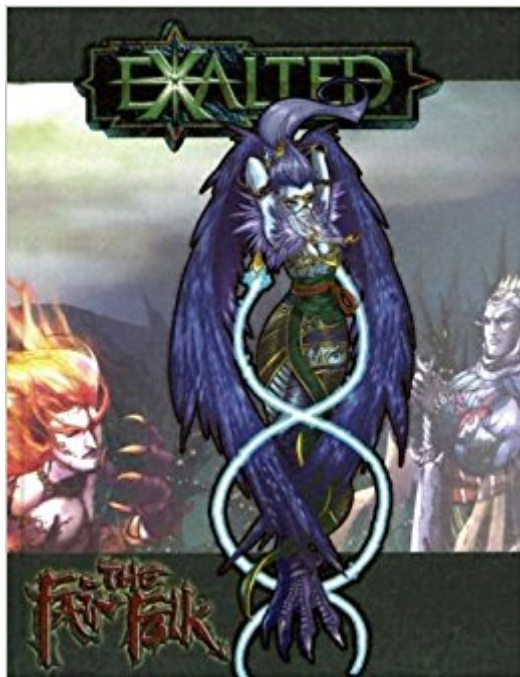


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# Exalted The Fair Folk



## Synopsis

**Lords of Chaos** Once, the great lords of madness fielded an army vast beyond all reckoning. They scoured the corners of chaos for warriors to throw against the hateful edifice of shaped reality. When the wards around Creation wavered during the Great Contagion, the Fair Folk rushed forward to ensure cataclysm and were defeated. **Princes of the Wyld** Now, in the twilight of the Age of Heroes, the ruined courts of the Unformed Fair Folk prepare for a final, glorious crusade against Creation. **Exalted: The Fair Folk** provides detailed rules for roleplaying nobles and commoners in the faerie courts on the edges of Creation. Trapped between the hostile reality of Creation and the impending rush of the Faerie host, the Fair Folk of the Middlemarches must make their own fate as the Time of Tumult unfolds around them. Hardcover.

## Book Information

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## Customer Reviews

Well written as usual from White Wolf, this book explores the chaos that threatens Creation as well as beings of order and creativity. This book has a great rule set for two very different peoples in the Exalted setting.

Let me first say I was extremely excited to get my hands on this book. I have loved every bit of Exalted I have read and was anxious to see what was in store with "The Fair Folk". Overall I am pleased and I think it can certainly bring a new level of play to anyone who purchases the book. However, as previous critics have stated, it is difficult to understand. Shaping is abstract, as are most things in the Wyld. But abstract notions are not easily given to rules. So any rules guiding

shaping and the environment can be hard to wrap your head around. Next is the fact that while they are masters of the Wyld, Creation is a tough place for Raksha. Not enough of their Charms or powers effect the "real world". Those that do can be seen through, as glamour is mere illusion. It becomes easy for higher essence and ability characters, villains, etc. to run over what power a Raksha does have. On the flip side of this notion is that if the Raksha are the bad guys in your campaign, your players will be challenged and will eventually outstrip their adversaries (which is after all, the point). The primary concept behind any storyteller driven book has always been, take what you want, make up what you can and throw out what you don't care for. This book is no exception. All in all this is a solid book with great springboard material to get your game moving and villains fleshed-out. As to an all Raksha game, I think it is best left to mature players who have the patience to understand the abstract and are not looking for a "pick-up game". Just my opinion.

This book had me hooked on the fae and learning as much as i could about them.its a fantastic read, with awesome artwork and a graphical breakdown thats very easy to read through. it gives you a break down of two different kinds of fae, the mountain folk and the fae of the wylds. it has a font of information if your intrested in bringing any of the wyld ones into your game. the biggest downside to the book are the charms. they seem very vague and not a lot of information to assist in the imagination.the charms themselves leave you wondering what the hell they really do, but luckily, not all the charms are that way. some you can figure out pretty easily. Other then that, its a wonderfull source book that will leave you wanting to expand the game bounderies to the wyld itself.Happy Shoppen..

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