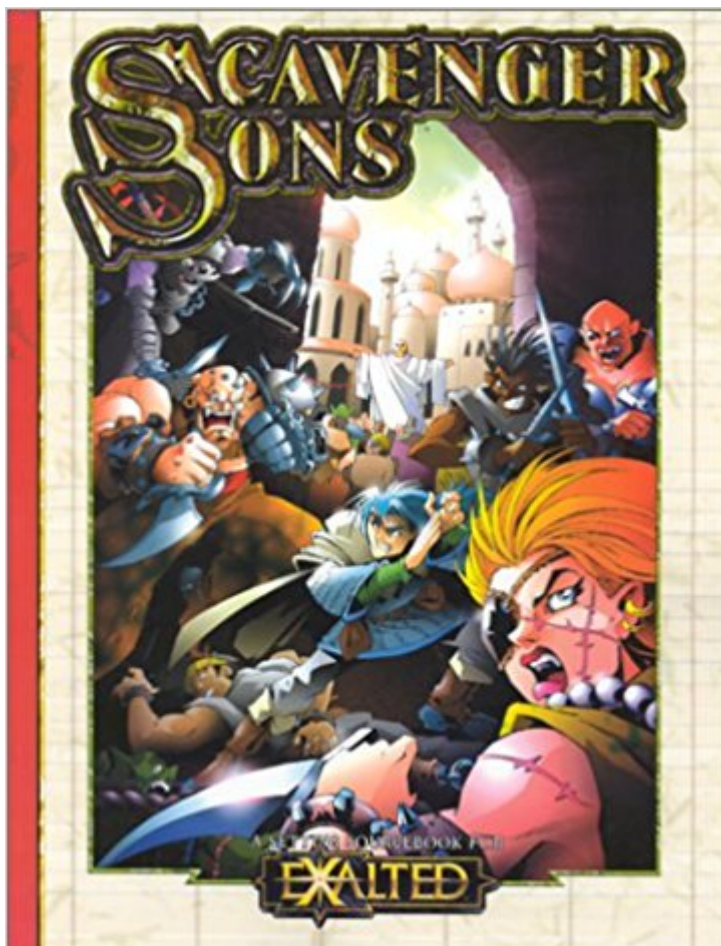


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# Exalted Scavenger Sons \*OP



## Synopsis

They crawled from the ruins of the First Realm and carved themselves a place amid the rubble. When the army of the Realm arrived demanding tribute, the would-be overlords were given the only response such an insult deserved - a sound thrashing. Since then, the Realm has coveted the Scavenger Lands and their caches of First-Age relics. The Scavenger Lands have always been assailed, but have never fallen. Scavenger Sons details the Scavenger Lands, the heartland of the First Realm and a bastion of resistance against the Dynasty's imperial ambitions. From the strict discipline of Lookshy to the Byzantine anarchy of The Nexus, this book covers the history and inhabitants of the lands in detail. Scavenger Sons also contains information on the Threshold, including descriptions of many of its petty kingdoms.

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## Customer Reviews

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Threshold, including descriptions of many of its petty kingdoms.

This sourcebook is meant for the Exalted role-playing game and details the lands surrounding the Blessed Isle (known as the Threshold), including the Scavenger Lands to the East. Overall the book is very well done, providing interesting adventure hooks and details to bring the people, customs, and cities in the Threshold to life. The chapter on Nexus is especially well done with lots of adventure ideas and will be useful for GMs who plan to take their games there. The only con is that there are no maps provided (except one for the Scavenger lands in Chapter 5) and you will have to rely on the maps that came with the main Exalted rulebook. The chapters are:

Ch1: The North. Describes the frozen lands north of the Blessed Isle and its people, customs and cities. Includes details of the Haslanti League (a loose confederation of city-states on the shores of the White Sea), iceships and airboats.

Ch2: The East. Describes the lands to the East of the Blessed Isle, but deals mostly with the areas outside of the Scavenger Lands proper which has its own chapter. There is a detailed section on the Sijan the city of the dead, and sections on the people, customs and creatures of the forest lands.

Ch3: The South. Describes the cities and inhabitants of Gem, Chiaroscuro, the Varang City-States, Harborhead, and the surrounding lands. Nexus is described in a separate chapter. There are notes on Firedust and weapons (e.g. Firewands) using this unique substance.

Ch4: The West. Details the islands of the West, including Wavecrest, Coral, Skullstone, and the dreaded Lintha pirate family.

Ch5: The Scavenger Lands. Describes the so-called Scavenger Lands and includes a detailed history of the River Province. The cities of Lookshy, Great Forks, Sijan, Greyfalls, and Denandsor are described in some detail. A separate section deals with the unique creatures of Mount Metagalapa (hawkriders, birdmen, and great rocs).

Ch6: Nexus. An in-depth description of the teeming megapolis of Nexus which includes descriptions of the surrounding lands, laws, the council, the guild, and the various districts and neighborhoods. A separate section details the First Age Tombs of the Exalted in Nexus, complete with their deadly traps.

Appendix 1: Groups and Organisations. Describes the various power factions in the Threshold including the Guild and the Children of the Wyld in greater detail.

Appendix 2: The Fair Folk. A thorough discussion on the Fair Folk. This chapter covers the varieties of Fair Folk and their unique powers (Glamour) done in much greater detail than the sections in the main Exalted rulebook.

A must-have if you want to run games in the setting used in the Exalted books. Though the Core book gives some basic setting information, Scavenger Sons actually gives you enough detail to provide starting points for adventures and campaigns, as well as interesting backstories for

characters, for any area of the world (not just the Scavenger Lands, as the name implies). If you play like I do, having more setting detail is extremely helpful. Overall, the book is well-written, though be warned that there isn't a whole lot in the way of new rules - if you buy books only for the crunch and could care less about setting detail, you might want to save the money for a new fatplat instead. However, keep in mind that when the new edition comes out, this book won't become obsolete like many of the others might.

This is a very deep and thorough look at the scavenger lands. The only bad part of it is that it often leave certain things without stats, as in these tombs of former exalted that annihilate their would be thieves...eh,jsut pet piev though. But all in all, if you are interested in this part of the game world, buy it.

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