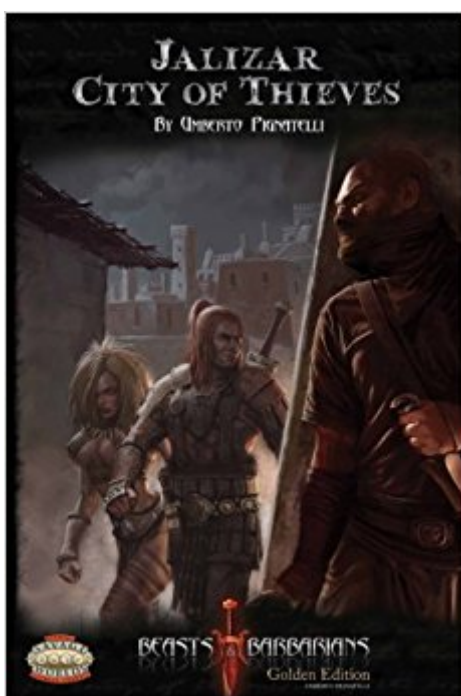


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Jalizar City Of Thieves (Savage Worlds, Beasts & Barbarians, S2P30004)



Synopsis

Jalizar, City of Thieves, the Rotten Flower of the North, is revealed to your eyes in this book! In its pages, you'll learn the seedy ways of the Thieves' Guild. You'll smuggle goods into the city, fooling the Copper Helms, the corrupt city watch of Jalizar, vie for power with the Merchant Houses or, if you are really bold, venture into the dark Sewers of Jalizar where an age-old evil lurks undisturbed. Twenty new Edges, new trappings and tweaks for the arcane backgrounds, an additional list of gear, and much more await you in this book! So sharpen your dagger, put on your black cloak, and step outside into the dark alleys of the City of Thieves!!

Book Information

Age Range: 8 and up

Perfect Paperback: 200 pages

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Language: English

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Shipping Weight: 10.4 ounces (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars 4 customer reviews

Best Sellers Rank: #1,290,328 in Books (See Top 100 in Books) #41 in [Books > Science Fiction & Fantasy > Gaming > Savage Worlds](#) #183432 in [Books > Children's Books](#)

Customer Reviews

I actually like Jalizar better than Shelzar, the clear inspiration for Jalizar. I know this is heresy, but hear me out. Jalizar has a fun, bizarre in spots, history. I enjoyed the way it was told, and look forward to revealing a bit at a time. There is a huge secret in Jalizar, which finding out about and facing would make an epic campaign. There are some new edges and hindrances, designed mostly for a native. I enjoyed the GM tips and information on the factions and how to make a location memorable. The sewers get a well deserved chapter. Even if you don't want to run a Beast and Barbarians game, I'd really consider picking this up to drop in another fantasy world. It's that good.

dark and gritty, but I do love conan-esc settings. I can always lighten them for RPG play, and the darker themes can help get a good feel to how to play the place.

GRAmel put out a great supplement for Beasts & Barbarians. This is no splat book, but a great addition of setting and lore for your B&B game. Even if you never end up using it, it's a fun read.

It's perfect for the setting, with plenty of tidbits for getting your creative juices flowing. Would have liked more detail, but for what you pay for it's very well done.

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