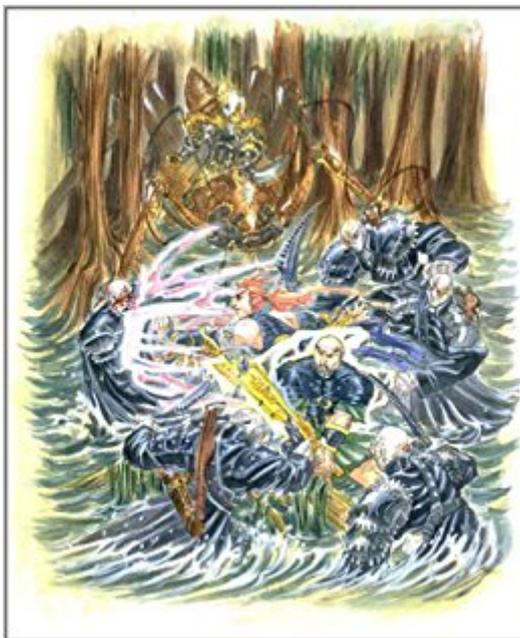


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# Exalted Time Of Tumult



## Synopsis

In a World of Savage Adventure The Solar Exalted have returned to a world of turmoil and war. A great empire teeters on the edge of ruin. Vast fortunes and great power await those who are able reap the whirlwind. Death awaits those who cannot.

## Book Information

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## Customer Reviews

In a World of Savage Adventure The Solar Exalted have returned to a world of turmoil and war. A great empire teeters on the edge of ruin. Vast fortunes and great power await those who are able reap the whirlwind. Death awaits those who cannot.

While Time of Tumult was released prior to the creation of large swathes of the Exalted world, it still stands up to these new pieces. The book is designed for use by Storytellers (GMs, DMs, whatever you want to call them.), and shows off four adventures that are very different in genre. The first and second adventure deal with a location called The Invisible Fortress, getting there and discovering its secrets. It combines elements of exploration with a ghost story, and accomplishes both. The third adventure deals with the kidnapping of a powerful spirit's lover, and his request is that the players get her back alive. Along the way, you see the underbelly of Exalted's Celestial Bureaucracy and haggle with spirits. It's a classic tale of saving the damsel in distress. The fourth and final story can only be described as a war epic. Invaders from beyond Creation are conducting a crusade in the name of the Machine God (they live inside it). It introduces a new kind of Exalted, the Alchemicals,

and provides a timeline that goes on for years in the game world. While Exalted is designed to be modular, Time of Tumult stands as a sampling of the adventures that can be had in the Exalted game world. I would heartily recommend it to any Storyteller wanting to run Exalted.

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