

# GURPS Magic Items 1



In the Chest You Find ... Enchanted swords ... marvelous rings ... animated armor ... wands and staves of devastating power. Here is a catalog of hundreds of original and imaginative enchanted items for use in any campaign, from exotic trinkets to mighty artifacts. Categories include swords and weapons, armor, wizardly tools, thieves supplies, clothing, jewelry, healing tools, necromantic items and curses, tricks, and traps. GURPS Magic Items 1 also describes the eldritch shops that sell these wonders, with a complete and realistic guide to the economics of enchantment in a medieval fantasy world, including profiles of the typical enchanter, enchanter's patron, and magical merchant.

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Compiled by Jonathan Woodward. Edited by Andrew Hackard. Magic item concepts by **Gurps Magic Items 1-3 and 4th edition - Steve Jackson Games Forums** These and others may someday appear in GURPS Magic Items II. -4 plus PD (so a small shield is attacked at a -2, a medium at -1, and a large at no penalty). **GURPS Magic Items 1 - Warehouse 23** Gurps - Magic Items - Download as PDF File (.pdf), Text File (.txt) or read online. **Pyramid: The Big Box Magic Store: Inexpensive Magic Items for** 3) Paperback February 1, 2003 Book 3 of 3 in the GURPS Magic Items Series GURPS Magic Items 2 (GURPS: Generic Universal Role Playing System) **GURPS Magic Items 1 pdf hyenicstowthpdf ebook downloads** Magical Item Bonuses GURPS. I read in an ancient 3rd ed. thread that bows enchanted with +1 damage shooting arrows enchanted with +2 **Whats In the Chest? Outtakes from GURPS Magic**

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