pounds

Average Customer Review: 3.6 out of 5 stars 5 customer reviews

Best Sellers Rank: #330,432 in Books (See Top 100 in Books) #7 in Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games > Exalted

Customer Reviews

Lunar is an vastly different take on Exalted that needs to be played. If you enjoy White Wolf games, you'll love Lunars.

Firstly, for those of you who are new to Exalted (or new to pen and paper RPG's for that matter,) you need the core rulebook of this game entitled "Exalted" to play this game. You could try playing a lunar without it, but your game would be lacking many core rules and it would get confusing and frustrating very quickly. A quick search for "exalted" here on will get you to this book, it should be near the top of the list if not at the top already. This book is an expansion allowing you to play a different type of character in this gigantuan and fairly detailed world. This RPG is made from white-wolf and you can find source material (such as the much-needed character sheets) at thier

website to help you. [...]About the exalted RPG in general: as already stated this is a huge world, and there are many sourcebooks such as this one to flesh out the game. The core rulebook will make a complete game in of itself: but with only small mention of all the other exalts and poor examples of other exalted in there it hardly makes for a fully fleshed out game. The game can be extremely confusing to begginers at first. In fact, I highly suggest finding someone who knows what they are doing or who have experience with pen and paper RPG's in General to run the first campaign. That isn't to say that this can't be done without one, but it most certainly helps and gets things moving much quicker. Rules for social and physical confrontation are spread wide and can be quite hard to find, although if you buy the Storytellers companion the combat rules are nicely listed on a Dungeon Master's (shortened to "DM") foldup board with many other usefull things you might need quickly, such as weapon prices and such.If you really want to flesh out an exalted Campain, you need the core rulebook and several sourcebooks. This can get quite expensive unless you have access to several inexpensive used copies. The game is great fun, however, especially if you have an excellent DM who has fleshed out a great story. If you enjoy RPG video games, you will probably like this quite a bit. Do note that this game does not play like Dungeons and Dragon's at all and is a completely different experience.Exalted: the lunars gives you a new option as a playable character as well as the ability to create other exalted a DM can use however he wishes. It also gives detailed information about Barbarians and Wyld Barbarians and extended Wyld rules. Again, the information can be spread out throughout the book and if you are new to the game creating your first character can be confusing. Luckily, there is a quick sheet covering only two pages of the book which is easy to find because of the pages different color which generalizes how to make a character and can speed the process up quite a bit. However, you will still want to go through a few of the details throughout the book as that quick guide won't tell you the charms you can take or what the backgrounds give you, which you need to know.Basically, if you are playing exalted and want to further flesh out the game: this book should be one of the first ones you should get, it's absolutely needed if you want to get into some of the finer aspects of the game and will be sorely missed if some of the people playing want to play as something other than a solar exalt, and the first prime candidate for someone who doesn't want to be a solar exalt would be a lunar exalt.If I could have, I would have given this a 4.5 because of the way the book is organized and because of how confusing they make this for new players. Luckily, if you are getting into gaming it's usually because you have an experienced gamer talking you into it who will kindly show you the ropes.

I see three reviews here, all positive.While most of us who were there back in the day don't need to

be told the Emperor has no clothes--and even in the greatly improved second edition he's merely sporting a well-placed tea towel--I think that what follows needs to be said. The Lunar Exalted of the First Edition were just not very good. Each type was meant to function in a different milieu: Solars as the standard fantasy hero, for instance, and Sidereals as a kind of divine Man In Black. The Lunars were placed as savage, Conan-style fantasy, which could have been interesting, save for a few factors:1.) Their history just wasn't particularly compelling. The sum total of their achievements in the 1500 years between their Exile and the start of the game can be summed up in a short paragraph. And before the Usurpation of the Solar Exalted, they were even more vague.2.) Whoever wrote the powers for them did not do it particularly well. Some charms are literally useless, while the sequence of attaining powers resembles less the trees of any other Exalt type, and more like clouds instead. Further, while other Exalted took vague direction from their World of Darkness counterparts, the Lunars sharply resembled the Werewolves: powerful, brutal, and despite whatever roles they might be meant to take, ultimately a warrior at heart. And while the Lunars had tools to make them perfectly effective warriors, these were more or less mandatory for any long term survival and also permanently impacted a character's ability to disguise himself--especially painful for a playable character type with amazing shapeshifting powers.3.) The pitch of the Lunars within the book was also more than lacking. Above and beyond the relative lack of history or general relevance to the setting, it's very clear that whoever was writing large portions of the book took "Barbarian" and "old World of Darkness Garou" and ended up with savage heroes who didn't just eschew advanced civilization, they actively warred against it, complete with raping, burning, and pillaging. Lunar concepts were by and large shoehorned into various shades of Hates-Indoor-Plumbing. The first edition iteration of the Chosen of the Moon was easily one of the least-liked options for playable characters, and the fanbase rejoiced when the Manual of Exalted Power: the Lunars came out several years later. It isn't perfect, but it's much better than this.

Exalted: the Lunars is the second hardcover sourcebook for White Wolf's exciting Exalted RPG. The book starts with an introduction vignette, featuring several characters from the main rulebook. Next are two chapters of background, one about the Lunar Exalted themselves and their society and the other about the barbarian tribes they usually come from (and, in some cases, lead). I particularly enjoyed the shapeshifting Charms, numerous amounts of which are detailed in the book, along with two-page write-ups for each Caste similar to the Solar Castes in the main rulebook and the Dragon-Blooded Aspects in Exalted: the Dragon-Blooded (which is also a superbly-written book that I highly recommend). The book also contains an entire chapter of storytelling ideas (for those of you

who aren't familiar with White Wolf's games...the Storyteller is similar to a Dungeon Master or Game Master) with info on how to possibly integrate the other types of Exalted into a Lunars story. The one thing I didn't like about this book was the fact that it's a slight bit shorter than Exalted: the Dragon-Blooded, although it does cover the Lunar Exalted in much detail.

[Download to continue reading...](#)

Lunars: The Manual Of Exalted Power Exalted The Lunars Exalted Scroll of Kings (Exalted: Second Edition) Exalted 2nd Abyssals*OP (Exalted Second Edition) The Manual of Exalted Power: Dragon-Blooded (Exalted Second Edition) Exalted: The Sidereals (Exalted) Exalted Scroll of Exalts*OP (Exalted: Second Edition) Exalted Glories of the Most High*OP (Exalted: Second Edition) Joseph: Exalted Through Trials (Pulpit Legends Bible Character Series) Exalted (Role Playing Game Book) Exalted, Second Edition Creatures of the Wyld: A Bestiary of the Second Age (EXALTED Roleplaying, WW8803) Savage Seas (EXALTED Roleplaying, Setting Resource, WW8822) Exalted Players Guide Exalted Terrestrial Direction 3 East *OP (The Compass of Terrestrial Directions) Infernals: The Manual of Exalted Power Manual of Exalted Power: Sidereals The North: The Compass of Terrestrial Directions, Vol. 5- A Setting Book For Exalted, 2nd Edition Exalted 2nd Storytellers Companion Exalted Aspect Book Air

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)