

GURPS

Fourth Edition

DUNGEON FANTASY™ SUMMONERS™



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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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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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Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

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.

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CHAPTER ONE

SPIRIT

WORKERS

With this supplement, players gain access to four new character templates specialized in dealing with supernatural beings, each with spell lists and special powers to support their work. All four are intended for use as *Dungeon Fantasy* PCs,

although given their specialist natures, the GM can feel free to prohibit any or all of them, or to modify them to suit a specific setting. See Chapter 3 for guidelines on running games with these sorts of features.

RULES ADJUSTMENTS

A couple of rules tweaks are required to improve the functionality of the new character types.

SUMMONABLE ALLIES: VARIATIONS

The Summonable enhancement (p. B38) converts the Ally advantage from a social trait to a supernatural ability to call forth beasts, monsters, spirits, etc. However, once the advantage starts being used this way, a number of variations become possible. To start with, it may not always conjure up the *same* creature.

To allow for this possibility, if the GM wishes to permit it, use a different +100% enhancement in place of Summonable, called *Conjured*. This works exactly like Summonable, and any rules or notes applying to that enhancement also apply to Conjured, except that each time the advantage is used, instead of summoning the *same* beings, it produces *different* ones. The GM must make a reaction roll whenever new Allies appear, to determine their willingness to obey orders. If they're killed, the summoner must wait a full day to call replacements. The drawbacks of conjuring entities with no memory of or devotion to the summoner offset the benefits of being able to replace slain Allies just by waiting a day, so the enhancement costs the same as Summonable.

All that spirits desire, spirits attain.

– Kahlil Gibran

Summonable often calls for the Minion enhancement as well. When it is replaced by Conjured, the GM should usually *require* this, as the summoner surely won't know his charges well enough to have any special obligation to them.

Nonetheless, the delver may have some peculiar and relevant Sense of Duty or similar characteristic, or his reputation in the relevant spirit realms may be very important. Other appropriate modifiers depend on the ability's origin; Accessibility is common (see below).

The GM also determines how long it takes summoned/conjured beings to appear. This can vary with the circumstances: Fire elementals might appear instantly in a volcano but not at all at sea, animals might need to reach the summoner on foot, and so on. This variability makes most modifiers that affect time requirements inappropriate.

Slightly Harder Summonings?

Some spirits – with or without being regular summonees (see p. 25) – might be summoned *fairly* easily, but not quite as simply as specified for the Summonable/Conjured enhancements. Typically, a successful summoning for such always requires a period of time (seconds to minutes) *and* appropriate materials – a larger-than-torch-sized open flame for a fire elemental, a pentagram and maybe some dribbly black candles for a demon, a big bowl of pure water for a water elemental, white robes and incense for an angel, and so on. To represent this, add an Accessibility limitation (p. B110):

- -5% if the summoning merely requires a minute or two of quiet chanting and simple materials weighing no more than a pound.
- -10% for something that requires cumbersome preparation and materials (lots of loud chanting, several candles, a bonfire, a complicated circle drawn on the floor, etc.) *or* a successful casting of a relevant spell such as Summon Elemental, Summon Spirit, or Summon Demon at minimum FP cost and with no control roll required.
- -20% for something requiring hours of work, serious expense, actively illegal or somewhat dangerous behavior, or some combination thereof.

If the GM *insists* on such procedures for the sake of style and to prevent adventurers from continually shutting spirit-servants in and out, add the appropriate level of Accessibility to the Ally advantages in the power lists here and reduce the point costs accordingly.

Even in the most restrictive cases, *dismissing* the being is much simpler (if it consents to go), not usually requiring special materials (except maybe a fragment of something used in the summoning) and often taking only 2d seconds of quiet speech. The process will certainly never take longer than the summoning.

JUMPER (SPIRIT)

A few amazingly powerful shamans *may* possess an ability that is certainly found among some spirits – that of shifting between the “spirit worlds” and the material world. (This assumes that distinct extradimensional “spirit worlds” exist in the game; see *Cosmology*, pp. 39-40.) Some shamans can do this using spells, but the real legends of the profession are said to be able to do it with a thought. It’s also *just* conceivable that some necromancers can pull off a similar trick and travel to the Land of the Dead. This is represented – for them and for the spirits who can also manage the trick – by a variant form of the Jumper advantage (p. B64) first detailed in **GURPS Powers**.

Jumper (Spirit): You can enter and leave the “spirit worlds” in body. In these realms, you’re a spirit. You can interact normally with the spirits there and use any ability that’s “standard” for spirits in that world. Likewise, anything that affects spirits affects you. To make the transition, use the standard rules for Jumper. Each attempt costs 1 FP. Success on the IQ roll means you shift between realms. Failure means you stay in your current world; you’re at -5 to use this ability again in the next 10 minutes. Critical failure results are up to the GM . . . you might attract evil spirits, end up adrift between worlds, or go to the *wrong* world (e.g., Hell).

This advantage costs 100 points if you can enter *either* the “ordinary” spirit worlds *or* the “higher planes” and “realms of the gods,” although the latter option is normally only found among certain types of specialist spirit. An “Interplanar” version, able to reach *all* planes and spirit worlds, costs 200 points (a +100% enhancement) – but this is limited to major spirits and the most legendary of all mortal shamans.

Spirit-Related Perks

The following are new perks that are specifically useful for the character types in this chapter.

Licensed Exorcist

This perk is only worth taking if you *don’t* have any of Blessed, Power Investiture, or True Faith. Although you don’t hold the formal or informal positions implied by those advantages, you’ve reached an agreement with some religion, deity, or very powerful spirit, giving you authority over a category of lesser spirits. This means that you can use the Exorcism skill (p. B193) without the usual -4 penalty for lacking any of those advantages.

You must select the category of spirits over which you have such authority when you take this perk; typical choices are “demons,” “ghosts,” or “Elder Things.” Although your relationship with the religion, deity, or powerful spirit can be quite distant, you *are* dependent on it for this perk to work; if you ever manage to annoy someone important badly enough, the perk *can* be withdrawn, temporarily or permanently.

Spirit Badge

Your spirit or soul has been harmlessly marked with a distinctive symbol. Only one powerful and secretive organization, faction, or spirit can make (or remove) this specific mark, and will only do so to indicate its friends or agents. Hence, whenever you are astrally projecting or otherwise in intangible spirit form, you can always be recognized as a member of a particular group or as someone assigned to a particular job. Being recognized for this may, of course, be good, bad, or irrelevant in any given encounter; it should *usually* be good, but that may depend on you acting sensibly. It can help if you also have a positive Reputation with some class of spirits.

Spirit Weapon

You have a single, specific weapon – usually but not necessarily Signature Gear – which remains with you, and retains its attributes, when you astrally project or otherwise adopt intangible spirit form, even if you can normally bring no equipment with you. It must be in your hand when you make the shift. If you lose the weapon, in material or spirit form, you lose the benefits of this perk. If you lose it in spirit form, its material form vanishes, although a generous GM might have it turn up somewhere else in strange circumstances.

DEMONOLOGISTS

Demonologists are experts in magical and occult operations with a special interest and expertise in regard to demons. A lot of them insist, very loudly, that this *doesn’t* mean that they’re evil – “We know how to deal with them, but that doesn’t mean that we buy into their attitudes – really!” – but a lot of other people have their doubts. Demonologists have a serious image problem.

It’s often justified. Demonologists operate in a fuzzy borderland area between wizards and clerics. They are basically

scholars, and many of their abilities come from the use of *learned* magic, exactly like wizards, except they rely on a smaller set of spells; their trained focus gives them a special Talent, which replaces Magery for them, to support this. However, their work also involves a lot of direct communication with (not very nice) supernatural beings, which in turn gives them special powers, much like clerics – and it’s always a temptation for them to start taking shortcuts and *worshipping* those beings.

Still, a lot of demonologists do preserve at least a degree of independence and some shreds of morality; after all, they know better than anybody just where the life of evil can lead, very literally.

Successful demonologists tend to be very strong-willed. They have to be able to face down terribly powerful supernatural creatures – and if they don't want to become evil, they must be *very* good at resisting temptation!

Lastly, while the art of demonology doesn't include combat skills, many demonologists study blade weapons – whether that means enchanted swords for use as a last line of defense against demons, or sacrificial knives for dubious purposes. Adventuring demonologists are usually sensible enough to refine this training further; they are, in their own way, very practical people – otherwise, they wouldn't last long.

DEMONOLOGIST

250 points

For whatever reason, you're interested in the deep, dark powers of the universe. Whether your motive is dangerous curiosity, an obsessive desire to defend the world against the most fearsome monsters of all, an arrogant belief that you can use these tools without being corrupted, or something more sinister, you're prepared to take risks that most people would consider insane. While other adventurers plunge into dungeons in search of shiny baubles or to prove themselves against lesser monsters, you're interested in the more exotic sorts of magical loot and snippets of ancient lore that might be found there. (Of course, you sometimes need mundane resources yourself, or have secondary goals to pursue.) No one knows about plunging into darkness and facing down monsters better than you do.

Oh, you can understand the more general interests of the wizard, and you know that all those wizardly spells work well enough in their way – but wizards think that they can handle demons, without understanding the depth of special insight that you bring to the business. You get on less well with clerics and shamans, though; they suspect you of selling out to dark powers or worshiping beings who they don't like. (Clerics of evil gods think that you're poaching on their territory without paying their deities sufficient respect.) If you can convince them otherwise, they may consult you when they find that exorcisms are getting beyond them – and you have nothing against the gods, so you can be polite back to them – but it'd be nice if they were prepared to take a more analytical approach.

Attributes: ST 10 [0]; DX 12 [40]; IQ 15 [100]; HT 12 [20].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 16 [5]; Per 14 [-5]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Demonic Attunement 3 [24] and Spirit Empathy (Specialized, Demons, -50%) [5]. • Another 18 points in Demonological abilities (p. 8); put leftovers into spells (p. 8). • A further 30 points chosen from among additional Demonological abilities or ST +1 or +2 [10 or 20], DX +1 [20], IQ +1 [20], HT +1 [10], Will +1 to +6 [5/level], FP +1 to +5 [3/level], Channeling (Specialized, Demons, -50%) [5],



Charisma 1 [5], Combat Reflexes [15], Demonic Attunement 4 or 5 [8 or 16], Eidetic Memory [5] or Photographic Memory [10], Fearlessness [2/level] or Unfazeable [15], High Pain Threshold [10], Higher Purpose (Protect the world from demons) [5], Intuition [15], Language Talent [10], Languages (Any ancient or scholarly) [2-6/language], Licensed Exorcist (Demons; p. 5) [1], Luck [15], Medium (Specialized, Demons, -50%) [5], Mind Shield [4/level], Night Vision 1-3 [1/level], Signature Gear [Varies], Slayer Training (Any; p. 7) [Varies], Social Regard 1-2 (Feared) [5/level], Spirit Weapon (see p. 5) [1], or Weapon Bond (Knife or Sword) [1].

Disadvantages: -20 points chosen from among Curious [-5*], Frightens Animals [-10], Loner [-5*], Megalomania [-10], Oblivious [-5], Obsession (Become the world's most powerful demonologist; Destroy all beings of a specific type; etc.) [-10*], Overconfidence [-5*], Social Stigma (Excommunicated)† [-10], Stubbornness [-5], Unnatural Features 1-5 [-1/level], or Weirdness Magnet [-15]. • Another -25 points chosen from among the previous traits or Appearance (Unattractive or Ugly) [-4 or -8], Bad Smell (Sulfurous) [-10]; Bad Temper [-10*], Bloodlust [-10*], Callous [-5], Clueless [-10], Fat [-3] or Skinny [-5], Jealousy [-10], Low Empathy [-20], No Sense of Humor [-10], Odious Personal Habits (Taste for darkly bizarre discussion topics; Inability to lose the bloodstains; etc.) [-5, -10, or -15], Paranoia [-10], Phantom Voices (Annoying) [-5], Selfish [-5*], Wealth (Struggling) [-10], or Unfit [-5] or Very Unfit [-15].

Primary Skills: Hidden Lore (Demons) (A) IQ+1 [4]-16; Occultism (A) IQ+1 [4]-16; Psychology (Demons) (H) IQ [4]-15; and Thaumatology (VH) IQ-2 [2]-13.

Secondary Skills: Four of Research, Speed-Reading, Teaching, or Writing, all (A) IQ [2]-15; or Exorcism or Meditation, both (H) Will-1 [2]-15. • One of these four melee skills packages:

1. One of Broadsword, Rapier, or Shortsword, all (A) DX+2 [8]-14; one of Shield or Shield (Buckler), both (E) DX+2 [4]-14; and Knife (E) DX+2 [4]-14.
2. Two-Handed Sword (A) DX+3 [12]-15 and Knife (E) DX+2 [4]-14.
3. Two-Handed Sword (A) DX+2 [8]-14; Broadsword (A) DX+1 [4]-13; and Knife (E) DX+2 [4]-14.
4. Knife (E) DX+5 [16]-17.

Background Skills: 10 points chosen from among Crossbow or Thrown Weapon (Knife), both (E) DX [1]-12; Climbing or Stealth, both (A) DX-1 [1]-11; First Aid, Gesture, or Savoir-Faire (High Society), all (E) IQ [1]-15; Cartography, Fast-Talk, Hazardous Materials (Magical), Hidden Lore (Magic Items, Magical Writings, Spirits, or Undead), or Interrogation, all (A) IQ-1 [1]-14; Diplomacy, Philosophy, Physiology (monster type), or Theology, all (H) IQ-2 [1]-13; Alchemy (VH) IQ-3 [1]-12; Hiking (A) HT-1 [1]-11; Intimidation (A) Will-1 [1]-15; or Observation or Search, both (A) Per-1 [1]-13.

Spells: Choose 10 demonologist spells (p. 8), which will be either (H) IQ+1 [1]-16 or (VH) IQ [1]-15 with the +3 for Demonic Attunement.

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

† Helpful clerical spells (such as healing) work at -3 on you. Harmful ones *aren't* affected!

Customization Notes

The big question here is what makes someone take up the dangerous occupation of working with demons.

- The *wild-eyed scholar* is obsessed with knowledge, and doesn't always pay enough attention to the cost. He regards practical demonological magic as an interesting proof of concept. Take disadvantages such as Curious and Clueless, and focus on skills such as Research, Speed-Reading, Cartography, and Hidden Lore.

- The *methodical evil-slayer* understands about the dangers of demonology perfectly well. Moreover, he's ready to run calculated risks in order to get inside evil's guard, understand demons' weaknesses, and destroy them efficiently – because he really wants them *gone*. This almost certainly means an Obsession (or maybe Paranoia), and often Bloodlust, with Higher Purpose perhaps as the beneficial part of the deal. Surviving the lifestyle may demand advantages such as Combat Reflexes, High Pain Threshold, and Slayer Training, as well as skills such as Exorcism and Crossbow.

- The *walking freakshow*, by contrast, may not even have chosen the career voluntarily. Being stuck with problems such as Weirdness Magnet and Frightens Animals, as well as gifts such as Channeling or Medium, he's learned what he needs to survive – starting with skills such as Research, Fast-Talk, and Diplomacy.

- Of course, not all adventuring demonologists are well-meaning or innocent. The *starter megalomaniac* is an example of more dubious motivations, prodding and poking at the edges of dark power and dreaming of the day when he can play with the big boys. If he's not actually corrupted yet, he's scarily unworried by the possibility; he figures that enough power means never having to say that you're sorry. Megalomania defines this type, obviously, and may be compounded by things like Callous or Odious Personal Habits. He may add dangerously overt Demonological abilities (including sinister Allies, if possible) and at least dream of acquiring Social Regard (Feared), meanwhile employing Intimidation a lot in human society.

DEMONOLOGICAL POWER

A demonologist *can* derive a certain amount of power directly from his studies, without having to cast tiring spells or call on independent spirits to do the work. This is relatively subtle stuff, and not all demonologists take much advantage of the option, but some make good use of it.

Power Modifier: Demonology

-10%

These abilities are empowered by the demonologist's relationship with dark dimensions and otherworldly forces. As a result, activating any of these abilities briefly gives the demonologist some kind of bizarre and worrying aspect; he may be shrouded in shadows, his eyes may glow a baleful red, the effect might be accompanied by a supernatural keening sound, or whatever. This is worth -1 to reactions from most people who

Slayer Training

Some demonologists make blood sacrifices and are ritually required to kill quickly and neatly. Others train to fight demons who are best destroyed by swiftly inflicting massive damage to a vulnerable location. Likewise, some necromancers train to fight various types of undead, who may best be dealt with by beheading, say, or by a stake through the heart. Hence, some of these summoners train intensively in striking at particular hit locations. The following new capability, *Slayer Training*, represents this.

Each Slayer Training advantage halves the hit location penalties for a *particular* weapon skill being used in a *particular* way. Each specialty is separate; buying Slayer Thrust to Vitals (Broadsword) gives no benefit when attacking the vitals with Spear. Two common examples of Slayer Training follow.

Slayer Swing at Neck

4 points/skill

You can *swing* at the neck of an opponent at only -2 to hit (instead of -5). This does not affect thrusts. Demonologists and necromancers typically specialize in Axe/Mace, Broadsword, Knife, or Two-Handed Sword.

Slayer Thrust to Vitals

3 points/skill

You can *thrust* at the vitals of an opponent at only -1 to hit (instead of -3). Of course, not all supernatural creatures *have* vitals – but some, for example, are famously vulnerable to wooden-shafted weapons through the heart. Your weapon must do impaling or piercing damage. Demonologists and necromancers mostly learn this for Broadsword, Knife, Shortsword, or Spear.

Other Variants

To come up with other variants, halve the hit location penalty (round toward zero); the cost is equal to the difference between the new penalty and the old one, plus one. (Gamers with **GURPS Martial Arts** may recognize Slayer Training as being based on the Targeted Attack technique on p. 68.)

Problems

Repeated similar attacks against *intelligent* opponents can make you dangerously predictable. If you use the same Slayer Training attack on such a foe in a fight, he defends at +1 against your third and later uses. An opponent who observed you using the same attack repeatedly against someone earlier in the battle, or who otherwise has cause to expect the attack (such as a vampire noting that you have a stake), can gain the same bonus, at the GM's option. However, automatons and mindless monsters are unable to fight intelligently, and never get the bonus.

observe it, and it gives observers a hint that the demonologist is doing something supernatural and shadowy.

In situations or places where extradimensional travel or contact with the dark realms is more difficult, these abilities take penalties to all rolls to activate or operate them equal to the penalties to such travel. In places where contact with the dark realms is impossible, they simply don't work.

For example, they shut down entirely in fully consecrated temples to benevolent deities, and in no-mana zones *unless* the place happens to be consecrated to a dark deity or demon. In minor shrines to the powers of light, and low-mana zones with no special consecration to darkness, they function at -5 to rolls. If the user happens to be in the zone of effect of someone exerting the True Faith advantage, they suffer a penalty on the use of these abilities equal to the amount by which the person with True Faith makes a Will roll.

Demonological Abilities

Ally (Bound demon; Built on 100%; 12 or less; PM, -10%; Summonable, +100%) [19] or (15 or less) [29] or (15 or less; Unwilling, -50%) [21]; Ally (Devilkin familiar; Built on 25%; 12 or less; PM, -10%; Summonable, +100%) [4] or (15 or less) [6]; Detect (Demons and demonic forces; PM, -10%) [9]; Hard to Kill 1-4 (PM, -10%) [2/level]; Resistant to Demonic Powers (+3) or (+8) (PM, -10%) [3 or 5]; Resistant to Divine Powers (+3) (PM, -10%) [3]; See Invisible (Spirits; PM, -10%) [14]; Terror (PM, -10%) [27].

Demon Allies

A demonologist typically acquires a "bound demon" Ally through one-use magic found in some ancient text; after discovering it trapped somewhere and striking a bargain or invoking a special pact; as a favor from a very powerful and skilled NPC demonologist; or simply by making a dangerous or evil deal with the powers of darkness. If it is Unwilling, it may be bound to serve the adventurer because he knows its True Name, because he holds an amulet or similar tool that controls it, or because it is ordered to do so by some higher power. In that case, if the delver ever drives it to rebel, it may become vulnerable to control by other beings to whom demonologist releases its Name, it may suffer hideous permanent damage as it struggles against the magic that controls it, or it may just be disciplined by its overlord. None of this necessarily stops it attacking the demonologist, although it may be weakened enough to give the mortal a better chance of surviving the fight.

Demonic Attunement

8 points/level

Demonic Attunement is a Talent that adds to rolls to use Demonological abilities (above). It *also* functions as Magery (at the same level) for the purpose of learning or casting demonologist spells (below), and in allowing the adventurer to notice some magics, use certain items, and so on; see *Magical Talents, Spells, and Powers* (p. 13).

DEMONOLOGIST SPELLS

Demonologists learn and cast spells much like wizards: They must study spells to learn them (and can use the same

sources as wizards), are affected by mana level variations, and so on. Some of these spells have different prerequisite requirements if learned through demonologist training; note that those that normally have Magery as a prerequisite can replace it with Demonic Attunement at the same level.

*Gods of the inferno, I offer to you
her limbs, her head, her mouth, her
breath, her speech, her heart, her liver,
her stomach. Gods of the inferno, let
me see her suffer deeply, and I will
rejoice and sacrifice to you.*

– Servilia of the Junii,
Rome #1.5

Demonologists have access to the following spells, if they meet the prerequisites.

Spell	Prerequisites
Affect Spirits	Solidify
Banish	Demonic Attunement 2, Counterspell, and any three other demonologist spells
Control Gate	Demonic Attunement 3 and Seek Gate
Counterspell	Demonic Attunement 1
Curse	Demonic Attunement 3 and any five other demonologist spells
Detect Magic	Demonic Attunement 1
Dispel Magic	Counterspell and 12 other spells
Entrap Spirit	Demonic Attunement 2 and Repel Spirits
Magic Resistance	Demonic Attunement 3 and Counterspell
Materialize	Summon Demon
Pentagram	Spell Shield
Planar Summons	Demonic Attunement 2, Sense Spirit, and any five other demonologist spells
Planar Visit	Planar Summons
Plane Shift	Planar Summons
Plane Shift Other	Demonic Attunement 3 and Plane Shift
Recover Energy	Demonic Attunement 3
Repel Spirits	Banish and Turn Spirit
Scry Gate	Seek Gate
Scryguard	Demonic Attunement 1
Seek Gate	Demonic Attunement 2, IQ 12+, and Sense Spirit
Sense Spirit	Demonic Attunement 1 and IQ 11+
Solidify	Materialize
Spell Shield	Magic Resistance and Scryguard
Summon Demon	Demonic Attunement 2, Sense Spirit, and any two other demonologist spells
Turn Spirit	Demonic Attunement 1, Sense Spirit, and Will 11+

ELEMENTALISTS

At first glance, elementalists might seem like a subclass of the standard wizard, with a strong focus on rather blunt elemental magic. However, they're a bit subtler than that. They don't just happen to like casting elemental spells; they have a deep, almost spiritual interest in the lore of the elements, and are notably good at working with elemental spirits. They often summon such creatures to do their bidding, and sometimes link themselves to "elemental familiars," acquiring nonspell powers of their own in the process. Because of this tight focus, an elemental has access to a smaller range of spells than a wizard does.

Elementalists may lean toward good or evil, but some of them come to worship Nature and get on well with druids; the elements are the fundamental building blocks of Nature, after all. Others, though, see the elements as things to be dominated and used as a source of power, rather than respected or worshiped – which annoys druids.

ELEMENTALIST

250 points

You're an expert in the magical power of the elements, and because you've studied them so deeply, you're keenly aware of their spiritual aspect. You know that the universe is composed of the elements in various proportions – and that powerful spirits govern and control the operation of those elements. This makes you both powerful and insightful. (Oh, ordinary wizards can cast a few more spells than you can, but that's at the cost of not really understanding the most *important* things.) All this means that you're invaluable in the dungeon, well equipped to handle both physical problems and confrontations with the most important spirits.

You join expeditions to seek out arcane elemental lore and interesting materials, and to make new contacts in the elemental realms; having a few friends with other interests around can help along the way, you must admit.

Attributes: ST 10 [0]; DX 12 [40]; IQ 15 [100]; HT 12 [20].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 15 [0]; Per 14 [-5]; FP 15 [9]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: 30 points chosen from among DX +1 [20], IQ +1 [20], HT +1 to +3 [10/level], Will +1 to +6 [5/level], FP +1 to +10 [3/level], Eidetic Memory [5] or Photographic Memory [10], Fearlessness [2/level], Intuition [15], Languages (Any) [2-6/language], Luck [15], Medium (Specialized, Elemental Entities, -50%) [5], Wild Talent 1 (Retention, +25%; Focused, Magical, -20%) [21], additional Elemental abilities [Varies], or additional levels of Elemental Influence (see below for initial level) [8/level or 10/level]. • One of these two core advantages packages (put leftovers into spells, pp. 11-12):

1. Elemental Influence 3 (One Element) [24]; Spirit Empathy (Accessibility, One element only, -20%; Specialized, Elementals, -50%) [3]; and 26 points in Elemental abilities (p. 10).
2. Elemental Influence 3 (All Elements) [30]; Spirit Empathy (Specialized, Elementals, -50%) [5]; and 18 points in Elemental abilities (p. 10).

Disadvantages: -20 points chosen from among Curious [-5*], Loner [-5*], Oblivious [-5], Obsession (Become the world's most powerful elemental, leader of an elemental army, etc.) [-10*], Pyromania [-5*], Social Stigma (Excommunicated)† [-10], Stubbornness [-5], Unnatural Features 1-5 [-1/level], or Weirdness Magnet [-15]. • Another -25 points chosen from among the previous traits or Appearance (Unattractive) [-4], Bad Temper [-10*], Callous [-5], Clueless [-10], Disciplines of Faith (Ritualism) [-5], Easy to Read [-10], Frightens Animals [-10], Hard of Hearing [-10], Impulsiveness [-10*], Megalomania [-10], No Sense of Humor [-10], Odious Personal Habits (Willfully obscure) [-5], Overconfidence [-5*], Sense of Duty (Adventuring companions or Friendly elemental spirits) [-5], Skinny [-5], or Unfit [-5].

Primary Skills: Hazardous Materials (Magical) (A) IQ [2]-15; Hidden Lore (Elementals) (A) IQ+1 [4]-16; and Occultism (A) IQ [2]-15.

Secondary Skills: Three of Prospecting or Research, both (A) IQ [2]-15; Psychology (Elementals) (H) IQ-1 [2]-14; or Alchemy or Thaumatology, both (VH) IQ-2 [2]-13. • Two of Shield (Buckler) or Innate Attack (Any), both (E) DX+2 [4]-14; Axe/Mace, Shortsword, Staff, or Throwing, all (A) DX+1 [4]-13; or Sling (H) DX [4]-12.

Background Skills: Six of Fast-Draw (Potion) or Thrown Weapon (Dart), both (E) DX [1]-12; Climbing or Stealth, both (A) DX-1 [1]-11; First Aid or Gesture, both (E) IQ [1]-15; Cartography, Hidden Lore (Secret Writings), Speed-Reading, Teaching, or Weather Sense, all (A) IQ-1 [1]-14; Diplomacy, Expert Skill (Natural Philosophy), Philosophy, or Theology, all (H) IQ-2 [1]-13; Hiking (A) HT-1 [1]-11; Intimidation (A) Will-1 [1]-14; Meditation (H) Will-2 [1]-13; Scrounging (E) Per [1]-14; or Observation or Search, both (A) Per-1 [1]-13.

Spells: Choose 20 elemental spells (pp. 11-12), which will be either (H) IQ+1 [1]-16 or (VH) IQ [1]-15 with the +3 for Elemental Influence.

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

† Helpful clerical spells (such as healing) work at -3 on you. Harmful ones *aren't* affected!

Customization Notes

The first question with any elemental is whether he's a *specialist*, focusing on one specific element, or a *generalist*, working with all of them equally adeptly. This is determined by which type of Elemental Influence the player chooses; see p. 10.

Specialists are often narrowly focused and eccentric, with personalities to match their specialties. Blazing fire experts have Elemental Influence (Fire), Pyromania, Bad Temper, and spells and skills that give effective fire-based attacks. Stolid earth specialists exhibit Elemental Influence (Earth) and Loner, No Sense of Humor, Oblivious, or Stubbornness, along with Prospecting skill. Breezy and light-hearted air workers possess Elemental Influence (Air), Impulsiveness, Overconfidence, several DX-based skills, and Weather Sense.

Deep and ever-changing water mages have Elemental Influence (Water), Intuition, Wild Talent, Meditation, and an eccentric choice of spells. Generalists, meanwhile, can sometimes be dangerously obsessed with preserving balance, seeming especially mystical and prone to peculiar decisions (with Disciplines of Faith, Odious Personal Habits, Philosophy, and Theology).

All that established, a few personality patterns can fit both specialists and generalists, although not all elementalists fit these stereotypes:

- The *devotee of primal power* more or less *worships* the elements, feeling a definite affinity to druids, although this is strictly a private sort of faith; take a Sense of Duty to friendly elementals, and probably Medium, Disciplines of Faith, and Theology.

- The *elemental scholar* is concerned with the academic theory of elemental lore, and is closer to a conventional wizard. Curious is more or less mandatory, plus an appropriate Obsession or “geeky” problems such as Clueless, with academic skills such as Thaumatology, Hidden Lore, and Philosophy also fitting.

- The *master of power* is in this profession for the raw force, for what it can do practically or just for fun. Megalomania or an Obsession fits the former motive, Impulsiveness or Pyromania fits the latter. The adventurer should have lots of damage-producing spells, plus the skills to use them and Intimidation.

Using Natural Philosophy

Expert Skill (Natural Philosophy) provides general information about what “science” knows in ancient/medieval-style worlds – such as are typical settings for *Dungeon Fantasy* games. Elementalists sometimes study it because it tells them how the elements interact to make up the universe. Roll against it to work out what is going on when you encounter cosmic forces at work in the absence of divine or magical influence, to recognize which of the elements are present or absent in some complicated situation, to remember what past scholars have written about rare but “natural” animals or plants, or to interpret texts written by other natural philosophers in technical language.

ELEMENTALIST POWER

Many elementalists connect themselves so intimately with the elements that they gain some minor supernatural advantages. (For more powerful effects, use spells.) Special rules apply to purchasing these.

- Any elementalist can acquire any of the *General* abilities. Specialists who acquire a bound elemental Ally must take one from their chosen element only.

- “Specialist” elementalists can also use points to purchase the *Attuned* abilities related to their one element of choice: fire abilities for those who have Elemental Influence (Fire), earth abilities for those with Elemental Influence (Earth), and so on.

- “Generalist” elementalists – those with Elemental Influence (All Elements) – can acquire *Attuned* abilities for any

of the elements, but the number of abilities they have from any element can never be more than two greater than the number they have from any other. For example (in a setting with the standard four elements), if someone with Elemental Influence (All Elements) has three Fire abilities, he must have at least one from each of Water, Earth, and Air.

Power Modifier: Elemental

-10%

Elemental abilities tap into the deeply magical power of, yes, the elements, and so don’t work too well in places where magical forces are damped or suppressed. They can be opposed or negated much like spells. This limitation is equivalent to Mana Sensitive (p. B34), and so is worth -10%. If a quick contest is required to keep an ability working, the elemental rolls Will + Elemental Influence; if an ability is shut down or dispelled, it remains unusable for 1d+1 seconds.

Elemental Abilities

See *The Four Elements – Or What?* (pp. 11-12) for more options.

General: Ally (Elemental, see pp. 26-32; Built on 25-100%; 12 or less or 15 or less; PM, -10%; Conjured *or* Summonable, +100%; may be Minion, +50%, and/or Unwilling, -50%) [Varies]; Detect (Elemental beings; PM, -10%) [9]; Doesn’t Breathe (Oxygen Absorption, -25%; PM, -10%) [13].

Attuned (Air): Air Jet (p. 11) [1]; Catfall (PM, -10%) [9]; Damage Resistance 1-10 (Limited, Lightning, -60%; PM, -10%) [1.5/level*]; Walk on Air (PM, -10%) [18].

Attuned (Earth): Burrower (p. 11) [1]; Damage Resistance 1-20 (Limited, Stone, -40%; PM, -10%) [2.5/level*]; Lifting ST 1-3 (PM, -10%) [3/level]; Terrain Adaptation (Sand; PM, -10%) [5].

Attuned (Fire): Burning Attack 1d (Melee Attack, C, -30%; PM, -10%) [3]; Damage Resistance 1-15 (Limited, Heat/Fire, -40%; PM, -10%) [2.5/level*]; Protected Vision (PM, -10%) [5]; Temperature Tolerance 1-8 (Heat; PM, -10%) [1/level].

Attuned (Water): Amphibious (PM, -10%) [9]; Pressure Support 1 or 2 (PM, -10%) [5 or 9]; Speak Underwater (PM, -10%) [5]; Temperature Tolerance 1-3 (Cold; PM, -10%) [1/level]; Terrain Adaptation (Ice or Snow; PM, -10%) [5]; Walk on Liquid (PM, -10%) [14].

* Remember to multiply the cost by the number of levels being purchased, *then* round up to the next whole point.

Elemental Influence

Varies

Elemental Influence is a Talent that comes in two varieties. Elemental Influence (One Element) costs 8 points/level; Elemental Influence (All Elements) costs 10 points/level. The former must be assigned to one of the elements – fire, water, earth, or air (or whatever the selection is in your setting – see *The Four Elements – Or What?* on pp. 11-12). Either version adds to rolls to use Elementalist abilities (above). It *also* functions as Magery (at the same level) for the purpose of learning or casting certain spells (see *Elementalist Spells*, p. 11), and in allowing the elemental to notice some magics, use certain items, and so on; see *Magical Talents, Spells, and Powers*, p. 13.

ELEMENTALIST SPELLS

Elementalists learn and cast spells much like wizards: They must study a spell they want to learn from some source (and can use the same study sources as wizards), are affected by mana level variations, and so on. However, they can only learn a restricted set of spells.

Firstly, Elemental Influence (p. 10) of any kind can be used instead of Magery when learning or casting Counterspell, Detect Magic, Dispel Magic, Displace Spell, Great Ward, Lend Energy, Recover Energy, Reflect, Suspend Magic, Suspend Spell, and Ward.

Secondly, Elemental Influence (One Element) gives access to every spell in the college corresponding to the chosen element – Air, Earth, Fire, or Water. Elemental Influence (All Elements) gives access to all of the elemental colleges, but the elementalist can never know more than twice as many spells from one of them as from any other. For example, an all-elements elementalist who knows 15 earth spells must also know at least eight air, eight fire, and eight water spells.

Treat the elementalist's level of Elemental Influence as the same level of Magery for prerequisite purposes. If a spell has prerequisites outside the elementalist's list, though, he can't meet that requirement and so can't learn it.

THE FOUR ELEMENTS – OR WHAT?

Most dungeon fantasy settings will feature the standard, "Classical Western" elements: fire, water, earth, and air. However, this isn't actually the only possible list. For example, in Chinese traditions, there are *five* elements: fire, wood, earth, metal, and water. In many Indian traditions, the elements are earth, water, fire, air/wind, and void/sound/ether.

Thus, in worlds with exotic, Asian-style trappings, elementalists may work with a slightly different array of abilities and

*Every leaf on every tree
And every drop of water in the sea
Every grain of weathered sand
That smashes itself onto dry land
Every stone and every petal,
everything that's elemental
You are never gone*

– Jann Arden, "Calling God"

Elemental and Physical Perks

Some of the following originally appeared in **GURPS Power-Ups 2: Perks**; they are repeated here because they are used in this book.

Air Jet

You can project a constant stream of air strong enough to scatter dust and extinguish candles at two yards. This has no combat effect.

Burrower

You can dig with your body as if equipped with a shovel. See *Digging* (p. B350) for speed; this is certainly slower than Tunneling (p. B94).

Feathers

You have feathers. These prevent sunburn and help shed water, eliminating up to -2 in penalties for being wet – notably for *Cold* (p. B430).

Hammer Hand

You can use your hands as hammers, to drive in nails or pegs, or even to work metal in a blacksmith's forge. You also gain +1 to the damage you do with barehanded punches when making any sort of All-Out Attack.

spells. (This might even turn out to be the case in remote parts of standard "pseudo-European" worlds, if different magical systems with different ideas about the laws of nature turn out to work equally well somehow.) The different elements imply different elemental spell colleges and powers; when learned as part of these alternate elemental colleges, some spells have different prerequisites.

Wood

Use the Plant college for Wood elemental spells, deleting False Tracks, Pollen Cloud, Purify Earth, and Body of Slime. Then add the following spells.

Spell	Prerequisites
Summon (Wood) Elemental	Magery/Elemental Influence 1 and either eight other wood elemental spells or four such spells <i>and</i> another Summon (Wood) Elemental spell.
Control (Wood) Elemental	Summon (Wood) Elemental
Create (Wood) Elemental	Magery/Elemental Influence 2 and Control (Wood) Elemental

See pp. 31-32 for details of wood elementals.

For Attuned (Wood) elemental Powers, the abilities are: Damage Resistance 1-10 (Limited, Wood, -40%; PM, -10%) [2.5/level*], Outdoorsman 1-4 (PM, -10%) [9/level], Plant Empathy (PM, -10%) [5], and Speak With Plants (PM, -10%) [14].

* Remember to multiply the cost by the number of levels being purchased, *then* round up to the next whole point.

Metal

Use the following as Metal elemental spells.

Spell	Prerequisites
Armor	Body of Metal <i>or</i> Iron Arm
Bladeturning*	Turn Blade
Body of Metal	Magery/Elemental Influence 2 and Shape Metal
Control (Metal) Elemental†	Summon (Metal) Elemental
Conjure Dart‡	Shape Metal
Create (Metal) Elemental†	Magery/Elemental Influence 2 and Control (Metal) Elemental
Identify Metal	Seek Earth
Iron Arm*	DX 11+ and Turn Blade
Magnetic Vision	Magery/Elemental Influence 1 and Identify Metal
Metal Vision	Shape Metal
Repair*	Shape Metal
Seek Earth	–
Shape Metal	Magery/Elemental Influence 1 and Identify Metal
Sharpen*	Repair
Steelwraith	Magery/Elemental Influence 2 and Shape Metal
Summon (Metal) Elemental†	Magery/Elemental Influence 1 and either eight other metal elemental spells, or four such spells <i>and</i> another Summon Elemental spell
Turn Blade*	Shape Metal

* Can only affect metal items or weapons when learned as part of this college.

† See p. 29 for details of metal elementals.

‡ Treat as Ice Dagger – but the missile doesn't melt; it shatters.

For Attuned (Metal) elemental Powers, the abilities are: Clinging (PM, -10%; Specific, Metal, -40%) [10], Damage Resistance 1-15 (Limited, Metal, -40%; PM, -10%) [2.5/level*], and Sharp Claws (PM, -10%) [5].

* Remember to multiply the cost by the number of levels being purchased, *then* round up to the next whole point.



Void/Sound/Ether

Use the following as the Void/Sound/Ether elemental college.

Spell	Prerequisites
Apportation	Magery/Elemental Influence 1
Control (Ether) Elemental*	Summon (Ether) Elemental
Create (Ether) Elemental*	Magery/Elemental Influence 2 and Control (Ether) Elemental
Deflect Missile	Apportation
Detect Magic	Magery/Elemental Influence 1
Echoes of the Past	Magery/Elemental Influence 2, Measurement, Voices, and three other Void/Sound/Ether spells
Ethereal Body	Magery/Elemental Influence 3 and eight other Void/Sound/Ether spells
Far-Hearing	Magery/Elemental Influence 1 and five other Void/Sound/Ether spells
Hush	Silence
Levitation	Apportation
Mage Sense	Detect Magic
Mage-Stealth	Hush
Measurement	–
Noise	Wall of Silence
Phase	Ethereal Body
Resist Sound	Four other Void/Sound/Ether spells
See Invisible	Detect Magic
Sense Mana	Detect Magic
Silence	Sound
Sound	–
Sound Jet	Magery/Elemental Influence 2 and Sound
Summon (Ether) Elemental*	Magery/Elemental Influence 1 and either eight other Void/Sound/Ether spells or four such spells <i>and</i> another Summon Elemental spell
Tell Position	Measurement
Thunderclap	Sound
Trace Teleport	Magery/Elemental Influence 3, Detect Magic, and Tell Position
Voices	Sound
Wall of Silence	Silence

* See pp. 30 for details of void/sound/ether elementals.

For Attuned (Void/Sound/Ether) elemental Powers, the abilities are: Absolute Direction (PM, -10%) [5], Acute Hearing 1-4 (PM, -10%) [2/level], Protected Hearing (PM, -10%) [5], and Silence 1 or 2 (PM, -10%) [5 or 9].

NECROMANCERS

Necromancers often share many of the image problems of demonologists. They are specialists in the lore and magic of death, which is rarely good for anyone's chance of making friends among the living. They tend to be seen as morbid and macabre. A lot of this is justified, or at least their own fault: Some necromancers spend their time raising zombies and communing with evil undead, in defiance of the laws of man and nature, and talk a lot about ultimate powers and dark mysteries.

Nonetheless, necromancers *certainly* aren't automatically evil, any more than professional undertakers are evil. Someone really has to study the supernatural power of death (they would say), and professional necromancers do some very necessary jobs best. The category includes exorcists, mediums, psychopomps (specialists in guiding the spirits of the dead to the afterlife), and some brave adventurers who specialize in slaying undead opponents.

Magical Talents, Spells, and Powers

Three of the templates in this chapter have Talents (Demonic Attunement, Elemental Influence, and Deathliness) that substitute for Magery for purposes of learning a specific set of spells. They also help with the use of special powers. They are each, in effect, a combination of a Power Talent and a limited form of Magery.

As always, spells that interact with other spells work in the same way, whatever the kinds of spellcasters involved, exactly as described in *Dungeon Fantasy 1: Adventurers* (p. 20). A demonologist, say, can use Detect Magic to detect a spell cast by a cleric, or a wizard might use Spell Shield to defend against an elemental's attack spells. In addition, an elemental's Power Modifier is explicitly magical (like Bard-Song); it can be detected, dispelled, etc., by spells (see p. 10). Necromancers and demonologists, however, have abilities that aren't *exactly* magical, and so aren't so easy to counter with magic, but which still have a magical aspect to them, and may *sometimes* be countered by the use of spells; see pp. 8 and 15.



Someone with one of these Talents can roll to notice the presence of magical enchantments or items, exactly as if he had Magery, but *only* if the magic in question involves one of the spells on the associated list, or draws directly on the same sort of power. If there is any uncertainty on this, the GM decides, but note that the magic merely being "dark" or vaguely "elemental-like" isn't enough; it must be *explicitly* demonic/elemental/necromantic, or designed to destroy or repel the specific type of supernatural beings. Add the level of Talent as a bonus to IQ for this purpose. Likewise, these Talents can substitute for Magery when that is required to activate items of the appropriate type, and *may* add to Thaumatology skill when analyzing or researching related magic or phenomena, at the GM's discretion.

Should characters with these Talents "cross-train" and acquire ordinary Magery as well, or should someone with Magery somehow acquire one of them, there will be some situations in which both the Talent and the Magery could apply – say, in determining effective skill with a spell. In such cases, the character can choose whichever gives the larger bonus, but *can't* under any circumstances use both!

Again, like demonologists (and elementals), their special powers are akin to the learned magic of wizards, but with a twist of "channeled" power derived from contact with the spirit realm. Necromancers are highly sensitive to the presence of the spirits of the dead and to "death energies," and can sometimes direct or divert these.

NECROMANCER

250 points

You are an expert on the supernatural boundaries between life and death – and you know how to wield the power that comes with that expertise! Death and the undead are technical issues for you, and like any technical expert, you know how to fix problems in your area of expertise – one way or another. You may go adventuring in order to confront and destroy the undead, or to find out more about the deep crypts and strange wildernesses in which they so often dwell. Moreover, other adventurers often create more raw material for your studies.

You respect clerics and demonologists; knowing about death means that you know something about the higher and lower realms, and you prefer to keep on the right side of the powers that rule there. Unfortunately, though, too many clerics suffer from misunderstandings about your work, so you sometimes have to tread carefully. You see wizards, elementals, and shamans as fellow professionals – a bit unfocused, perhaps, but often powerful, and it can be useful to compare notes sometimes.

Attributes: ST 10 [0]; DX 12 [40]; IQ 14 [80]; HT 12 [20].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 14 [0]; Per 12 [-10]; FP 13 [3]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Deathliness 3 [24]; Night Vision 5 [5]; and Spirit Empathy (Specialized, Ghosts, -50%) [5]. • Another 20

points in Necromantic abilities (p. 15); put leftovers into spells (p. 15). • A further 35 points chosen from among IQ +1 [20], HT +1 or +2 [10 or 20], Will +1 to +4 [5/level], FP +1 to +5 [3/level], Autotrance [1], Channeling [10], Charisma 1 or 2 [5 or 10], Deathliness 4 or 5 [8 or 16], Eidetic Memory [5] or Photographic Memory [10], Fearlessness [2/level] or Unfazeable [15], Higher Purpose (Maintain the natural order or Bring the worlds of life and death together) [5], High Pain Threshold [10], Intuition [15], Language Talent [10], Languages (Any) [2-6/language], Licensed Exorcist (Ghosts; p. 5) [1], Luck [15], Medium [10], Mind Shield [4/level], Night Vision 6-8 [1/level], Resistant to Disease (+3) or (+8) [3 or 5], Signature Gear [Varies], Slayer Training (Any; p. 7) [Varies], Social Regard 1-2 (Feared or Respected) [5/level], Spirit Badge (p. 5) [1], Spirit Weapon (p. 5) [1], Temperature Tolerance 1-2 (Cold) [1/level], or additional Necromantic abilities [Varies].

Disadvantages: -20 points chosen from among Appearance (Unattractive, Ugly, or Hideous) [-4, -8, or -16], Callous [-5], Curious [-5*], Frightens Animals [-10], Loner [-5*], Obsession (Become the world's most powerful necromancer; Become a lich; Keep the dead in their correct place; etc.) [-10*], Odious Personal Habit (Taste for morbid or macabre discussion topics; Lack of tact; etc.) [-5, -10, or -15], Sense of Duty (Adventuring companions or The recently dead) [-5], or Social Stigma (Second-Class Citizen or Excommunicated†) [-5 or -10]. • Another -20 points chosen from among the previous traits or Bad Smell (Reek of the grave) [-10]; Clueless [-10], Disciplines of Faith (Ritualism or Asceticism) [-5 or -15], Disturbing Voice [-10], Heliophobia [-15*], Low Empathy [-20], Megalomania [-10], No Sense of Smell/Taste [-5], Oblivious [-5], Paranoia [-10], Phantom Voices (Annoying) [-5], Skinny [-5], Slow Healing 1 [-5], Stubbornness [-5], Supernatural Features (Pallor) [-10], or Wealth (Struggling) [-10].

Primary Skills: Expert Skill (Thanatology, p. 15) (H) IQ+2 [12]-16; Hidden Lore (Undead) (A) IQ+1 [4]-15; and Occultism (A) IQ [2]-14.

Secondary Skills and Techniques: Stealth (A) DX+1 [4]-13. • Three of Fast-Talk or Research, both (A) IQ+1 [4]-15; Thaumatology (VH) IQ-1 [4]-13; Search (A) Per+1 [4]-13; or Exorcism (H) Will [4]-14. • One of these three melee skills packages:

1. One of Axe/Mace, Broadsword, Shortsword, or Spear, all (A) DX+3 [12]-15; and one of Shield or Shield (Buckler), both (E) DX+2 [4]-14.
2. Brawling (E) DX+1 [2]-13; Wrestling (A) DX [2]-12; Knife (E) DX+4 [12]-16.
3. Two-Handed Axe/Mace (A) DX+3 [12]-15; Knife (E) DX+2 [4]-14.

Background Skills: Eight of Fast-Draw (Knife) or Garrote, both (E) DX [1]-12; Climbing (A) DX-1 [1]-11; Gesture (E) IQ [1]-14; Acting, Hidden Lore (Demons or Spirits), Hold-out, Teaching, or Writing, all (A) IQ-1 [1]-13; Diagnosis, Poisons, or Theology, all (H) IQ-2 [1]-12; Intimidation (A) Will-1 [1]-13; Meditation (H) Will-2 [1]-12 or Observation (A) Per-1 [1]-11.

Spells: Choose 10 Deathly spells (p. 15), which will be either (H) IQ+1 [1]-15 or (VH) IQ [1]-14 with the +3 for Deathliness.

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

† Helpful clerical spells (such as healing) work at -3 on you. Harmful ones *aren't* affected!

Hordes of Minions

Optionally, the rules for Allies (pp. B36-B38) can be expanded to cover extremely low-powered servants. Instead of a base cost of 1 point for any Ally built on 25% or less of the PC's point value, use the following fractional base costs: 0.2 points for an Ally built on up to 5%, 0.4 for up to 10%, 0.6 for up to 15%, and 0.8 for up to 20%. In all cases, apply the multipliers for frequency of appearance, ally groups, and all modifiers before rounding the cost up to the next-higher whole number of points.

Customization Notes

A number of types fit this template, along with quite a few oddballs and eccentrics who don't fit any clear stereotype. If the necromancer's specific career is one that other people regard as unclean or just a bit sordid, he may have Social Stigma (Second-Class Citizen); if it's one that angers the very gods, he may be Excommunicated. However, how most of these jobs are viewed varies from place to place.

• The *psychopomp* provides a service akin to an undertaker or priest, or in another sense, to a wilderness guide: His job is to help the spirits of the dead find their way to wherever they should go next. Unfortunately, some dead spirits don't want to follow the rules, and some wizards and such have dangerous ideas about meddling with the natural order, so the psychopomp sometimes has to get a bit forceful, and maybe work with other defenders of the natural order. He has characteristics such as

Higher Purpose, Medium, Licensed Exorcist, possibly Spirit Badge, a Sense of Duty, Exorcism, and Theology.

• Similarly, the *exorcist* focuses on the need to persuade some (usually incorporeal) undead and even other spirits to move on and stop causing trouble for the living. Because not all such spirits want to be persuaded, the exorcist has to be a sort of metaphysical warrior. He definitely needs Licensed Exorcist and Exorcism; Unfazeable will help at times, as will a selection of defensive spells.

• The *monster slayer* is interested in getting the dead who remain active in *physical* form to go on to the afterlife, perhaps motivated by an Obsession and shielded by Fearlessness and some low-key Necromantic abilities; he probably plans his work using Observation, then moves in with Slayer Training.

• The *medium* is mostly concerned with *talking* to the dead, perhaps initially out of curiosity. He doesn't particularly want to make them depart if they aren't causing trouble and want to stay around. This can lead to a deep knowledge of secret lore and provide some handy practical information for adventurers. Aside from having the Medium advantage, he may know multiple languages (Language Talent can help there), suffer from Phantom Voices (ghostly whispers from the ether at inconvenient moments), be Curious, and use Fast-Talk skill to keep the spirits' attention.

• A related subtype, the *death prophet*, seeks information from "beyond the veil" even more actively, and has a taste for grand secrets of life and death. Oracle fits here, of course, and Curious or Paranoia may reflect the prophet's core motives, while Disciplines of Faith may represent a necessary lifestyle, and Research skill may be required to interpret the data he acquires.

• Of course, some necromancers are in the game in pursuit of raw power, and don't care about the feelings of the dead or the laws of men. The *zombie master* achieves this by raising armies of undead servants. Allies and the Mass Zombie spell are the methods, Megalomania defines the attitude, Oblivious reflects the lack of socialization, Social Stigma (Excommunicated) is probably an eventual inevitability, and Intimidation helps keep the living cowed.

• The *death-bringer* takes a scary joy in his acquaintance with death in many aspects, and is largely defined by his disadvantages. Aside from Callous and Low Empathy, he may have the sort of extreme style that leads to Disturbing Voice, Frightens Animals, Supernatural Features, or looking plain Ugly. He may also have a taste for spells that are appropriate for combat.

Note that these last two types may not fit well into adventuring parties with any sort of taste for conventional morality!



NECROMANTIC POWER

A necromancer with exotic non-spell-based abilities derives them from deep insights into the nature of death. These are definitely supernatural, but they aren't *quite* "magic" as such.

Power Modifier: Necromancy

-10%

Necromantic abilities work on the supernatural border between life and death. They don't require mana or divine favor, but they involve enough magic that they can be blocked, suspended, or negated by spells such as Scryguard, Pentagram, or Dispel Magic; if the spell requires a quick contest, the necromancer rolls Will + Deathliness. Suspend Curse or Remove Curse are especially effective; the necromancer rolls to resist these at -5.

In addition, divine power and holy faith negate Necromantic abilities even more effectively. They don't work at all in temples or holy ground sanctified to gods of life, healing, etc. Likewise, anyone with True Faith can attempt to negate them when within one yard of their location (much like a Dispel Magic effect) by taking a second of concentration and rolling against Will+5, resisted by the necromancer as for spells.

If an ability is negated in this way, it ceases working at all for 1d+1 seconds. Additionally, the abilities' effectiveness is reduced appropriately if they are used on someone with Magic Resistance.

Necromantic Abilities

Allies (Five servitor skeletons or zombies, p. 26; Built on 10%; 15 or less; Minion, +0%; PM, -10%) [6], (10 servitors) [7], or (20 servitors) [9]; Ally (Bound lesser ghost, p. 22; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12] or (15 or less; Unwilling, -50%) [9]; Detect (Undead and ghosts; PM, -10%) [9]; Immunity to Disease (PM, -10%) [9]; Metabolism Control 1-3 (PM, -10%) [5, 9, or 14]; Oracle (PM, -10%) [14]; Reduced Consumption 1-2 (Cast-Iron Stomach, -50%; PM, -10%) [1 or 2]; Resistant to Supernatural Abilities of the Undead (+3) or (+8) (PM, -10%) [3 or 5]; See Invisible (Spirits; PM, -10%) [14]; Silence 1-2 (PM, -10%) [5 or 9].

Deathliness

8 points/level

Deathliness is a Talent that adds to rolls to use Necromantic abilities (above). It functions as Magery (at the same level) for the purpose of learning or casting Deathly spells (below). It also allows the character to notice some magics, use certain items, and so on; see *Magical Talents, Spells, and Powers*, p. 13. Note that "Deathly spells" are *not* the same as the Necromantic college listed in *GURPS Magic*; necromancers have access to a subset of that college, plus a number of other spells.

DEATHLY SPELLS

Necromancers learn and cast spells much like wizards; they must study spells to learn them (and can use the same sources as wizards), are affected by mana level variations, and so on. However, because they base their magic on Deathliness (above) rather than Magery, they can only learn a restricted range of spells. A few of these have different prerequisite requirements if learned through necromancer training; note that any others that have Magery as a prerequisite can replace it with Deathliness at the same level.

Necromancers have access to the following spells, if they meet the prerequisites.

Using Thanatology

Expert Skill (Thanatology) represents knowledge of all aspects of death, including funeral customs and basic facts about *undeath*. It can see a lot of use on dungeoneering expeditions! A successful roll allows the user to identify a general type of undead monster and remember what is known about its general nature, overall power level, and areas of weakness – although Occultism or Hidden Lore is needed for specific details. Use of the skill can reveal tombs or funerary buildings, say which race or culture is likely to have built them, and suggest what parts are traditionally considered worth defending – although it won't locate specific traps unless they're *very* standard for the tomb type. The skill also provides information about traditional funerary goods and tomb decorations, which may help plunderers.

Spell

Prerequisites

Affect Spirits	Solidify
Command Spirit	Summon Spirit and Turn Spirit
Control Zombie	Zombie
Counterspell	Deathliness 1
Curse	Deathliness 3 and any five other Deathly spells
Deathtouch	Wither Limb
Death Vision	Deathliness 1
Detect Magic	Deathliness 1
Dispel Magic	Counterspell and 12 other Deathly spells
Fear	Any seven other Deathly spells
Final Rest	Deathliness 1 or Spirit Empathy
Lend Energy	Deathliness 1 or Empathy
Lend Vitality	Lend Energy
Mage Sense	Detect Magic
Mass Zombie	Zombie and Charisma 2+
Materialize	Summon Spirit
Paralyze Limb	Deathliness 2 and any six other Deathly spells
Phase	Deathliness 3 and Plane Shift
Planar Summons (Realms of the Dead)	Deathliness 2, Sense Spirit, and any four other Deathly spells
Planar Visit (Astral Plane and Realms of the Dead)	Planar Summons (Realms of the Dead)
Plane Shift (Realms of the Dead)	Planar Summons (Realms of the Dead)
Recover Energy	Deathliness 1 and Lend Energy
Rotting Death	Deathliness 3 and Deathtouch
Sense Spirit	Death Vision
Skull-Spirit	Four other Deathly spells
Solidify	Materialize
Summon Spirit	Deathliness 2 and Death Vision
Terror	Fear
Turn Spirit	Sense Spirit and Will 11+
Turn Zombie	Zombie
Wither Limb	Paralyze Limb
Zombie Summoning	Zombie
Zombie	Lend Vitality and Summon Spirit

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 Investment [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].

ADVANTAGES AND DISADVANTAGES FOR SHAMANS

Various standard character features are common in slightly variant forms among shamans.

Claim to Hospitality

see p. B41

Some shamans have a Claim to Hospitality in their local community, where they are treated as respected and helpful but mobile professionals (with maybe a hint of fear). This eliminates the \$150/week to stay parked in that area (*Dungeon Fantasy 2: Dungeons*, p. 4) for the shaman *only*. It can provide meeting places and occasional hangouts for him and *one or two respectable* friends (a dungeoneering party full of rogues and barbarians is *not* respectable!). Asking for shelter when being hunted (by mortal men, not rampaging monsters), or a short-term loan of up to \$50, calls for a reaction roll, at the usual +3 for Claim to Hospitality; each request needs a Good or better result. Smashing a host's place or failing to repay a loan on schedule loses you the advantage; using it regularly means that the locals start asking for favors in return, at the GM's whim.

Contact Group (Local Spirits)

see p. B44

This type of Contact Group consists of a large group of minor spirits who dwell around or mystically oversee a modest-sized geographical area – a tribe's home village and hunting grounds, say. It provides Area Knowledge, a form of Hidden Lore, Naturalist, Occultism, Pharmacy (Herbal), Weather Sense, etc., regarding places, objects, and events within that area. The ability to obtain information supernaturally raises the cost.

Power Investiture

see p. B77

A shaman has a form of Power Investiture – known as Power Investiture (Shamanic) – without necessarily being a formally ordained priest. (Some shamans are recognized religious figures; others aren't.) The power it grants doesn't come from any single being, but from a general relationship with the spirit realm. The basic sensitivity that enables shamans to deal with spirits is innate, and they don't as a rule worship these beings. Nonetheless, having established a working relationship with the spirit realm, they strike bargains with spirits who can in effect grant spells the way that gods grant them to clerics. Whereas clerics with Power Investiture have to follow some kind of code of behavior to avoid alienating their deities, shamans must “simply” avoid annoying the spirits in general.

This makes things both easier (no hard and fast rules to worry about, just general guidelines, and no single entity can withdraw the Investiture) and harder (instead of having clear



limits, the shaman has to worry about the opinions of a whole array of spirits, who both communicate with each other and sometimes argue with each other or generally act a little *strange*). Mostly, things come down to “don't offend too many spirits at once, or do anything that's bad for spirits in general.” Nonetheless, the GM can always throw in a plot complication when some powerful spirit with enough clout to restrict the shaman's spell access gets an odd idea or needs a favor. In the worst case, summoning and petitioning spirits who dislike or mistrust you is *dangerous* – especially if other spirits take an interest and turn up, too. Power

Investiture (Shamanic) gives access to a somewhat limited set of spells, not much like the selection granted to clerics but reflecting the subtle nature of shamanism; see p. 19.

Higher levels of Investiture don't indicate greater “holiness” so much as greater understanding and insight. Hence, although people who understand what powerful shamans can do respect them, they're often thought of as a bit crazy rather than being truly admired.

Code of Honor (Shaman's)

see p. B127

This is a version of Code of Honor (Professional), worth the usual -5 points. A shaman deals with practical problems involving the spirit world, usually for pay. He should attempt to do a competent job according to whatever prior agreement he makes with a client, while respecting the position of other (ethical) shamans. The small twist is that a shaman's ethics require that he avoid offending or annoying the supernatural spirits with whom he deals, as well as his human customers, provided that the spirits aren't threatening or endangering him or any human community. This is partly because someone who does annoy the spirits makes life harder for his fellow shamans, and partly because the spirits are, in some ways, “colleagues” or “customers” to a working shaman!

SHAMANIC POWER

Like a cleric's, a shaman's power comes from his relationship with “higher powers” and close acquaintanceship with the supernatural realms. However, rather than coming as gifts from a god, shamanic abilities represent minor favors from lesser spirits, or trained insights. Still, the shaman does need to follow certain disciplines to retain them.

Note that these abilities do *not* include the spirit Allies, Contacts, and Patrons who do so much for every shaman; those represent long-standing personal relationships. Likewise, any shaman has spirit-related advantages such as Medium and Channeling that are outside his shamanic power; those are the things that make him a shaman in the first place, not later gifts.

Power Modifier: Shamanic Gift

-10%

Use of this power depends on the shaman remaining on reasonable terms with the spirit world in general, which in turn demands that he behave in an “approved” fashion. The -10 points in self-imposed mental disadvantages that are the first requirement in the template’s disadvantage section represent this: some combination of Code of Honor, Disciplines of Faith, Sense of Duty, or Vow. If he does offend the spirits, probably by disregarding these disadvantages, they withdraw their gifts, though not usually so instantly as to endanger him immediately. Regaining their aid requires a *significant* penance: a month of service to a group of spirits, giving a whole mass of strange gifts to the spirits, etc.

*Angels and ministers of grace
defend us!
Be thou a spirit of health or goblin
damn'd,
Bring with thee airs from heaven
or blasts from hell,
Be thy intents wicked or charitable,
Thou com'st in such a
questionable shape
That I will speak to thee.*

– Hamlet,

*The Tragedy of Hamlet,
Prince of Denmark
(William Shakespeare)*

Shamanic Abilities

Absolute Direction (PM, -10%) [5]; Animal Empathy (PM, -10%) [5]; Blessed or Very Blessed (PM, -10%) [9 or 18]; Danger Sense (PM, -10%) [14]; Dark Vision (PM, -10%) [23]; Detect (Supernatural phenomena or Supernatural phenomena and beings; PM, -10%) [18 or 27]; Luck or Extraordinary Luck (PM, -10%) [14 or 27] or (Active, -40%) [8 or 15]; Magic Resistance 1-3 (Improved, +150%; PM, -10%) [5/level]; Mind Shield (PM, -10%) [3.6/level*]; Oracle (PM, -10%) [14]; Plant Empathy (PM, -10%) [5]; Resistant to Disease (+3) or (+8) (PM, -10%) [3 or 5]; Resistant to Spirit Powers (+3) or (+8) (PM, -10%) [3 or 5]; See Invisible (Spirits; PM, -10%) [14]; Serendipity (PM, -10%) [14]; Speak With Animals (PM, -10%) [23]; Speak With Plants (PM, -10%) [14]; True Faith (PM, -10%) [14].

* Remember to multiply the cost by the number of levels being purchased, *then* round up to the next whole point.

In addition, the GM *may* permit shamans to take Jumper (Spirit) (p. 5), perhaps with special limitations in addition to

the power modifier. However, if this is permitted at all, the nature and value of those limitations will be very campaign-specific, so it isn't detailed here.

Shamanic Talent

5 points/level

Each level of Power Investiture (Shamanic) costs 10 points and *includes* a level of Shamanic Talent. Power Investiture thus adds to rolls to use Shamanic Power as well as to shamanic spells. Spellcasting shaman characters should buy that advantage – not this one.

SHAMANIC SPELLS

Like a cleric, a shaman has access to a number of spells, depending on his level of Power Investiture. The list is very different, however! Shamanic spells don't have prerequisites other than the Power Investiture level, nor do they require study to learn; to acquire one, the shaman meditates on his understanding of the spirit realm, converses with various helpful spirits, and spends a point.

Shamanic spells are unaffected by mana levels. They are also largely unaffected by any kind of sanctity! However, because they depend very much on contact with the spirit realm, they may sometimes be reduced in effectiveness in places that are somehow barred to spirits, or where spirits just hate to go; a spirit-cursed place works against a shaman much like a low mana or no-mana zone does with a wizard. Likewise, some places are favored more by some spirits than others: A long-established city may be effectively cursed by spirits of wild nature, but the equivalent of high mana/sanctity for dealings with its guardians or with ghosts of its former inhabitants. Likewise, summoning a fire elemental while under the sea, or an earth elemental while visiting a flying cloud-castle, just isn't going to work. The GM can make this sort of thing as complicated or simple as he desires, but remember – most spirits can go to most places if they really want, and **Dungeon Fantasy** games are supposed to be about butt-kicking, not complicated metaphysics!

Available shamanic spells are as follows.

PI 1: Astral Vision, Final Rest, Know True Shape, Recover Energy, Sense Mana, Sense Spirit.

PI 2: Affect Spirits, Command Spirit, Materialize, Sense Life, Summon Spirit, Turn Spirit.

PI 3: Banish, Detect Magic, Dream Sending, Entrap Spirit, Pentagram, Planar Visit (Astral Plane), Predict Weather, Projection, Repel Spirits.

PI 4: Bind Spirit, Bless, Control Elemental, Cure Disease, Curse, Divination (Augury or Oneiromancy), Dream Projection, Planar Visit (Realms of the Dead), Remove Curse, Rider Within*, Soul Rider, Summon Elemental.

PI 5: Astral Block, Dispel Magic, Magic Resistance, Planar Summons, Remove Contagion, Sense Observation, Solidify, Trace Teleport, Turn Zombie.

PI 6: Animate Shadow, Beacon, Beast Summoning, Create Elemental, Hide Object, Planar Visit (Any), Plane Shift, Summon Demon.

* A shaman does *not* need to know any (Animal) Control spells to use this on any type of animal.

CHAPTER TWO

SPIRITS AND SERVITORS

What are experts in spirit-workings without spirits to work with? Left looking rather stupid, mostly. The character types from the previous chapter can be saved from that fate by an assortment of spirits and similar beings. This topic has already been partly covered by *Dungeon Fantasy 5: Allies*, but there is plenty of scope for more such beings.

CREATURE STATISTICS

Statistics for the spirits and similar beings detailed here are presented in a similar format to that used in *Dungeon Fantasy 5*, which in turn is an expanded version of the “monster” format from *Dungeon Fantasy 2: Dungeons*. Note, however, that the point value given for each creature here is its own actual value as a character, *not* its cost to a PC as a familiar or supernatural Ally. If something on these lines might be appropriate, the details and costs are discussed in the accompanying notes, or see *Shamanic Allies and Patrons* (p. 17).

New Class: Spirit

This chapter introduces a new creature class: *Spirit* (supernatural being, usually but not always insubstantial, subject to spirit-control spells, Pentagram, etc.). The *Spirit (Extradimensional)* subtype describes entities that, like beings in the Demon and Elemental classes, are subject to Banish, and like those classes and Elder Things, hail from outside the material world. The *Spirit (Resident)* subtype describes unusual residents of the material world.



Lens Characteristic Modifications

Several creature types can be modified extensively with optional lenses, producing different species of spirit-animal, more powerful elementals, and so on. Where these lenses include modifications to attributes (or to other features present on the main character sheet), the point cost of the changed feature is given *relative* to that in the original version. For example, if the main character sheet includes ST 12 [20], and the lens changes this to 15 with a -10% limitation for SM +1, which costs a total of 45 points, this will be given as ST 15

(Size, -10%) [25]. Similarly, if the lens reduces HT from 15 to 14, the value will be given as HT 14 [-10]. On occasion, a secondary characteristic changes without the point cost changing, due to changes in the primary attributes; this is indicated by a [0]. This simplifies the process of evaluating lenses.

Spirits and Wealth

Many standard templates for beings that can be summoned, either by spells or as Allies with the Conjured or Summonable enhancements, such as elementals and demons (see pp. 26-32 and pp. 32-35), do not include Wealth levels. This may seem a little odd, as it implies that they could own and carry some mundane equipment, and yet most actually show up without even clothing, let alone weapons or armor.

For beings that are not defined as being Dead Broke, the GM should assume that this “Wealth” mostly represents access to some kind of property or resources on their home planes, roughly equating to average wealth in human terms.

However, since this isn’t terribly relevant when and where they are summoned, they rarely bring much with them. (Demons often show up wielding the odd ornate and jagged sword, barbed whip, trident, or handy torture implement, though.) Mostly, it explains how these beings survive between times that they’re summoned. If such a being is acquired as, say, a non-Summonable Ally (or as a PC in a sufficiently wacky campaign), it might well be given Dead Broke – although the GM can then raise questions about living costs.

Conversely, supernatural creatures that are *not* summoned from other planes, but that can be taken as Allies that mostly just hang around with the character, may have Wealth levels – usually Dead Broke – included in their templates. The mummy, skeleton, and zombie templates in *GURPS Magic* (p. 152) and on p. 26 here are examples, as are the embodied animal-spirit (p. 21) and most of the creatures in *Dungeon Fantasy 5*. If a character wants such Allies to use equipment, he has to supply and pay for it himself. This can get expensive for necromancers with serious zombie hordes; most get by with cheap shortswords and maybe some partial leather armor. Strictly, the controller also has to pay living expenses for his creatures – but mindless corporeal undead at least have advantages that can reasonably be claimed to keep their (un)living expenses very low. A GM who wants to drain such adventurers’ cash may question where a necromancer can *store* an inert undead horde without the neighbors complaining . . .

Spirits in the Material World

Many spirits have the Insubstantiality advantage (pp. B62-63), often with the Always On limitation. The description of this advantage mentions that insubstantial beings can use “psi abilities and magic spells” to affect the material world, albeit at -3 to skill. However, this rule may not be quite clear enough in some settings, especially if players are being a bit munchkin. The following rules can therefore replace that part of the advantage definition in such games.

- Insubstantial beings can use *mentally resisted* abilities (including spells, advantages, etc.) on substantial targets. A “mentally resisted ability” is anything resisted by IQ, Will, or Per, whether with a simple roll or a Quick Contest. Any such ability is used at -3 to any required skill or attribute roll (e.g., the roll to cast a spell), unless it is an advantage bought with the Affects Substantial enhancement (see below).

- Advantages (excluding Affliction) bought with the Malediction enhancement (p. B106) can be resisted using

Will, and so count as mentally resisted, and can be used on substantial targets with the -3 penalty.

- Information effects, illusions, etc., that don’t give any subject a chance to resist can generally be relied on freely while insubstantial. For example, nothing prevents an insubstantial wizard from working a divination. However, if they have an offensive use (e.g., the Death Vision spell), then they count as “mentally resisted” for the purpose of affecting substantial targets.

- Advantages bought with the Affects Substantial enhancement (p. B102) can cross into the material world with no penalty.

- Any character or being who wants to use an ability that can affect the material world physically – such as casting a mentally resisted spell, employing an advantage with Malediction or Affects Substantial, etc. – with or without the -3 penalty, *must* buy their Insubstantiality with the Affect Substantial enhancement (+100%). If they don’t, they can’t get the material-world-affecting ability to work while they are insubstantial.

GHOSTS, TOTEMS, AND GUARDIANS

This disparate-looking group actually overlaps quite a bit. *Ghosts* are spirits of the dead who stay around the material world because they have matters they still need to deal with or obsessions to work through, or because some powerful being has bound them there. *Totems* are spirit-beings, often embodied in animal forms, who provide spiritual protection for specific individuals, tribes, or even types of animal. *Guardians* are spirits assigned or tied to specific places (or sometimes things); they look after those places (or whatever) with utter dedication. There’s an overlap because, say, the spirit of a dead ancestor may come to act as a group’s totem or a place’s guardian, for one reason or another. The essential point is that these are moderately powerful beings with a *mission*. Where exactly they come from and how they got that mission isn’t always terribly important, from the ordinary delver’s point of view.

EMBODIED ANIMAL-SPIRIT

62 points

This is what happens when either a minor spirit somehow gets pushed into a semi-permanent animal form, perhaps at the whim of a much more powerful spirit, or an ordinary animal acquires more smarts and some extra advantages thanks to a brush with supernatural energies. The creature has a physical animal body, but it is intelligent, sensitive to spiritual forces, and capable of speaking to humans and to other animals – although only humans with appropriate supernatural sensitivity of their own can understand what it says. A few such

creatures are independent operators, but most seem to end up working for or with shamans or similar folks.

Some embodied spirits act like wild animals, and many are *assumed* by ordinary humans to be dangerous wildlife, but others can fit in with human society, although those specimens then tend to find themselves being treated as domesticated livestock, at least by non-shamans. Those that were transformed at random may behave erratically, while others are bound and controlled by the magic that embodied or transformed them.

An embodied animal-spirit may have the shape of various sorts of large animals or birds, or an outsize version of a smaller creature. The character sheet here represents the basic pattern; the lenses given below define particular creature types. The result may be somewhat different from a normal animal of the same species! Specific animals may, of course, have further variations or even completely different lenses.

ST: 10 [0]	HP: 10 [0]	Speed: 6.00 [5]
DX: 11 [20]	Will: 8 [0]	Move: 6 [0]
IQ: 8 [-40]	Per: 12 [20]	SM: 0
HT: 12 [20]	FP: 12 [0]	DR: 0 [0]
Dodge: 10	Parry: N/A	

Advantages: Combat Reflexes [15]; See Invisible (Spirits) [15]; Speak with Animals (Specialized, “own” species only, -80%) [5]; Spirit Empathy (Specialized, Nature Spirits, -50%) [5]; one lens from the list below [28].

Disadvantages: Cannot Speak (Can talk to normal animals of “own” species, and to humans with Spirit Empathy, -60%) [-6]; Dead Broke [-25]. • *One of* Bestial [-10], Confused (12) [-10], Impulsiveness (12) [-10], or Reprogrammable [-10].

Features: Treated as a spirit rather than an animal for purposes of empathy effects, magic, etc.

Skills: Brawling (E) DX+2 [4]-13; Stealth (A) DX+1 [4]-12; Survival (preferred environment) (A) Per [2]-12.

Class: Animal, Giant Animal, or Spirit (Resident) (p. 20).

Lenses

Bear (+28 points): A black bear or similar relatively modest-sized specimen; a cave bear-sized creature would be *very* formidable! Change ST to 14 [40]; HP to 14 [0]; and Will to 9 [5]. Add Blunt Claws [3]; Damage Resistance 2 (Tough Skin, -40%) [6]; Sharp Teeth [1]; and Temperature Tolerance 2 [2], plus Fur [1]. Include Ham-Fisted 2 [-10]; Semi-Upright [-5]; and Social Stigma (Monster) [-15].

Herd Animal (+28 points): A reindeer, pony-sized horse, or similar. Change ST to 18 (No Fine Manipulators, -40%; Size, -10%) [40]; DX to 11 (No Fine Manipulators, -40%) [-8]; HP to 18 [0]; Move to 8 [10]; and SM to +1. Add Fit [5]; Fur [1]; Hooves [3]; and Peripheral Vision [15]. Add either Enhanced Move 1/2 (Ground Speed 12) [10] or Damage Resistance 3 (Skull only, -70%) [5] and Impaling Striker (Cannot Parry, -40%) [5]. Include Dull [-1]; Quadruped [-35]; Social Stigma (Valuable Property) [-10]; and Weak Bite [-2].

Huge Bird (+28 points): A really big eagle or similar flying creature. Change ST to 7 [-30]; HP to 7 [0]; DX to 13 [40]; Speed to 7.00 [10]; and Move to 3 (Ground) [-20]/14 (Air) [0]. Add Acute Vision 3 [6]; Enhanced Move 1 (Air Speed 28) [20]; Feathers (p. 11) [1]; Flight (Winged, -25%) [30]; Sharp Beak [1]; and Sharp Claws [5]. Include Ham-Fisted 1 [-5]; Short Foot Manipulators [-16]*; and Social Stigma (Monster) [-15]. Reduce Stealth to 12 [-3], and add Aerobatics (H) DX [4]-13.

Predator (+28 points): A wolf, big dog, wolverine, largish feline, etc. – or an outsize weasel, perhaps. Change DX to 13 (No Fine Manipulators, -40%) [16]; Per to 14 [10]; Speed to 6.00 [-10]; and Move to 9 [15]. Add Blunt Claws [3]; Damage Resistance 1 (Tough Skin, -40%) [3]; Discriminatory Smell [15]; Fit [5]; Night Vision 5 [5]; Peripheral Vision [15]; and Sharp Teeth [1], plus Fur [1]. Include Quadruped [-35]; Short Legs† [-2]; and Social Stigma (Monster) [-15]. Add Tracking (A) Per+3 [1]-17‡.

* See *Modifying Beings With One or Two Arms* under *Extra Arms* (p. B53).

† Reduces the Reach of legs from C, 1 to C for all purposes, notably kicking.

‡ Includes +4 for Discriminatory Smell.

Phantom Animals

An immaterial spirit that happens to take an animal shape on the spirit plane can use the above details with the addition of the Astral Entity meta-trait [171]. The spirit perhaps acts as a spirit-guardian its chosen species. It can serve as a “Built on 100%” Ally for a 250-point shaman, with 17 points to spare for useful skills and the like. More powerful variants might also have Jumper (Spirit) (p. 5) or some ability to affect the material world.

LESSER GHOST

125 points

Ghosts can vary quite widely; the term covers mindless revenants, ancestral advisers, sinister wraiths, and so on. The following represents the fully sapient but not especially potent spirit of a dead human with something keeping it on (or near) the mortal plane – a permanently invisible spirit that still frightens animals by its mere unseen presence! Despite its immaterial nature, this ghost still has a “body” with many mortal weaknesses and vulnerabilities, such as a susceptibility to damage to its vital organs (or at least where those would be if it was material); this may be due to sheer *habit*.

ST: 10 [0]	HP: 10 [0]	Speed: 5.00 [0]
DX: 10 [0]	Will: 10 [0]	Move: 5 [0]
IQ: 10 [0]	Per: 10 [0]	
HT: 10 [0]	FP: 10 [0]	SM: 0
Dodge: 8	Parry: 8 (DX)	DR: 0 [0]

Advantages: Astral Entity [171]; Dark Vision [25]; Pressure Support 3 [15]. • *One of* Will +1 [5], Higher Purpose (Personal mission) [5], Pitiable [5], or Single-Minded [5].

Disadvantages: Appearance (Ugly) [-8]; Dead Broke [-25]; Disturbing Voice [-10]; Easy to Read [-10]; Frightens Animals [-10]; Hidebound [-5]; Incurious (9) [-7]. • *One of* Callous [-5], Guilt Complex [-5], Selfless (12) [-5], or Sense of Duty (Family; Old companions; etc.), [-5]. • *One of* Fanaticism (That which you exist to defend) [-15] or Obsession (12) (Long-term) [-10] and Selfish (12) [-5].

Skills: Area Knowledge (Haunt) (E) IQ+2 [4]-12.

Class: Spirit (Extradimensional) (p. 20).

Notes: Ugly Appearance represents the pallor and general visual “deathliness” of the typical ghost. In some cases, these things get weird enough that Supernatural Features can apply as well or instead – although that’s really only appropriate if the ghost can sometimes be mistaken for a living human. In other cases, Appearance can be *much* worse, with ghosts resembling rotting corpses or skeletons, or exhibiting the terrible wounds or diseases that killed them; only a few appear exactly as they were in life. Note that ghosts are vulnerable to assault by other spirits and special powers; in dungeon fantasy, even the dead can die again! It is also possible for ghosts to have other skills, remembered from life, although these may be rather out of date (and indeed, Low TL is also possible); the dead don’t learn much that’s new.

MAJOR GHOST

527 points

This represents a much more impressive spirit than the preceding entity. (Many ghosts exist with power levels intermediate between the two types!) Despite being immaterial, it can appear to and communicate with mortals, induce paralyzing fear with a pointing finger, move small objects, and even possess living beings for short periods. It also lacks many mortal vulnerabilities. In worlds where they are common and widely accepted to exist, such ghosts command a kind of respect – although this respect still includes a large dose of fear.



ST: 10 [0] **HP:** 10 [0] **Speed:** 5.00 [-15]
DX: 10 [0] **Will:** 16 [30] **Move:** 5 [0]
IQ: 10 [0] **Per:** 12 [10]
HT: 13 [30] **FP:** 13 [0] **SM:** 0
Dodge: 8 **Parry:** 8 (DX) **DR:** 0 [0]

Finger of Doom (16): Malediction; resist with Will or be paralyzed.

Possession (16): Resist with Will or be possessed.

Advantages: Absolute Direction [5]; Dark Vision [25]; Finger of Doom* [41]; High Pain Threshold [10]; Injury Tolerance (Homogenous, No Blood) [45]; Possession (Costs Fatigue, 2 FP, -10%; Spiritual, -20%) [70]; Pressure Support 3 [15]; Regeneration (Regular; 1 HP/hour) [25]; Social Regard 4 (Feared) [20]; Spirit (With Insubstantiality Always On) [253]; Telekinesis 4 (Affects Substantial, +40%) [28]; Unfazeable [15]. • *One of Higher Purpose* (Personal mission) [5], *Pitiable* [5], or *Single-Minded* [5].

Disadvantages: Appearance (Ugly) [-8]; Dead Broke [-25]; Disturbing Voice [-10]; Easy to Read [-10]; Frightens Animals [-10]; Hidebound [-5]; Incurious (9) [-7]. • *One of Callous* [-5], *Guilt Complex* (12) [-5], *Selfless* (12) [-5], or *Sense of Duty* (Family; Old companions; etc.) [-5]. • *One Fanaticism* (that which you exist to defend) [-15] or *Obsession* (2) (Long-term) [-10] and *Selfish* (12) [-5].

Skills: Area Knowledge (Haunt) (E) IQ+2 [4]-12; History (Place and Time of Origin) (H) IQ-1 [2]-9; Public Speaking (A) IQ+1 [4]-11.

Class: Spirit (Extradimensional) (p. 20).

Notes: See the lesser ghost (p. 22) for notes on ghostly Appearance and skills. Its advantages make this ghost highly resistant to harm, even from other spirits – but not quite immune!

* *Finger of Doom:* To use this attack, the ghost takes a Concentrate maneuver and rolls vs. Will at -1 per yard of range to the target, which can be a material being. The target can resist with his own Will; if he fails, he is paralyzed (see p. B429) for a number of minutes equal to his margin of failure, and then stunned until he can make a HT roll (one attempt per second). However, the attack doesn't work on Unfazeable beings. This is Affliction 1 (Will; Accessibility, Doesn't work against Unfazeable targets, -5%; Affects Substantial, +40%; Based on Will, +20%; Malediction, -1/yard, +100%; Paralysis, +150%) [41].

HOUSEHOLD GUARDIAN

628 points

This is a fairly minor spirit tied to a single house or possibly a family, thanks to an old pact, divine blessing, or perhaps sheer habit or tradition; a lot of spirits seem to exist and do what they do simply because humanity expects them to. A household guardian might also turn out to be the ghost of somebody who built the house or founded the family. It will protect its house, generally meaning both the physical building and the people who live there, however seems necessary. It also feels entitled to use the household's resources as necessary (giving it a nominal wealth level).

If the household moves elsewhere, the spirit may tag along, although a small ceremony may help the process of moving its "home ground." If a long-established family dies out, their

guardian will probably fade away over a few years – although it might last long enough to make trouble for anyone who buys their old home, out of petulance and confusion. The spirit's loyalty is *not* to individuals in most cases; family black sheep or members who go off to become adventurers can't expect much aid from their home's guardian. Some guardians expect small offerings, ceremonies, or tokens of respect; they may sulk or even turn dangerous if these are neglected.

Dungeoneers mostly have to worry about this sort of spirit if they choose to raid what is actually a family home; they may find that they have an unexpected supernatural defender to deal with. Similarly, if they find themselves defending a human community against attack, they *might* be able to call on local household guardians for support.

Guardians are immaterial beings with subtle but useful powers. They can render an intruder dazed, heal those they guard, move small objects around, ceremonially drive out intruding spirits, and with extreme effort, possess mortals. Although their forms are mostly pure spirit, they bleed silvery ichor if they are wounded.

*So tell me what mortal needs my
protection, Great Ancestor.*

– *Mushu, Mulan*

ST: 12 [20] **HP:** 12 [0] **Speed:** 6.00 [0]
DX: 11 [20] **Will:** 14 [10] **Move:** 6 [0]
IQ: 12 [40] **Per:** 12 [0]
HT: 13 [30] **FP:** 13 [0] **SM:** 0

Dodge: 9 **Parry:** 9 (Wrestling) **DR:** 0 [0]

Petty Curse of Protection (14): Malediction; resist with Will or be dazed.

Possession (12): Resist with Will or be possessed.

Advantages: Charisma 1 [5]; Danger Sense (Only in home area, -10%) [14]; Fearlessness 5 [10]; Healing (Faith Healing, +20%; Members of your protected family only, -30%) [27]; Higher Purpose (Defend the household) [5]; Injury Tolerance (Homogenous) [40]; Licensed Exorcist (Demons) (p. 5) [1]; Licensed Exorcist (Ghosts) [1]; Magic Resistance 3 [6]; Night Vision 9 [9]; Petty Curse of Protection* [31]; Possession (Costs Fatigue, 5 FP, -25%; Spiritual, -20%) [55]; Spirit [261]; Telekinesis 4 (Affects Substantial, +40%) [28]; Temperature Control 1 (Affects Substantial, +40%; Area Effect, 4 yards, +50%; Only in home, -10%) [9]; Very Rapid Healing (Only in home area, -10%) [14]. [2].

Disadvantages: Duty (12 or less) [-10]; Fanaticism (The household) [-15]; Hidebound [-5]; Incurious (12) [-5]; Sense of Duty (The family) [-5].

Features: Affected by spirit-binding and spirit-warding magics when not on home territory.

Skills: Area Knowledge (Home) (E) IQ+2 [4]-14; Detect Lies (H) Per [4]-12; Exorcism (H) Will+1 [8]-15; Housekeeping (E) IQ+1 [2]-13; Psychology (Human) (H) IQ [4]-12; Religious Ritual (Local Faith) (H) IQ [4]-12; Savoir-Faire (High Society or other as appropriate to family traditions) (E) IQ+1 [2]-13; Wrestling (A) DX+1 [4]-12.

Class: Spirit (Resident) (p. 20).

* *Petty Curse of Protection*: To use this attack, the spirit takes a Concentrate maneuver and rolls vs. Will at -1 per yard of range to the target, which can be a material being. The target can resist with his own Will; if he fails, he is dazed (p. B428) for a number of minutes equal to his margin of failure, and then stunned until he can make a HT roll (one attempt per second). This is Affliction 1 (Will; Affects Substantial, +40%; Based on Will, +20%; Daze, +50%; Malediction, -1/yard, +100%) [31].

SPIRIT OF PLACE

1,010 points

Sometimes called a *genus loci*, nymph, or other exotic names, this spirit is tied to, and defends, a substantial piece of geography. Its area of concern can range in scope from the size of a big house to a few square miles, but must be easy to define. Most spirits of place are tied to natural locations. However, a sufficiently old town or building may develop one, or a god may create one and assign it to anywhere the deity wants looked after. The spirit is strongly tied to the place, and draws its life energy from the location; it may venture out a short distance for a limited time, but it prefers not to. It can also call upon the material resources of the location, giving it effective wealth.

Such a spirit may be friendly to human beings, especially to groups who have been living in the same area for generations and who help look after it, and some spirits act as “localized” patrons for shamans. It equally may be suspicious and hostile, assuming that humans want to wreck its piece of environment! Nonetheless, most spirits of place are indifferent to humanity, although they can be talked to and negotiated with if a human has something to offer or can invoke an old bargain. They don’t share many concerns with humans in general, and their personalities may reflect the place where they live: mellow for a fertile river valley, callous and uncaring for a frozen arctic island, or mysterious and secretive for a dark forest.

This sort of spirit is fairly powerful, being able to use local earth or vegetation to restrain intruders; confuse minds; throw material objects around; and possess living beings for short periods. Spirits of place *also* tend to be able to call on local wildlife for aid, which is partly represented by their Animal Empathy and Speak With Animals advantages; if such a spirit were a PC, it would likely have multiple significant Allies. Of course, this makes the spirit of a jungle full of tigers and elephants rather deadlier than one that governs a desert inhabited by a few mole rats and lizards. Even so, overconfident adventurers may find that the latter turns out to have some extra powers, such as the ability to throw scouring sand-blast attacks! Smart spirit workers don’t pick fights with spirits of place, preferring instead to talk to them. A spirit usually knows everything that’s worth knowing about its location, after all.

To those who can see them, most spirits of place resemble oversized, simply dressed humans with calm, thoughtful manners and stern expressions on their good-looking faces. Some have minor oddities, such as clothing resembling vegetation, skin the color and texture of local stone, or faces like those of local animals. All this is just a symbolic guise, though; these beings are pure spirit.

Incidentally, a dungeon is *unlikely* to have its own spirit; these things are usually found in natural or long-established locations. Even so, the spirit of an ancient monster-infested labyrinth could turn out to be a weird being with the power to control its native monsters, and a taste for blood . . .

ST: 17 (Size, -10%) [63] **HP:** 17 [0] **Speed:** 6.50 [0]
DX: 12 [40] **Will:** 16 [10] **Move:** 6 [0]
IQ: 14 [80] **Per:** 14 [0]
HT: 14 [40] **FP:** 14 [0] **SM:** +1

Dodge: 9 **Parry:** 9 (Wrestling)

DR: 4 (Tough Skin, -40%) [12]

Entangling Ground (16): ST 15 Binding in an eight-yard radius.

Mental Mirages (16): Malediction; resist with Will or suffer hallucinations.

Possession (14): Resist with Will or be possessed.

Advantages: Absolute Direction [5]; Animal Empathy [5]; Appearance (Attractive) [4]; Charisma 1 [5]; Danger Sense (Only in home area, -10%) [14]; Dark Vision [25]; Discriminatory Smell [15]; Entangling Ground* [78]; Healing (Faith Healing, +20%; Long-term occupants of protected area only, -20%) [30]; Higher Purpose (Defense of the place) [5]; Indomitable [15]; Injury Tolerance (Homogenous, No Blood) [45]; Magic Resistance 5 [10]; Mental Mirages† [31]; Possession (Costs Fatigue, 2 FP, -10%; Spiritual, -20%) [70]; Pressure Support 3 [15]; Regeneration (Regular; 1 HP/hour; Only while in own area, -10%) [23]; Social Regard 1 (Feared) [5]; Speak With Animals [25]; Speak With Plants (Only in home area, -10%) [14]; Spirit [261]; Telekinesis 8 (Affects Substantial, +40%; Only in home area, -10%) [52]; Temperature Tolerance 4 [4]; Temperature Control 2 (Affects Substantial, +40%; Area Effect, 16 yards, +150%; Only in home area, -10%) [28]; Unfazeable [15]; Wealthy [20].

Disadvantages: Dependency (Physical area of responsibility; Hourly) [-40]; Duty (15 or less) [-15]; Fanaticism (Defense of the place) [-15]; Hidebound [-5]; Incurious (12) [-5]; Sense of Duty (Creatures of the place) [-5].

Features: Affected by spirit-binding and spirit-warding magics when not on home territory.

Skills: Area Knowledge (Own Area) (E) IQ+3 [8]-17; Detect Lies (H) Per-1 [2]-13; Farming (A) IQ [2]-14; Innate Attack (Gaze) (E) DX [1]-12; Naturalist (H) IQ+1 [8]-15; Veterinary (H) IQ [4]-14; Weather Sense (A) IQ [2]-14; Wrestling (A) DX+1 [4]-13.

Class: Spirit (Resident) (p. 20).

* *Entangling Ground*: The spirit can target a patch of vegetation or boggy ground, up to eight yards in radius, within the area that it protects, at up to 100 yards away, rolling against Innate Attack (Gaze) with +4 for attacking an area and using the scatter rules on a miss (see p. B414). Vegetation immediately twines around anything within reach, while boggy ground sucks victims down; in either case, this is a ST 15 Binding effect (p. B40). This attack is Binding 15 (Affects Substantial, +40%; Area Effect, 8 yards, +150%; Environmental, Requires vegetation or soft ground nearby, -20%; Only in home area, -10%) [78].

† *Mental Mirages*: To use this attack, the spirit takes a Concentrate maneuver and rolls vs. Will at -1 per yard of range to the target, which can be a material being. The target can resist with his own Will. If he fails, he suffers hallucinations (p. B429) for a number of minutes equal to his margin of failure, and is then stunned until he can make a HT roll (one attempt per second). This is Affliction 1 (Will; Affects Substantial, +40%; Based on Will, +20%; Hallucinating, +50%; Malediction, -1/yard, +100%) [31].

Regular Summonees

Some spirits – especially some who show up as Allies with the Conjured/Summonable enhancements or as Patrons with Highly Accessible – have the ability to travel quite freely between their home dimensions (Hell, an elemental plane, a god realm, etc.) and Earth, but only if they are deliberately summoned (or dismissed) by a mortal who knows the right rituals, their True Names, or whatever. This is represented by an advantage on the spirit's character sheet: Jumper (Spirit; To/from summoner only, -60%) [40].

For more on summoning rituals, see *Summonable Allies: Variations* (pp. 4-5). A spirit with this advantage will always be able to tell when somebody is attempting an appropriate summoning ritual on another plane.

In many cases, such a being also has a perk, *Name Hearing*, which means that it can hear its own name (and a few seconds of the accompanying speech) whenever and wherever it is spoken, or a quirk, *Name-Bound*, which gives -5 to resist summoning, binding, or control magic when the caster incorporates the True Name into the spell or ritual.

If a being has both the perk and the quirk, though, it will only be able to hear mentions of its True Name across the multiverse. If the spirit has both the advantage and the quirk, a summoner *doesn't* have to use the spirit's True Name to provide it with a portal; a common name or title can suffice.

Knowing Names

Spirits who can be controlled by their True Names go to great and deadly lengths to keep them secret. Mortals (definitely including dungeoneers) can never find them out easily; rather, they should see a True Name much like a valuable treasure – as something requiring full-scale adventures to acquire, with accompanying risks. A starting adventurer *might*, with GM permission, know the True Name of a spirit he's bought as an Ally. In that case, if he ever lets the Name slip to anyone else, even a Minion spirit might take this as sufficient provocation to turn hostile, albeit very carefully, either by dragging its feet at work or by secretly plotting against its master.

MATERIAL UNDEAD SERVANTS

Mindless material undead aren't spirits, although they may be animated by spiritual energies. Still, they're closely associated with necromancers, sometimes serving them as Allies, so they merit discussion here.

The zombie and skeleton templates in *GURPS Magic* (p. 152) define what a wizard or necromancer gets when he casts a *Zombie* spell on a random ordinary corpse. The sort of mindless undead that such people keep around for the longer term as servants – and have to buy with points as Allies – tend to be more impressive. (They have positive point values, for a start.) Although they're mindless, and can't exactly learn, some such beings can apparently benefit from practice in things like combat, or perhaps their bodies somehow recall practical skills from life. They're also a less prone to falling apart when hacked up; some necromancers can even get badly damaged zombies back into action. Even so, their point values are still significantly less than 25% of the total for a 250-point character. If a 250-point necromancer wants multiple skeleton or zombie Allies – despite all the social complications this implies – it's best to use the rules for *Hordes of Minions* (p. 14).

The Healing Process

Standard skeletons and zombies have the full Unhealing disadvantage, but these versions are a little less disposable and hence have the Partial version. They cannot normally heal unassisted, but if their creator maintains a secure unholy sanctum, necromantic laboratory, etc., and if one of these beings remains there *continually* after being damaged, it recovers HP using the standard healing rules. The exact processes involved aren't important here; they may require minor enchantments, the action of ambient necromantic energies, a lot of sewing, or

anything else that sounds creepy and appropriate. Physician skill can't make HP recovery any faster, but a necromancer who wants to spend his time patching over undead of his own creation can use his level with the *Zombie* spell (or *Mass Zombie*) as equivalent to Physician/TL3 for this purpose (see p. B424). If skeletons or zombies suffer crippling injuries, Surgery skill *can* be used to repair them (p. B424); their physical structures are still human.

Repairs aren't possible "in the field," even with magic. Healing spells certainly don't work, nor do other spells or potions short of magical wishes; Faith Healing *might*, but only if it was granted by a god of death or evil who actually approves of zombie-making – and very few of those grant this advantage!

Replacements

Replacing such undead servitors when they *are* hacked apart is tricky but not impossible. Even if the master knows the *Zombie* spell, he'll need to find an especially impressive and intact corpse of a robust adult human (or near-human – animating a deceased ogre warrior could be a good start), and then take about a week preparing to animate it. The actual casting then has double FP cost. Afterward, the undead thing's master must spend additional time preparing it – not actually *training* it, but "conditioning" or "programming" it. It starts more or less equal to a standard, low-value skeleton or zombie, but develops to the higher value over a period of a month or two. If the necromancer *doesn't* know the correct spell, he'll either have to find someone who does and end up paying a lot of cash or owing a big favor, or spend months on lengthy rituals instead. Remember, this process should be comparable in difficulty and nuisance value to recruiting a new living Ally after getting one killed.

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]
HT: 12 [20] **FP:** N/A **SM:** 0

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.

Remember to recalculate and reassess Dodge, Parry, and combat abilities for more powerful elementals. Anyone who needs even *more* powerful or custom-designed elementals can mix abilities from one lens into another (or simply increase attributes or DR).

This section also provides details for elementals of three alternate elements – wood, metal, and void/sound/ether – for use in games with more exotic element systems. See *The Four Elements – Or What?* (pp. 11-12) for details.

For beings primarily intended for use as the supernatural Allies of druids and the like, and possibly given their shape and their mission by gods of the elements, see *Dungeon Fantasy 5*.

AIR ELEMENTALS

Air elementals appear as whirling clouds or miniature animated storms, although some may adopt a translucent quasi-humanoid form on a whim. They make useful scouts and messengers, and the most powerful can be dangerous in combat.

Small Air Elemental

40 points

ST: 6 [-40]	HP: 8 [4]	Speed: 4.00 [0]
DX: 9 [-20]	Will: 8 [0]	Move (Air): 8 [0]
IQ: 8 [-40]	Per: 8 [0]	Move (Ground): 0 [0]
HT: 7 [-30]	FP: 7 [0]	SM: -1
Dodge: 7	Parry: 7 (DX)	DR: 0 [0]

Air Blast “Punch” (9): 1d-5 crushing.

Advantages: Doesn’t Breathe [20]; Doesn’t Eat or Drink [10]; Doesn’t Sleep [20]; Flight (Lighter Than Air, -10%) [36]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100].

Disadvantages: No Fine Manipulators [-30]; No Legs (Aerial) [0]; Vulnerability (Vacuum and wind-based attacks x2) [-20].

Features: Susceptible to elemental-control magic.

Class: Elemental.

Lenses

Living Breeze (+20 points): Add Enhanced Move 1 (Air Speed 16) [20].

Walking Fog (+20 points): Add Obscure 5 (Vision; Fog; Area Effect, 4 yards, +50%; Defensive, +50%) [20].

Minor Flight-Spirit (+85 points): A winged entity with an affinity with birds. Change ST to 8 [20]; HP to 9 [-2]; Per to 12 [20]; and Flight to (Winged, -25%) [-6]. Add Enhanced Move 2 (Air Speed 32) [40] and Speak With Animals (Specialized, Birds, -50%) [13].

Lightning Creature (+85 points): A pulse of ball lightning with a mind of its own. Change HT to 10 [30]; Speed to 5.00 [5]; and Move to 10 (Air) [0]. Add Enhanced Move 2 (Air Speed 40) [40] and Lightning Touch* [10].

Spirit of the Clouds (+145 points): Change ST to 12 (No Fine Manipulators, -40%) [52]; DX to 10 [20]; HT to 10 [30]; HP to 12 [-4]; Per to 10 [10]; FP to 10 [0]; Speed to 5.00 [0]; Move to 10 (Air) [0];



and SM to 0. Add Acute Vision 6 [12] and Precognition (One Event, Weather, -40%; Reliable 8†, +40%) [25].

Thunder-Child (+145 points): Change ST to 14 (No Fine Manipulators, -40%; Size, -10%) [60]; DX to 10 [20]; HT to 10 [30]; HP to 14 [-4]; FP to 10 [0]; Speed to 5.00 [0]; Air Move to 14 [8]; and SM to +1. Add Local Thunderclap‡ [27] and Brawling (E) DX+2 [4]-12.

Living Tornado (+210 points): A self-motivated whirlwind that sends anything it touches spinning away, and throws lightning bolts. Change ST to 17 (No Fine Manipulators, -40%; Size, -20%) [68]; DX to 11 (No Fine Manipulators, -40%) [32]; HT to 12 [50]; HP to 22 (Size, -20%) [4]; Will to 9 [5]; FP to 12 [0]; Speed to 6.00 [5]; Move to 12 (Air) [0]; and SM to 2. Add Lightning Bolt§ [23]; Whirling Fury¶ [15]; and Innate Attack (Beam) (E) DX+3 [8]-14.

* *Lightning Touch:* The elemental can surround itself with an electrical charge that affects anything that it touches or that touches it. This does 1d burning damage. In addition, if any of that damage penetrates the victim’s DR, he must make a HT roll at -1 per 2 points of penetrating damage or be stunned (p. B420) until he can make a HT roll to recover; roll once per turn at the same penalty as the initial roll. This is Burning Attack 1d (Aura, +80%; Side Effect, Stunning, +50%; Melee Attack, Reach C, -30%) [10].

† Gives +8 to rolls to trigger or use the advantage.

‡ *Local Thunderclap:* By spending 2 FP, the elemental can produce a small but staggering sound-based attack. Everyone within a two-yard radius of its position must make a HT roll or be stunned (p. B420) until they can make a HT roll to recover; roll once per turn at the same penalty as the initial roll. This attack ignores DR, but doesn’t affect anyone who is completely deaf or who has Protected Hearing. This is Affliction 1 (HT; Stunning; Area Effect, 2 yards, +50%; Hearing-Based, +150%; Costs Fatigue, 2 FP, -10%; Emanation, -20%) [27].

§ *Lightning Bolt:* The elemental can fire electrical bolts at a cost of 1 FP each, targeted with Innate Attack (Beam) skill, with 1/2D 10, Max 100, Acc 4, and RoF 1, doing 3d burning damage. In addition, if any of that damage penetrates the victim’s DR, he must make a HT roll at -1 per 2 points of penetrating damage or be stunned (p. B420) until he can make a HT roll to recover; roll once per turn at the same penalty as the initial roll. This is Burning Attack 3d (Accurate 1, +5%; Costs Fatigue, 1 FP, -5%; Side Effect, Stunning, +50%) [23].

¶ *Whirling Fury:* Whenever the elemental touches anyone or is touched, roll 3d as crushing damage and determine knockback, *doubling* the distance; however, the victim suffers no actual damage from the effect – just the consequences of being thrown around. The elemental cannot switch this effect off! This is Crushing Attack 3d (Always On, -20%; Aura, +80%; Double Knockback, +20%; Melee Attack, Reach C, -30%; No Wounding, -50%) [15].

EARTH ELEMENTALS

Resembling crude humanoid statues of clay or rock, earth elementals are usually employed for their raw strength – but they sometimes also know the deepest secrets of the earth. As the most solidly material of the four standard types of elementals, they are best equipped to handle and manipulate items – they don’t just have the vague semblance of hands, they have actual hands!

Small Earth Elemental

40 points

ST: 11 [10] **HP:** 11 [0] **Speed:** 4.50 [0]
DX: 8 [-40] **Will:** 6 [0] **Move:** 4 [0]
IQ: 6 [-80] **Per:** 6 [0]
HT: 10 [0] **FP:** 10 [0] **SM:** -1
Dodge: 7 **Parry:** 7 (DX) **DR:** 2 [10]

Hammering Punch (8): 1d-2 crushing.

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous) [40]; Pressure Support 3 [15]; Vacuum Support [5].

Features: Susceptible to elemental-control magic.

Class: Elemental.

Elemental Planar Travel

For an elemental that can travel at will to and from its home "elemental plane," without the aid of a spell cast by someone else, add Jumper (Spirit) (p. 5) with a -20% limitation to reflect the fact that it can *only* move between its home plane and the mortal realm, making the cost 80 points. Many have further limitations; for example, some fire elementals may appear through volcanic vents, air elementals during hurricanes, and so on, and some can also only shift planes once per day, or even less frequently.

This ability should be rare among elementals who serve humans, even if the GM decides that the elemental planes are part of the campaign cosmology – they're mostly spell-summoned or even created from local materials. However, powerful free-willed elementals who come and go as they choose can be *interesting* encounters, in combat or otherwise, and the occasional visit to strange and dangerous elemental realms can make for dramatic adventures or one-off scenes.

Lenses

Earth Servant (+20 points): Change DR to 3 [5]. Add Absolute Direction [5]; Burrower (p. 11) [1]; and Lifting ST +3 [9].

Talking Rock (+20 points): Change DR to 7 [25]. Add Ham-Fisted 1 [-5].

Spirit of the Stone (+85 points): Add Detect All Minerals (Reliable 8*, +40%) [42]; Lifting ST +1 [3]; and Permeation (Stone) [40].

Walking Wall (+85 points): Change ST to 15 (Size, -10%) [35]; HT to 12 [20]; HP to 15 [0]; FP to 12 [0]; Speed to 5.00 [0]; Move to 5 [0]; SM to +1; and DR to 9 [35]. Add Ham-Fisted 1 [-5].

Creature of the Soil (+145 points): Change ST to 14 (Size, -10%) [26]; IQ to 7 [20]; HT to 12 [20]; HP to 16 [4]; Will to 8 [5]; Per to 10 [15]; FP to 12 [0]; Speed to 5.00 [0]; Move to 4 [-5]; SM to +1; and DR to 3 [5]. Add Permeation (Earth) [40] and Speak With Plants [15].

Engineer's Friend (+145 points): Change ST to 11 (Size, -10%) [-1]; IQ to 7 [20]; Will to 7 [0]; Per to 7 [0]; SM to +1; and DR to 5 [15]. Add Lifting ST +10 (Size, -10%) [27]; Tunneling

(Move 4) [50]; Vibration Sense [10]; and Prospecting (A) IQ+6 [24]-13.

Earth Titan (+210 points): Change ST to 25 (Size, -20%) [110]; HT to 13 [30]; HP to 25 [0]; FP to 13 [0]; Speed to 5.00 [-5]; Move to 5 [0]; SM to +2; and DR to 8 (Can't Wear Armor, -40%) [14]. Add Dark Vision [25]; Tunneling (Move 3) [45]; Ham-Fisted 2 [-10]; and Lifting (A) HT-1 [1]-12.

* Gives +8 to all rolls to use the advantage.

FIRE ELEMENTALS

Naturally destructive when among other elements, many fire elementals would be perfectly happy simply basking in their native heat – but some do like to spread it around. Humans who can summon them rarely care either way, using them for their simple power. Fire elementals typically have somewhat humanoid shapes, but observers mostly just describe them as mobile fireballs. Their basic "punch/kick" attacks do burning damage as a "special effect."

If it becomes relevant, consider fire elementals to have a temperature "comfort zone" markedly higher than the human norm, although the bodies they assume in the material world are somewhat adapted to its normal temperatures. They shouldn't worry much about the sort of conditions where they normally encounter PCs, but they might be especially inconvenienced by cold weather.

Small Fire Elemental

40 points

ST: 8 [-20] **HP:** 10 [4] **Speed:** 4.00 [0]
DX: 9 [-20] **Will:** 8 [0] **Move:** 4 [0]
IQ: 8 [-40] **Per:** 8 [0]
HT: 7 [-30] **FP:** 7 [0] **SM:** -1
Dodge: 7 **Parry:** 7 (DX) **DR:** 0 [0]

Fiery Blow (9): 1d-4 burning + 2d burning halo of flame.

Advantages: Charisma 1 [5]; Doesn't Breathe (Oxygen Combustion, -50%) [10]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; DR 10 (Limited, Heat/Fire, -40%) [30]; Halo of Flame* 2d [11]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100].

Disadvantages: No Fine Manipulators [-30]; Weakness (Water; 1d/min.) [-40].

Features: "Barehanded" attacks do burning (rather than crushing) attacks; Susceptible to elemental-control magic.

Class: Elemental.

* *Halo of Flame:* Intense flames permanently surround the elemental. These flames do burning damage to anyone who touches it or who it touches. This is Burning Attack 2d (Always On, -40%; Aura, +80%; Melee Attack, Reach C, -30%) [11] or 3d [17] or 4d [22] or 6d [33].

Lenses

Fire-Hurler (+20 points): Change HP to 11 [2]. Add Firebolt* [10] and Innate Attack (Beam) (E) DX+3 [8]-12.

Ember on the Breeze (+20 points): Change HP to 11 [2]. Add Flight (Controlled Gliding, -45%; Lighter Than Air, -10%) [18] (gives maximum Air Move 16).

Jumping Flame (+85 points): Can leap around like a firecracker (28' forward, 80" up, both doubled by a running start) and throw small firestorms. Change DX to 10 [20]; HT to 8 [10]; Speed to 5.00 [10]; and Move to 5 [0]. Add Miniature Firestorm† [21]; Super Jump 2 (Nuisance Effect, Obvious, -5%) [19]; Acrobatics (H) DX-2 [1]-8; and Innate Attack (Projectile) (E) DX+2 [4]-12.

Wildfire (+85 points): Change ST to 9 [10]; DX to 12 (No Fine Manipulators, -40%) [44]; HP to 14 [6]; Speed to 5.00 [5]; Move to 5 [0]; SM to 0; and Halo of Flame to 3d [6]. Add Enhanced Move 1 (Ground Speed 10) [20]; Pyromania (9) [-7]; and Acrobatics (H) DX-2 [1]-10.

Warrior of Flame (+145 points): Appears something like an armored warrior, roughly sketched in flames. Change ST to 13 (No Fine Manipulators, -40%; Size, -10%) [35]; DX to 12 (No Fine Manipulators, -40%) [44]; HT to 11 [40]; HP to 13 [-4]; Will to 10 [10]; FP to 11 [0]; Speed to 5.75 [0]; Move to 5 [0]; SM to +1; and DR to 2 [10]. Add Whip of Fire‡ [16]; Bad Temper (12) [-10]; and Brawling (E) DX+2 [4]-14.

Bird of Fire (+145 points): Change DX to 12 (No Fine Manipulators, -40%) [44]; HT to 11 [40]; Speed to 6.00 [5]; Move to 6 [0]; SM to 0; Halo of Flame to 4d [11]; and Limited DR to 15 [15]. Add Flight (Winged, -25%) [30].

Living Inferno (+210 points): A towering mass of roaring flames. Change ST to 15 (No Fine Manipulators, -40%; Size, -30%) [35]; DX to 12 (No Fine Manipulators, -40%) [44]; HT to 13 [60]; HP to 17 (Size, -30%) [-1]; Will to 10 [10]; FP to 13 [0]; Speed to 6.25 [0]; Move to 6 [0]; SM to +3; DR to 6 [30]; Halo of Flame to 6d [22]; and Limited DR to 15 [15]. Add Temperature Tolerance 10 [10] and Berserk (9) [-15].

* *Firebolt*: The elemental can spend 1 FP to fire bolts of flame, targeted with Innate Attack (Beam) skill, with 1/2D 10, Max 100, Acc 3, and RoF 1, doing up to 2d burning damage (the elemental can decide how much). This is Burning Attack 2d (Costs Fatigue, 1 FP, -5%; Variable, +5%) [10].

† *Miniature Firestorm*: The elemental can spend 1 FP to send flurries of fire raining down on victims, targeted with Innate Attack (Projectile) skill. This attack has 1/2D 10, Max 100, Acc 3, and RoF 7, and each hit does up to 2d burning damage (the elemental can decide how much). It is "selective fire": The elemental doesn't have to throw the full seven attacks, the arching path of the flames means that it bypasses any cover that doesn't provide overhead protection, and it negates attack penalties to hit crouching, kneeling, sitting, or prone targets. This is Burning Attack 2d (Costs Fatigue, 1 FP, -5%; Overhead, +30%; Rapid Fire, RoF 7, +70%; Selective Fire, +10%; Variable, +5%) [21].

‡ *Whip of Fire*: A "lash" (really more like a tentacle) of flame, using DX or Brawling to hit in melee, with Reach 1-4 and doing 4d burning damage. This is Burning Attack 4d (Melee Attack, Reach 1-4, Cannot Parry, -20%) [16].

METAL ELEMENTALS

These spirits of living metal usually have an unpolished, unfinished look, somewhere between high-grade ore and the products of the smithy. Their actual shapes can be hard to describe, as their surfaces consist of countless planes and facets.



Small Metal Elemental

40 points

ST: 10 [0]	HP: 10 [0]	Speed: 4.50 [0]
DX: 8 [-40]	Will: 6 [0]	Move: 4 [0]
IQ: 6 [-80]	Per: 6 [0]	
HT: 10 [0]	FP: 10 [0]	SM: -1
Dodge: 7	Parry: 7 (DX)	DR: 4 [20]

Hammering Punch (8): 1d-3 crushing.

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous) [40]; Pressure Support 3 [15]; Vacuum Support [5].

Features: Susceptible to elemental-control magic.

Class: Elemental.

Lenses

Jagged One (+20 points): Change HT to 11 [10]; FP to 11 [0]; and Speed to 4.75 [0]. Add Sharp Claws [5]; Short Spines [1]; and Brawling (E) DX+2 [4]-10.

Living Lodestone (+20 points): Change HP to 12 [4]. Add Absolute Direction [5] and Clinging (Specific, Metal, -40%) [12]. Include a physical quirk, "Tends to stick magnetically to iron and steel objects" [-1].

Coiled Spring (+85 points): A gangling creature, capable of startling leaps (36' forward, 104" up, both doubled with a running start). Change ST to 11 [10]; DX to 10 [40]; HP to 11 [0]; Speed to 5.00 [0]; Move to 5 [0]; and SM to 0. Add Cat-fall [10]; Super Jump 2 [20]; Acrobatics (H) DX-2 [1]-8, and Jumping (E) DX+2 [4]-12.

Creature of the Blade (+85 points): Resembles an animated (and rather roughly made) suit of plate armor, with swords instead of hands. (The latter are treated as talons, and hence are used with Brawling skill for game purposes.) Change DX to 10 [40]; IQ to 7 [20]; HP to 11 [2]; Will to 7 [0]; Per to 7 [0]; Speed to 5.00 [0]; Move to 5 [0]; SM to 0; and DR to 6 [10]. Add Extra Attack 1 [25]; Long Talons [11]; Striking ST +4 (No Fine Manipulators -40%) [12]; Temperature Tolerance 1 (Heat) [1]; Berserk (12) [-10]; No Fine Manipulators [-30]; and Brawling (E) DX+2 [4]-12.

Miner's Minion (+145 points): Change ST to 11 [10]; DX to 9 [20]; IQ to 8 [40]; HT to 11 [10]; HP to 11 [0]; Will to 8 [0]; Per to 11 [15]; FP to 11 [0]; Speed to 5.00 [0]; Move to 5 [0]; and SM to 0. Add Detect (Metal; Precise, +100%; Reliable 10*, +50%) [50].

Spirit of the Forge (+145 points): Change ST to 14 [40]; DX to 9 [20]; IQ to 7 [20]; HT to 12 [20]; HP to 14 [0]; Will to 10 [15]; Per to 7 [0]; FP to 12 [0]; Speed to 5.25 [0]; Move to 5 [0]; SM to 0; and DR to 5 [5]. Add Temperature Tolerance 4 (Heat) [4]; Hammer Hand (p. 11) [1]; and Smith (Copper or Iron) (A) IQ+5 [20]-12.

Metal Lord (+210 points): Change ST to 20 (Size, -20%) [80]; DX to 10 [40]; IQ to 8 [40]; HT to 12 [20]; HP to 21 (Size, -20%) [2]; Will to 10 [10]; Per to 8 [0]; FP to 12 [0]; Speed to 5.00 [-10]; Move to 5 [0]; SM to +2; and DR to 7 [15]. Add Talons [8]; Short Spines [1]; and Brawling (E) DX+2 [4]-12.

* Gives +10 to rolls to trigger or use the advantage.

VOID/SOUND/ETHER ELEMENTALS

Strange creatures linked to abstract phenomena, even less tangible than other elementals, these manifestations of the void, pure sound, or the ether can travel in the form of an echoing noise. They also have some resistance to the etheric energies of magic. More powerful creatures of this type can control sound, move through solid walls, and produce other bizarre effects.

Small Void/Sound/Ether Elemental

40 points

ST: 6 [-40] **HP:** 6 [0] **Speed:** 4.00 [0]
DX: 9 [-20] **Will:** 7 [0] **Move (Air):** 8 [0]
IQ: 7 [-60] **Per:** 7 [0] **Move (Ground):** 0 [0]
HT: 7 [-30] **FP:** 7 [0] **SM:** -1

Dodge: 7 **Parry:** 7 (DX) **DR:** 0 [0]

Etheric Punch (9): 1d-5 crushing.

Advantages: Damage Resistance 1 (Limited, Magic, -20%) [4]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Flight (Temporary Disadvantage, Noisy 5, -10%) [36]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100].

Disadvantages: No Fine Manipulators [-30]; No Legs (Aerial) [0].

Features: Susceptible to elemental-control magic.

Class: Elemental.

Lenses

Echo (+20 points): Change ST to 5 [-10]; HP to 5 [0]; and Per to 8 [5]. Remove the limitation from Flight [4]. Add Eidetic Memory [5] and Mimicry (Speech) (H) IQ+3 [16]-10.

Sensor (+20 points): Add Detect Supernatural Phenomena (Reliable 5*, +25%) [25] and Curious (12) [-5].

Enigma (+85 points): A being so strange it is unnerving for humans to even look at it, and its mere touch can cause confusion. Change DX to 10 [20]; IQ to 8 [20]; Will to 8 [0]; Per to 8 [0]; and Speed to 4.25 [0]. Remove the limitation from Flight [4]. Add Magic Resistance 4 [8]; Mind-Wrenching Touch† [9]; and Terror (Always On, -20%) [24].

Resonance (+85 points): A rapidly pulsating entity that can shatter physical objects with the power of vibration, which also helps shield it against attack. Change DX to 10 [20]; HT to 11 [40]; Speed to 5.25 [0]; and Air Move to 11 [2]. Add Damage Resistance 3 (Force Field, +20%; Can't Wear Armor, -40%) [12] and Pulsation‡ [11].

Nothingness (+145 points): A being made from vacuum and nonexistence, which can pass through solid objects and reduce any matter that it touches to its own state. Change IQ to 8 [20]; HT to 8 [10]; FP to 9 [3]; Speed to 5.00 [15]; and Move to 10 (Air) [0]. Add Destructive Touch§ 2d [17] and Insubstantiality [80].

Discord (+145 points): A creature of raw sonic power. Change ST to 10 [40]; DX to 10 [20]; HT to 10 [30]; HP to 11 [2]; Will to 8 [5]; FP to 10 [0]; Speed to 5.00 [0]; and Air Move to 10 [0]. Add Painful Scream¶ [47] and Penetrating Voice [1].

Abyss (+210 points): Negation given shape and consciousness (of a sort). Change IQ to 8 [20]; Will to 12 [20]; and Per to 8

[0]; add Annihilating Touch** [45]; Damage Resistance 7 (Force Field, +20%; Can't Wear Armor, -40%) [28]; Insubstantiality [80]; Magic Resistance 8 [16]; and Stealth (A) DX-1 [1]-8.

* Gives +5 to rolls to trigger or use the advantage.

† *Mind-Wrenching Touch:* If an elemental uses this attack and hits somebody with a touch, the victim must make an IQ roll, with a bonus equal to his DR, or be stunned (p. B420) until he can make an unmodified IQ roll to recover; roll once per turn. This is Affliction 1 (IQ; Stunning; Based on IQ, +20%; Melee Attack, Reach C, -30%) [9].

‡ *Pulsation:* Anything that touches the elemental, or that it hits with a touch, suffers 2d crushing damage. It cannot turn this effect off! This is Crushing Attack 2d (Always On, -40%; Aura, +80%; Melee Attack, Reach C, -30%) [11].

§ *Destructive Touch:* The elemental can cause anything it touches to degrade or decay. This melee attack does 2d corrosion damage that can even affect immaterial spirits and the like. This is Corrosion Attack 2d (Affects Insubstantial, +20%; Melee Attack, Reach C, Cannot Parry, -35%) [17].

¶ *Painful Scream:* This attack is a howling cry that causes physical pain in all creatures within 16 yards of the elemental; victims must make a HT roll or suffer severe pain (p. B428) for a number of minutes equal to the margin of failure on the roll. The effect ignores DR, but won't work on anyone who is completely deaf or who has Protected Hearing. This is Affliction 1 (HT; Area Effect, 16 yards, +200%; Emanation, -20%; Hearing-Based, +150%; Severe Pain, +40%) [47].

** *Annihilating Touch:* Anything that touches the elemental, or that it hits with a touch, suffers 1d corrosion damage. This bypasses all DR (although it *corrodes* that DR as usual!) and even effects immaterial spirits and the like. This is Corrosion Attack 1d (Affects Insubstantial, +20%; Always On, -20%; Aura, +80%; Cosmic, Irresistible Attack ignores DR, +300%; Melee Attack, Reach C, -30%) [45].



WATER ELEMENTALS

Translucent, shimmering creatures of water, often adopting somewhat humanoid but loose and unstable forms, water elementals can be hard to identify, especially when they are within their own element. More powerful specimens have all the fluid power of water; a few are creatures of the mystical as well as the literal depths.

Small Water Elemental

40 points

ST: 7 [-30] **HP:** 7 [0] **Speed:** 4.25 [0]
DX: 8 [-40] **Will:** 7 [0] **Move (Ground):** 4 [0]
IQ: 7 [-60] **Per:** 7 [0] **Move (Water):** 4 [0]
HT: 9 [-10] **FP:** 9 [0] **SM:** -1

Dodge: 7 **Parry:** 7 (DX) **DR:** 0 [0]

Watery Blow (8): 1d-4 crushing.

Advantages: Amphibious [10]; Chameleon 1 [5]; Doesn't Breathe [20]; Doesn't Sleep [20]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100]; Pressure Support 3 [15]; Slippery 5 [10].

Disadvantages: Invertebrate [-20]; Vulnerability (Dehydration ×2) [-10].

Features: Susceptible to elemental-control magic.

Class: Elemental.

Lenses

Living Wave (+20 points): Change Move to 8 [20].

Power of Water (+20 points): Add Striking ST +4 [20].

Stream Spirit (+85 points): Change ST to 10 [30]; HT to 10 [10]; HP to 10 [0]; FP to 11 [3]; Speed to 4.50 [0]; Move to 6 [10]; and SM to 0. Add Speak Underwater (Interface Crossing, +50%) [8]; Speak With Animals (Specialized, All aquatic animals, -40%) [15]; and Speak With Plants (Aquatic plants only, -40%) [9].

Water Blaster (+85 points): Change ST to 11 [40]; DX to 9 [20]; HP to 11 [0]; and Speed to 4.00 [-10]. Add Burrower (p. 11) [1]; Water Blast* [30]; and Innate Attack (Beam) (E) DX+2 [4]-11.

Force of the Deep (+145 points): Change ST to 14 [70]; DX to 10 [40]; HT to 10 [10]; HP to 15 [2]; FP to 10 [0]; Speed to 5.00 [0]; Move to 6 [5]; SM to 0; and DR to 5 (Can't Wear Armor, -40%; Flexible, -20%) [10]. Add Speak Underwater (Interface Crossing, +50%) [8].

Whirlpool (+145 points): Change ST to 10 [30]; HT to 10 [10]; HP to 10 [0]; FP to 11 [3]; Speed to 4.50 [0]; Move to 6 [10]; SM to 0; and DR to 5 (Can't Wear Armor, -40%; Flexible, -20%) [10]. Add Enhanced Move 1/2 (Water Move 9) [10] and Whirlpool Spin† [72].

Lord of the Tides (+210 points): Change ST to 13 (Size, -20%) [54]; IQ to 9 [40]; HT to 10 [10]; HP to 13 [0]; Will to 9 [0]; Per to 9 [0]; FP to 10 [0]; Speed to 4.50 [0]; SM to +2; and DR to 3 (Can't Wear Armor, -40%; Flexible, -20%) [6]. Add Speak Underwater (Interface Crossing, +50%) [8]; Tidal Surge‡ [90]; and Innate Attack (Beam) (E) DX+1 [2]-9.

* **Water Blast:** A "water cannon" attack with 1/2D 10 and Max 20, using Innate Attack (Beam) skill. As a jet attack, this takes no penalties for target range and speed. On a hit, roll 6d as crushing damage and determine knockback, then *double* the distance; however, the victim suffers no actual damage from the effect – just the consequences of being thrown around. This is Crushing Attack 6d (Double Knockback, +20%; Increased Range 1, +10%; Jet, +0%; No Wounding, -50%; Underwater, +20%) [30].

† **Whirlpool Spin:** When on or in a body of water, the elemental can create a whirlpool effect with itself at the center, affecting anything within 16 yards of its position. Roll 6d as for crushing

damage, determine knockback, and then *double* the distance; however, the victim suffers no actual damage from the effect – just the consequences of being hurled around. As a special effect, knockback from this moves victims *sideways* (all clockwise or all anticlockwise; decide when triggering the attack) rather than *away* from the elemental. This is Crushing Attack 6d (Accessibility, Only in or on the surface of water, -30%; Area Effect, 16 yards, +200%; Double Knockback, +20%; Emanation, -20%; No Wounding, -50%; Underwater, +20%) [72].

‡ **Tidal Surge:** Whether on land or in the water, the elemental can prepare for two seconds and then spend 2 FP to attack by projecting a great wave of water. The attack uses Innate Attack (Beam) skill to hit and the *Cone Attacks* rule (p. B413), spreading by one yard for every five yards of distance to a maximum of 20 yards at 100 yards range. The attack has Acc 3 if the elemental chooses to aim. Roll 6d as for crushing damage on targets up to 10 yards from the elemental, or 3d from there out to 100 yards, and determine knockback, then *double* the distance; however, the victim suffers no actual damage from the effect – just the consequences of being hurled back. Afterward, the elemental cannot repeat the attack for five seconds. This is Crushing Attack 6d (Cone, 20 yards wide at 100 yards, +250%; Costs Fatigue, 2 FP, -10%; Double Knockback, +20%; No Wounding, -50%; Takes Extra Time, 2-second Ready, -20%; Takes Recharge, 5 seconds, -10%; Underwater, +20%) [90].

WOOD ELEMENTALS

These beings represent the power of wood as a primary element making up the universe (in settings where this is correct; see *The Four Elements – Or What?* on pp. 11-12). Although they sometimes have an affinity for plants and trees, which are made of wood, they are not "vegetation spirits" as such. Still, they're close enough that, with a little adjustment, they could be used as such in settings that *don't* feature wood elementals.

Small Wood Elemental

40 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 4.75 [0]
DX: 9 [-20] **Will:** 6 [0] **Move:** 4 [0]
IQ: 6 [-80] **Per:** 6 [0]
HT: 10 [0] **FP:** 10 [0] **SM:** -1

Dodge: 7 **Parry:** 7 (DX) **DR:** 0 [0]

Wooden Fist (9): 1d-3 crushing.

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous) [40]; Pressure Support 3 [15]; Vacuum Support [5].

Features: Susceptible to elemental-control magic.

Class: Elemental.

Lenses

Plant Speaker (+20 points): Add Plant Empathy [5] and Speak With Plants [15].

Twigling (+20 points): Change DX to 10 [20]; Speed to 5.00 [0]; and Move to 4 [-5]. Add Blunt Claws [3]; Fragile (Combustible) [-5]; Brawling (E) DX [1]-10, Climbing (A) DX+1 [4]-11, and Stealth (A) DX [2]-10.

Vine Creature (+85 points): Change ST to 14 (Size, -10%) [36]; DX to 10 [20]; HP to 14 [0]; Speed to 5.00 [0]; Move to 5 [0]; SM to +1; and DR to 1 (Can't Wear Armor, -40%) [3]. Add Constriction Attack [15]; Flexibility [5]; Stretching 1 [6]; Fragile (Combustible) [-5]; Climbing (A) DX+2 [1]-12*; and Wrestling (A) DX+1 [4]-11.

Woodland Spirit (+85 points): Change ST to 11 [10]; DX to 10 [20]; HP to 11 [0]; Speed to 5.00 [0]; Move to 5 [0]; and SM to 0. Add Permeation (Wood) [40]; Plant Empathy [5]; Speak With Plants [15]; and Fragile (Combustible) [-5].

Phantom of the Forest (+145 points): Change DX to 12 [60]; HT to 12 [20]; Will to 8 [10]; Per to 10 [20]; Speed to 6.00 [0]; Move to 8 [10]; and SM to 0. Add Chameleon 3 (Only in woodland, -20%) [12]; Silence 2 [10]; Climbing (A) DX-1 [1]-11, and Stealth (A) DX [2]-12. Note that this elemental gets a *lot* of situational bonuses to Stealth!

Power of Growth (+145 points): Change ST to 12 [20]; DX to 10 [20]; IQ to 7 [20]; HT to 11 [10]; HP to 12 [0]; Will to 7 [0]; Per to 7 [0]; FP to 11 [0]; Speed to 5.25 [0]; Move to 5 [0]; SM to 0; and DR to 2 (Can't Wear Armor, -40%) [6]. Add Growth 1 [10]; ST +3 (Size, -10%) [27]; Plant Empathy [5]; Vine-Tangle† [23]; and Innate Attack (Gaze) (E) DX+2 [4]-12 (used for Vine-Tangle).

Forest Giant (+210 points): Change ST to 20 (Size, -20%) [80]; DX to 10 [20]; IQ to 8 [40]; HT to 13 [30]; HP to 20 [0]; Will to 10 [10]; Per to 10 [10]; FP to 13 [0]; Speed to 6.00 [5]; Move to 6 [0]; SM to +2; and DR to 5 (Can't Wear Armor, -40%) [15].

Infused PCs

Templates for “infused” characters are presented in *Dungeon Fantasy 3: The Next Level* (p. 13). In brief, these are the descendents of pairings between mortals and elemental creatures; they have a few useful elemental abilities, and appear as normal humans but with a few exotic and indicative features. They aren't vulnerable to elemental control magics, although spells or powers that detect elementals of the relevant type may well spot them, at the GM's whim.

Some infused become elementalists, usually specializing in the element to which they are connected by blood. Indeed, the GM may rule that elementals of other elements than the infused's own react at -1 or worse – a bit of friction always exists between the different manifested aspects of the universe. Some others become shamans, often with a strong interest in elemental spirits. Whatever their career choices, some infused have a sentimental attachment to their elements, or at least to certain elemental beings who they regard as family, and have been known to pick violent arguments with wizards or elementalists who control that element by magic, seeing them as slavers. A few turn out to be working for their more powerful and intelligent supernatural cousins as agents on the mortal plane, or act as guardians of gateways to the elemental planes.

* Includes +3 for Flexibility.

† *Vine-Tangle*: By making a successful attack with Innate Attack (Gaze) skill on an opponent in an area of vegetation, the elemental can cause the victim to become instantly engulfed by those plants; this is a ST 16 Binding effect (p. B40). This is defined as Binding 16 (Environmental, Victim must be surrounded by vegetation, -30%) [23].

ANGELS AND DEMONS

The most formidable spirits are usually based in the higher or lower realms, even if they don't claim the status of gods for themselves. These are servants, associates, and hangers-on to the actual gods and arch-demons. They may be referred to as angels, demons, devils, devas, great dragons, or by many other terms, including job-specific names such as Valkyries. The exact term used may say a lot about their moral position and likely attitudes, but what they have in common is enough power to make even a tough dungeoneering adventurer a little bit careful about annoying them. Moreover, they may have a hotline to actual *gods*, and be trusted enough to receive immediate support from those powers. However, much lesser beings may appear from the same dimensions, who adventurers can push around with impunity. The ability to tell minor demons from *serious* hell-spawn can be an important survival skill among dungeoneers!

Whoever they work for and whatever support they receive, as servants and messengers, demons and angels of all power levels are allowed and expected to operate on their own most of the time, and to make arrangements and deals on their own initiative. Some of them have ambitions and plans of their own, hoping to work their way up to independent power. A few are simply left to their own devices for millennia. Sometimes,

they are assigned to work with mortals who the higher powers trust, and then left to operate in mortal society on their own initiative. Some may even be “orphans,” former servants of fallen or destroyed deities, looking for a new purpose in existence or still carrying out some ancient mission.

PETTY DEMON

62 points

Petty demons are very minor spirits on the lower edges of the hierarchies of evil. Their exact forms can vary, but most appear as small and strikingly ugly humanoids – big noses, staring yellow eyes, and pot bellies are commonplace, along with blunt nails and horny feet. Most dwell in the lower planes, where they act as servants and punching bags for more powerful demons. They can't open dimensional gates for themselves, but quite a few escape to the human world, are sent “up” on very minor missions, or are brought through by unambitious or malfunctioning summonings.

Oddly, once there, they can adopt more “natural” physical bodies than more powerful demons, possibly because they aren't actually utterly damned the way that their “superiors” are; they are marginally able to fit in anywhere.

What's more, they can shift into spirit form for brief periods, usually to get out of trouble, and they can sense other spirits. They also recover from nonfatal injuries well, apparently thanks to sheer practice. The details below represent such a petty demon in its "earthly" guise.

Although petty demons have distinctly bad attitudes, they lack the furious spite of devilkin (below) and the vast malice of real demons. Frankly, most of them just want a quiet life, ideally with a few smaller creatures to push around. Employing a petty demon as a servant isn't automatically regarded as a sign of evil among shamans; it's more like hiring an annoying and unreliable human servant because he works cheap.

In fact, even on the mortal plane, petty demons pretty much invariably find themselves working for *someone*, which is why a Duty is included in the template. Some creatures have a Duty with greater frequency or be Extremely Hazardous, though a petty demon who somehow escaped this altogether would carefully keep a very low profile. The low Wealth level reflects a petty demon's difficulty keeping anything for itself from its master, although some manage to hang onto a few miscellaneous items.

ST: 9 [-10] **HP:** 9 [0] **Speed:** 5.00 [-5]
DX: 10 [0] **Will:** 9 [5] **Move:** 5 [0]
IQ: 8 [-40] **Per:** 10 [10]
HT: 11 [10] **FP:** 11 [0] **SM:** -1

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

Flailing Claws (10): 1d-2 crushing.

Sly Kick (8): 1d-1 crushing.

Advantages: Blunt Claws [3]; Hard to Kill 4 [8]; Immunity to Metabolic Hazards [30]; Insubstantiality (Costs Fatigue, 5 FP, -25%) [60]; Magery 0 [5]; Night Vision 3 [3]; Resistant to All Mind Control (+3) [10]; See Invisible (Spirits) [15]; Temperature Tolerance 4 [4]; Very Rapid Healing [15].

Disadvantages: Appearance (Ugly; Universal, +25%) [-10]; Bad Temper (15) [-5]; Bully (15) [-5]; Callous [-5]; Clueless [-10]; Cowardice (15) [-5]; Duty (12 or less) [-10]; Pacifism (Cannot Harm Innocents; Prevents direct harm to truly good or

holy folks only, -50%) [-5]; Poor [-15]; Social Stigma (Minority Group) [-10]. *Quirks:* Nosy [-1].

Features: Affected by True Faith and Pentagram.

Skills: Brawling (E) DX [1]-10; Filch (A) DX-1 [1]-9; Holdout (A) IQ-1 [1]-7; Stealth (A) DX+2 [8]-12.

Class: Demon.

DEVILKIN

62 points

Devilkin are minor creatures by the standards of demonkind, with small physical forms to match, but they seem determined to make up for this by sheer concentrated malice. They bite, scratch, and have vicious stings in their tails. They spread malicious slanders, collect evil gossip, set up nasty traps and other pranks, and enjoy torturing small animals. Their warty skins and staring eyes merely emphasize their unpleasant demeanor, and their shrill, grating voices don't help. A wizard or demonologist with a devilkin companion or familiar might as well wear a badge saying "Evil and Proud of It." They are sometimes known as "imps," but they are different from the creatures referred to by that name in *Dungeon Fantasy 5*.

These details represent a devilkin in the sort of semi-temporary body such creatures are required to "wear" on the mortal plane. In their home hells, remove Fragile (Unnatural); they're entirely *natural* in such places. In high-powered games featuring frequent visits to such locations, the disadvantage might take a -50% limitation to reflect this.

ST: 7 [-30] **HP:** 7 [0] **Speed:** 6.00 [-5]
DX: 13 [60] **Will:** 10 [0] **Move (Ground):** 5 [-5]
IQ: 10 [0] **Per:** 10 [0] **Move (Air):** 12 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** -3

Dodge: 9 **Parry:** 10 (Brawling) **DR:** 1 [5]

Claw (15): 1d-2 crushing.

Bite (15): 1d-3 cutting.

Sting (15): 1d-1(2) impaling, then resist with HT or suffer severe pain.

Celestial and Infernal PCs

Templates for "half-spirits" are presented in *Dungeon Fantasy 3* (pp. 12-13), including details for "celestial" and "infernal" characters. As the descendents of pairings between mortals and creatures of the higher or lower planes, these inherit a few small powers – and a whole bunch of odd features and associated problems. They aren't as vulnerable to magics or powers that affect fully spirit beings as their ancestors are. However, they have some peculiar weaknesses, and they're all too easy to spot, magically or simply on sight.

Some of these beings follow the natures they apparently inherit from their ancestry, either driven by inherited impulses or unable to resist the stereotyping that human society imposes; many celestials become clerics, and quite a few infernals become demonologists. However, they can actually have serious problems dealing with the very types

of spirits to whom they are connected. Celestials are often suspected of being descended from *rebel* angels, and are treated as embarrassments or possible symbols of subversion by the higher powers. Since the demonic planes are riddled with rivalries, feuds, and suspicion, the only thing that saves infernals from being taken as hostages or just killed on sight by most actual demons is the assumption by the latter that it would be more fun to use the infernals to engineer an internal "family" feud.

Celestials and infernal NPCs can thus make tricky encounters for spirit-worker-adventurers. They can be useful sources of information and *may* provide handy lines of communication – but they can equally easily turn out to have no such lore or connections, or to be working as junior agents for the other realms.

Advantages: Blunt Claws [3]; Flight (Winged, -25%) [30]; Immunity to Metabolic Hazards [30]; Infravision [10]; Magery 0 [5]; Night Vision 5 [5]; Peripheral Vision [15]; Resistant to All Mind Control (+8) [15]; Sharp Teeth [1]; Stinger Tail* [23]; Temperature Tolerance 3 [3].

Disadvantages: Appearance (Hideous; Universal, +25%) [-20]; Bloodlust (15) [-5]; Bully (15) [-5]; Callous [-5]; Disturbing Voice [-10]; Dread (Holy Ground; 6 yard radius) [-15]; Fragile (Unnatural) [-50]; Pacifism (Cannot Harm Innocents; Prevents direct harm to truly good or holy folks only, -50%) [-5]; Sadism (12) [-15]; Social Stigma (Monster) [-15].
Quirks: Vicious joker [-1].

Features: Affected by True Faith and Pentagram.

Skills: Brawling (E) DX+2 [4]-15; Fast-Talk (A) IQ-1 [1]-9; Filch (A) DX [2]-13; Garrote (E) DX [1]-13; Observation (A) Per-1 [1]-9; Pickpocket (H) DX [4]-13; Psychology (Human) (H) IQ-1 [2]-9; Stealth (A) DX+1 [4]-14; Traps (A) IQ+1 [4]-11.

Class: Demon.

* *Stinger Tail:* The devilkin can attack with its tail at Reach C using Brawling skill for 1d-2 impaling damage with an Armor Divisor of 2. In addition, if this damage penetrates the victim's DR, he must make a HT roll or suffer severe pain (p. B428) for a number of minutes equal to the margin of failure on the roll, thanks to the tail's hellish venom. This is bought as Impaling Striker (Armor Divisor 2, +50%; Cannot Parry, -40%) [9] and Affliction 1 (HT; Follow-Up on Striker, +0%; Severe Pain, +40%) [14].

STANDARD DEMON

200 points

This creature is the same as the demon detailed in *GURPS Magic* (p. 155); it is repeated here in *Dungeon Fantasy* creature format for ease of reference. As with the devilkin, Fragile (Unnatural) represents the nature of the temporary physical shell that a demon must use on the mortal plane; it probably doesn't apply when such a creature is back in its home hell. In high-powered games featuring frequent visits to such locations, the disadvantage might take a -50% limitation to reflect this.

ST: 17 [70]	HP: 25 [16]	Speed: 6.50 [0]
DX: 12 [40]	Will: 10 [0]	Move (Air): 18 [10]
IQ: 10 [0]	Per: 10 [0]	Move (Ground): 0 [0]
HT: 14 [40]	FP: 14 [0]	SM: 0

Dodge: 9 **Parry:** 9 (Broadsword) **DR:** 5 [25]

Bloody Broadsword (12): 3d+2 cutting or 2d+1 impaling.

Claws That Rip (14): 2d cutting.

Teeth That Rend (14): 2d cutting.

Advantages: Flight (Winged, -25%) [30]; Immunity to Metabolic Hazards [30]; Immunity to All Mind Control [30]; Magery 0 [5]; Night Vision 5 [5]; Sharp Claws [5]; Sharp Teeth [1]; Striking ST +2 [10].

Disadvantages: Appearance (Monstrous) [-20]; Bloodlust (12) [-10]; Bully (12) [-10]; Callous [-5]; Fragile (Unnatural) [-50]; Pacifism (Cannot Harm Innocents; Prevents direct harm to truly good or holy folks only, -50%) [-5]; Sadism (12) [-15]; Selfish (12) [-5]; Social Stigma (Monster) [-15].

Features: Affected by True Faith and Pentagram.

Skills: Acting (A) IQ-1 [1]-9; Brawling (E) DX+2 [4]-14; Broadsword (A) DX [2]-12; Fast-Talk (A) IQ+1 [4]-11;

Hidden Lore (Demon Lore) (A) IQ-1 [1]-9; Intimidation (A) Will+1 [4]-11; Stealth (A) DX [2]-12.

Class: Demon.

Customization Notes

In some cases, players or the GM will want a 250-point demon, to serve as a "Built on 100%" Ally for a demonologist or especially corrupt shaman who has the same point total. This is easily managed by adding two of the following 25-point packages or one of the 50-point packages to the above. Very dangerous and versatile demons might have *several* of these options; these would best serve as independent boss monsters in particularly hellish dungeons.

Cloak of Darkness (+25 points): Add Obscure 5 (Vision; Defensive, +50%; Stealthy, +100%) [25].

Disdain for Mere Spells (+25 points): Add Magic Resistance 5 (Improved, +150%) [25].

Flaming Spitball (+25 points): Add Burning Attack 5d (Costs 1 FP, -5%) [24] and Innate Attack (Breath) (E) DX [1]-12. The demon can spend 1 FP to make a ranged attack using the skill, with 1/2D 10, Max 100, Acc 3, and RoF 1, doing 5d burning damage on a hit.

Hound of Hell (+25 points): Add Acute Taste and Smell 4 [8]; Discriminatory Smell [15]; and Tracking (A) Per+4 [2]-14 (the skill includes +4 for Discriminatory Smell).

Scorpion Tail (+25 points): Add Impaling Striker (Long, Reach C, 1, +100%) [16] and Toxic Attack 3d (Follow-Up on Striker, +0%; Resistible, HT-1 roll, -25%) [9]. The demon can attack with its tail (using Brawling skill) at Reach C, 1 for 2d+3 impaling damage. In addition, if it penetrates the victim's DR, he must make a HT-1 roll or suffer an additional 3d toxic damage from the poison the tail carries.

Steel-Hard Skin (+25 points): Increase DR to 10 [25].

Terrifying Scream (+25 points): Add Terror (Costs 4 FP, -20%) [24] and Penetrating Voice [1].

Warrior of Hell (+25 points): Change Broadsword skill to 14 [6]; add Combat Reflexes [15] and Shield (E) DX+2 [4]-14.

Blazing Breath (+50 points): Add Burning Attack 5d+2 (Accurate 1, +5%; Cone, 10 yards wide at maximum range, +150%; Costs 1 FP, -5%; Dissipation, -50%; Reduced Range, Maximum 10 yards, -30%) [48] and Innate Attack (Breath) DX+1 [2]-13. By spending 1 FP, the demon can make an attack using the Innate Attack skill and the *Cone Attacks* rule (p. B413); the attack spreads by one yard for every one yard of distance to a maximum of 10 yards at 10 yards range. Victims caught in the flaming blast take the full 5d+2 if they are within a yard of the demon, half damage beyond that. The attack has Acc 4 if the demon chooses to aim.

Dark Oracle (+50 points): Demons may or may not be able to foresee the future accurately – but even if they can't, they may be able to catch glimpses and present their best guesses with insidious plausibility. To represent one gifted with a genuine power and the cleverness to exploit it, make the following adjustments: Change IQ to 11 [20]; Will to 11 [0]; and Per to 11 [0]. Add Precognition [25]; Observation (A) Per-1 [1]-10; Politics (A) IQ [2]-11; and Psychology (Human) (H) IQ-1 [2]-10. Raise other skills to reflect the attribute changes. (Politics skill may not be common among dungeoneers, but it can be used elsewhere in human society to explain why kings and nobles do what they do, and to suggest how to achieve social power, so oracular demons find it useful.)

Demonic Tutor (+50 points): Change ST to 14 [-30]; IQ to 12 [40]; HP to 20 [-4]; Will to 12 [0]; Per to 12 [0]; Magery to level 2 [20]; Sadism to (9) [-7]; Selfish to (6) [-5]; and skills to reflect the increased IQ. Delete Callous [5]. Add Innate Attack (Beam) (E) DX [1]-12; Innate Attack (Projectile) (E) DX [1]-12; Merchant (A) IQ [2]-12; Teaching (A) IQ [2]-12; and 25 spells. A suggested spell list is Agonize, Animation, Choke, Clumsiness, Create Fire, Death Vision, Explosive Fireball, Fear, Fireball, Flame Jet, Fumble, Ignite Fire, Itch, Pain, Panic, Sense Emotion, Sense Foes, Sense Spirit, Sensitize, Shape Fire, Skull-Spirit, Spasm, Stun, Summon Spirit, and Terror, all (H) IQ [1]-12 (including +2 for Magery). This sort of demon is typically summoned, not primarily to fight (although it *can*, and a good choice of spells can make it very dangerous), but as a method of learning magic for a sorcerer who has trouble dealing with other humans, or who wants to understand certain illegal or restricted spells. Needless to say, the bargain offered by the demon tutor will rarely be as good as it appears.

Horrendous Aspect (+50 points): Add Terror (-2 to Fright Checks) [50].

Shadow Guise (+50 points): Add Shadow Form [50].

ANGELIC EMISSARY

850 points

An angel is one of the most terrifying of spirits, even though it works for Good (or at least *righteousness*) and may be entirely incapable of doing evil. The trouble is, it *knows* that it's on the right side, and so it wields the borrowed power of a god without hesitation or ambiguity. Mere morally compromised mortals (and most delvers are a pretty compromised bunch) have to watch their steps when angels are around.



The following details represent an angelic messenger or *minor* divine enforcer – significantly more powerful angels are possible, though rare in mortal experience. The divine associates detailed in **Dungeon Fantasy 5** are very minor servants indeed by these standards!

The entity looks the part: an austere beautiful winged humanoid figure in white robes, wielding a sword that glows with power. This “weapon” is actually a manifestation of divine retribution, and it can't be taken away from the angel. (It's still used with Broadsword skill, though.) Other angels can sometimes be stranger in their outward forms: Some manifest as whirling geometric shapes, feathered serpents, or basalt statues. Nonetheless, most, like this one, are given bodies that function reliably on any plane; unlike demons, they don't have the Fragile (Unnatural) disadvantage, making them much harder to finish off than their demonic opponents. However, no generalizations about angels are universally true; a lot depends on the god for whom the specific being works.

Shamans can't induce angelic beings to work for them, or even much *with* them except for clear short-term objectives. The

smart spirit workers don't try, even if they seem to have magic that might theoretically do the job. Minor angels may have manageable levels of power, but the beings for whom they work are *gods* and, unlike demon lords, definitely believe in supporting their loyal servants and helping them out of trouble.

Elementalists don't really have the tools to deal with angels, and they tend to find the idea of spirits with strong moral codes weird and a bit scary. Demonologists and necromancers keep a long way away from angels if they have any sense; *they* may not necessarily think of what they do as “evil,” but an angel might not agree. Still, anyone who studies the complexities of the spirit world *may* have a better idea of how to deal with an angel in some circumstances, if they can't avoid the necessity.

ST: 18 [80] **HP:** 25 [14] **Speed:** 7.00 [5]
DX: 12 [40] **Will:** 15 [15] **Move (Air):** 19 [10]
IQ: 12 [40] **Per:** 12 [0] **Move (Ground):** 0 [0]
HT: 15 [50] **FP:** 15 [0] **SM:** 0

Dodge: 11 **Parry:** 12 (Broadsword) **DR:** 5 [25]

Dismissive Backhand (12): 1d+1 crushing.

Glowing Sword (14): 4d(2) burning, with blunt trauma.

Wrestling Grip (13): No damage, but on further turns can squeeze (*Choke or Strangle*, p. B370) as ST 19.

Advantages: Absolute Direction [5]; Appearance (Handsome; Impressive) [12]; Combat Reflexes [15]; Detect Evil Supernatural Beings [10]; Doesn't Breathe [20]; Doesn't Sleep [20]; Eidetic Memory [5]; Enhanced Move 1 (Air Move 38) [20]; Enhanced Parry 1 (All) [10]; Flight (Winged, -25%) [30]; Glowing Sword* [34]; Hard to Subdue 5 [10]; Healing (Faith Healing, +20%) [36]; Immunity to Metabolic Hazards [30]; Immunity to All Mind Control [30]; Indomitable [15]; Injury Tolerance (No Blood, No Vitals) [10]; Jumper (Spirit; Interplanar, All worlds, +100%) (p. 5) [200]; Magery 0 [5]; Magic Resistance 4 (Improved, +150%) [20]; Protected Hearing [5]; Protected Vision [5]; Regeneration (Regular) [25]; Social Regard 4 (Feared) [20]; Temperature Tolerance 6 [6]; Unfazeable [15]; Very Fit [15].

Disadvantages: Callous [-5]; Duty (12 or less) [-10]; Extreme Fanaticism (Divine Cause) [-15]; Honesty (9) [-15]; Low Empathy [-20]; No Sense of Humor [-10]; Truthfulness (12) [-5]. **Quirks:** Code of Honor (Always formally polite to message recipients); Dislikes unholy ground and will avoid it if possible; Dull; Staid [-4].

Features: Affected by binding and warding magics that are attuned to “higher powers.”

Skills: Area Knowledge (The Heavens) (E) IQ+2 [4]-14; Body Sense (H) DX-2 [1]-10; Broadsword (A) DX+2 [8]-14; Hidden Lore (Divine Secrets) (A) IQ [2]-12; Theology (Deity Served) (H) IQ+1 [8]-13; Wrestling (A) DX+1 [4]-13.

Class: Servitor of Good†.

* *Glowing Sword:* This appears to be a hand-held melee weapon, but it is actually an innate power of the angel. It is used with Broadsword skill and can strike at Reach 1 or 2. On a hit, it does 4d burning damage with an Armor Divisor of 2, can even affect immaterial spirits and the like, and does 1 HP of blunt trauma per 10 points of basic damage resisted by flexible armor. It is purchased as Burning Attack 4d (Affects Insubstantial, +20%; Armor Divisor 2, +50%; Double Blunt Trauma, +20%; Melee Attack, Reach 1, 2, -20%) [34].

† A class introduced in **Dungeon Fantasy 5** (p. 12); subject to Banish.

CHAPTER THREE

DUNGEON FANTASY AND THE SPIRIT WORLD

How can all these new character types (Chapter 1) and uncanny creatures (Chapter 2) be fitted into a *Dungeon Fantasy* campaign, while keeping things interesting for both the new character types and other types of dungeon delver? After all, things will obviously have to be different from the traditional “swords and fireballs vs. orcs and trolls” pattern.

The new character types should often function like the “sages” (scholars and artificers) described in *Dungeon Fantasy 4: Sages*. They work less with raw power than with information, and they provide improvised solutions to dungeon problems. However, rather than whipping out gadgets

or snippets of book-learned wisdom, these adventurers can lean on the aid of minor spirits or their special insights into supernatural beings. While some of them can generate their share of paranormal destructiveness, they may be better suited to players who want to demonstrate their ingenuity and flexibility. Likewise, as with sages, the GM should provide the occasional problem that allows these sorts of PC to show off what they can do.

As in previous *Dungeon Fantasy* books, these guidelines put the names of the character abilities used for specific functions in **bold**, for ease of reference.

SPIRITS IN THE DUNGEON

Naturally, this supplement presumes that spirits are not only part of the game world, but also that they can show up in dungeons. Why not, after all? What’s a mysterious, ancient underground complex or lost temple without a few ghosts, elementals, or spirits of place?

*Did you not see something odd today,
any strange spirits?*

– Honeythorn Gump, *Legend*

EMISSARIES OF THE GODS

The top end of the spiritual scale, socially at least, is occupied by beings who work directly for the Higher Powers. These spirits act as messengers and agents of divine power, of which they wield a respectable dose when they need to. They can

likely inflict quite a bit of harm on any dungeoneering party if they choose, but that isn’t *usually* what they’re there for, unless they’re the boss monsters in a dungeon or adventure structured around a clash between some higher being’s plans and the adventurers’ interests. (This is a perfectly valid idea, but it should make for quite a tough fight.) Rather, emissaries of the gods can deliver messages and clues (straightforward or cryptic), present rewards and helpful plot devices, and generally drive the story by being powerful and impressive.

Of course, this raises the question of why these high-powered beings don’t handle their problems themselves, rather than delegating to a bunch of unreliable and excitable mortals. Traditionally, all sorts of answers have been devised to explain this, including agreements between various higher powers about not interfering on the Mortal Plane, or at least not in certain matters. Perhaps the higher power didn’t even *know* that there was a problem until the brave dungeoneers exposed some nefarious Evil plot or occult shenanigans, and the divine messengers show up to tidy up and thank the helpful mortals (hopefully with a material reward).

GHOSTS

Dungeon Fantasy games are often full of undead, and the classic undead being is a spirit – a ghost or something similar. Some of these are just another class of monster, albeit insubstantial and weirder than most, but a really classic ghost probably isn't trying to harm the PCs – unless they were responsible for its no longer living, or unless they've done something else that angers it in the light of its very specific mission. If they're merely passers-by, maybe old friends of the deceased, or otherwise on the same side, the adventurers may well be able to negotiate with it.

Ghosts are notoriously weird and difficult to talk to – which explains why someone tends to need Spirit Empathy to handle this situation – but once they've made their wishes and concerns fairly clear, the adventurers who do talk to them can have earned a *mission*. The rewards for accomplishing it, aside from moral satisfaction, can include the chance to plunder the possessions of the opposition in classic dungeoneering style, directions to some other specific treasure, the favor of higher spiritual powers or nondelving friends or relatives of the deceased, or just not being haunted by an annoying and annoyed ghost.

ELEMENTALS

Elementals are creatures of “natural magic.” They *mostly* appear in the mortal world because someone has summoned them, and it's possible to discover an elemental of some description bound to a particular location or task by powerful magics. However, elemental creatures also sometimes show up in places where the related element is present in large concentrations and/or mystically pure form. For example, a volcanic vent might

be infested with fire elementals, or a magic castle up among the clouds might have a number of air elementals around.

Hence, they can represent just another nonhuman critter with the misfortune to get in the way of a band of questing adventurers – and to tell the truth, some of them have bad attitudes of their own and pick fights with anyone in sight. Likewise, an elemental controlled by an enemy wizard or elementalists may be instructed to attack the heroes. However, in cases where they aren't *obliged* or especially inclined to fight, specialists may know how to negotiate a way past them, perhaps in exchange for a favor, such as helping the creatures get home. Given an elemental's raw power and usual lack of conventional treasure, that can be a good decision.

NATURE SPIRITS

Like elementals, nature spirits are supernaturally associated with natural phenomena. The big difference is that they are often linked with one *specific* example of the thing of which they are a spirit, and may be required or inclined to protect it. For example, a tree spirit may guard a patch of forest. Not tickling them off is usually the smart move, and experts can advise on what's likely to be the best way to accomplish this. They rarely appear in dungeons, but they might be found in surrounding wilderness areas.

While nature spirits don't always get on too well with human beings, they often have even less time for rampaging orc war-bands, incendiary dragons, or blight-radiating high-end undead. Hence, they actually may be on the same side as adventurers on a mission, and they may willingly offer local knowledge, subtle magical support, or safe hiding places, once this is explained to them.

Intangible Monsters

Many spirits are intangible, most or all of the time – that is, they have Insubstantiality (probably as part of a meta-trait) or Injury Tolerance (Diffuse). This can make them difficult and frustrating opponents for dungeoneers, whose response to problems is traditionally to hit them with something pointy.

Of course, this means that *other* dungeoneers – the ones whose ways of damaging things are more *supernatural* – get a chance to shine, unleashing nonphysical attacks to kill or drive off threats that have the sword-swingers running scared. (A few exotic artifacts, including some listed in *Dungeon Fantasy 6: 40 Artifacts* or designed using *Dungeon Fantasy 8: Treasure Tables*, can also help.) This approach works fine, so long as the sword-swingers have the sense to duck and dodge when necessary, rather than getting in the way and killed (or possessed or cursed or worse), and so long as their friends can get off enough damage fast enough. However, too many of these situations can lead to the more physical sorts of dungeoneer getting frustrated and irritable, feeling that they aren't being much use, and overstretch the party's magical resources.

As with any technique, the GM shouldn't overuse intangible foes. These entities should be an occasional variation, a bit of spice forcing the players to think about the range of their resources and to assess each encounter. Slightly more subtly, though, intangible spirits can and should be used to set up problems that require (whisper it) less violent solutions.

Remember that ghosts probably want to have some outstanding problem from their mortal lives resolved so that they can go on to the afterlife, messengers of the gods mostly convey missions and messages to mortals, corrupting demons need to be outwitted, and summoned creatures may happily give up and go home if the mortal who summoned them gets his ticket punched. The character types introduced in this book are specially equipped to deal with such situations, but any adventurer can probably help if they *try*. The task of the GM is thus to make it reasonably clear what's going on, dropping enough hints and clues, and to play the intangible creature as something more than just another monster with a special talent for annoying sword-swingers. Give the players enough incentive, and they'll find ways to resolve the intangible creature problem for themselves.

TACTICAL NEGOTIATION

Sometimes, spirits can be defeated physically, by raw force or well-chosen magics. Sometimes, they are too strong, defeating them would cost power that will be needed later, or it's better to leave them behind to cause trouble for pursuers. Other times, fighting them would be silly when they're really on the same side. This is when the more thoughtful type of specialist adventurer, as detailed in Chapter 1, can really make himself useful.

For ideas about how to handle this, see the guidelines for initial dealings with monsters in *Dungeon Fantasy 2: Dungeons* (pp. 9-10) – but reread them with the special requirements and concerns of spirits and spirit workers in mind. *Recognition* involves skills that are found on many of those templates, but first, the specialist dungeoneer has to see or otherwise determine enough about the spirit to apply the skill, which may require special advantages, spells, or commentary from supernatural **Allies**. In some cases, multiple skills *may* be applicable,

but each will give different sorts of information. For example, on encountering a summoned demon, **Occultism** can provide general background information on demon summoning and basic intelligence on the thing's likely capabilities. **Thaumatology** can analyze the spell used and suggest possible ways to cancel or reverse it and send the creature home. **Hidden Lore (Demons)** can suggest some juicy secrets about this particular demon and its situation in the politics of Hell. A highly organized GM will prepare carefully categorized notes when plotting out the encounter beforehand; others will improvise in reply to player skill use and questions.

Next (often) comes *Negotiation*, which is where the specialist character types really shine. Advantages such as **Medium** or **See Invisible** may be absolute requirements, while **Spirit Empathy** means that the negotiation has a decent chance of success, especially if the negotiator wants to use Influence skills. Quite a few spirits will be prepared to talk if possible, without even requiring a reasonable reaction roll (although a bad reaction means that they'll be abrasive and difficult); it depends on their specific motives. (Here's a place where effective prior use of information-gathering skills can be crucial.) Deal making can get seriously weird with immaterial and extradimensional creatures, and it can be either highly profitable or lethally tricky. Obviously, truly good spirits will honor deals, while demons are less than trustworthy – but some of the former may consider haggling beneath them and an insult, while some of the latter enjoy long and twisted negotiations, especially with people who forget to read the small print.

Lastly, using *Trickery* on spirits may be an option – but watch out for supernatural senses and extradimensional perceptions. Remember that spirits often bear titanic grudges and may be able to walk through walls on the way to getting their own back. Straight dealing is usually a safer bet, if the spirit is also the sort to stand by its bargains.

Although this shifts focus to the specialists and away from other dungeoneers, a competent GM will give them each person a chance to show off at different times. Other group members can always provide suggestions and moral support, although if they forget their ignorance of the practicalities and protocols of these matters, they may start unnecessary conflicts. There's a reason why shamans, demonologists, and the like so often notoriously tell their ignorant colleagues to stay back and keep quiet.

Spirits as Sponsors

Particularly powerful but not hostile spirits may actually serve best in dungeoneering adventures as *sponsors*. They usually work a bit differently to human sponsors: Rather than providing financial backing, they're more likely to suggest the quest in the first place, offer some kind of nonmaterial support (such as guidance through a wilderness or a crucial magic word), and then point the party at some built-in reward at the end, such as a troublesome monster's horde. In some cases, the party can *also* seek out a mortal financial sponsor or two.

The tricky bit about this is working with a powerful backer who isn't at all human and doesn't think like a human being. Even so, such a relationship can work if handled sensibly. A powerful spirit providing information can seem to obviate the use of **Research** to investigate the subject of the quest, but that skill can still be used to check that what the spirit says is up to date and doesn't have any odd gaps, and to provide additional, human-slanted information.

Too Much DELEGATION?

The drawback with adventurers who can command spirits or ask for aid from reliable supernatural Patrons is that they may start to lean on them far too much. If a dungeoneering party's first response to every threat is to send in the Allies, they'll soon start to look less like adventurers than middle managers, which is likely to become boring for everybody. Even if the GM lets the players roll the dice for their NPC assistants, this sort of thing seems rather like missing the point of dungeon fantasy – and players who don't command spirits may become bored quickly.

Fortunately, this sort of tactic has built-in problems. To start with, Allies – even spirits – aren't immortal, have limits to their powers, and can get tired, annoyed, or hurt themselves – and Patrons aren't supposed to fight for their followers, but to provide advice, social support (on the spirit plane, if they're spirits), and resources. Spirits tend to be big on personal dignity and follow their own strange rules; even Minions may have odd built-in limitations.

Furthermore, Allies and Patrons – even spirits – are fully functional NPCs, with minds and objectives of their own. If the delver asks too much of them, especially if serious risks are involved, they can talk back and even refuse point blank. Spirits may have especially odd and unexpected priorities and tastes! If Allies are wounded, they need time to recover. If they're killed, the dungeoneer loses the advantage – at least until he can find a new Ally, which the GM is entitled to make a drawn-out process with more complicated social roleplaying than is normal in *Dungeon Fantasy* games. If the Ally's death was the adventurer's own fault in any way, the process even can become impossible. Spirits aren't necessarily stupid, and they don't want to be treated as disposable.

Minion Allies avoid some of these problems, albeit at higher point cost, but even Minions have their limits. They can be harder to replace, or they may annoy the neighbors and fellow dungeoneers (especially if they are, say, undead walking corpses). The option described under *Summonable Allies: Variations* (pp. 4-5) to have each use of the advantage call up a new creature may seem to offer another way round these problems, but in fact, it makes things even *less* reliable: Every summoning leads to a reaction roll. Even if the summoner has lots of appropriate reaction bonuses, or can resort to spirit-controlling magic, things are likely to go badly eventually. Some reckless summoners may acquire hostile Reputations as too dangerous to be called on by, more or less guaranteeing grudging service at best – outright violent hostility at worst!

In some cases, enemies may have magical wards, protections such as True Faith, or spirit Allies or Patrons of their

own. The GM shouldn't overuse this, or half of every game session will consist of battles between two sets of supernatural NPCs, which is likely to get boring. Nonetheless, in a world where spirits exist and make themselves useful, it's a logical and dramatic possibility.

SPIRITS AS SCOUTS

A related problem is slightly more subtle but potentially even more of a game wrecker: Sending Allies in to fight runs the risk of getting them killed, but sending them in as scouts, with instructions to run and hide if they're spotted, is less risky and so less likely to annoy them. Moreover, insubstantial Allies especially tend to be very good at sneaking around. Potentially, a spirit might be able to scout out an entire dungeon undetected, then return and report. The players can then plot out a tactical assault in excruciating detail, playing out the actual adventure as an afterthought.

The first answer to this is, again, that in a world with active spirits around, it shouldn't be entirely unexpected. Even tribes of not-very-bright goblinoids may have shamans, who have spirit Allies of *their* own, all capable of setting up wards and running security. Full-power boss-monsters and evil wizards should and will have *serious* protection. Independent spirits may also prowl an area, responding savagely to intangible intruders, even if they won't molest material visitors.

Subtler potential problems also crop up. Spirits – even established Allies – aren't human, and they don't have human perceptions or priorities. Asked to scout out a room, they may spend hours describing the subtle spiritual resonance of the décor, and completely forget to mention the pit trap under the carpet. (Remember that Allies are NPCs run by the GM – not extra PCs for the players.) At the same time, spirits have finite perceptions: Not all of them can see in the dark, and few of them are trained to detect hidden traps or perform intelligence analysis of enemy forces. For that matter, being immaterial, they may be completely incapable of performing important sorts of investigations such as fingertip searches.

Of course, spirit Allies (or Patrons) need not be *useless*; they cost points, and players are completely entitled to demand a decent return on that expenditure. Nonetheless, they have their limits and complications, and they are fully independent NPCs with minds (of a strange sort, perhaps) of their own. The GM should handle them as such, and have fun with the implications.

*It's not the men we fear,
sir. It's the evil spirits.*

*– Soldier,
Robin Hood:
Prince of Thieves*

ADVENTURES ON THE SPIRIT PLANE

For an unusual, spirit-heavy adventure, a band of heroes can actually venture into an otherworldly, supernatural “spirit plane” where spirits originate or dwell.

COSMOLOGY

Visiting a “spirit plane” assumes that separate “spirit worlds” exist to visit in the game universe – which isn't actually

mandatory. For a *really* old-fashioned setting, the GM can declare that spirits are intangible creatures that often fly through the air or hang out in especially weird wilderness areas, the gods live on some incredibly high mountaintop somewhere, and Hell is a gigantic cavern far beneath the ground. In that case, spells that gate in or summons spirits are actually exotic specialized teleport effects, and Jumper (Spirit) (p. 5) and other such effects are unavailable because they'd be meaningless.

This set-up should be made clear at the start of the campaign, or at least as soon as anyone looks at using any of the templates in this book; it limits what such adventurers should have on their character sheets.

Mostly, though, *Dungeon Fantasy* games assume that “spirit worlds” are actually weird sorts of “parallel worlds” or “alternate dimensions.” The minimum list for such a set-up is usually three such worlds:

- The *Spirit Realm*, also sometimes known as the Astral or Ethereal Plane (if these aren’t distinct places; see below). This lies close to the ordinary material world – so close that it’s relatively easy both to move and to perceive from one to the other, at least for specialists. Everywhere on each realm corresponds to an “adjacent” point on the other. Ghosts, nature spirits, and other beings with a close interest in the material world inhabit the Spirit Realm.

- The *Land of the Gods*, a misty sort of place with scenery that generally seems to be made up of clouds, marble mountains, and temple-like buildings. Full-power gods, their servants, and maybe the souls of good dead people inhabit this place.

- *Hell*, a dark and horrible place with rocky walls, lurid red flames, and lots of demons and devils, where the souls of the damned go. Even demons don’t like it there, which is why they take every opportunity to get to Earth.

However, this could keep the setting simpler than the GM wants. For a more complicated cosmology, throw in some or all of the following:

- The *Ethereal Plane*, which works much like the Spirit Realm (above). Ghosts, low-end spirits, and psionic entities – all much concerned – with events on Earth, inhabit this dimension.

- The *Astral Plane*, which comes close to the material world, allowing fairly easy communication and travel between the two, but which also extends far beyond, sometimes acting as a pathway to the “outer realms.” The scenery here is often weird and changeable, full of bizarre symbols and shimmering lights.

- The *Elemental Planes*, one per element (see p. 11), occupied and ruled by powerful elementals of the relevant type. These reflect the nature of their respective elements – the Plane of Fire is full of flickering flames and seas of burning oil, the Plane of Earth is a seemingly infinite series of dark caverns, and so on. However, human visitors can usually survive there, albeit not in great comfort, either as a side effect of the magic that took them there or with the help of a few other minor magics.

- The *Divine Realms*, one per pantheon – these might include Valhalla for the Norse gods, Olympus for those worshiped by the Ancient Greeks, and so on. The scenery in each of these reflects the cultural style of the occupying pantheon. They are typically ruled as monarchies by the chief gods of the pantheons, but the politics and familial in-fighting often get interesting.

- One or more *Hells*, ruled by demon lords and dark gods, much as described above but with more complicated politics and fiddly rules about which damned souls go where. There may also be dark *Shadowlands* or *Lands of the Dead* that are mostly inhabited by souls who aren’t exactly damned but who don’t qualify for posthumous rewards. Grim and cynical barbarians tend to assume that virtually every dead soul goes to the latter sort of place.

- The *Outer Void*, less a plane or dimension than an incomprehensible zone of chaos beyond everything else – the “home”

or place of origin of the Elder Things and their ilk. Mortals and other spirits don’t go there; it’s generally assumed that they’d be driven irretrievably insane or devoured, body and soul, on arrival if they did. Rumor suggests that a few exceptionally crazy chaos cultists might travel there, though – or at least glimpse it sometimes. That’s why they’re so crazy. The Void may be the chaos from which the universe emerged, the region where reality breaks down, or both. Its denizens seem keen to enter the material universe, but perhaps they only want this in order to reduce it to the same insane chaos as the Void. They mostly try to assault the mortal world, but that may be because it’s easiest to enter there and to find locals foolish enough to help them; ultimately, they’d be just as keen to invade and subvert even the realms of the gods.

The GM is free to work out incredibly complicated metaphysical systems if he really wants, or he can borrow ideas from his favorite fantasy novels or comics – but he shouldn’t get too carried away. Remember, this stuff only matters in the game to the extent that dungeoneers can go there or talk cosmic politics with visiting spirits.

HEADING OUT AND PICKING FIGHTS

Assuming that distinct “spirit worlds” *do* exist, bold dungeoneers can go there and get into trouble on arrival (or soon after). It’s a little trickier than the usual finding a big stone door and hauling it open, though. Usually.

Getting There (and Getting Back)

The most obvious – though not necessarily the easiest – way to reach another realm is by using a supernatural ability designed for the purpose. However, delvers don’t often have that immediately available. The Jumper (Spirit) advantage won’t exactly be common in most games!

It’s *just* possible that the party will have use of some powerful item or the aid of an NPC wizard who knows some exotic spells. Even so, these sorts of magic often come with numerous complications and worries, especially if they’re slow or hard to employ and the adventurers anticipate having to head home in a hurry. Such magics will usually take the subject to a point on the other plane corresponding to the departure point in the mortal world, if such clear correspondences apply, or to a standard arrival point if not (often marked by huge ornate gates, for some reason). It should be more or less impossible to jump straight into a target building or room in another realm. Furthermore, using the same magic to get home returns the group to the exact same place from which they left, wherever it’s cast in the other world.

Most parties will have to look for alternatives. Asking for help from a powerful spirit (or even a deity) with the ability to open portals might work, but they have to locate such a being, contact it, and convince it to provide the favor. This is one time when a powerful supernatural **Patron** can be a big help, but even Patrons need to be convinced that the mortals have a genuine need for this unusual aid – they don’t like messing about with the cosmic order just to amuse a bunch of humans. Moreover, the ability to open dimensional highways may mark the Patron as an ultra-powerful individual or count as Special Abilities for point-cost assessment purposes.

Hence, some parties will have to resort to the most complicated option: Finding a permanent dimensional portal. This tends to imply lots of time using **Research, Occultism, and Thaumatology**, followed by even more travel to very remote corners of the world, plus fights with monsters who've strayed through the portal or been attracted by its bizarre energies, negotiation with arcane guardians, or activation of tricky control rituals. Then, of course, the portal probably won't lead exactly where the party wants to go; they'll have to travel further again on the Spirit Plane, perhaps even making use of multiple portals on the way. (They may need a *very* good map.) An interesting option here is to have all such portals lead to the Astral Plane, which turns out to hold a complex interdimensional highway system. A generous GM can even rule that magical-spiritual insubstantiality effects *actually* shift the subject to such a realm, allowing them to be used as the starting point for long cross-planar journeys. Consequently, adventurers who simply turn insubstantial for a brief time may find themselves encountering strange insubstantial creatures that have wandered in from the outer planes.

Special Rules

Once they're on another plane of existence, adventurers should realize that things are very *different* here. The divergences in the laws of nature and magic can be partly highly visible and partly insidiously tricky.

Just to start with, mana and sanctity levels can be wildly variable – often high or more, but sometimes dropping through the floor on chilly and entropic Shadowlands. That is just the start. In realms such as the Ethereal or Astral Planes, visitors can find themselves bound more by the rules for insubstantial beings than by normal physics; they might move in any direction, including upwards and downwards, with equal ease, and maybe even walk through seemingly solid objects if they choose. In such realms, where “solidity” is more a matter of perception than fact, anyone striking a blow in combat may have to win a quick contest of Will with the target to enforce the reality of the attack. (Unfortunately, local predators get a substantial bonus to their rolls for this when attacking.) However, distance may turn out to be as questionable as solidity; ranged attacks might be subject to *Long-Distance Modifiers* (p. B241) instead of standard range modifiers.

In other realms again – the Land of Gods, Hells, Elemental Planes, and so on – solidity and distance seem more familiar. Nonetheless, mana and sanctity still can be notably high, low, or heavily aspected, as seems appropriate to the GM. Resident *gods* or similarly high-end spirits may be able to shift the scenery with



a thought, but it's kept essentially stable for other residents and mortal visitors. Furthermore, if these *are* Divine Realms, visitors may find that they have some limited abilities to perform divine miracles – although using this power may lead to punishment by the local rulers for the lesser beings' presumption. Adventurers may also be able to, say, perceive any point on the mortal realms, more or less at will, from this metaphysically higher vantage point. In Hells, meanwhile, helplessness and weakness are the norm, although bodies may recover from injury amazingly quickly – so that they can be hurt repeatedly. On Elemental Planes, the local laws of nature favor the dominant element. On the Plane of Fire, for example, any flame acts like the product of an Essential Flame spell, while water (the opposed element) seems weak and less satisfying to drink.

Spirit-Plane Monsters

In a *Dungeon Fantasy* multiverse, the other realms are naturally infested with interesting and often dangerous creatures – including, but not limited, to the sorts of beings that specialist dungeoneers and their adversaries sometimes summon. Ghosts, phantoms, spirit-messengers, or elementals may be the normal inhabitants or background wildlife of these places. They may respond to unfamiliar visitors with curiosity, hostility, or fear, as seems appropriate. Elemental Planes can be infested with trivial but interesting and distinctly magical creatures – silvery birds that fly through the oceans of the Plane of Water, rats and mice made of solid granite on the Plane of Earth, and so on. The Astral and Ethereal Realms also seem to suffer from occasional infestations of powerful spirit-creatures with uncanny mental powers and disturbing appetites; some of these may actually be arcane monstrosities who've slipped in from outside all reality – see below.

Elsewhere, spiritual ecologies seem to get by without much small wildlife, although Hells are sometimes infested with some nasty nonsapient or semi-sapient critters, all spines, claws, and venom. Meanwhile, gods may, say, keep amazingly impressive (and powerful) hounds or falcons with which they hunt the equally imposing game of their realms' forests and plains. Of course, they need supernatural horses or stranger animals (goats, peacocks, eagles . . .) for riding or to draw their chariots.

The worst spirit-plane monsters come from outside or beyond any reality that adventurers could visit and stay intact or sane. Tentacled, amorphous, spiny, and completely unrelated to anything found on the mortal world, these creatures of chaos scream, gibber, and perpetually seek to get through the barriers that protect the other realms. Sometimes, they succeed. The important thing for adventurers then is to keep them away from any portals (permanent or temporary) that might grant them access to the material world.

TREASURE AND REWARDS

Adventuring in spirit worlds ought to earn rewards, although a lot of the time that means favors and small wishes granted by the local powers. Trying to *plunder* a Divine Realm for anything not nailed down will just get a visitor into big trouble very quickly; the outside chance of wandering off with a divine weapon just isn't worth the risk.

Likewise, sneaking local artifacts out of a Hell is just *asking* for trouble; if they aren't cursed or plain dangerous to use, the GM is doing something wrong. Meanwhile, "items" on abstract, immaterial planes probably only exist there and only for as long as someone thinks about them.

Nonetheless, boons granted by divine-level beings are usually well worth having. Those favors may consist of long-term loans of small supernatural items (perhaps with a lot of power and no annoying tendency to be noticed and commented on by mages). Additionally, *some* extradimensional realms produce stuff worth acquiring that may not be too badly missed. Wizardly enchanters and lab-based NPC alchemists will pay very well for a pebble from the Plane of Earth or a feather from the wings of the bird-lords of Elemental Air. If in doubt when picking up scraps, roll against **Alchemy** or **Thaumatology** to decide what's worth having. (It may also be advisable or necessary to roll against **Hazardous Materials (Magical)** skill; some things *change* when moved to a different dimension, or function differently and not for the better.) For that matter, almost anything that can't be found on the Mortal Plane but

that survives being taken back there might have some curiosity value to a collector – rolls against **Connoisseur** are helpful here, if the adventurer happens to have a plausibly appropriate specialty. He may need **Savoir-Faire** to get into a buyer's house and **Merchant** to close the deal.

Of course, there's the fame and glory angle; see *Selling the Tale* in **Dungeon Fantasy 2** (p. 15). Battles with demons, angels, or extradimensional monsters can be worth a +1 or better bonus to skill when trying to put together an impressive epic poem or song. However, if you fail the roll, there's a serious danger that no one will believe the tale. Dungeoneers might also consider selling the story to experts on and scholars of higher realities, after making a **Writing** roll to prepare a journal or travel guide. The priesthood might be grateful, but a **Theology** roll should be made first, in case what the party has to say contradicts doctrine. Wizardly scholars may be safer, if the group can find one interested and rich enough. Such unique metaphysical information could be worth \$1,000 or more *if the delvers can provide proof*.

Posthumous Adventures

Dungeoneering is a dangerous profession. Sometimes, thanks to a massive misjudgment (by the heroes or the GM) or just a horrendous run of dice rolls, the worst happens: not just a few casualties, but the dread Total Party Kill.

Normally, the response to this (after the players have stopped complaining) is to create a whole new party of adventurers and go out looking for revenge (on behalf of a bunch of people who the new guys never even knew, unless everyone pulls the "he was my cousin" cliché . . . but never mind that). However, in a universe with a properly complicated metaphysical system, there is an alternative: Death needn't be the end!

Given that most mortals *don't* carry on as ghosts, the PCs will need some explanation as to how they get to hang together and continue hacking in the afterlife. Being *adventurers*, they've likely gotten themselves *noticed*, and some of them may have supernatural Patrons; Arrangements Can Be Made. There will be a price, though, especially if the party wants to be returned to life. (An entire extended campaign of posthumous adventures in the spirit worlds is probably a bit too weird a prospect – but hey, whatever works for the group.) This stuff costs supernatural mojo, and any being that can provide that sort of help will want something in return. It helps if the unfortunate party was already on some kind of important, even world-saving mission. Having the world *not* get saved is just unacceptable to the average deity or high-end spirit; they have investments.

So – the unfortunate party members find themselves on the Astral Plane, muttering "What happened?" and face to face with a divine messenger or high-end spirit who lays out the deal. It probably isn't a *great* deal, but it is the only one in town. They likely find that they're wearing the spectral equivalent of their old gear, but the GM can rule that some of this stuff doesn't come through, especially if it's not had time to become part of the

owner's self-image yet. Signature gear should always be available, along with magical equipment, which tends to generate "shadows" on other planes – though the items may not have all of their mortal-world powers. As spirits, the dungeoneers may even find that they acquire some cool extra abilities, such as fast healing or not having to eat (it's not like their bodies are real flesh, after all). However, they'd better not get themselves killed again – once the ectoplasm has been torn apart and scattered on the winds of limbo, the person is *really* gone.

In this form, the heroes are off again, on a bizarre quest across the surreal landscapes of the spirit planes, afterlives, and otherworlds, kicking ectoplasmic butt and taking names of power. The opposition can be as weird and uncanny as the GM wants, and pretty monstrous or nihilistic, especially if it consists of beings who *want* to see the world end. A twisted GM should carefully keep the details of every major opponent and boss-monster a dungeoneering party ever kills, just in case they ever have to use this idea – because those monsters' shades will surely be around in the afterlife too, champing at the bit for revenge. There may be 3,879 deceased orcs wanting a word, for that matter.

If they succeed this time, the party can battle their way back to some portal to the land of the living, fighting off other phantoms who've spotted a chance to steal their reward. Assuming that the god or high-end spirit is playing fair (and most will stick scrupulously to the *letter* of any agreement), the adventurers can return to their bodies, which are back in full working order, and get on with their lives. The tricky bit is where those bodies may have been left (although the deity or spirit will presumably do something about it if the answer was "in the stomach of a large carnivore"). The fun bit is roleplaying through all the "We heard you were dead!" scenes when they get back to town.

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