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It is an age of magic and adventure, when heroes of legend are reborn into a time of woe. Anointed by the gods, these beings were thereafter known as the Exalted. The greatest of the Exalted were the Solars, the Chosen of the Unconquered Sun, the mightiest of the gods. So great was their power that, when a Solar died, his power was quickly made manifest in a new individual - a reincarnation of sorts, but into a mature adult rather than a newborn. The Exalted triumphed over the enemies of the gods, and in reward, the gods gave the Exalted dominion over the Earth. For a timeless age, the Exalted ruled justly over Creation, and their kingdom was invincible. But the enemies of the gods had pronounced a terrible curse against the Exalted. This dark magic ate away at the hearts of the Chosen. The benevolence of the Solars turned to tyranny, and peace turned to civil war. It was prophesied that the madness of the Solars would bring about the destruction of the world. Seeing no other alternative, the lowliest of Exalted, the Dragon-Blooded, murdered the decadent Solar Exalted and locked their souls away. And so, a Second Age descended upon Creation. Solar Exalted whose power escaped to be reborn were slain by Dragon-Blooded inquisitors known as the Wyld Hunt, and the Realm claimed dominion over Creation. For more than a thousand years the Solar Exalted remained imprisoned and defeated - until now. Without her might to enforce order in the Realm, the Great Houses of her Scarlet Dynasty have fallen to squabbling over the reins of power. And in this time of crisis, the Solar Exalted have returned. It is as if a gate was opened and the heroes of old rushed through it and returned to the world. Your character is among those individuals who have become Solar Exalted. You are a being of legend, as mighty as a demigod and as cunning as an asp. Will you be the savior of Creation or one of the terrible menaces that beset your world?

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Chapter 2 : Exalted - Novels Full Inventory from White Wolf - Noble Knight Games

Chosen by the Unconquered Sun itself ebook Chosen of the Sun (Exalted: Trilogy of the Second Age, Book 1) txt download The Stronger with Age trope as used. Items 1 - 50 of Lester Dent penned many pulp adventures before he created Doc Savage in.

System[edit] The game uses ten-sided dice and a variation of the Storyteller System [4] to arbitrate the action, and, as with many other RPGs, requires little beyond the rulebooks themselves, dice, pencil, and paper. The Exalted version of the rules were derived from the trilogy of White Wolf Publishing games Aeon Trinity , Aberrant, and Adventure where the idea of a fixed target number of 7 or higher was first introduced. Characters may be frequently presented with challenges that normal human beings, even within the context of the game, would find difficult, deadly, or simply impossible. However, as the chosen champions of greater powers, each Exalt possesses Charms, which may either enhance their natural capabilities or manifest as shows of great power. An Exalt with low-level archery charms might find her arrows hitting with preternatural accuracy, while greater faculty might allow her to shoot without difficulty to the edge of her vision, or turn a single arrow into a deadly rain of ammunition. The Exalted frequently power their charms with accumulated Essence, a universal energy that flows through and comprises Creation and other worlds. While normally their Essence recovered slowly through rest, in the first two editions they could also regain it more quickly by performing stunts, actions given special description and embellishment by the players. In the third edition stunts no longer regenerate Essence, but combat automatically causes Essence stores to refill quickly. However, stunts continue to exist, and their primary benefitâ€”adding extra dice to the actions they describe, thus enhancing the possibility of successâ€”remains. The Masquerade , the second edition core rulebook achieving a sales ranking at 23, on Amazon. The initial advertisements for Exalted placed the Age of Sorrows as the pre-history of the old World of Darkness. However, once the game was released such connections became uncertain: Meanwhile, some oWoD supplements also supported this; the Hunter Apocrypha gave a vision of the past that said that Hunters gained their power from the broken shards of the souls of great heroes of a lost age. Likewise, the Kindred of the East supplement gave a structure of the Wheel of Ages mirrored in Exalted first edition books as the Ages of Man that seemed to accommodate the integration of Exalted and the classic World of Darkness, the former the first and second age, and the latter being the fifth age. However, per the commentary of multiple developers, the connections are deliberately tenuous, allowing players to be free to treat it as a prehistory or as its own world as it may suit their individual game. The similarities between Exalted and the new edition of the World of Darkness are even weaker. The Second Edition seems to imply that its story is the prehistory of our own world on its back cover, but this idea is not explored in any depth past that book; while the last book of Second Edition would posit a modernized world with the Exalted, it was clearly a technologically advanced version of Creation â€” the world of Exalted â€” rather than Earth. Shards of the Exalted Dream, the final 2nd edition product, was published in January Development of Exalted 3rd Edition was officially announced in October The promotion was called "Graduate your Game" and has received mixed reviews from fans of both games. The success of this promotion was not revealed.

Background[edit] In Exalted, the player characters are chosen by a deity and imbued with their powers thus, "exalted", or "raised high". While the core rulebook mentions and discusses the other Exalted to the extent necessary for them to appear as supporting characters in Solar-themed games, additional sourcebooks provide the depth of detail necessary to stage other Exalted as playable characters. According to the core sourcebooks and the supplementary materials, the history of the setting begins with the Primordials: They shaped Creation â€” a flat world of finite extent â€” from the primordial chaos , and placed the gods numberless immortal spirits resembling the Kami of Shinto to watch over it. In time, the Celestial Incarnae , the greatest of the gods who represented great celestial objects such as the sun and moon, decided to end the rule of the callous and destructive Primordials and claim the Games of Divinity for their own, but they were forbidden from taking

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arms against the Primordials themselves. Instead, they imbued exceptional humans with their power the titular Exalted to fight for them. After a cataclysmic struggle, the Exalted finally triumphed over the Primordials, slaying many and then forcing the others to surrender. Upon victory, the gods retreated to the city of Yu-Shan to oversee from on high, and granted the Exalted the Creation-Ruling Mandate as a boon for their service to the new order. Now they are half-remembered only as the Yozis: The slain Primordials are known as the Neverborn, quiescent monsters whose impossible ending resulted in the formation of the Underworld. In this case, this flaw is represented by a "Great Curse", uttered upon the dying breaths of the slain Primordials. This Great Curse manifests itself in a variety of ways and causes the "heroes" of the setting to be fatally flawed. After centuries of plotting, the Solars were slaughtered in a massive insurrection known as the Usurpation by the Terrestrial and Sidereal Exalted, their servants and advisors. After the Usurpation, the majority of the Exaltations of the Solar Exalted were locked away, and an organization known as the Wyld Hunt was organized by agents of the Sidereals and Terrestrials to kill all the others, and drive the Lunar Exalted from the civilised lands of Creation. During the intervening age, the Terrestrial Exalted became the rulers of the world, ruling in a system not unlike the shogunate of feudal Japan. After the Great Contagion a plague engineered by the Neverborn to swell the population of the underworld and weaken Creation and the Balorian Crusade a war with the Fair Folk , who seek to return the world to Chaos wrought devastation across Creation, a young captain of the Dragon-Blooded armies gained access to powerful weapons of the First Age. With these, she first beat back the Balorian Crusade, and then asserted her rulership over much of the world, dubbing herself the Scarlet Empress. Nearly eight hundred years laterâ€”in the present day of the gameâ€”there are eleven Great Houses of the Realm, nearly all of whom claim direct descent from the Empress. Five years prior to the default starting point of the game, the Empress vanished. While she had temporarily disappeared before, by the present of the game it is believed she will not return, and the Realm stands on the brink of civil war. Simultaneously, the Solar exaltations held in the Jade Prison have returned. With the Houses ignoring the threat of the Celestial Exalted to position themselves to take control of the Realm, the number of Solar Exalted in Creation is slowly growing. Thus, the backdrop to the setting sees the newly arisen Solars among various other heroes and villains struggling to survive their enemies in this time of tumult long enough to make their mark upon the fate of Creation, for good or for ill. Creation has two continents, the Blessed Isle and the unnamed super-continent which covers the northern, eastern and southern edges of Creation, populated by many nations and tribes, with the settled regions along the inner coast of this super-continent being known collectively as the threshold. The Blessed Isle is located in the center of Creation. The Realm rules the Blessed Isle and its proximate archipelago directly, and indirectly rules numerous tributary states known as satrapies along the threshold. The elemental poles of Creation color the directions of the map: Surrounding Creation is the infinite ocean of Pure Chaos known as the Wyld. The cosmology of Exalted also includes the Underworld, the celestial city of Yu-Shan, the demon realm of Malfeas, the machine world of Autochthonia, and Elsewhere. Types of Exalts[edit] At the core of the setting, there are several different types of Exalted, any type of which could play the role of protagonist or antagonist of the game. The Exalted of Creation can be divided into two categories: Terrestrial Exalted and Celestial Exalted. Celestial Exalted, being the chosen of the Celestial Incarnae, are significantly more powerful than Terrestrial Exalted, and can live for millennia, but their numbers are limited by a fixed number of Exaltations passing from mortal life to mortal life at any given time. Terrestrial Exalted are the chosen of the Elemental Dragons, children of the primordial Gaia, who govern the elemental underpinnings of Creation. While less powerful, Terrestrial Exalted commonly known as the Dragon-Blooded can pass on their Exaltation to their children, much like one would pass on other genetic features. The Abyssal, Alchemical, and Infernal Exalted technically fall outside of the two categories, though their power level is comparable to that of Celestial Exalted. A brief synopsis of each type is given here, organized by relative power and significance within the game. Most types of Exalted have certain collective predispositions toward or against other Exalt types, and may be viewed differently by the various mortals of Creation; while the Dragon-Blooded and their world-spanning empire are often seen as demigods and heroes,

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for instance, the Lunar Exalted are often seen as monstrous and dangerous; this is in part owing to their abilities to take the shapes of animals and monsters and other humans by killing them, but also due to the concerted efforts of Terrestrial propaganda. Solar Exalted Chosen of the Unconquered Sun, Lawgivers [edit] The default protagonists of Exalted and the champions of the chief of the gods, a being known as the Unconquered Sun. Dawn the warriors and generals , Zenith the priest-kings of the Unconquered Sun , Twilight the scholars and sorcerers , Night the spies and assassins and Eclipse the ambassadors, diplomats, and negotiators. Considered to be Anathema by much of the mortal world of the Second Age, the Solars are regarded as monstrous demons and few remember their former greatness. This is due to a prolonged and widespread campaign of propaganda orchestrated by the Terrestrials, via a now firmly established religion known as the Immaculate Order. The nature of Solar charms tends to express itself instead through human excellence taken to superhuman extremes, and as such their raw prowess in most skills easily exceeds any of the others. Their three greatest advantages are their large Essence pools that give them more raw power to work with, their powerful, efficient, straightforward charms, and their ability to use the highest of all forms of sorcery, the Adamant Circle – also called the Solar Circle due to the Solars alone being able to access that circle of sorcery. With the addition in the third edition of Evocations – powers derived from legendary artifacts – the Solars have attained another area in which they are the undisputed masters. Abyssal Exalted Chosen of the Void, Deathknights [edit] Loyal servants of the Deathlords, [9] the Abyssal castes are a dark reflection of their Solar counterparts; Dusk soldiers, generals, and martial champions , Midnight priests and leaders , Daybreak scholars and artisans , Day assassins and spies , and Moonshadow bureaucrats, diplomats, and couriers. In the present of Exalted, the Neverborn sow their revenge from beyond the grave through their Deathlord servants. The source materials, primarily the second-edition sourcebook The Manual of Exalted Power: Abyssals, present the Deathlords as the largely insane ghosts of First Age Solars slaughtered in the Usurpation, who are easily among the most powerful beings in the Underworld of Exalted. The named agents of the Deathlords in the world of the living are the Abyssal Exalted, also known as Deathknights; these antagonists are dark reflections of the Solar Exalted and are presented as being their equal in power. They were created by the Deathlords through powerful sorcery taught them by the Neverborn, using Solar Exaltations stolen from the Jade Prison. Willing Solar Exalted can also be converted to Abyssal Exalted with powerful magic. They field vast undead armies, bolstered by ancient knowledge long since lost in the world of the living but still readily available in the lingering dead, and a powerful form of magic known as necromancy. Several sourcebooks present the Abyssals and the Deathlords as having a tentative foothold in Creation, likely representing a grave threat. In the sourcebooks, they are often referred to as cunning shapeshifters, skilled fighters, and capable generals. While many stood and died beside their Solar friends and spouses in the Usurpation, those that were not killed along with their companions fled to the edges of Creation. At the borders of the order of Creation and the chaotic turbulence of the Wyld, their natures were changed over a great many years. Lunars follow at best a loose tribal hierarchy and ritually tattoo each other to protect themselves from the warping effects of the Wyld. Several major societies within the game were declared the results of centuries of subtle, behind-the-scenes guidance, with varying degrees of success. Sidereal Exalted Chosen of the Five Maidens, Viziers [edit] These Celestial Exalted are the least numerous of all the Exalted types with the exception of the newly created Infernals , yet are described as major players in the fate of Creation. Sidereals, in addition to their mastery of martial arts, evidenced by their access to the highest forms of martial-arts magical abilities known as Sidereal martial arts , excel at foreseeing and manipulating fate. They were the viziers, prophets and cunning advisers of the First Age. Toward the end of the First Age, a prophecy came to them that warned that without action, Creation would fall to darkness. Seeking to save the world, the Sidereals looked into the future and saw two options: The Sidereals, possibly under the effects of the Great Curse laid upon them by the Neverborn, elected the path that offered a guaranteed future for Creation. As such, they orchestrated the end of the First Age, known as the Great Usurpation. Sidereals slip from the minds of those who meet them, mortal and Exalt alike, which can be beneficial to Sidereal characters

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or harmful, depending on their intended goals as player characters and non-player characters. Some unpredicted events prior to the "present" setting of Exalted, such as the Great Contagion, have jarred their faith in their precognitive abilities. Meanwhile, the loss of the Scarlet Empress, their secret ally at the top of the Scarlet Dynasty, has greatly weakened their influence. In the present, a growing rift between the Bronze Faction which supports the Dragon-Blooded hegemony and the Gold Faction which backs the newly-returned Solars renders the Sidereal Exalted uncertain of their future. Air, Earth, Fire, Water, and Wood. They are less powerful than other types of Exalted, but most of their strength lies in their inheritance — rather than being chosen by a god, the Dragon-Blooded have the potential to share their Exaltation through their bloodline. With their comparatively massive numbers, along with the help and guidance of the Sidereal Exalted, they were able to overthrow the Solar Exalted at the height of their power and end the First Age. The most prevalent Dragon-Blooded in Creation make up the ruling class of the Realm, currently the most powerful empire in Creation. The state-sanctioned faith known as the Immaculate Order paints the Solar and Lunar Exalted as dangerous Anathema who will bring ruin to the world if allowed to exist. Because of this, the Realm organizes the Wyld Hunt, which actively seeks out dangers to the Realm such "Anathema" include many other types of Exalted, rogue gods, and the Fair Folk and destroys them. This practice had effectively kept the Solars from rising to power again since the end of the First Age, but has faltered with the recent disappearance of the Scarlet Empress; the power struggle to fill the resulting vacuum has destabilized the Realm and allowed the Solar Exalted to escape the purges of the Wyld Hunt and rise in Creation once more. They were introduced in the supplement "Time of Tumult".

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Chapter 3 : Exalted - Wikipedia

Before there was a World of Darkness, there was something else. It was a land of turmoil in the Second Age of man. It was a time of high adventure and heroes re-born. It was a setting of savage peril and sprawling decadence. It was the world of Exalted. The Trilogy of the Second Age is the first.

Dansky Beloved of the Dead by Richard E. Dansky Children of the Dragon by Richard E. Lasombra For all these titles and more, visit www. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical-including photocopy, recording, Internet posting, electronicbulletin board-ar any other informationstorage and retrieval system, except for the purpose of reviews, without permission from the publisher. For this reason, we do not permit our covers to be-"stripped" for return, but instead require that the whole book be returned, allowing us to resell it. All persons, places and organizations in this book-except those clearly in the public domain-are fictitious,and any resemblance that may seem to exist to actual persons, places or organizations living, dead or defunct is purely coincidental. The mention of or reference to any companies or products in these pagesisnot achallenge to the trademarksor copyrightsconcerned. Insects and birds had fed on his flesh, and spiders nested in the unruly thatch ofhis hair. At first the pain had kept him from drifting off, the stabbing agonies in his arms anchoring him to consciousness. Then, when pain had ceased to matter, he found himself strangely immune to slumber, and instead hadstaredoutfromunseeingeeyes bothnight andday. Finally, the visions had come. In another, the Prince of Shadows had turned away from him sadly, cloaked in fire and bleeding from both palms. Ratcatcher had tried to call out to him, but his throat was so dry he could make no sounds other than a weak, dry squeaking. There were a half dozen of them, and they rode strong black horses that bore signs of hard riding. They were not gentle when they cut him down. Widebladed knives slashed at his bonds; rough hands pulled his twisted limbs free of their confinement. He would have screamed in agony, but no sound emerged from the parched flesh of his throat. And so they took him down off the tree, roughly, and bore him to the ground nearby. One brought water and bathed his face, then moistened a piece of silk and bade Ratcatcher suck the precious fluid, drop by drop, between his cracked lips. His broken limbs were straightened, crudely but effectively, and a folded blanket placed beneath his head. We did so, for it is not wise to fail the prince. The prince rides forth, even now, and Pelesh rides with him. We were told to tell you of that as well. What is the worl ong with you,and mYf to pass along these tidings. And when will we be leaving? Water is what I need, water and a little time. All around him was the hustle and bustle of the other men preparing to depart. Will I be riding behind you? There was surprisinglylittle blood, a mere trickle. The man who killed Ratcatcher covered him with the blanket which had served as a pillow, and let the thin flow of his blood water the earth. I envy you your journey. Walls stained with blood and offal provided no clues to the fate of the inhabitants, save that it was violent and sudden. Yet here the temple stood, its doors hanging off their hinges and birds nesting in the sanctuary. No industrious monks repaired the damage; no devout ones prayed in the corridors. A few brave souls dared as far as the heart of the temple, where they found shattered doors lying on the floor of a roughhewn chamber, and a gaping doorway whose maw exhaled foul vapors. A few were brave enough to steal temple artifacts. None were foolishenough to venture into the darkness. All spread the story of the horror at Qut Toloc wherever they went, and those whom they told spread it even wider. Prudent women and sensiblemen heard the tales, and chose to hurry past the ruins on their journeys. Sage mapmakers modified their wares accordingly. Itinerant priests began using tales of the destruction of Qut Toloc as abject lessons in their sermons, and the Thousand Gods turned their faces away and would not speak of it when asked. It became a place to be shunned and feared, a town whose name was heavy with the stink of death. Which, of course, is why the treasure hunters immediately found the place irresistible. They expected to find beasts to slay, relics of the First Age for the taking, and treasure and glory scattered on the streetsof the village like shells on a sandy beach. Dim light and stale smells flooded the air as he approached, and he could see that the doors sealing the catacombs off from the temple proper had been tom

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from their hinges by some angry force, Brown stains on the floor and walls could only be blood, and he could see deep gashes in the stone that had clearly been made with malicious intent. Absently, Wren scratched his forehead and stepped into the room. The air here was a bit cleaner than in the catacombs, but it was scented with old rot and animal smells. If Kejak ever saw this, Wren decided, a lot of monkish heads would roll immediately. If the heart of the temple was such a disaster, the Unconquered Sun alone knew how bad the rest of it was. He stooped to examine the pattern of bloodstains on the floor, and frowned. These were old, older than he would have expected, somehow. Gashes in the stone belied the ferocity of the combat. A bloody handprint against one wall made him shudder; the deep cut into the stone behind it spoke volumes. To see to the dead, at the very least. To shut the doors on the catacombs. Nothing stirred there, which was exactly what he wanted to see. While most guests, particularly fellow Immaculates, were guaranteed some form of hospitality within the temple walls, Wren was fairly certain that his Exaltation would preclude any friendly reception. Looters had been here, he saw. Sconces for torches had been ripped out of the walls, and braziers and tapestries had been either savaged or stolen. One man had done this, Wren decided. One set of footprints led from slaughter to slaughter, and the hacks and scores marring the walls were all of a consistent size, shape and depth. He recalled the endless mornings in the courtyard for training, the incomparable speed and grace of his peers and instructors. To think that one man could have simply strolled through the temple and dispatched so many monks with such ease was unthinkable. No one else could have done this. The odds against it were too great. A war, he realized, in which he, too, was a soldier. More than just a soldier, he suddenly knew. All at once, it struck home. The powers among whom he moved were mighty and terrible, capable of miracles or slaughters with either hand. The power was too vast, the scale on which it worked beyond his comprehension. Even Idli, treacherous, vicious Idli was simply too alien to be comprehended, save when the blows flew and the demands of combat put all philosophizing out of his head. But this, this brought it home. And if the Unconquered Sun had not chosen to Exalt him, he too, would have died, would have fallen to the rage and power of the Anathema.. Ofcourse, he was now Anathema, too. Gently, gingerly, he tickled awakethe power inside him. While it seemed likely that Ratcatcher was long gone, there was still the chance he might have returned, and the depth of the scores in the walls told Wren that now was not the time to take chances. He continued on, working his way inevitably toward the central sanctuary. There was no reason to go there, he knew, save a morbid curiosity and a lingeringfaith. Perhaps, Wren told himself, it still mattered. He came around the last bend and nearly doubled over in shock. The sanctuary, or what remained of it, lay before him. Time had not been kind to it. Old stains on the walls and floors were precisely the wrong shade of brown, and a lingering stench told Wren the extent of the desecration. All of the temple ornaments were gone, either stolen or destroyed. By the smeared trails on the floor he could see that bodies had been dragged out of here, many bodies. It was clear that the sanctuary had become an abattoir, with priests and their servants the beasts to be slaughtered. Feeling sick to his stomach, he turned away. This, he saw, was a true abomination, not what he had become. This was the real horror. For the first time, he felt he truly understood why, on a day in the dim and distant past, Kejak and his advisors had felt it necessary to call the first Wyld Hunt. Never mind the sheer impossibility of it all; people tended to be less than logical where mass death and the Exalted were concerned. He had even, Wren admitted to himself, been guilty of it a few times himself. Now, however, was not the time for self-recrimination, or a reflection on the ironic nature of things. A quick glance around had told him that there were no bodies needing to be buried and no souls needing their way hastened. That, at least, was a blessing. He would leave the temple, scour whatever lay outside for supplies, and depart. The weight of the sword at his back was a reminder of the debt he owed the ghosts from the catacombs below; his sudden thirst was a reminder of a more immediate need. He felt a sudden heat on his brow, and amended his wish: The elements had done their work here and softened the memory.

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Chapter 4 : The Carnelian Flame (Exalted, book 6) by Aaron Rosenberg

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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

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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.

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