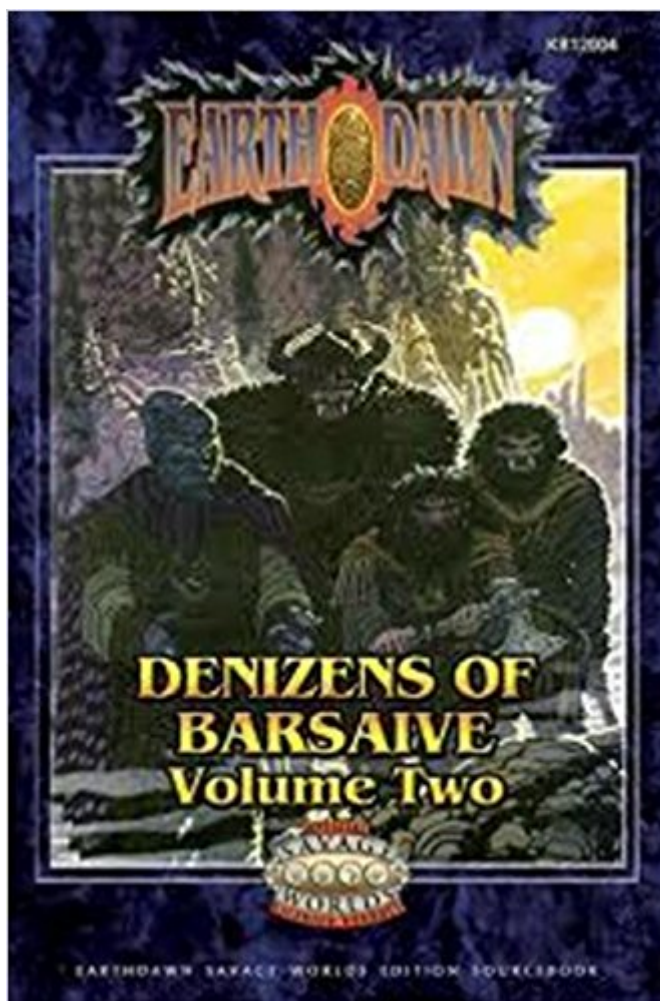


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# Earthdawn: Denizens Of Barsaive Vol.2 (FAS12004, Savage Worlds)



## Synopsis

The Namegivers The eight Namegiving races of Barsaive form the heart and soul of the land. They share many experiences and beliefs, but have their own cultures and traditions. Each race is unique and together they breathe life into the land of Barsaive. *Denizens of Barsaive Volume Two* provides an indepth look at four of the Namegiving races of Barsaive: Dwarfs: Stout and stubborn, the industrious dwarfs are the cultural and political leaders of Barsaive. Obsidimen: Ancient beings of living rock, these stone giants are perhaps the oldest and most mysterious denizens of Barsaive. Orks: Passionate and savage, their love for life is surpassed only by their love for battle! Trolls: Bestial in appearance, these gargantuan mountain dwellers are both fierce and honorable. *Denizens of Barsaive Volume Two* describes the dwarfs, obsidimen, orks, and trolls in detail, and provides race-specific Disciplines, new Edges, unique gear, and special rules for playing each race. This fascinating and invaluable reference is for *Earthdawn Savage Worlds Edition* players and Game Masters alike. *Denizens of Barsaive Volume Two*<sup>TM</sup> *Savage Worlds Edition Sourcebook* Published by RedBrick LLC Format: 144 pages, 6.14" x 9.21", B+W Interior Requires use of the *Savage Worlds*<sup>TM</sup> Core Rulebook and *Earthdawn Player's Guide* (*Savage Worlds Edition*).

## Book Information

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## Customer Reviews

This is an excellent book, but it is 90% reprinted from the original *Earthdawn* version. There is very little *Savage Worlds* game information, and frankly, because of this, the book is overpriced. Good book, somewhat handy for game, about ten dollars too expensive.

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