

Download Gurps Fantasy Ii Adventures In The Mad Lands

This book has everything that the GURPS GM needs to run a campaign in the dark-fantasy world of the Mad Lands, including . . . A full-color, fold-out map of the Mad Lands and surrounding areas. Descriptions of neighboring lands, including the bizarre Savarginia, the hostile Togeth and the mysterious Whiteness. GURPS Fantasy II: Adventures in the Mad Lands (GURPS Third Edition) The vicious Skinless, the berzerk Headless, the sinister Heightless and many more – once human, they now prey on humanity. * The Soulless – a race of immortal sorcerers so bored with their endless lives that they will pursue any eccentric activity. GURPS Fantasy II: Adventures in the Mad Lands posted: Bounce (Tigger Gakox Pezep, Kanga Kikavo Vo). Allows the shaman to leap high into the air and land far away without suffering damage (unless the spell fails, of course). The shaman can also use this as an attack which sends victims shooting skyward; when they fall, they don't bounce. . . . Gurps Fantasy II: Adventures in the Mad Lands [Robin D. Laws, John Hartwell] on Amazon.com. *FREE* shipping on qualifying offers. Gurps Fantasy II: Adventures in the Mad Lands