

GURPS[®]

Fourth Edition

DUNGEON FANTASY[™] 9

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

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

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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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