

Gurps Magic Items Two More Sorcerous Shops And Mysterious Magics

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GURPS Magic

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GURPS Magic Items 2 book. Read reviews from world's largest community for readers. GURPS Magic Items 2 once again opens the doors to shops full of arcane...

GURPS Magic Items 2: More Sorcerous Shops And Mystical ...

GURPS Magic Items 2: More Sorcerous Shops and Mystical Magics (GURPS: Generic Universal Role Playing System) by Drew. Bittner ISBN 13: 9781556342073 ISBN 10: 1556342071 Paperback; Austin, Texas, U.s.a.: STEVE JACKSON GAMES, April 1992; ISBN-13: 978-1556342073

9781556342073 - GURPS Magic Items 2: More Sorcerous Shops ...

GURPS Magic Items 2 once again opens the doors to shops full of arcane artifacts and enchanted objects . . . over 450 completely new items. All of the familiar magical shops from Magic Items are here, with new items for armor and protection, magical weaponry, mystical healing, necromantic magic, curses, tricks and traps, and more.

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Gurps Magic Items Two: More Sorcerous Shops and Mysterious Magics by Drew Bittner, Jeff Koke (Editor), Eric Hotz (Illustrator) starting at \$5.51. Gurps Magic Items Two: More Sorcerous Shops and Mysterious Magics has 0 available edition to buy at Half Price Books Marketplace

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GURPS Magic Items 2 - Steve Jackson Games

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Warehouse 23 - GURPS Classic: Magic Items 2

More Outtakes from GURPS Magic Items 2. compiled by Drew Bittner. Conjuror's Cookfire. This item appears to be a small, half-burned log about 2 feet long and weighing 12 lbs. When placed into a cooking fire, it appears to burn, but it actually summons a tiny and very minor fire elemental.

Wondrous Widgets: More Outtakes from GURPS Magic Items 2

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It should be mentioned that some items will mix two or more of these methods. Enchanting Items (Standard Method) Syntactic Enchantment: This includes most flexible magic system in GURPS. It can require a large time commitment by a GM to create and balance. Alchemical Items (Alchemical Enchantment) Enchantment Through Age and Deeds; Clerical Enchantment

Enchanting Items | GURPS Wiki | Fandom

So, yesterday I posted about identifying magic items in AD&D. I didn't even mention that you need Detect Magic to tell things are magical (unless the sword is flaming or lights up a 10' radius . . . probably.) GURPS is a lot more generous. It has some of the same feel - you need time, effort, and specialized magic to tell what things do.

Dungeon Fantastic: Identifying Magic Items in GURPS

These are new spells to complement the list from GURPS Magic, 4th edition. Contents[show] Body Controlling Spells Body Link (VH) Regular, resisted by the second target's HT By means of this spell, a mage unites a target's life energy to that of another being. For the duration of this spell, any damage suffered by the target is immediately reflected upon the linked being. The second target ...

GURPS/Magic Addendum | RPG | Fandom

For the really powerful D&D magic items neither the spells in GURPS Magic or Symbol Magic may not be enough. Such items may require Items as Advantages or even Items as Characters but those methods require using the Basic Set. Effectively the item is built with points with each point equating to 200 hours (25 8-hour days).

Building D&D Magic Items in GURPS | GURPS Wiki | Fandom

GURPS Magic Items 2 once again opens the doors to shops full of arcane artifacts and enchanted objects . . . over 450 completely new items. All of the familiar magical shops from GURPS Magic Items 1 are here, with new items for armor and protection, magical weaponry, mystical healing, necromantic magic, curses, tricks and traps, and more.

Quag Keep: GURPS - Magic Items 2

Might & Magic I magic items in GURPS DF The magic items in Might & Magic I are more interesting than they seem at first glance. For example, you can have a Staff +1 or a Staff +2. Easy comparison, right? Staff +2 is better as it has better "to hit" and damage. But the Staff +1 gives a +1 to Intellect, the Staff +2 gives a +2 to Luck.

Dungeon Fantastic: Might & Magic I magic items in GURPS DF

Or two. You could have a Fire ER and a Healing Power Stone. Or put Two-College on both; that costs a bit more, but gives you more flexibility. GURPS Dungeon Fantasy has the Power Item, instead of the Power Stone, and that does not (usually) recharge. (Also, GURPS DF explicitly disallows player character Enchanting.)

New to GURPS magery questions : gurps - reddit

Two more GURPS Magic Items 2017 - Jun - 16 , Friday 07:27 Precis – Two new magic items: the spiked shield Warding Horns of the Prince, and the flail Crushing Hooves of Thunder.

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This is a Steve Jackson Games SJG6512 Magic Items 2 sourcebook for use with the GURPS (Generic Universal Role Playing System) role playing game. It was released in 1991 (Softcover). Swords and Sorcery. GURPS Magic Items 2 once again opens the doors to shops full of arcane artifacts and enchanted objects . . . over 450 completely new items.

GURPS RPG Magic Items 2 Sourcebook by Steve Jackson Games ...

Warehouse 23 is raising funds for Dungeon Fantasy Magic Items 2, Powered by GURPS on Kickstarter! The Dungeon Fantasy Roleplaying Game expands with a new book! Written by Sean Punch, Magic Items 2 brings more magic to your campaign.

Dungeon Fantasy Magic Items 2, Powered by GURPS by ...

"Even More Sorcerous Shops And Mysterious Magics" Third and final book of the GURPS Magic Item series, this book appeared 12 years after the second. Had items for traditional fantasy campaigns as well as GURPS Technomancer and GURPS Steampunk and had guidelines for items at every GURPS tech level from TL 0 to TL 9+. Covered alternative enchantment techniques and added several new guilds ...

GURPS Magic Items 3 | RPG Item | RPGGeek

GURPS Thaumatology: Ritual Path Magic You Can Do Anything! Magic is a creative force, and those who can harness its full potential can change the universe. This is the core of GURPS Thaumatology: Ritual Path Magic, a complete, stand-alone, and self-contained magic system for GURPS. Designed to emulate the magic of real-world traditions and ...