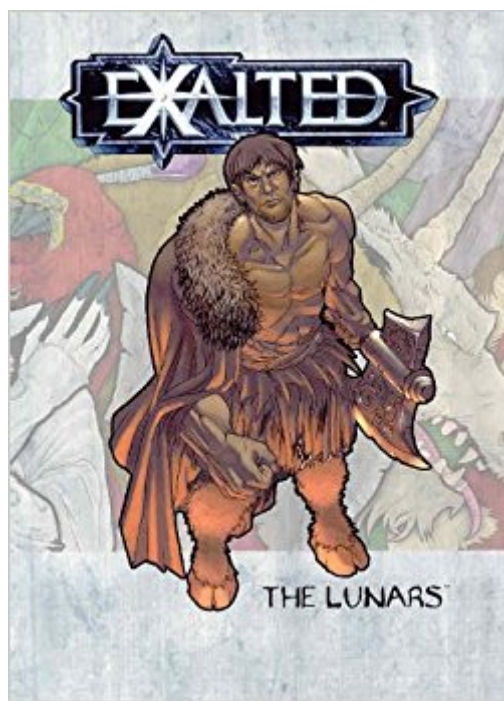


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# Exalted The Lunars



## 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

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## Customer Reviews

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.<sup>3</sup>) The pitch of the Lunars within the book was also more than lacking.

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 giant 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 their 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 beginners 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 useful things you might need quickly, such as weapon prices and such.

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