

Legends - Minions and Familiars

Minions

Use a Path to find a loyal minion, henchman, or servant, including a magically summoned minion such as an elemental or daemon.

Write a Secret describing why your minion is truly loyal, whether that is from admiration, an oath, or magical binding. Your minion is a separate person from you, so use the normal for character creation. Sometimes minion make good "backup" characters, for times when your main character is injured or needs downtime.

Familiars

Use a Path to acquire a familiar, which is a spirit which accompanies you in order to assist you in using your magic. Write an Asset for your familiar, which takes on the form of a tiny animal such as a cat, bat, small dog, toad, etc. Also write an Asset Signature to describe how your familiar assists you in your magic. You may optionally take a Dark Secret describing some drawback of your familiar (my bat is vampiric), in exchange for which you may give your familiar a Secret. You may use Paths to give your familiar new Traits or Secrets.

Familiars are relatively weak and can be killed, however they are spirits and can be brought back to life. You must use another Path to bring your familiar back from the dead, which manifests as a new animal body (and not necessarily the same kind of animal as before). You may also give your familiar a new Trait or Secret.