

**GURPS**<sup>®</sup>

Fourth Edition

# DUNGEON FANTASY<sup>™</sup> 9

## SUMMONERS<sup>™</sup>



Written by **PHIL MASTERS**

Edited by **NIKOLA VRTIS**

Illustrated by **ALEX FERNANDEZ,**  
**JEAN ELIZABETH MARTIN,** and **DAN SMITH**

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*An idea, like a ghost, must be spoken  
to a little before it will explain itself.*  
– Charles Dickens

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*Additional Material:* Sean Punch

*Playtesters:* Leonardo de Moraes Holschuh, Matt Riggsby, and Emile Smirle

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# INTRODUCTION

*Normal human beings will never enter a spirit world. Shamans and mages may be able to, through spells or rituals . . . and some especially magical locations may provide gateways.*

– **GURPS Fantasy**

**GURPS Dungeon Fantasy** games are set in worlds that feature many less-than-divine but still distinctly supernatural beings – *spirits*. Given this, and if these beings are going to appear much in play, it makes sense to have characters who can deal with the special problems they raise – and even take advantage of the situation.

**Summoners** takes **Dungeon Fantasy** into these metaphysical realms. With this supplement, delvers can be demonologists, elementalists, necromancers, or shamans – specialists more than capable of lending a hand with dungeon adventuring. It also gives details for the kinds of things that they have to deal with, as allies or opponents: spirits of all kinds, from

angels by way of ghosts and elementals to demons. Lastly, the GM will find plenty of advice on using these additions, along with general suggestions on including spirits (and *spirit realms*) in any **Dungeon Fantasy** game.

## RECOMMENDED GURPS BOOKS

This supplement is part of the **GURPS Dungeon Fantasy** line; it requires **Dungeon Fantasy 1: Adventurers**, which in turn calls for the **Basic Set**. Adventures will also require **GURPS Magic** for the full range of spells referenced here.

The other **Dungeon Fantasy** volumes are strongly recommended, most especially **Dungeon Fantasy 5: Allies**, which provides details for a number of supernatural beings that fit well with a lot of the ideas here. Lastly, **GURPS Fantasy**, **GURPS Powers**, and **GURPS Thaumatology** cover many of the concepts used in this supplement in much more detail, but they are not actually required.



## About GURPS

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*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

## ABOUT THE AUTHOR

In 1983, issue 47 of *White Dwarf* magazine featured an article by Phil Masters defining a “demonist” character class for *Advanced Dungeons and Dragons*. That was then; in the intervening period, he’s written such books as **GURPS Dragons**, **GURPS Banestorm**, and **The Hellboy Sourcebook and Roleplaying Game**, as well as becoming the *Transhuman Space* line editor. Nonetheless, he still thinks that *proper* wielders of the arcane arts get someone or something else to do the heavy lifting for them.

**GURPS** System Design ■ STEVE JACKSON  
**GURPS** Line Editor ■ SEAN PUNCH  
Managing Editor ■ PHILIP REED  
e23 Manager ■ STEVEN MARSH

Page Design ■ PHIL REED and  
JUSTIN DE WITT  
Art Director ■ WILL SCHOONOVER  
Production Artist & Indexer ■ NIKOLA VRTIS  
Prepress Checker ■ MONICA STEPHENS

Marketing Director ■ PAUL CHAPMAN  
Director of Sales ■ ROSS JEPSON  
**GURPS** FAQ Maintainer ■  
VICKY “MOLOKH” KOLENKO

# SHAMANS

Shamans are sometimes seen as “primitive” magic-workers, perhaps even more so than druids – and it’s true that they often show up in barbarian societies, performing a role somewhere between a wizard and a cleric. Like wizards, they are technical specialists, whose specialty happens to be working with the supernatural – in their case, with spirits – and they are often prepared to work for whoever will pay. Unlike clerics, they don’t usually worship the beings with whom they deal – but they do have to remember that these *are* powerful free-willed entities, and treat them with respect, whereas wizards mostly just work with unthinking, neutral forces. Shamans know about gods, but usually try to avoid them; shamanism is about negotiation, and gods are too powerful to negotiate with comfortably.

All this dealing with the spirit world as a matter of business can make shamans seem rather strange to other humans; they often seem to be a bit crazy, especially if they’ve got into the habit of using strange mushrooms or potions to help them connect to the otherworldly realms. On the other hand, being so good at dealing with such things, they often have lots of minor spirits as Allies and Contacts. A shaman doesn’t generally use spells or powers to perform physical tasks, but calls upon his allied spirits to do whatever they are best at. Shamans *do* use their own magic to interact with spirits, and are often very good at clearing up spirit-related problems.

Unlike the other character types in this chapter, shamans have their own form of Power Investiture (see p. 18).

*If you have money, you  
can make the ghosts and  
devils turn your grindstone.  
– Chinese proverb*

## SHAMAN

250 points

You’re an expert diplomat, negotiator, and problem-solver. The fact that most of your work in these fields happens to involve spirits rather than mortals maybe doesn’t seem important to you, and the fuss that other people make about the distinction may strike you as strange. Still, the fact that so few other people can handle this stuff means that you get a lot of profitable employment, so you don’t complain.

Adventuring isn’t the *point* of shamanism; many shamans spend their time staying home and taking less dangerous work. Even so, a shaman sometimes has to consider risky trips into the spirits realm. You go adventuring to deal with threats involving spirits, to increase your knowledge of the weirder parts of the spirit world, or to turn a large (if risky) profit using your skills. Other adventurers are usually happy to have you around – you can deal with many problems that they’d find

challenging, while you’re happy to have their more prosaic combat abilities guarding your back – and are happy to pay out your share of the loot. The aid of your personal spirit allies as scouts and advisers can be a big advantage for a party, too. However, you do sometimes have differences of opinion with clerics and druids (as well as demonologists and necromancers) over the correct attitude to take to certain parts of the spirit world.

**Attributes:** ST 10 [0]; DX 11 [20]; IQ 13 [60]; HT 12 [20].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 12 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

**Advantages:** Autotrance [1]; Channeling [10]; Medium [10]; Power Investiture 2 (Shamanic) (p. 18) [20]; *and* Spirit Empathy [10]. • Another 15 points in Shamanic abilities (p. 19); put leftovers into Shamanic spells (p. 19). • A further 60 points spent on additional Shamanic abilities, spells, or Allies (p. 17) [Varies], Contact Group (Local Spirits, p. 18; skill-15; Supernatural Abilities; 12 or less; Somewhat Reliable) [30] or (15 or less) [45], or Patron (see *Shamanic Allies and Patrons*, p. 17) [Varies]. • Another 15 points chosen from among additional Shamanic abilities or ST +1 [10], HT +1 [10], Will +1 to +3 [5/level], Per +1 to +3 [15], FP +1 to +5 [3/level], Acute Senses [2/level], Animal Friend 1-3 [5/level], Charisma 1-3 [5/level], Claim to Hospitality (Local Community) (p. 18) [Varies], Clerical Investiture [5], Deep Sleeper [1], Empathy [15] or Sensitive [5], Fearlessness [2/level] or Unfazeable [15], Fit [5], Healer 1 [10], Higher Purpose (Serve your people; Protect the spirit realm; etc.) [5], Intuition [15], Languages (Any) [2-6/language], Night Vision 1-3 [1/level], Outdoorsman 1 [10], Power Investiture 3 (Shamanic) [10], Social Regard 1-3 (Respected) [5/level], Spirit Badge (p. 5) [1], Spirit Weapon (p. 5) [1], Temperature Tolerance 1 [1], or Voice [10].

**Disadvantages:** -10 points chosen from among Code of Honor (Shaman’s) (p. 18) [-5], Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Sense of Duty (Regular Spirit-Helpers or A large category of spirits) [-5 or -10], or Vow (Vegetarianism or Always help a spirit of some specific type who asks for aid) [-5 or -10]. • Another -15 points chosen from among Addiction (Weird mushrooms; Cheap; Hallucinogenic; Legal) [-10], Appearance (Unattractive or Ugly) [-4 or -8], Curious [-5\*], Delusion (“Anyone could talk to the spirits if they weren’t being deliberately stupid”) [-5], Obsession (Becoming as familiar with the spirit realm as with material reality; Defending humanity against evil spirit workers; etc.) [-10\*], Sense of Duty (Current client; Fellow adventurers; or Community/tribe) [-2, -5, or -10], or Wealth (Struggling or Poor) [-10 or -15]. • A further -25 points chosen from among the previous traits or Epilepsy (Mitigator, Daily herbal medicine, -60%) [-12], Innumerate [-5], Language: Spoken (Native)/Written (Broken or None) [-2 or -3], Loner [-5\*], Low TL 1 or 2 [-5 or -10], Odious Personal Habit (“Scruffy primitive”; Sarcastic; or Willfully enigmatic) [-5], Skinny [-5], Social Stigma (Excommunicated† or Minority Group, or Second-Class Citizen or Uneducated) [-10 or -5], Stubbornness [-5], or Weirdness Magnet [-15].

**Primary Skills:** Exorcism (H) Will [4]-13; Hidden Lore (Spirits) (A) IQ+1 [4]-14; Naturalist (H) IQ [4]-13; and Pharmacy (Herbal) (H) IQ [4]-13.

**Secondary Skills:** First Aid (E) IQ+1 [2]-14; Meditation (H) Will-1 [2]-12; Stealth (A) DX [2]-11; Survival (Any) (A) Per [2]-13; and Weather Sense (A) IQ [2]-13. • *One of Bow (A) DX [2]-11, Sling (H) DX-1 [2]-10, or Thrown Weapon (Spear) (E) DX+1 [2]-12.* • *One of these two melee skills packages:*

1. Either *Axe/Mace or Spear*, both (A) DX+1 [4]-12, and *Shield (E) DX+3 [8]-14.*
2. *Staff (A) DX+3 [12]-14.*

**Background Skills:** *Six of Brawling, Jumping, Knife, or Knot-Tying, all (E) DX [1]-11; Riding, Throwing, or Wrestling, all (A) DX-1 [1]-10; Blowpipe or Net, both (H) DX-2 [1]-9; Area Knowledge (Home Area) or Camouflage, both (E) IQ [1]-13; Animal Handling, Cartography, Falconry, Fortune-Telling (Augury or Dream Interpretation), Navigation (Land), Occultism, Teamster, or Traps, all (A) IQ-1 [1]-12; Diagnosis, Diplomacy, Theology, or Veterinary, all (H) IQ-2 [1]-11; Carousing (E) HT [1]-12; Intimidation (A) Will-1 [1]-12; Fishing (E) Per [1]-13; Observation, Search, or Survival (Different specialty), all (A) Per-1 [1]-12; or Detect Lies (H) Per-2 [1]-11.*

**Spells:** Choose eight shamanic spells (p. 19), which will be either (H) IQ [1]-13 or (VH) IQ-1 [1]-12 with the +2 for Power Investiture.

\* Multiplied for self-control number; see p. B120.

† Helpful clerical spells (such as healing) work at -3 on you. Harmful ones *aren't* affected! In a society where shamans regularly possess Clerical Investment, shamanic spells may count as clerical for this purpose; however, if shamans and clerics have very different supernatural patrons, someone can be excommunicated from clerical aid but still be on good terms with the shamanic community.

## Customization Notes

A shaman has a narrow set of abilities, but he can choose to apply this in various ways.

- The *freelance expert* is an independent professional or a sort of mystic mercenary. He handles whatever problems come up that involve spirits and that someone is willing to pay to have fixed. He *ought* to have Code of Honor (Shamanic)..

- Conversely, the *community leader* has more of a sense of responsibility; he knows that it's important for a human community to remain on good terms with the local spirits, and takes a leading role in society while acting as a mediator between the humans and spirit worlds. He's more likely (though not certain) to have Clerical Investment, a Claim to Hospitality, and Social Regard, and maybe Charisma or Higher Purpose, along with a Sense of Duty to his people and skills such as Area Knowledge, Diplomacy, or Theology.

- The *guardian of nature* also has a feeling of responsibility (represented by a Sense of Duty) – but to the spirits and the things that they represent rather than to humans primarily. He can easily have Animal Friend, Loner, Low TL, some of the weirder power options, and lots of outdoors/wilderness skills.

- The *urban shaman*, accustomed to working in large, higher-tech human societies, is likely to be rarer. He'll perhaps pursue Disciplines of Faith to maintain his mystic insights in

this environment, have a Social Stigma and a willingness to use Intimidation to compensate, and maybe make a living in quiet times using Fortune-Telling.

- The *spirit-world explorer* is motivated primarily by disadvantages such as Curious or maybe Obsession. He'll use "technical" skills such as Cartography, Occultism, or Theology in his research, along with Observation and Search.



## SHAMANIC ALLIES AND PATRONS

The spirits available to shaman PCs as Allies or Patrons cover a wide range of types and power levels. The following are some possibilities; the GM may approve others. Chapter 2 has details of the various types of spirit. The Conjured enhancement is discussed on p. 4.

*Indentured petty demon or embodied animal-spirit* (pp. 32-33 or pp. 21-22): Ally (Built on 25%; 12 or less) [2], or (15 or less) [3] or (15 or less; Unwilling, -50%) [2].

*Bound petty demon* (pp. 32-33): Ally (Built on 25%; 15 or less; Minion, +50%; Unwilling, -50%) [3].

*Local lesser ghost* (p. 22): Ally (Built on 50%; 9 or less; Summonable, +100%) [4] or (12 or less) [8].

*Minor elemental servitor* (pp. 26-32): Ally (Built on 50%; 12 or less; Conjured or Summonable, +100%) [8] or (15 or less) [12].

*Superior elemental servitor* (pp. 26-32): Ally (Built on 75%; 12 or less; Conjured or Summonable, +100%) [12] or (15 or less) [18].

*Potent elemental servitor* (pp. 26-32): Ally (Built on 100%; 12 or less; Conjured or Summonable, +100%) [20] or (15 or less) [30].

*Phantom animal familiar* (p. 22): Ally (Built on 100%; 15 or less; Summonable, +100%) [30].

*Name-controlled demon* (pp. 34-35): Ally (Built on 100%; 15 or less; Summonable, +100%; Unwilling, -50%) [23].

*Local spirit:* Patron (Extremely powerful individual; 9 or less) [15] or (12 or less) [30].

*Wide-ranging spirit:* Patron (Extremely powerful individual; 12 or less; Highly Accessible, +50%; Minimal Intervention, -50%) [30].

*Many-faceted spirit:* Patron (Extremely powerful individual; 9 or less; Highly Accessible, +50%; Minimal Intervention, -50%; Special Abilities, broad contacts in spirit worlds, +50%) [23].

## SERVITOR SKELETON

25 points

**ST:** 10 [0]      **HP:** 10 [0]      **Speed:** 7.00 [20]  
**DX:** 13 [60]    **Will:** 9 [5]      **Move:** 6 [-5]  
**IQ:** 8 [-40]     **Per:** 8 [0]      **SM:** 0  
**HT:** 11 [10]    **FP:** N/A

**Dodge:** 11      **Block:** 11      **Parry:** 11 (Axe)  
**DR:** 3 [15]

**Axe (14):** 1d+4 cutting.

**Bony Clawing Fingers (14):** 1d-1 crushing.

**Advantages:** Blunt Claws [3]; Combat Reflexes [15]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Immunity to All Mind Control [30]; Indomitable [15]; Injury Tolerance (No Blood, Brain, Eyes, or Vitals; Unliving) [40]; See Invisible (Spirits) [15]; Single-Minded [5]; Striking ST +2 [10]; Temperature Tolerance 20 [20]; Unfazeable [15]; Vacuum Support [5].

**Disadvantages:** Appearance (Monstrous; Universal, +25%) [-25]; Automaton [-85]; Cannot Learn [-30]; Dead Broke [-25]; Dependency (Mana; Very Common, Constantly) [-25]; Fragile (Brittle) [-15]; Mute [-25]; No Sense of Smell/Taste [-5]; Reprogrammable [-10]; Skinny [-5]; Social Stigma (Dead) [-20]; Unhealing (Partial; Heal in their creator's unholy sanctum) [-20]; Vulnerability (Crushing, ×2) [-30].  
**Quirks:** Cannot float [-1].

**Features:** Affected by Control Zombie, Pentagram, and Turn Zombie; Affected by Spirit Empathy (rather than Empathy); No IQ-based skills; Skull gets no additional DR.

**Skills:** Axe/Mace (A) DX+1 [4]-14; Brawling (E) DX+1 [2]-14; Intimidation (A) Will+1 [4]-13\*; Shield (Buckler) (E) DX+1 [2]-14; Shortsword (A) DX+1 [4]-14; Stealth (A) DX [2]-13.

**Class:** Undead.

\* Includes +3 from Appearance.

## SERVITOR ZOMBIE

25 points

**ST:** 14 [40]      **HP:** 19 [10]      **Speed:** 5.50 [0]  
**DX:** 10 [0]      **Will:** 11 [15]      **Move:** 5 [0]  
**IQ:** 8 [-40]     **Per:** 9 [5]      **SM:** 0  
**HT:** 12 [20]    **FP:** N/A

**Dodge:** 8      **Parry:** 9 (Brawling)  
**DR:** 3 (Tough Skin, -40%) [9]

**Big Two-Handed Club (11):** 2d+4 crushing.

**Bludgeoning Punch (12):** 1d crushing.

**Strangling Grasp (10):** No damage, but on further turns can squeeze (*Choke or Strangle*, p. B370); damage to neck is ×1.5.

**Advantages:** Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Immunity to All Mind Control [30]; Indomitable [15]; Injury Tolerance (No Blood or Vitals; Unliving) [30]; See Invisible (Spirits) [15]; Single-Minded [5]; Temperature Tolerance 15 [15]; Unfazeable [15].

**Disadvantages:** Appearance (Monstrous; Universal, +25%) [-25]; Automaton [-85]; Bad Smell [-10]; Cannot Learn [-30]; Dead Broke [-25]; Dependency (Mana; Very Common, Constantly) [-25]; Disturbing Voice [-10]; No Sense of Smell/Taste [-5]; Reprogrammable [-10]; Social Stigma (Dead) [-20]; Unhealing (Partial; Heal in their creator's unholy sanctum) [-20].

**Features:** Affected by Control Zombie, Pentagram, and Turn Zombie; Affected by Spirit Empathy (rather than Empathy); No IQ-based skills; Decomposes to a servitor skeleton (above) over time.

**Skills:** Brawling (E) DX+2 [4]-12; Intimidation (A) Will+1 [4]-15\*; Stealth (A) DX+1 [4]-11; Two-Handed Axe/Mace (A) DX+1 [4]-11.

**Class:** Undead.

\* Includes +3 from Appearance.

# ELEMENTALS

Elementals are another breed of spirit. Rather than being the remnants of mortal beings or guardians of some specific place or species, they embody the nature of one of the elements. Hence, they are much more “material” than other spirits, and they may not be able to transform to immaterial states, although they are often said to be able to travel to at least one other dimension – the “elemental plane” of their own element.

They may be supernaturally generated as an accidental by-product of their element, or they may exist as the natural wildlife of their elemental plane. They may even be created by mortal magic, conjured into being from a sufficient quantity of the raw element and the unrealized potential of the universe.

Elementals may have minimal personalities (acting as compliant servitors to whoever created or summoned them), or they may have characters to match their element's supposed nature (fierce and dramatic fire, stolid earth, flighty wind, ever-changing water). Even in the latter case, only the most powerful elementals – or other creatures who happen to inhabit the

elemental planes – are particularly smart or subtle. Mostly, elementals tend to be quite powerful but rather “primitive,” with simple needs and impulses.

**GURPS Magic** (pp. 28, 55, 76, and 191) includes templates for elementals of air, earth, fire, and water – specifically, small elementals of the four kinds, each built on 40 character points, the least that can be conjured up by a Summon Elemental spell. Larger elementals – summoned by putting more energy into the spell – are most simply created by increasing attributes or enhancing advantages from those templates. However, it's also possible to add appropriate extra powers to design more powerful versions. For convenience, this section repeats the numbers for those small elementals, in *Dungeon Fantasy* creature format. It also offers lenses to create enhanced versions, built on 60, 125, 185, or 250 points. The enhanced versions can be summoned or created by casters with more energy points to spend than the base, or purchased with points as Allies by elementalists or shaman characters.

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