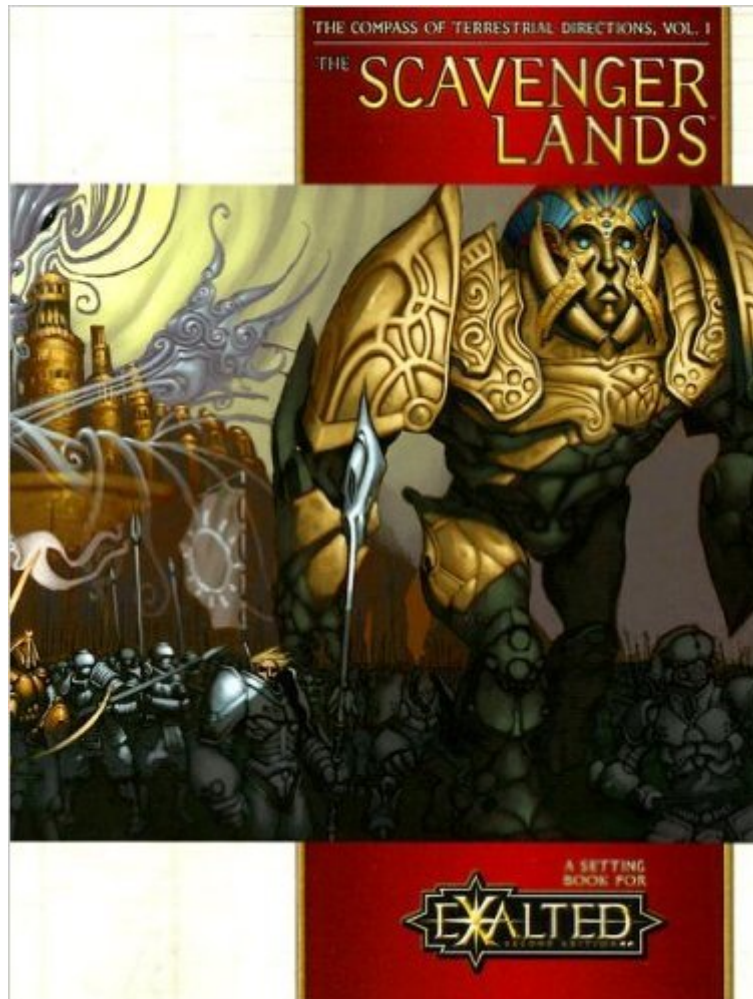


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# The Scavenger Lands: The Compass Of Terrestrial Directions, Vol. 1



## Synopsis

The Confederation of Rivers Forged from the shattered remains of the Dragon-Blooded Shogunate and tempered in the fires of war, the so-called Scavenger Lands continue to stand in defiance of the tyranny of the Realm, as they have done for eight centuries. Ranging from mighty Lookshy in the west to the eclectic Hundred Kingdoms in the east, the states of the former River Province offer a treasure trove of First Age wonders, minor dominions and mortal followers for the returned Solar Exalt willing to risk the wrath of the Seventh Legion to claim them. A setting book for Exalted®  
Second Edition • The first of five Terrestrial Direction books devoted to fleshing out the bare bones of Creation presented in the Exalted core book, this one devoted to the Scavenger Lands • Mass combat stats for the Seventh Legion and for other Confederation forces, as well as dominion stats for the Mandate of Heaven • Stats for the Scavenger Lands™ native gods and beasts

## Book Information

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## Customer Reviews

This is the first of five setting books that look closely at Creation, the world of Exalted. I was glad to see White Wolf made the choice to tackle the East, a.k.a. the Scavenger Lands, first, as that is the best place for setting adventures, IMHO. It has the greatest variety of cultures, the best places for a Solar Exalt to hide, the most ruins, and it has Nexus, Great Forks, and Lookshy, the three most interesting cities. The Exalted campaign I played in recently was set primarily in the East, and when I run a campaign, it will be set there as well. The book expands on the brief descriptions of the East from the main rulebook, and focuses on those three aforementioned cities, along with others such

as Thorns and Greyfalls. It brings together information that appeared in other first-edition books, while adding some new info, but sadly leaving out some details due to space considerations. Newcomers to the game won't notice that last, however, and won't miss it--there is plenty here. It also includes some creatures and artifacts, and NPCs, Mass Combat, and Mandate of Heaven rules for all the societies described.

Scavenger Lands provides a fascinating overview of one of the most turbulent and interesting areas in Creation. A variety of interesting cities are detailed in this product, along with complete support for The Mandate of Heaven rules found in the Exalted Storyteller's Companion. Additionally, the large tactical units of the various city states are presented for the purpose of mass combat. Finally, the various gods and ancient beings that reside in the Scavenger Lands are stated. By and large, however, this is a large setting product. The largest downside to this product is that it is mostly setting information, and that setting information has been presented in an earlier 1st edition product. Some of the writing is at times boring, focusing on minor NPCs instead of the state (I'm using state to mean geopolitical entity, often city-states in this product) they live in. Finally, this product is much more narrowly focused than the earlier Scavenger Sons. It discusses the Scavenger Lands but does not move outside them. I consider that to be a strength, as later supplements are planned to explore the cardinal directions, but the product is not as broadly useful as the earlier Scavenger Sons.

If you don't have the old Scavenger Sons, then you should definitely buy this book if you are at all likely to find yourself in the Scavenger lands. If you do have Scavenger Sons, ask yourself a question--how much more info do you need on Nexus, Lookshy and Great Forks? What about Chaya, the Marukan Alliance and Sijann? If you want a pretty detailed guide to these places, then Scavenger Lands is indeed an improvement on Scavenger Sons, but if you were more or less okay with the old book, then you should bear in mind that the new simply fleshed out already printed material. And that's the problem--there are no really new locations fleshed out, nor anything fundamentally changed in the existing locations descriptions. It would have been nice if the first Terrestrial Directions book had covered new ground--The South, for instance, or the farther East other than Halta, but oh well.

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