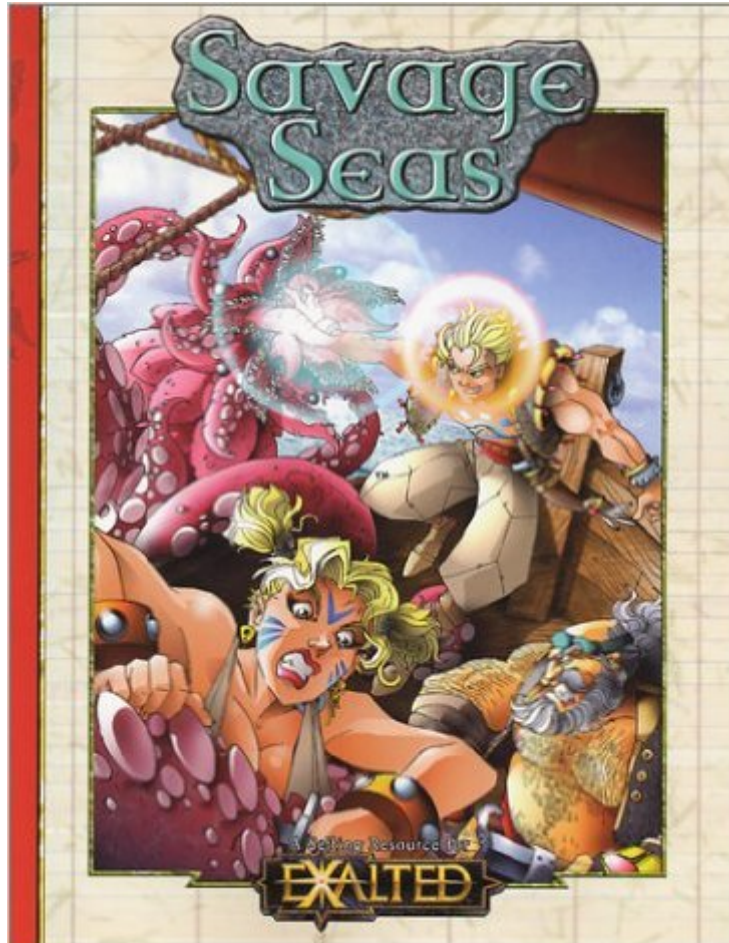


The book was found

Savage Seas (EXALTED Roleplaying, Setting Resource, WW8822)



Synopsis

Fiction Fantasy

Book Information

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Average Customer Review: 3.3 out of 5 stars [See all reviews](#) (3 customer reviews)

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Customer Reviews

Since Exalted was released, I have been a huge fan of the setting and system and hence, purchasing each supplement as it comes out. However, this is the one supplement that I wish that I hadn't wasted my money on. This book is nothing more than a breakdown of ship design and ship terminology. Save your money, this book is fairly worthless for a campaign.

This book has two goals: 1) give storytellers an overview of "realistic" ancient seafaring life/culture/technology; and, 2) give storytellers fantasy specifics about how 1) works in world of Exalted. I believe it strongly succeeds on both accounts. The material is not a campaign or module per se. What it does is provide an immense amount of cool, detailed material storytellers can work into games of their own design. So if you want something to "plug and play" with minimal effort than this isn't for you. If you're looking for "thinking fuel" and inspiration ... you won't be disappointed. My favorite parts were the one's that provided glimpses of First Age ships. Loved it!!!

I thought the book was pretty decent. It has stats for ships and their weapons, rules for ship to ship combat and even mass combat rules for crew vs crew fighting which could be used for other arenas of combat. I liked the sections about life at sea and how ships are run. It also talks about the details of navigation in a world which actually is flat and where the pole used for navigation is in the

center. Savage Seas also has some new charms, mainly geared towards use at sea, some new spells, terrestrial and celestial, and a few minor artifacts. What it didn't have were things like whole chapters about individual pirate groups, or various navies. Those things were pretty much summarized between 2 chapters. A lot of that stuff was covered in other books, or left for storytellers to customize. All in all, if you run a sea-based series then this book will be a good resource. If you're landlocked, then you might not want to buy it.

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