
Gurps Magic Items Two More Sorcerous Shops And Mysterious Magics

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VANESSA JAXON

GURPS Supers Steve Jackson Games

-- Adds many new mental powers to GURPS...lets players create more powerful characters. -- By one of the GURPS system's most popular authors.

Gurps Banestorm Steve Jackson Games

There Will Be War! Whether you're trying to stop the Dark Lord's invading army, lead a Ranger company against the Axis in WWII, or command your own crack mercenary regiment in a far-flung star empire, you're likely to get into battles that are far too big to resolve with ordinary GURPS combat. GURPS Mass Combat is the answer! It presents a powerful abstract system that lets you resolve land, sea, and air battles at any tech level. Features include: Rules for logistics, movement, reconnaissance, and many other things that matter to a military force even when no enemy is in sight. Integral treatment of air superiority, amphibious assaults, airborne troops, sieges, and everything else that's important when the enemy is in sight. Round-by-round resolution that puts the

commander in control, letting him choose his strategies and instantly see the results of his skill and cunning. Equal attention to the aftermath of battle: pursuit, casualties, looting, recovering losses, and more. Everything is fast and easy to use in play, thanks to extensive examples, quick-reference tables, and ready-to-go stats for the strength, weaponry, and mobility of numerous unit types. It's all generic, too, covering realistic, fantastic, and superscience troops at every tech level, and providing guidelines for customizing their quality, special training, and equipment. And it never loses sight of the fact that GURPS is a roleplaying game - every hero gets a chance to shine, and the rules emphasize what the PCs do and what happens to them. GURPS Mass Combat requires only the GURPS Basic Set, Fourth Edition.

The Dream-Quest of Unknown Kadath Steve Jackson Games

Now available in softcover, this GURPS Fourth Edition book combines the spells from the Third Edition GURPS Magic and GURPS Grimoire, plus dozens of all-new spells, for the ultimate tome of magic! Within these pages, crackling with mystic energies, you'll find: The core magic system for GURPS, expanding on the material presented in the Basic Set . . . rules for learning magic, casting spells, enchanting magic items, and more! Complete alchemy rules . . . creating magical elixirs, using them, and even researching new ones . . . with an extensive list of known elixirs and their powers. Alternatives to the core magic system, including complete rules for improvised magic and rune magic. There are also guidelines for the GM who wants to change how magic works in particular worlds in a multi-world campaign. Plus special material from the GURPS Magic Items series and Wizards. This is a powerful book, indeed. Use it wisely.

250 BEST MAGIC ITEMS FOR BARBARIANS, DRUIDS, AND RANGERS

Steve Jackson Games

Infinite Worlds . . . Infinite Adventure! The good news is, there are other Earths. Maybe an infinite number. The bad news is, somebody out there doesn't like us. The shuttles of Infinity Unlimited jump between parallel Earths, seeking adventure, profit, knowledge, and even entertainment. But a parallel called Centrum has also developed the technology to hop between the worlds . . . and it wants to rule them all. The Infinity Patrol must deal with their ruthless rivals, as well as with world-jumping criminals, and with the possibility that the secret of dimension travel might escape to some of the really nasty alternate worlds like Reich-5. Welcome to the core setting of GURPS Fourth Edition! Every other GURPS setting is on one of the Infinite Worlds timelines . . . whether they know it or not! GMs can use this to create a whole meta-campaign, or just as an excuse to move characters between worlds when the plot requires it. Compiled by Kenneth Hite, the master of alternate histories, GURPS Infinite Worlds combines and updates material from GURPS Time Travel, GURPS Alternate Earths, and GURPS Alternate Earths 2 into one volume, and gives dozens of new worlds to explore as well! This is the complete genre book on both alternative-world gaming and time travel. It offers detailed advice on the unique challenges of running this type of campaign, and on designing and playing characters who regularly cross between settings. It also provides a wide variety of suitable threats and hazards - from evil cross-time Nazis and cosmic conspiracies to "ordinary" monsters and disasters. And it gives guidelines for building alternate worlds from the perspectives of the setting, the story, and the rules. Whether you're playing accidental travelers or

the hardened troops of the Infinity Patrol, this book is your gateway to adventure. Infinite adventure.

GURPS Supers Arthaus

-- Ties in with current Hollywood hits...aliens and conspiracy! -- A fan favorite: a whole book with hundreds of Weird Things which the government is supposedly keeping from us all. -- Launched a whole online feature: www.warehouse23.com/basement/

Gurps Monsters John Wiley & Sons

-- Hundreds more magical items to add zest and variety to any fantasy game. -- Eight new magic shops, to add to a GM's world background.

Gurps Basic Set, Third Edition, Revised Simon and Schuster

In one of the most well-known and well-loved fantasy epics of the 20th century, Elric is the brooding, albino emperor of the dying Kingdom of Melnibone. After defeating his nefarious cousin and gaining control over the epic sword, Stormbringer, Elric, prince of ruins, must decide what he's willing to sacrifice in a fight against Armageddon.

Gurps Infinite Worlds Steve Jackson Games

When the mysterious Gauntlight, an eerie landlocked lighthouse, glows with baleful light, the people of Otari know something terrible is beginning. The town's newest heroes must venture into the ruins around the lighthouse and delve the dungeon levels far beneath it to discover the evil the Gauntlight heralds. Hideous monsters, deadly traps, and mysterious ghosts all await the heroes who dare to enter the sprawling megadungeon called the Abomination Vaults! Pathfinder Second Edition's most popular campaign yet bursts from the pages of this massive hardcover compilation, containing all three adventures in the fan-favorite Abomination Vaults Adventure Path, a dungeon-delving campaign like no other, along with support articles, rules, monsters, and more!

Stormbringer Steve Jackson Games

More Is Better! The Dungeon Fantasy Companion comprises all three stretch-goal supplements from the Dungeon Fantasy Roleplaying Game Kickstarter campaign: Traps. Ready-made traps for home-made adventures: nasty gadgets, complicated architecture, hidden poison, malicious magic, and devious tricks. Magic Items. This emporium of enchantment contains wondrous weapons, armor, wands, jewelry, potions, and more, allowing GMs and looters alike to grab and go. Against the Rat-Men. This ready-to-play sequel to I Smell a Rat offers heroes new dangers - and new rewards. Dungeon Fantasy Companion is intended for the Dungeon Fantasy Roleplaying Game but would work with GURPS, especially GURPS Dungeon Fantasy.

How to Be a Gurps GM Steve Jackson Games

Welcome to the land of Yrth, a magical realm of incredibly varied races and monsters - including people snatched from our Earth and other worlds by the cataclysmic Banestorm! Whole villages were transported - from such diverse locales as medieval England, France, Germany, and the Far East. Now humans struggle with dwarves, elves, and each other. The Crusades aren't ancient history here - they're current events! Characters can journey from the windswept plains of the Nomad Lands - where fierce Nordic warriors seek a valiant death to earn a seat in Valhalla - to Megalos, the ancient empire where magic and political intrigue go hand in hand. Or trek south to the Muslim lands of al-Wazif and al-Haz to explore the forbidden city of Geb'al-Din. This book updates the original Yrth of GURPS Third Edition Fantasy and Fantasy Adventures. It provides GMs with a complete world

background - history, religion, culture, politics, races, and a detailed map - everything needed to start a GURPS campaign. Phil Masters (Discworld and Hellboy RPGs) and Jonathan Woodward (Hellboy and GURPS Ogre) have added new peoples, places, and plots, as well as lots more on magic and mysticism, all of which conforms to GURPS Fantasy and GURPS Magic. So prepare to make your own mark on Yrth. Plunder elven ruins while evading the desert natives. Play a peasant-born hero . . . an orcish pirate . . . a Muslim double agent commanded to infiltrate the Hospitallers. Yrth awaits the legend of you!

Pathfinder Adventure Path Steve Jackson Games

-- A "sleeper" worldbook that has just continued to sell and sell. -- Martial arts are applicable to every sort of campaign...fantasy, SF, or modern! -- Detailed discussions of over 50 different fighting styles.

GURPS Warehouse 23 Createspace Independent Publishing Platform

Feel the Power! Fantasy settings are defined by their magic . . . so different worlds need different magic systems. GURPS Thaumatology has GURPS Fourth Edition updates of the best Third Edition magic variants, plus many all-new options. This mighty tome includes: Minor tweaks for the spell-based magic of the Basic Set: restructuring prerequisites and colleges, modifying Magery and mana, new magical energy sources, adapting spells on the fly, and more. Radical revisions of spell-based magic, including detailed versions of the clerical and ritual magic options hinted at in the Basic Set, and the return of that Third Edition classic, "unlimited mana." Traditional alternatives to spells, such as ceremonial, spirit-mediated, and runic magic. World-shaking freeform magic. Magic as inherent powers. An in-depth look at material magic, with new alchemy, herbalism, and enchantment options; rules for free-willed items and magical gadgets; and guidelines for "the stuff of raw magic." Notes on adapting real-world occult concepts - such as the Laws of Magic, astrology, and traditional material components - to any magic system. Guidelines for running magic-oriented games, advice on combining magic systems, and detailed outlines for four distinctly different fantastic campaigns. The softcover reprint contains the same material as the earlier print run (updated for the latest errata, of course!), with black-and-white interiors and a lower price. GURPS Thaumatology requires the GURPS Basic Set, Fourth Edition. GURPS Magic is recommended but not required. The discussions of different magical styles would enhance any game that features magic.

Gurps Dragons Steve Jackson Games

Behold the power of the mind! GURPS Psionic Powers takes the freeform options of GURPS Powers and turns them into ready-to-use packages of psychic strangeness. Players can use the abilities as presented, confident that they are built from and entirely compatible with the rest of the GURPS Fourth Edition character-creation system. Even better, game masters can use the entire system in a campaign: GURPS Psionic Powers distills the complexity of hundreds of possibilities into individual powers and power groups. This book does all the work, describing each power in levels, making it easy to represent stronger psychic gifts. In addition, the new rules and suggestions allow the entire system to work together to simulate a wide variety of psychic ability. Whether the powers are used as individual parts or as a cohesive whole, this supplement is the one-stop shop for mental mastery. With GURPS Psionic Powers, the mind is an open book! Description: 88-page B&W softcover.

Gurps Fantasy Bestiary Steve Jackson Games

The Student's Guide to Ultimate Power GURPS! A game with infinite possibilities. Even those familiar

with this award-winning system may not feel they've mastered the fundamentals . . . and those just starting with this game may feel lost amid the possibilities. You want help. You could use a guide. You need *How to Be a GURPS GM*. For the player, this supplement offers insight into how to create the perfect character to fit your vision, plus three examples of character creation and two new fantasy templates. The chapter dedicated to customizing combat and using various options can be particularly helpful for new and veteran players in making aggressive altercations even more exciting. For the Game Master, the supplement discusses everything needed to run a campaign: how to prepare the game setting, assist the players with the creation of their heroes, create challenging and engaging encounters, and design and run the first adventure. The included overview of the Fourth Edition line, plus recommended resource lists for eight popular genres, can help the GM decide which supplements will be most helpful to craft a new campaign. This supplement also provides canonical insight from Sean "Dr. Kromm" Punch, who draws on decades of experience answering questions and providing clarifications as the GURPS Line Editor. Throughout, it follows a group of example players new to GURPS, from when their GM first opens the Basic Set through the starting session of their inaugural adventure. *How to Be a GURPS GM* is an invaluable aid for getting started with GURPS, bridging the previously perilous step between reading the Basic Set and participating in your first game. Half of power is knowing how to use it. With *How to Be a GURPS GM*, you'll be on your way to unleashing the full potential of GURPS like never before!

Gurps Character Assistant Steve Jackson Games

Primordial Power Unleashed! They come howling from the hills, from the forest, the jungle, the marsh, the mountain... They stalk the far and lonely land, watering the earth with the blood of those who defy their ancient laws and stand against fate, against the Old Gods... They are barbarians, druids, and rangers. They are here and their time has come! Discover 250 exclusive 5e magic items made just for them: Items that scale with your proficiency bonus Items that scale with your rage damage bonus Items that grant beast traits Items that grant class abilities or racial traits Magical tattoos and shrunken heads New and revised weapons including bolas, spiked gauntlets, and war picks This 5th Edition (5e) handbook is perfect for players and GMs who want to add epic fun and variety to your Fifth Edition game with hundreds of wilderness-based magic items. To use this 5e supplement, you also need a copy of the PHB, DMG, and MM from the world's greatest roleplaying game. Collect the entire 250 Best Magic Items series by MageGate Games! Each full-length, fully illustrated handbook contains 250 class-based magic items designed to bring out the best in your favorite fantasy character classes! This all-new, exclusive and exciting RPG sourcebook series begins with: 250 Best Magic Items for Barbarians, Druids, and Rangers (wilderness adventuring classes) 250 Best Magic Items for Fighters and Rogues (urban adventuring classes) 250 Best Magic Items for Bards, Sorcerers, Warlocks, and Wizards (arcane adventuring classes) 250 Best Magic Items for Clerics, Monks, and Paladins (divine adventuring classes) 5e players and GameMasters will love these clever and innovative 5e books created by expert GMs with almost a century of combined experience between them! These gorgeous 5e books make great gifts / essential gift sets for tabletop fantasy roleplaying gamers (TTRPG) this holiday gift season. Each 250 Best Magic Items book is available in your choice of ebook, paperback (softcover), and collector's edition hardcover. All books are fully 5th Edition 5e compatible and ready to be used in your Fifth Edition game now. At

the Game Master's discretion, these books may be easily modified for use with past editions such as 1e, 2e, 2.5e, 3e, 3.5e, 4e, as well as similar fantasy RPG games like OSR.

[Gurps Mass Combat](#) Steve Jackson Games

This is it—the key that unlocks the riches of GURPS (Generic Universal Role Playing System) and gives you a wealth of information on how to create your character and fine-tune your play. Produced in partnership with Steve Jackson Games, the game's creator, GURPS For Dummies is the ideal companion to GURPS Basic Set, 4th Edition that explains the rules. It gives you insight into the choices you'll make in everything from creating a fun, dynamic character using the allotted number of points, to playing in an adventure, to becoming a GM. Whether you want to be an Amazon princess or a stalwart warrior, an old-fashioned swashbuckler or a modern investigator, a tough cop or a cat burglar, a sorcerer casting spells or a cosmic ranger, fighting lawlessness in the asteroids, this guide will help you: Determine your character's basic attributes: IQ, DX (dexterity), ST (strength) and HT (health) Figure out your character's secondary characteristics Choose advantages (including powers and perks) and disadvantages (including quirks and disadvantages with a self-control roll modifier) Optimize your points by using talents Select your skills based on functional area or the campaign setting Enhance your character with spells, magic items, magic staves, and powerstones Strategically purchase equipment for different characters, tech levels, and campaign types Create and manage a character sheet, write a character background, keep a character log, and more—all with samples Choose good combat techniques and play with your character If you want to become a GM, this guide gets you going with advice on creating the adventure, managing the character creation process, managing combat, and interpreting the rules. There's even a handy Cheat Sheet tear-out GM screen in the front of the book. There are tips throughout, plus advice on how to: Create your very own GURPS universe for your campaign, whether it's dungeon-crawl, high-adventure, combat-focused, puzzle-focused, or masquerade-type Provide a basic write-up of the world for your players, including technology level, supernatural and supernormal abilities and powers, races, setting, character templates, cultural and social information, and limitations Create an electronic combat grid, a battle log, a tactical map, and more—with samples Do mapping, planning, and plotting Create memorable NPC (nonplayer characters), both good guys and bad guys GURPS For Dummies helps you create more detailed, exciting, and interesting characters and take your game to the next level. That's important whether you're saving a princess or saving the planet...searching for hidden treasure or for secrets to eliminate disease... fighting crime or combating armies of evil robots...casting spells in medieval castles or destroying terrorist cells in modern day milieus. With GURPS, the only limitation is your imagination.

GURPS THAUMATOLOGY

Steve Jackson Games

It started out as another boring day at work. Then a magical girl showed up, like something straight out of an anime. Except that I haven't seen an anime where the magical girl threatens to kill people.

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She was throwing lightning bolts around and saying something about the reincarnation of Star Princess Astraia being in the building. It turns out that was me. So now I look like a scrawny teenage girl, and I have magical star powers, and a psychotic magical girl named Shadow Princess Umbra is making my life hell. She blew up my parents' house. And the more of Astraia's memories I uncover, the more I think that Umbra isn't even close to being the worse of it. But I'm going to keep fighting, because giving up isn't an option. Magical Fury is a dark magical girl RPG, inspired by anime series like Madoka Magica, Sailor Moon, and Magical Girl Lyrical Nanoha. Your characters start out as normal girls who discover that they are reincarnated magical girls. They awaken to their powers under fire, and it will be up to you to decide where she goes with new her life from there. The game uses a very simple variant of the Apocalypse World engine, aimed at fast and flavorful play that you can jump into on short notice or play in a more deliberate, long-term style. Battles come down to a handful of rolls, and throughout the emphasis is decidedly on the consequences of the course of action you choose. The book also includes an appendix with 17 random tables to help you along with character creation and other things that pop up during play. To play you will need some six-sided dice, character sheets, and something to write with.

Dungeon Fantasy Companion Fabled Lands Publishing
Fantasirollespil.

MAGICAL FURY

Steve Jackson Games

Science fiction-roman.

GURPS MAGIC ITEMS 2

Steve Jackson Games

Enter the megadungeon! When the mysterious Gauntlight, an eerie landlocked lighthouse, glows with baleful light, the people of Otari know something terrible is beginning. The town's newest heroes must venture into the ruins around the lighthouse--and delve the dungeon levels far beneath it--to discover the evil the Gauntlight heralds. Hideous monsters, deadly traps, and mysterious ghosts all await the heroes who dare to enter the sprawling megadungeon called the Abomination Vaults! "Ruins of Gauntlight" is a Pathfinder adventure for four 1st-level characters. This adventure begins the Abomination Vaults Adventure Path, a three-part, monthly campaign in which the heroes explore a sprawling megadungeon to stop an ancient evil from renewing her monstrous vengeance. This adventure also includes an extensive gazetteer of the town of Otari, the heroes' home base, as well as new monsters, new rules, and new artifacts--including the dread Gauntlight itself! Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

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