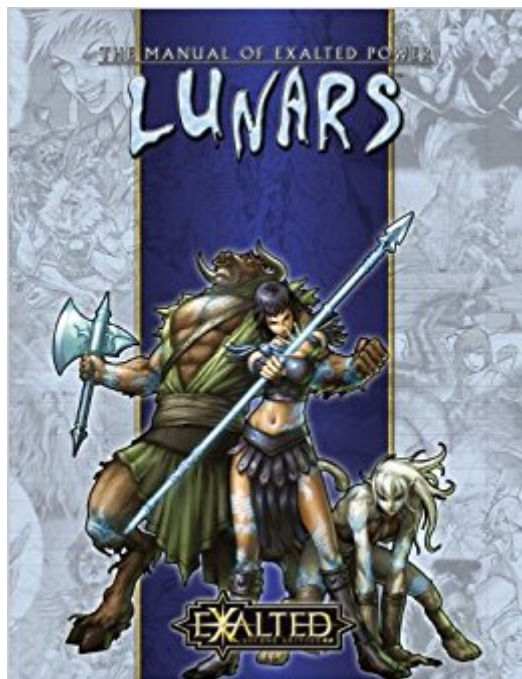


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Lunars: The Manual Of Exalted Power



Synopsis

"A Caste Book, Focusing On One 'Character Class' In The Series"

Book Information

Hardcover: 234 pages

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Customer Reviews

The concept of nation building is very interesting, and a huge step up from the mindless, rampaging barbarians of 1st Edition Lunars. In many ways, the Lunars in 2nd edition very much did a "John Galt", and decided to leave a corrupt government behind to build up their own nations at the outskirts of the world to see which would work and which wouldn't. That was the good part. The bad parts? The art is cheesy and not well done. It feels more like simple fanboy squiggles on DeviantArt rather than anything that'd make it onto that site's "Top 100". The writing is repetitive and in many cases simply regurgitates 1st Edition or 2nd Edition Core material over and over again. There's so much potential here: make it heroic, make it mythical! Finally, the mechanics are broken. Perhaps that is a flaw of 2nd edition overall, but it really feels as though the Lunars in this edition are nerfed Solars, rather than the spectacularly cool shape-shifting, illusion-crafting god-predators of the wilds they are supposed to be in the fluff. Hopefully better in 3rd edition!

This was a great addition to help flesh out the lunars in the Exalted game system, including more charms and expanded rules for their shape changing.

An absolutely amazing product! Even after years of gaming (This is a replacement copy for me!) MoEP:Lunars still holds up as one of the best products for the current Exalted line. A must have for any fan of the setting!

In this book, you'll find explanation about many things of golden age, old wars, and all things that you'd want to know about lunars. I like so much.

I can't really speak to the mechanical improvements, since I have yet to play a lunar character in a game, but the backstory alone is an enormous improvement over 1st ed. Back then, Lunars were like a bunch of old World o' Darkness were _____s that had wandered into the wrong gameworld--they hated civilization, preferring the 'purity' of the 'barbarians.' Conan plus anarcho-primitivism, how appealing. That, and the old rules made Lunars probably the least popular Exalt type book in the old edition. Now, however, the Lunar backstory and culture are free of fantasy cliches (ie 'Barbarians') and sure to provide great kernels for character creation. The basic concept that the lunars are 'stewards' as opposed to the Solar 'lawgivers' is well developed into an exalt ethos that puts emphasis on mortal self-determination and self-reliance, a really interesting contrast to the Solar and Terrestrial desire to set themselves up as God-Kings. The factions of the lunars are fleshed out nicely--The Winding Path are dedicated to helping as many different societies as possible evolve among mortals. The Sun King Seneschals once merely hated the Terrestrials but now that the Solars are back may want to be the power behind the throne. The Crossroads Society are the sorcerers who trade lore and take a leading role in protecting the Lunars from the Wyld. Finally the Swords of Luna fight the fair folk (that's it) and the Wardens of Gaia are either civilization-loathing primitivists or simply greens who would like to see mortals live in harmony with nature. In short, while the old lunars book did little more than provide crazed, not particularly fleshed-out antagonists, the new lunars book paints a picture of exalts at least as interesting as the solars who can either have wonderful adventures on their own or add a new angle to a game with Solars.

Well I must first say that english is not my native language so please forgive me if I make mistakes. Thanks. Now as for the Lunar Exalted Book. WOAW. Simple. They completely eradicated all the mistakes of the Lunars First Edition. Now Lunars are complete characters full of options and with a nice setting, nice background, history, great Knacks, Charms, Gifts and Fury stuff. Excellent new backgrounds, details on what they been doing this last centuries. A good reasoning of the Wyld core in all Lunar Essences. A great explanation of why they need the moonsilver ink tattoos and their restrictions. Also the Thousand Rivers project and their involvement in human populations like Halta, Chiaroscuro, Diamond, etc.. IF I have some disagreements with the book would be that some

Charms (7) dont work well. Certain lack of Wyld Mutations to develop the Combat Form of the Lunar (cause they are spread between the Main Corebook, the Compass of Celestial Directions The Wyld and in this Book) I feel like they should have reprinted a complete list of possible Wyld Mutations and rules in this Corebook. Personally I feel that maybe they should have given a little more importance to Artifacts made of Moonsilver and maybe special Celestial Sorcery Spells unique to Lunars. But this is just an opinion. So far an excellent book. Full of great things. I hunger to play a full-fledged Shapeshifter that can edure anything and slay Creation's enemies while saving humankind from threats of the Wyld!

A vast improvement over its First Edition predecessor. Rather than savage barbarians dwelling at the edges of shaped existence, this book offers the a vision of the Lunars as Stewards of Creation. The Silver Pact now consists of diverse factions, many of which not only tolerate the existence of civilization, but who have actively participated in creation and behind-the-scenes oversight of city states and republics. This new take on the Lunar Exalted adds much needed depth to the Children of the Moon, as well as making it possible to play a wide variety of potential characters, beyond the city-hating, civilization-smashing man-beast.

Perhaps the most massive revamp of all the exalted types. MoEP: Lunars makes the Lunars as cool mechanically as they are thematically. Not only that, but it expands everything the Lunars are about and ingrains them deeper into the setting.

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