

Gurps Magic Items Two More Sorcerous Shops And Mysterious Magics

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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

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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 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. You also get eight new shops for magic-seeking adventurers to visit, with items for bardic magic, adventuring items, holy magic, and toys and entertainment.

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**GURPS Magic Items 2 - Steve Jackson
Games**
Mysterious Magics

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Dungeon Fantasy Magic Items 2, Powered by GURPS The Dungeon Fantasy Roleplaying Game expands with a new book! Written by Sean Punch, Magic Items 2 brings more magic to your campaign.

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GURPS Magic Items 2 once again opens the doors to shops full of arcane artifacts

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GURPS Classic: Magic Items 2 - Steve Jackson Games | GURPS ...

"More Sorcerous Shops and Mysterious Magics" The second of three GURPS books detailing various magic items, this one came out a year after the first.

Contains descriptions of over 450 new items. Expands the rules on enchanting items and contains sections on magical quirks of items. Rounding out the book is

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a detailed section on spellbooks.

GURPS Magic Items 2 | RPG Item | RPGGeek

GURPS Magic Items 2 – New items for armor and protection, magical weaponry, mystical healing, necromantic magic, curses, tricks and traps, and more.

GURPS Magic Items 1 - Steve Jackson Games

Industrial enchantment as an option appears at ETL6 with the assembly line itself being a enchanted item made in two ways. GURPS Technomancer/GURPS Magic Items 3 assembly line: The assembly line itself is a magic item "costing 10 times that to enchant whatever item it makes, multiplied by the square root of the number of mages who can work ...

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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

The Paperback of the Gurps Magic Items Two: More Sorcerous Shops and Mysterious Magics by Drew Bittner, Ruth Thompson, Eric Hotz, Romas | at Barnes & B&N Outlet Membership Educators Gift Cards Stores & Events Help Auto Suggestions are available once you type at least 3 letters. ... Learn More . The B&N

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Gurps Magic Items Two: More Sorcerous Shops and Mysterious ...

GURPS Magic is a 240 page rulebook for GURPS 4th Edition with content by Steve Jackson, S. John Ross and Daniel U. Thibault. Most of the spells are slightly reworked versions of 3rd Edition spells from GURPS Magic, GURPS Grimoire and a few other places. This chapter covers the core rules...

GURPS Magic | 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

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Warehouse 23 - GURPS Classic: Magic Items 2

Companions is \$19.95 for 78 pages. That is only 30 more pages than the Magic Items 2. So those in the States get the PDF and the print book for \$18.00 but those of us not in the U.S.A. Have to pay \$10.00 for the PDF then probably another \$15.00 for the PoD which will be a less quality product for much more.

GURPS Mega Dungeon | Just another WordPress site

GURPS Spaceships Three, two, one . . .
Blast off! ... Dungeon Fantasy Magic
Items 2 ... and Bedouin . . . sultans, poets,

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Sorcerous Shops And

Merchants, and the original Assassins – all this and more can be found in GURPS Arabian Nights. Confront a shapeshifting djinn, or cast spells that move mountains and tame fantastic beasts. Voyage with Sinbad or ride...

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9781556342073: Books - Amazon.ca

Gurps Magic Items Two: More Sorcerous Shops and Mysterious ...

On the way home from work I had a flash of insight. GURPS magic items already have a statistic that doesn't usually matter much: Power. Power is usually 15, and is equivalent to the effective skill of the enchanter. Mostly it seems to be used for

resistance rolls and determining if the item functions (e.g. low mana zones).

Renovating the Temple: Consumable magic items in GURPS

More posts from the gurps community. 44.

... once saying that offering a kickstarter for a book (DF Magic Items 2) in the US and onDemand for non-US only had the first half work well, and a follow-up saying they were trying the same thing again with some internal tweaks for DF Companion 2. ... The books's got two knights loadouts with all the ...

The adventurers of Shattered Worlds 2: Arise : gurps

For 4e, GURPS Magic lists items with spell descriptions, and there's a collection of spells to enchant weapons and armor. Dungeon Fantasy has more of your classical 'lists of magic items' in one or

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more PDFs. If you don't mind translating up, GURPS 3E had 3 books of magic items that should transfer pretty easily.

Magical Blacksmith - gurps - Reddit

It's a good long list, and while not especially unique, those familiar with the rules for converting Magic/Alchemy into items from the original Dungeon Fantasy 1 will see that a lot of prices deviate strongly from the prices one would get with GURPS Magic's enchantment values, I presume as a measure of rebalancing. The prices seem a bit less systematic, and more chosen for feeling, which is ...

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