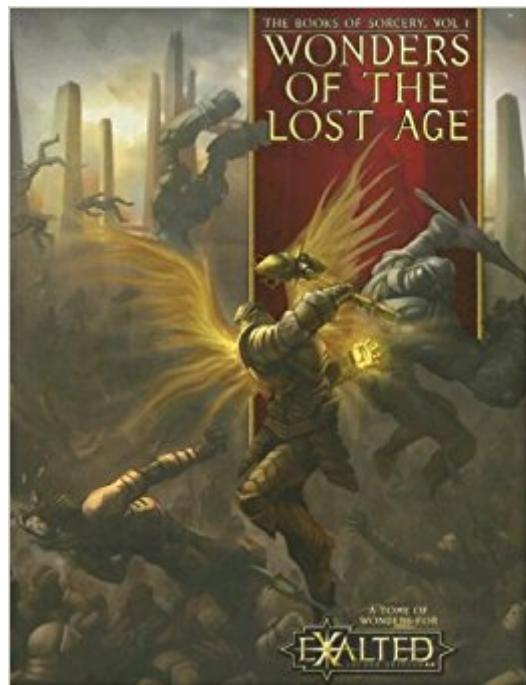


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# Exalted 2nd Wonders Of The Lost Age



## Synopsis

Monuments to First Age Ingenuity At the height of the First Age, miraculous achievements were possible that are impossible in the fallen Age of Sorrows. But now, the past readies to give up its secrets to the returned Solar Exalted that they might remake Creation into a place of wonder once again. The Wonders of the Lost Age are lost no more. Draw back the hazy veil of intervening centuries, and gaze on the marvels of the First Age. From power armor to unsinkable warships, and from Essence cannons to self-aware automata, this supplement has all the magitech items players and Storytellers might want and the rules for maintaining them. A Tome of Wonders for Exalted® Reveals the history of magitechnological development in Creation and just how far the current age has devolved Details a myriad of magitech devices ranging from weapons of war to automata, including the mighty warstriders First in the five-tome "Books of Sorcery" series This book includes: A plethora of First Age weapons, devices and vehicles suitable for any Exalted game Complete rules for warstriders, including spiritually active ones US Page Count: 160 (Softcover) Authors: Alan Alexander, Kraig Blackwelder, Michael Goodwin and John Snead, Developers: John Chambers, Cover Artist: WW Staff

## Book Information

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## Customer Reviews

Pros: This book has lots of artifacts for players and STs. There are enough artifacts listed in this book that most characters of any sort will find at least one thing useful, Pectoral of Resplendent Speeches might be useful for talkers or battlefield commanders, Bracers of Universal Crafting to

make crafting easier, mechanized steampunk butlers to help each exalted keep their other artifacts in working order, and the 20+ direct combat related items.Cons:"Repairs and maintenance" anything involving these rules just adds an annoying tax to players who want to use artifact armor, vehicles, or weapons. The idea of repairing a recently recovered Noble warstrider can be an interesting quest, having to worry about changing its oil every 10 hours is not so fun.Flavor and rules for items are meshed together. This makes finding the power and function of an item a chore. A lot of the time for the noncombat items the artifact's mechanic effect is sometimes obscured by artifacts lore.Summary:This is a decent item book for Exalted, it gives players a large number of toys to play with that as long as they keep them clean. Figuring out what those toys do might take a while, but most of the artifacts are at least interesting if not useful.

Ah, magical artifacts...and when they're technomagical artifacts, all the better. This is a very imaginative collection of items--combat and noncombat--for Exalted Storytellers to tempt their players with, or to equip opponents with. Vehicles (for getting around the enormous distances of Creation), armor and weapons, battlefield equipment, and a great many things to make life easier (or in some cases, much harder). The section on warstriders is particularly tasty.This book also expands the Exalted backstory, letting us know how magical-technology developed and was used in the golden age of the Solar Deliberative, and how it has fallen to its current state.There are only two things keeping this from getting five stars: First, I was hoping for more detailed rules on artifact construction, to help me figure out exactly how many background points an item is worth. Second, I was \*really\* hoping for a lot more Sorcery spells! As in the 1st edition, the 2nd Edition core rules have only a few spells, and you would think the first Book of Sorcery would rectify that. Nope: this volume has only artifacts.For what it is, it's great. We'll just have to wait for a later volume to get those spells.

Wonders of the Lost Age describes magitechnology, some of the most potent and flexible artifacts, created during the First Age of Man. Magitechnology is an example of how Exalted bridges and merges fantasy and science fiction elements. From artificial intelligences to life forms created for the purposes of the Exalted to power armor and warstriders, the Exalted of the First Age were capable of inventions that elude the greatest savants of the Second Age. Many of these ancient creations still exist, whether in current use or laying dormant beneath the land.

This A Toolbox's for Exalted 2Ed you get warstriders you get a number of first age weapons you get

first age transport's you get a full magitehnology you get artifact you get personal arms and armor and more.P.S Hope this halp

Wonders of the Lost Age is a excellent supplement for Exalted that covers a great many new toys for Exalted players and GMs to play with. The setting and background information is a bit thin, but this is a book that emphasizes the crunch of rules not the fluff of setting so it's not entirely unexpected. There are hordes of new artifacts and items to be found, how to keep them repaired and functional, and some rules on creating them. The creation rules are, unfortunately, rather lacking. Even so, there's a lot to see. The first section covers vehicles and transportation. Everything from single person flying wings to flying battlecruisers to personal transport devices like cloaks that turn into wings can be found. The next section covers many creative and utilitarian artifacts. The following section is a favorite of many players, being that it contains new weapons and armor, including the awesome battle armor artifacts. Next comes created life and constructs. Finally come the big guns used to make war. Siege weapons, mass combat items, and the infamous Warstriders can be found here. Many of the items here are more suited for an action, adventure, or combat oriented game, but even an intrigue or social oriented game will find items worth introducing into their games with this books.

Ok the idea to divide the book in 5 aspects that are the Maidens purviews was an excellent move. The one that came with that idea is a genius, really. I thought something like that and when I saw it done, it was WOOOOOAW. The idea to have technomagic is great. Final Fantasy inspired no doubt. Creating some sorcerous craft as to be able to manufacture scientific advanced gadgets also a clean move. That they can be repaired and maintained and have high-level power in exchange of certain rituals, oils, reagents and periodic tune ups is great idea. The warstriders rule. The idea of been able to have Genetics and mutate life is also a nice idea, yet it lacks many more examples, many more rules and somehow needs more clarification cause somehow I felt it small in comparison to all the combat-related artifacts. The book has over 100 examples ready to use and also ready to tamper with and even enhancing and mixing em. A must have in the Exalted collection. Worth every cent! [or peso]

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