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GURPS Magic Items 2 (GURPS: Generic Universal Role Playing System) (No. 2)



Synopsis

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. In addition, this book introduces eight new shops that magic-seeking adventurers can visit, with items for bardic magic, adventuring items, holy magic, and toys and entertainment.

Book Information

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Average Customer Review: 5.0 out of 5 stars 1 customer review

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Customer Reviews

Definitely one of the best compendia of magic items ever published, by Steve Jackson Games or any company, it sets a high standard for similar works. An absolute must-have for any GURPS collection. I'm only a little surprised that an author search for "Drew Bittner" hasn't turned up anything else.

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