

CONTENTS

INTRODUCTION	3	Fire	16
<i>About GURPS</i>	3	<i>Redundant Skills</i>	16
Recommended GURPS Books	3	Good	17
About the Author	3	Life	17
Ally Statistics	3	Light	17
Ally Point Value and Development	4	Nature	17
1. DRUIDIC ALLIES	5	Order	18
<i>Ally Reaction Table</i>	5	Peace	18
New Meta-Trait: Animal Ally	5	Travel	18
ANIMAL ALLIES	6	War	18
Anaconda	6	Water	19
Bear	6	Wisdom	19
Boar	6	<i>Servitor of Caduceus: A Worked Example</i>	19
Giant Eagle	7	3. FAMILIARS	20
Gorilla	7	Familiarizing Oneself	20
Great Cat (Panther)	7	<i>Energy Reserve</i>	20
<i>Nature Spirits and Elementals</i>	7	COMMON FAMILIARS	21
Hound	8	ANIMALS	21
<i>Becoming the Beast</i>	8	Bat	21
Insect Swarm	9	<i>New Meta-Trait: Familiar</i>	21
Kangaroo	9	Cat	22
Kraken	10	Chimp	22
Shark	10	Dog	22
Stallion	10	Hawk	23
Wolverine	11	Macaw	23
2. HOLY ALLIES	12	Owl	23
THE DIVINE SERVITOR	12	Rabbit	24
Divine Servitor	12	Rat	24
Lenses	13	<i>Tweaking Familiars</i>	24
DIVINE ELEMENTS	13	Viper	25
<i>Celestial Steeds and Holy Hounds</i>	13	FANTASTIC CREATURES	25
Air	14	Giant Spider	25
Beauty	14	Hellhound	26
Chaos	14	Ice Weasel	26
Darkness	14	Imp	26
Death	15	Salamander	27
Deception	15	Shoulder Dragon	27
Disease	15	Sylph	28
Earth	16	Talus	28
Evil	16	Undine	29
Fear	16	INDEX	30

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INTRODUCTION

Summonable Allies suit many powers: elemental powers that conjure elemental spirits, magical powers that bring forth familiars, nature powers that call on animals, divine and spirit powers that summon servitor spirits, and so on.

– **GURPS Powers**

One of the abilities available to practitioners of Druidic Arts and Holy Might (**GURPS Dungeon Fantasy 1: Adventurers**, p. 22) is that of summoning forth Allies. These conjured companions may fight alongside the dungeon-delver, scout into places where humans (and most nonhuman races) cannot, use their own innate abilities to help the team, and a myriad of other possibilities. This book provides dozens of potential Allies for clerics, druids, and holy warriors to call upon, with full statistics, rules, and advice for use.

In addition, **Dungeon Fantasy 5: Allies** includes rules for *familiars*, magical creatures that can be acquired by any spellcaster. Familiars are rarely fearsome in combat and must sometimes be protected, but their true value is in the enhancements they provide to their owners.

Like all **Dungeon Fantasy** books, what follows prioritizes fun and utility over realism. The animals within are unrealisti-

cally strong, intelligent, and effective, and the servants of the gods usually have abilities more suited toward helping the party than to spreading their deity's message. Just as in any setting, the GM must maintain a balance between treating each Ally as an individual with its own needs and goals and giving the player sufficient usefulness for the points spent. However, with dungeon fantasy, it's best to err on the side of usefulness; in a hack-and-slash game, it's reasonable for players to think of an Ally as yet another weapon or tool, albeit one with a life and mind of its own.

RECOMMENDED GURPS BOOKS

This book requires **Dungeon Fantasy 1: Adventurers**, which needs the **Basic Set**. Other **Dungeon Fantasy** volumes, **GURPS Magic**, and **GURPS Powers** are recommended, but not necessary, as the vital information in those supplements is repeated here.

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:

New supplements and adventures. **GURPS** continues to grow – see what's new at www.sjgames.com/gurps.

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Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. To discuss **GURPS** with our staff and your fellow gamers, visit our forums at forums.sjgames.com. The web page for **GURPS Dungeon Fantasy 5: Allies** is at www.sjgames.com/gurps/books/dungeonfantasy/dungeonfantasy5.

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

Jason Levine, better known to most as "Reverend Pee Kitty," has been a gamer for most of his life and a die-hard **GURPS** fan since the release of *Third Edition*. He enjoys making music, collecting Transformers, and praying to "Bob" for eternal salvation through alien intervention. He maintains a **GURPS** fan-site at www.mygurps.com.

ALLY STATISTICS

The Ally statistics in this book are presented in an expanded version of the "monster" format from **Dungeon Fantasy 2: Dungeons** (p. 21). Some are followed by *lenses*, which can alter the basic nature of the Ally. In all cases, the cost of the lens modifies the character point cost of the creature; if this changes the value as an Ally, the lens will mention this and provide the new cost.