

Chapter 1 : List of Exalted publications - Wikipedia

Creatures of the Wyld is a sourcebook for *Exalted First Edition*. Contents[show] Summary The Dangers of the Wyld are Many From the icy wastes of the North to the blasted deserts of the South, from the wood-shaded depths of the far East to the mirror expanse of the Western sea, Creation teems with.

Kings of the Wyld is amazing for so many reasons, but mostly because it tries to re-invent a formula you thought was worn through and it actually succeeds. Do you ever stop to wonder what happens after all your favorite fantasy heroes have killed the dragon, saved the princess and gifted the kingdom its freedom? In a world of magic and myth, skyships and elves and the undead, Saga was the greatest band of mercenaries to ever live. They killed everything that could bleed, laid low entire kingdoms and carved their names into the hearts of every man, woman, and child. And then they went away. Now Clay Cooper is old and fat, he has a wife and a daughter, and his life has new purpose. So when Gabe, famed leader of Saga, comes calling, Clay is none too happy. Saga might have receded into the annals of history but the call to adventure has only grown stronger. The world is now awash with new bands, mercenaries both young and old, male and female, all hellbent on claiming the glory that Saga so casually threw away. But Gabe cares nothing for glory. His daughter Rose is in a whole heap of trouble and he needs his bandmates to help him save her. Unfortunately for Gabe, the times have changed and everyone he thought he could count on has found new life elsewhere. Not just Clay who has a family to protect, but also Matrick who is now King of his own land, Moog whose great magic has garnered him a grand title and the respect of his peers, and Ganaleon, who has all but vanished. Gabe has one mission. He must find his friends and beat the spirit of adventure back into their skulls. Only then can he hope to save his only child from a fate worse than death. The premise of the novel immediately draws you in. Sure, the magic and the fantastical creatures have some merit to them. But the true soul of *Kings of the Wyld* is the arc of growth that its protagonists are forced to undertake. Clay and his friends are not just old. They are washed up, both physically and in terms of their reputation. But they also know that they are nowhere near as fast or as strong as they used to be. Age has caught up to them, and even the best of them can barely walk a mile without getting winded, let alone facing off against the darker creatures of the unrestrained wild. To follow Gabe on his journey to save his daughter is to ultimately commit suicide. Watching Clay and his aging friends slowly but surely rekindle bonds that broke decades ago gives *Kings of the Wyld* its spark. Though, of course, the fantasy elements are quite memorable. *Kings of the Wyld* feels like an online RPG come to life, what with all the dungeons and arenas and forbidden forests. The world Nicholas Eames creates is vast and colorful but it also feels a little undefined. Let me put it this way. And the reason is simple. Maybe i just want to be spoon fed. Maybe i want *Kings of the Wyld* to fall into a predictable routine. It is possible that I would be content if i knew that the Minotaurs had a cavern they called home in this corner and the ice giants lived fully structured lives in that forest, and the gnomes made their homes in hovels in a swamp somewhere. I felt like Eames threw every creature that fantasy had ever created at me but he did not bother to create a solid structure around which his ghouls and fiends and behemoths lived and operated. I mean, there were so many moments where Clay would speak in fearful whispers of some legendary monster only for the thing to appear and then die within a paragraph or two a couple of chapters down the line, taking its fearsome legends with it. But then Clay would quickly come around with tales of an even bigger monster, even more fearsome than the most fearsome monster he spoke of previously—basically, they kept throwing names and tales of creatures at me and they thought that such narrations would automatically make me care but they were wrong. The book could not give me the context i needed to enjoy some of its showdowns because it simply had too many creatures for me to care. I would have been happy with five or six groups of creatures. I felt that way about Matrick as well but only in some places. Ganaleon was awesome but if i had to choose a favorite, i would go with Clay. I loved the fact that *Kings of the Wyld* felt like it was straying into Grimdark territory without without actually falling all the way in. I did not know it until i read this novel but, as fun as Grimdark can be, it looks like i prefer stories that straddle that fine line between the darkness and the light. I know that we are better off never seeing Clay and the gang again because over exposure can ruin

characters in fantasy fiction.

Chapter 2 : Creatures of the Wyld | RPG Item | RPGGeek

Creatures of the Wyld describe There are sorcerous prodigies and Wyld-tainted mutants, automata of the First Age and great behemoths from the dawn of the world. Creatures of the Wyld describes over 50 of the strange and fabulous creatures that walk Creation in the Second Age of Man.

Krampus , Berchtold or Berchta , and Holda or "Holle". The Wild Hunt is also known from post-medieval folklore. History[edit] "Another class of spectres will prove more fruitful for our investigation: This is the widely spread legend of the furious host, the furious hunt, which is of high antiquity, and interweaves itself, now with gods, and now with heroes. Look where you will, it betrays its connexion [sic] with heathenism. In developing his idea of the Wild Hunt, he mixed together recent folkloric sources with textual evidence dating to the Medieval and Early Modern periods. Many men both saw and heard a great number of huntsmen hunting. The huntsmen were black, huge, and hideous, and rode on black horses and on black he-goats, and their hounds were jet black, with eyes like saucers, and horrible. This was seen in the very deer park of the town of Peterborough, and in all the woods that stretch from that same town to Stamford, and in the night the monks heard them sounding and winding their horns. Many legends are told of their origins, as in that of "Dando and his dogs" or "the dandy dogs": Dando, wanting a drink but having exhausted what his huntsmen carried, declared he would go to hell for it. The sight was long claimed to have been seen in the area. In certain parts of Britain, the hunt is said to be that of hell-hounds chasing sinners or the unbaptised. In most tales, the identity of the hunter is not made clear, in others, it is: Sometimes, the tales associate the hunter with a dragon or the devil. The hunter is most often riding a horse, seldom a horse-drawn carriage, and usually has several hounds in his company. If the prey is mentioned, it is most often a young woman, either guilty or innocent. The majority of the tales deal with some person encountering the Wild Hunt. If this person stands up against the hunters, he will be punished. If he helps the hunt, he will be awarded money, gold or, most often, a leg of a slain animal or human, which is often cursed in a way that makes it impossible to be rid of it. In this case, the person has to find a priest or magician able to ban it, or trick the Wild Hunt into taking the leg back by asking for salt, which the hunt can not deliver. In many versions, a person staying right in the middle of the road during the encounter is safe. Beside one or two shots, these barks were the only sounds that were clearly identified. According to some reports, the forest turned silent and only a whining sound and dog barks could be heard. When it was needed, he could transform a bevy of sparrows into an armed host. Not even charcoal kilns could be built on disused roads, because if Odin was hunting the kiln would be ablaze. The reason was that if one met the rider with the broad-rimmed hat, one should throw the piece of steel in front of oneself, but if one met his dogs first, one should throw the pieces of bread instead. He is the subject of a classic traditional Catalan ballad. Woden ; [34] Herla ; later de-heathenised as a Brythonic King who stayed too long at a fairy wedding feast and returned to find centuries had passed and the lands populated by Englishmen ; [35] Wild Edric , a Saxon rebel; [36] Hereward the Wake ; King Arthur ; Herne the Hunter ; St.

Chapter 3 : Creatures/Behemoths - Exalted - Unofficial Wiki

Creatures of the Wyld describes over 60 of the strange and fabulous beings that walk Creation in the Second Age of Man. From the most terrible of predators to the cleverest of tricksters, this book displays the panoply of amazing beasts that inhabit the setting of Exalted.

A living legend and living little nightmare. They say that crossing one of those and not taking the little critter down is a sure fire way to get a run of bad luck. Best make sure your aim is good. Creatures stalked by a wrathful jackalope get bad luck. As a bonus action, a creature within 60ft. Upon failure, they gain a bad luck hex. This effect remains until affected by a Remove Curse spell or completely a long rest. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 13 Insight check. The Bearfolk, the ursine people. They often live away from other beings, mostly because they hate company. However, befriend a bear person? You have an ally for life. Only a fool would make one mad. You have the strength of a bear with the intelligent wits of sentience. The bearfolk can enter a battle rage as a bonus action, as their fury drives their battle. They gain resistance to non-magical weapon damage while in this state. This lasts for 1 minute or if the bearfolk ends the rage early. Bearfolk have advantage on Perception checks using smell. The bearfolk count as one size larger when determining their carrying capacity and the weight that they can push, drag, or lift. The bearfolk can lunge into battle, in hopes of a more direct hit. It may grant itself advantage on its attacks for this round. However, all attacks against it have advantage until the start of its next turn. The bearfolk may attack with claws and either bite or battle axe during its turn. Grizzly Warrior The elites among their kind, far larger and more capable of dealing more damage to their foes. Change size to Large. Resist all damage except psychic while raging. Ursa Mystic There are those who channel incredible energies through themselves, acting as conduits to the otherworld. They can even conjure phantasmal claw attacks that launch at foes. These bearfolk are priests, diviners and witch doctors among their people. The Mystic has advantage on all saving throws versus spells and magical effects. Attacks made by the Ursa Mystic are considered magical. The Mystic casts spells as if it were a 5th level druid. Call Lightning, Erupting Earth Multiattack. The Ursa Mystic can make two Spirit Claws attacks instead. Meld into Stone 4th Level 3 Slots: Blight, Guardian of Nature 5th Level 1 Slots: Wrath of Nature Increase Challenge 5 1, XP Chupacabra The chupacabra is a savage hunter, preying on livestock and draining them much like a vampire. The chupacabra feels empowered after feasting on blood. If the target of a bite attack fails its Constitution saving throw, the chupacabra drains its blood and gains the following boons until the end of its next turn: Its speed becomes 60ft. Its armor class becomes If it attacks a previously drained target, they suffer an additional 2 1d4 necrotic damage per attack that hits them. While hiding behind naturally obscuring terrain or in dark areas, the chupacabra gains advantage on Stealth checks. The chupacabra may attack with one bite and one claw attack during its turn. Alternatively, it may make two claw attacks on its turn instead. The target must also make a DC 13 Constitution saving throw. In addition, the chupacabra gains the benefits of Invigorating Drain. Gain new trait, Swooping Dive. As a bonus action, the chupacabra moves its flight speed towards a nearby target. It can only use this ability if there is a target at the end of its path. Increase to Challenge 3 XP Wendigo Those who dare to cannibalize their own are often stricken with a truly horrid curse. These maddened souls become a creature of pure wickedness called the Wendigo. These dark spirits haunt inhospitable regions, devouring and corrupting all they can find in their path. Some find themselves in the dreaming itself, unleashing their tainted curse upon the nightmares of countless victims. The Wendigo must choose another humanoid species, it was this creature before becoming cursed. This ability related to Consume Flesh as well as other potential opportunities. Furthermore, the wendigo counts as both a fey and an undead creature. Challenge 17 18, XP Acute Hunter. The Wendigo can mimic voices of creatures it has heard in the last 24 hours, able to produce sounds and even speech patterns. It can throw its voice up to 60ft. In addition, checks utilizing smell and hearing such as with Perception are made with advantage. When the Wendigo kills a creature or encounters a corpse, it may also consume part of its flesh as well. The Wendigo has advantage on all saving throws against

spells and magical effects. Mask of the Wild. While infected, they receive no benefits of a long rest. The victim continues to accumulate exhaustion until it dies from it or from another cause. However, the victim may make a DC 10 Nature check to realize that cannibalizing a creature of the same species as it will stave off the fever. The victim cannot be awakened during this process. If the victim dies before becoming a wendigo, it instead becomes a Ghoul. In order to remove this illness, the wendigo that infected them must be killed. Afterwards, they must receive a Greater Restoration spell or higher level of magic in order to get rid of it the rest of the way. Wicked Roar Recharge 4 → 6. All creatures within 60ft. Any creature that succeeds on the initial save is unaffected by this ability. Any creature that fails is frightened and their speed is reduced to 0 for up to 1 minute. However, the victim may attempt a new save at the end of their turn. If the target succeeds the initial saving throw, the duration has ended or the effect is cured; they are no longer affected and are immune to this ability for 24 hours. At the start of the its next turn, it regains its legendary actions. The Wendigo recharges Wicked Roar automatically. The Wendigo jumps 60ft. The Wendigo cannot receive attacks of opportunity for doing this. Vanish into the Wind. It may also move 30ft. All rights and copyrights belong to respective owners.

Chapter 4 : Wild Hunt - Wikipedia

This item: Creatures of the Wyld: A Bestiary of the Second Age (EXALTED Roleplaying, WW) by White Wolf Publishing Paperback \$ Only 1 left in stock - order soon. Ships from and sold by Point of Purchase.

Kindle Edition Verified Purchase I regularly give out about hype. Being bombarded by too much information wreaks havoc with our expectations, and this, at least for me, ends up with a certain number of disappointments every year. Earlier this year, I kept hearing about Kings of the Wyld from fellow bloggers. Naturally, I was curious. One night right after it was published, I went online to have a look at its sample chapters. I read the first four, and that was it! I immediately ordered a copy. It is a delightful and very entertaining read. What if they were called "Bands"? What if they had "bookers", they had "gigs" and they "toured"? Our main protagonist is Clay Cooper, one of the retired members of the greatest band there ever was. When his old friend needs his help, he is unable to say no and Clay leaves with him to try to "get the band back together". All of the band members has different personalities with their flaws and abilities. I had my favorite one. But this diversity creates memorable characters in an interesting story filled with sword, sorcery and monsters. Eames is a skillful storyteller. Kings of the Wyld contains numerous ups and downs, quickly becoming a page turner. What it lacks in court intrigue it makes up in sheer adventure. The setting is a land with many kingdoms, where magic and monsters are aplenty. Last but not least, the book has also a great map I love good maps. If Eames can deliver a second book with the same quality, he would take important steps towards becoming a big name in fantasy.

Chapter 5 : Creatures of the Wyld by Rob Barrett

Creatures of the Wyld describes over 50 of the strange and fabulous creatures that walk Creation in the Second Age of Man. From the most terrible of predators to the cleverest of tricksters, this book displays the panoply of amazing creatures that inhabit the setting of Exalted.

He takes the form of an enormous horned owl, swooping silently through the darkest forests of the Shimmerwyld, his massive talons carving open mortal prey by the dozen with a single pass. Already belligerent and hostile, Straga has been made even more dangerous due to the influence of the Nightmare. His corrupted presence cannot be tolerated any longer. The progenitor of the amphibious sluagh, Kroak was a relatively benign entity before the corruption of the Nightmare poured into the Shimmerwyld. The infestation must be rooted out and the corrupted wild god slain for the good of the entire realm. Created from corrupted green dragons that have fallen under dark influence, the Nightmare Dragons are wreaking a terrible toll on the defenders of the Dream in the Shimmerwyld. Shaharroth and his eagle-folk children, the shayetar, are sympathetic to the Dreamguard and wish to aid them in their battle with the Nightmare. Two races in particular, the owl-like strigoi who dwell in trees and the toad-like sluagh who live in the swampy glades of the surface, have been affected and are savagely warring against each-other, with many refugees desperately fleeing the conflict. Hunters in the Wild Passing through the warzone, the Dreamguard encounter the wyldborn, a race of strange beastmen who hunt the woods of the Shimmerwyld. They begin preying upon the few refugees and purified survivors and must be repulsed by the Dreamguard. The Wyld Hunt Within the major Nightmare infestation zone, a spawning ground for nightmare dragons is discovered. Bighted treefolk and ancients are also plentiful, as are many of the Order of Thorns forces. At a major site of infestation, Darcath and his satyr meet with the mighty Wyld Hunt, a pride of wyldborn that are the strongest in the region. The huntmaster, Kurnog, warns Darcath to keep away from their hunting grounds, while Darcath offers a deal instead, providing Kurnog with the power to hunt the greatest of foes. After establishing a base beyond the corruption zone, the Dreamguard call on more Shayetar allies and organize for an attack on the Nightmare zone on two fronts. Darcath retreats at this. Luckily, the Nightmare does not advance any further. Uncorrupted Wyldborn emerge to lend their aid to the Dreamguard in this effort. From the Depths of the Dream Agents of the Nightmare guided by the satyr have begun efforts to corrupt some of the slumbering mountain giants in the east. The Dreamguard have established a forward base near the first of the Titan ruins and have sent troops north. The troops soon return as Blighted Treefolk, corrupted by the Nightmare. A massive Nightmare infestation has taken root in the north-west, spilling forth corrupted animals and turning at Dreamguard who become exposed. Efforts are being made to halt the spread. The tendrils of Nightmare corruption curling east are halted at exposed Titan ruins. A new enemy, the Deviaan Host, have emerged from the titan ruins, despoiling many of them and enslaving or destroying all they find. However, during a Nightmare Incursion, it will flare up horrifically again, disgorging Blighted and Nightmare-spawned horrors. Flare-ups will also strike near the Titan ruins, in Sluagh swamps, and near the original Dreamguard base in the south. Questlines The Murkwallow Sluagh - A swamp-full of sluagh to the north beneath the curling arches and stone pillars of the Shimmerspyre Mountains is menaced by Nightmare corruption. War in the Wylds - Near the territory of the Wyldborn another warzone between the strigoi and the sluagh has erupted, this one fiercer than ever. The ancient wild god progenitors of the two races, Straga the owl and Kroak the toad, lair near the region, providing considerable challenges for those who attempt to end the violence. The Ebonwing Shayetar - Not all of the shayetar of the Shimmerwyld are the children of noble Shaharroth. The allegiance of the Ebonwing flock is not yet known - any efforts to approach them should be undertaken with the utmost caution. If the children of the Black Eagle have fallen to the Nightmare, a new warfront in the campaign against the Unwaking will erupt. Despite her grandiose ambitions to dominate all the forests of the Emerald Dream, the animal deity has lived in relative peace with the other wild gods in the Shimmerwyld for generations. Perhaps if the heroes of Azeroth earn her favor by aiding her children, her terrible wrath might be turned from them. These creatures of pure corruption are formed in the image of Xavius , the former

Nightmare Lord and first of all satyr kind. These shadow-satyr have begun to crack open the hills and mountains of the Shimmerwyld, exposing the slumbering mountain giants to the pollution of the Nightmare. Legacy of the Life-Binder - In the north, the earth has been torn asunder by quakes and tremors, exposing Titan-built structures that have remained buried in the lower depths of the Dream for untold millennia. The forces of the Nightmare are scouring the Titan structures for something to exploit in their campaign of corruption, but some unknown hostile force has awakened from the depths to attack them. The infestation in Festergrind Grove must be rooted out, lest it spill forth into the Shimmerwyld and turn all who become exposed.

Chapter 6 : blog.quintoapp.com: Customer reviews: Kings of the Wyld (The Band)

Creatures of the Wyld: A Bestiary of the Second Age (EXALTED Roleplaying, WW) by White Wolf Publishing pdf - the biggest in the world, however, transforms the factual integration behaviorism. Chartering, analyzing the results of the advertising campaign complies epistemological intelligence.

The core rulebook, a making of booklet and a CD containing a very limited character generator. The core rulebook, detailing the setting and history of the world, and presenting rules for playing Solar Exalted. One of the early supplements detailing the Scarlet Empire, early versions of Celestial Exalted, Spirits and Spirit Courts, and other wonders. This supplement gives a general description of the different areas of the Threshold, specifically the North, the East, the South, the West, the Scavenger Lands, Nexus and has appendixes on groups and organizations in the Threshold, and the Fair Folk. The first version of a book detailing sorcery in the world of Exalted. The book contains sorcerous spells for Terrestrial, Celestial and Solar Circle spells, as well as other works of wonder, details on demesnes, manses and hearthstones, and an appendix on War Striders. WW, September , Caste Book: Dawn by John Snead and Dawn Elliott: A book outlining the Dawn Caste for Solar Exalted. It contains the personal stories of five Dawn Caste Solars, plus new charms, artifacts and signature characters. It also includes information on the Exalted signature character, Dace. This supplement contains four adventures for the world of Exalted, as well as further artifacts, charms and initial details on the Alchemical Exalted. WW, January , Caste Book: Zenith by Steve Kenson and David Wendt: A book outlining the Zenith Caste for Solar Exalted. It contains the personal stories of five Zenith Caste Solars, plus new charms, artifacts and signature characters. It also includes information on the Exalted signature character, Panther. WW, February , Exalted: The first hardcover sourcebook or " fatsplat " , detailing the Terrestrial Exalted or Dragon-Blooded , the weakest of the Exalted, and the Realm they govern. Defendi , Dan Quackenbush , and Scott Taylor: This book details seafaring in the world of Exalted, outlining the day-to-day on the tides, sailing technology and maritime trades, plus creatures, gods, charms and artifacts all related to seafaring. WW, June , Caste Book: Twilight by Genevieve Cogman and Dawn Elliott: A book outlining the Twilight Caste for Solar Exalted. It contains the personal stories of five Twilight Caste Solars, plus new charms, artifacts and signature characters. It also includes information on the Exalted signature character, Arianna. An important sourcebook for material on gods, elementals, demons and spirit charms. WW, August , Caste Book: Night by Brian Schoner and John Snead: A book outlining the Night Caste for Solar Exalted. It contains the personal stories of five Night Caste Solars, plus new charms, artifacts and signature characters. It also includes information on the Exalted signature character, Harmonious Jade. WW, October , Exalted: A sourcebook detailing the culture and game mechanics of the bestial and savage Lunar characters and the barbarian tribes they associate with, as well as information on the Wyld, a zone of chaos that rings the world. A bestiary for Exalted, covering a number of creatures from each of the elemental directions North, East, South and West and the Scavenger Lands. Eclipse by White Wolf Publishing: A book outlining the Eclipse Caste for Solar Exalted. It contains the personal stories of five Eclipse Caste Solars, plus new charms, artifacts and signature characters. It also includes information on the Exalted signature character, Swan. A sourcebook for Abyssal Exalted, ghost characters, the Underworld and a brief history of the Deathlords. This book outlines the history of the Dragon Kings, the city of Rathess and its vicinity, stalkers, gods and other foes, and rewards to be found in Rathess. This book on the economy of the world of Exalted gives specific information on The Guild, its history and structure, drugs - the soft trade, slaves - the hard trade, plus money and finance in Creation. WW, July , Aspect Book: A book outlining the Air Aspected Terrestrial Exalted. It contains the personal stories of five Air Aspected Dragon-Bloods, plus new charms, artifacts and signature characters. It also includes information on the Exalted signature character, Tepet Arada. WW, August , X Exalted: This book details the Kingdom of Halta, magical beings of Halta, plus beasts, manses and sundry wonders. WW, December , Exalted: This book contains valuable information on those Dragon-Blooded who are not born to the scions of the Realm, but serve other powers or none at all. Primarily a sourcebook for creatures of lesser power than the Exalted and another supplement that fleshes out the world of Exalted, this book covers merits

and flaws, the God-Blooded, Half Castes, mortal thaumaturgy, the Dragon Kings, Exalted power combat and details a writing system in the Age of Sorrows. WW, April , Aspect Book: A book outlining the Earth Aspected Terrestrial Exalted. It contains the personal stories of five Earth Aspected Dragon-Bloods, plus new charms, artifacts and signature characters. It also includes information on the Exalted signature character, Mnemon, one of the daughters of the Scarlet Empress. The latest version of material covering sorcery in the world of Exalted. This book explains magical theory, artifice and enchantment, puts further detail into demesnes and manses, outlines practical summonings and expands upon and revises spells, in addition to having an appendix covering War Striders in greater detail. Fire by Kraig Blackwelder and Genevieve Cogman: A book outlining the Fire Aspected Terrestrial Exalted. It contains the personal stories of five Fire Aspected Dragon-Bloods, plus new charms, artifacts and signature characters. This supplement fleshes out the land of Harborhead, the Imperial Garrison in Harborhead, gods, monsters and manses in the area, and contains an appendix on the Court of the Orderly Flame. A sourcebook for the Raksha, also called the Fair Folk, beings born of passion and myth amidst the Wyld. This is a compendium of knowledge for those skilled in the art of Necromancy. This supplement contains information on the capital of the Underworld - the City of Stygia, arts of the dead, wonders of the dead, creations of bone, the three Circles of Necromancy Shadowlands, Labyrinth and Void , and creatures of the Underworld. WW, March , Aspect Book: Water by Ian Eller and John Snead: A book outlining the Water Aspected Terrestrial Exalted. It contains the personal stories of five Water Aspected Dragon-Bloods, plus new charms, artifacts and signature characters. It also includes information on the Exalted signature character, Peleps Deled. This book details the workings of the Gold Faction Sidereal organization known as the Cult of the Illuminated, explaining the workings of the outer circle, the inner circle, the training camps and giving more details on the Wyld Hunt. WW, May , Exalted: A sourcebook detailing the parallel world of Autochthonia, and its artificially created champions, the Alchemical Exalted. WW, May , Aspect Book: Wood by George Holochwost , Ellen P. Kiley , and Exalted: A book outlining the Wood Aspected Terrestrial Exalted. It contains the personal stories of five Wood Aspected Dragon-Bloods, plus new charms, artifacts and signature characters. This supplement details the cities of Whitewall and Gethamane, as well as detailing the Haslanti League and contains an appendix on Swar - an unshaped Raksha who has taken the form of a fake First Age ruin. Chosen of the Sun Trilogy of the Second Age: Beloved of the Dead Trilogy of the Second Age: Children of the Dragon X 2nd Edition - [edit] Print publications[edit] Exalted: Details information about the various types of Exalted. Contains information about the military might of the major groups in creation.

Chapter 7 : WOUNDED LION Creatures In The Cave/Wyld Parrots 7" VINYL Down In The Ground | eBay

Creatures of the Wyld by Aaron Rosenberg - book cover, description, publication history.

Chapter 8 : Creatures of the Wyld - White Wolf | Exalted First Edition | blog.quintoapp.com

Publisher blurb: Creatures of the Wyld describes over 60 of the strange and fabulous beings that walk Creation in the Second Age of Man. From the most terrible of predators to the cleverest of tricksters, this book displays the panoply of amazing beasts that inhabit the setting of Exalted.

Chapter 9 : BOOK REVIEW: KINGS OF THE WYLD – A WILD ALBEIT SATURATED RIDE | GEEKSTU

Exalted Creatures of the Wyld Bonus Material - Copy Uploaded by Kylar42 A copy of the free bonus material for the 1e supplement, formerly available on the White Wolf website.