

THE RUSTIC FANTASY ROLE-PLAYING GAME

LEGEND IN THE MIST



5E

- CROSSOVER TOOL -

A Guide For Using Your *5e* Character In *Legend In The Mist*

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Welcome Fantasy Lovers!



This guide will help you **translate your DnD 5e character into a *Legend in the Mist* Hero**. Whether you want to try *Legend in the Mist* with your old *DnD* characters, or simply want to rely on your *DnD* mastery to understand *Legend in the Mist*, you're in the right place.

By following the steps on the next pages, you'll create a *Legend in the Mist* Hero that reflects everything that is most important and interesting to you about your *DnD* character.

With time, your Hero will lose some themes, evolve others, and develop into someone that might look quite different from who they are now. That's the whole point of *LitM* — playing to find out where your Hero's story leads them and how they change through the choices they make.

Use This Tool To... —————

- Create a fresh *Legend in the Mist* character using your knowledge of *DnD*
- Migrate your existing *DnD* character into *Legend in the Mist* to join an upcoming *LitM* game
- Clone your *DnD* character into *Legend in the Mist* and play some solo side stories and adventures between your *DnD* sessions, fleshing out your backstory
- Convert your party's *DnD* characters before trying *Legend in the Mist* as a group
- Use your familiarity with *DnD* to learn how *Legend in the Mist* works

Creating or Importing a Hero from *DnD*

Heroes in *Legend in the Mist* are composed of **four themes**. Each represents a major aspect of your hero, such as the skills you have, the powers you gained, or the things you care about in the world. Each theme has 3 power tags (the title tag, plus two more), a weakness tag, and a Quest (a motivation). It also has a type, and a Might level:

 **Origin**,  **Adventure**, or  **Greatness**.

This guide contains **theme kits** (lists of tags to pick from) for all major classes, races, backgrounds, and even abilities of *DnD* 5th Edition (2014) — covering all of the major choices you made while creating your *DnD* character.

To use this guide, you should already have some familiarity with the rules of *Legend in the Mist*, and know what a Hero is made of: themes, tags, etc. *The Learn-to-Play Comic Book Adventure* is a great place to start, and if you have the *Core Book*, check out pages 73 and onward.



Choose your four themes kits

- Pick a **Class** theme kit (pages 7-15).
Its Might level is:
 - **Origin** for levels 1-5 (just starting out)
 - **Adventure** for level 6-13 (capable and impressive)
 - **Greatness** for levels 14-20 (major players in your world)
- Pick a **Race** (pages 16-17) theme kit.
- Pick an **Ability** (page 18) theme kit.
- If you're a spellcaster, your fourth theme is your **spell list** (found with your Class theme kit). If not, choose a **Background** (page 19) theme.

Create your four themes out of your chosen theme kits

From each theme kit:

- You always get the **title power tag** (e.g. **Barbarian** for the barbarian class theme).
- **Pick two more power tags** from the nine options given.
- **Pick a weakness tag** out of the four options given.
- Copy the **Quest**.

The first two steps work a little differently for a spellcasting theme. It has no title tag; instead, you pick three spell tags (instead of two), which must be at your class's Might or lower.

Pick one backpack tag

- Name one important piece of equipment such as **broadsword** or **shield**.
Your other equipment is still there, but it's not a tag.

You're ready to play!

CREATING AN EXPERIENCED CHARACTER

Levels as Might: Your DnD class level is reflected in your Class theme's Might. A Hero can have a mix of themes of different Might levels. You can choose to increase the Might of additional themes to reflect a Hero of a higher level, such as creating your **Strength** theme at **Adventure** Might.

Levels as extra power tags: You may also wish to agree with the Narrator on a number of additional power tags to reflect additional abilities and spells that you've gained over time. A good rule of thumb could be an additional power tag for every two levels above level 2, which you can add to any of your four themes.

Multiclassing, Mixed Heritage

You can pick two or more themes of the same category – two classes, two races, etc. – as long as it works based on your common sense and your group's level of adherence to DnD's sensibilities.

Experiment With Creative Freedom

While this guide walks you through using the typical DnD build – class, race, ability, background – you are not beholden to it.

If you're feeling adventuresome, try swapping out one of the standard DnD themes to focus on your Hero's Personality, Devotion, Influence, or Destiny – these are Legend in the Mist theme types that bring other elements of your Hero to the forefront and are just as fun and powerful during the game.

You can find all theme types in the Core Book, Volume I, page 79.

In Legend in the Mist, Might gives you more Power for some actions but it can also work against you. Being a "higher level" character isn't always better or stronger, it just means you have a different impact on the story, like the difference between Frodo and Gandalf in Lord of The Rings.

If you play a spellcaster, you should read the Spellcasting Way of Magic (page 22). Read more about Magic Actions (Core Book, Volume I, page 199) to know how to use magic. It's basically the same as everything else, but allows for some fantastical results... and Consequences (Core Book, Volume I, page 205).

Why We Chose These Spells

For each spellcasting theme kit, we picked a sample of spells that combine classics of the class, as well as spells whose implementation in Legend in the Mist may not be immediately obvious – to show you how to create them using LitM's open engine.

Gear as extra backpack tags or as themes: You may wish to agree with the Narrator on a number of additional backpack tags (up to three) to reflect noteworthy equipment or resources you have gathered during your adventures. If you possess a unique item or collection of items that is central to your character, consider replacing one of your themes with a Relic or Possessions theme.

FINAL REVISIONS

With *Legend in the Mist* you can make your Hero fit what you imagine by simply rephrasing your tags.

After you make your choices and write everything down, you might want to rephrase some tags, replace some Quests, or change the Might of a theme. These revised tags then affect the gameplay in new ways, bespoke to the Hero you imagined.

Talk with your Narrator about these changes to make sure you both understand them similarly.

Rotes

While most tags can be used in many different ways, rotes are tags that are linked with a specific action – **a unique ability, technique, or spell** (Core Book, Volume II, page 98). You must possess the rote tag in order to perform its action (use its ability).

Rote tags are capitalised but not bold (such as *Rage*) and have an associated entry listed below or alongside the theme kit that explains how the tag can be used to mimic the corresponding DnD feature, ability, or spell. (Tags that are capitalized and in bold, like *Barbarian*, are title tags and are not rotes).

A rote may specify:

- R How to use the tag when rolling for its rote action.
- ◆ Effects this rote action can generate if Successful.
- ◆ Consequences typical for this rote action.

CLASS ROTES

- If your character's subclass is important, pick tags that match that subclass's abilities, or create new tags and rotes as appropriate.
- The rotes provided for each class are appropriate for an Origin theme and match low-level class features. If you opt for a higher Might, consider creating new tags and rotes as appropriate.

🔥 THINGS TO CONSIDER: A NARRATIVE GAME

Here are a few things to consider when crossing over from *DnD* and similar games into the narrative world of *Legend in the Mist*. Make sure to highlight this to your fellow players. You can find more information on these differences in the *Core Book* introduction, *Volume I*, page 58.

THIS GAME TREATS YOUR HERO AS A CHARACTER IN A FANTASY STORY OR LEGEND.

Legend in the Mist is more similar in style to a movie or a book than to a video game: A Hero's abilities are described by words, and not everything is tracked with stats and numbers (for example, you do not track how much coin they have). Imagine your themes and tags as highlighted words in the story, details that are emphasized and bear greater importance.

A THEME'S TITLE TAG INCLUDES ALL OF ITS CORE ABILITIES.

Being a **Cleric** means being able to cast spells and channel divinity, even if you don't have the tags **divine spellcasting** and **channel divinity**; these tags help, by adding Power to your action when you roll, but they're not required. You're a **Cleric**, you can do cleric things. This could include many types of actions, not all of which are combat-related; for example, you could use Cleric when you try to recognize religious symbols or preach to someone.

Before the game, it's recommended to discuss with your Narrator what is included in these "cleric things", and what isn't; this can be different for different playing groups, according to what they consider typical for each class, race, etc.

YOUR HERO'S TAGS ARE NOT A LIST OF EVERY ABILITY AND ITEM IN THEIR POSSESSION.

They're a list of what's important, what you, the player, wants to see featured in their story. You can say your **Fighter** has a longsword without having it as a tag, if it's not a key feature of your Hero.

Choosing to have **longsword** as a tag would add Power to your attacks with a longsword, emphasizing actions made with it.

YOUR HERO'S THEMES ARE NOT A COMPLETE DESCRIPTION OF THEIR CHARACTER, NOR ARE THEY PERMANENT.

Themes show what your Hero focuses on *right now*, but in the future things might change — some aspects fade into the background, as others replace them. If you lose your **Elf** theme, that does not mean you stopped being an elf, but that being an elf is no longer as important to your character as it once was. You don't give much attention to this part of your life, and it will not feature greatly in your story — unless you once again gain this theme. Choosing an **Elf** theme for your Hero means their elvishness is an important part of their story.

MOST ABILITIES ARE REFLECTED AS TAGS, BUT YOU CAN HAVE SOME ABILITIES THAT ARE NOT TAGS.

Your group can agree a feature is integral to all members of a class/race, etc. You probably all agree that elves can see in the dark; it's enough that a Hero is an elf (they don't even need to have the theme) to have this ability. However, for those with the **Elf** tag, and especially those with a dedicated **darkvision** tag, story moments where your Hero sees in the dark will be more frequent and more successful.

Narrative and Tactical

You can play a tactical game with these narrative rules. Instead of memorizing prescribed abilities and conditions, you simply describe them as **restrained**, **cornered**, **surprised**, **behind-cover**, **blinded**, etc. and take them into account when they affect actions or reactions.

SKILL OR TRADE

Barbarian

Rage, Unarmored Defense, my tribe, feral instinct, being reckless, fast movement, Danger Sense, wild animals, satisfy primal urges

appearing cultured, bustling cities, wary of outsiders, snobby functions

Rage against those who would tame me.

SKILL OR TRADE

Bard

Bardic Inspiration, musical instrument [pick one], a weary audience, songs of rest, Jack of All Trades, Countercharm, judge mood, gossips and storytellers, font of inspiration

attracts attention, harsh critique, sucker for songs and tales, solemn occasions

Gather song and story by dabbling into everything.

Bard Spellcasting Theme

Blade Ward, Dancing Lights, Vicious Mockery, Calm Emotions, Charm Person, Invisibility, Fear, Greater Invisibility, Heroes' Feast, Foresight

no instrument, staying silent, lack of confidence, language barrier

Move the hearts of friend and foe.

CLASSES

BARBARIAN TAGS AND ROTES

Rage Typically burned for Power. Give yourself *enraged*, which is helpful for attacks and ignoring injuries, but expires if you stop attacking. Scratch *Rage* or gain *tired* when the status is removed.

Unarmored Defense Helps reactions against attacks when not wearing armor.

Danger Sense Allows (and helps) reactions against hidden or unexpected Consequences.

BARD TAGS AND ROTES

Spellcasting: You may take the **Bard Spellcasting Theme** as one of your four themes. See the Spellcasting Way of Magic (page 22).

Bardic Inspiration Give someone *inspired*.

Countercharm Helps reactions against charms, glamours, and hypnotism.

Jack of All Trades Allows (and helps) a prep action to give yourself a skill story tag -or- helps any action for which you have no other relevant tag.

BARD SPELL ROTES

Blade Ward Helps magic reactions against weapon attacks -or- Give yourself *warded-against-weapons*.

Dancing Lights Illuminate a small area or give someone *distracted*.

Vicious Mockery Give *rattled* or *distressed*.

Calm Emotions Reduce *charmed*, *frightened*, *enraged*, or similar.

Charm Person Give a humanoid target *charmed*.

Invisibility Give a target you touch *unseen*, which expires when the target takes a violent action.

Fear Give *frightened* and *disarmed*. Allies are affected.

Greater Invisibility As with *Invisibility*, but the status doesn't fade after a violent action.

Heroes' Feast Give those who eat *courageous*, *fortified-health*, and/or *immune to poison and fear*, and remove *sick* or similar.

Foresight Give a target you touch *seen-the-future* for 8 hours.



CLERIC TAGS AND ROTES

Spellcasting: You may take the **Cleric Spellcasting Theme** as one of your four themes. See the Spellcasting Way of Magic (page 22).

Turn Undead ♦ (Quick) Command all nearby undead to turn and flee -or- (Detailed) give them *banished* or *frightened*.

CLERIC SPELL ROTES

☞ **Guidance** Helps a non-combative action (or reaction to help ally in such action).

☞ **Light** ♦ Illuminate a small area or give an object *glowing*.

☞ **Mending** ♦ Repair an item or restore / recreate a scratched item tag.

☞ **Bless** ♦ Give an ally *blessed*, affecting their attack actions or reactions to avoid harm.

☞ **Cure Wounds** ♦ Reduce *wounded* on a target you touch.

☞ **Guiding Bolt** ♦ Give a target *burned* and *guided-strike* that helps the next attack against it.

✗ **Banishment** ♦ Give a target *banished*. If it's native to this world, it disappears into a demiplane until the status expires, typically shortly after.

✗ **Geas** ♦ Give the target *under-geas*, which hinders any attempt to act against your issued command.

✗ **Spirit Guardians** Allows (and helps) an ally action to attack nearby enemies or react to an enemy's advance ♦ Give *burned* or *rotting*, or slow their advance (Quick or extra feat).

☞ **Holy Aura** ♦ Give the area around you *holy-aura* which allies can use in reactions to avoid any kind of harm (or, on a 10+, to give *blinded* to fiends or undead that attack them).

DEVOTION

Cleric

divine domain: [pick an area associated with your god], Turn Undead, channel divinity, weapons of my god, chainmail, divine intervention, holy symbol, theology, public speaking

✗ temple duties, strict tenets, needy followers, too frequent prayers

Uphold the tenets of my religion.

Cleric Spellcasting Theme

☞ Guidance, ☞ Light, ☞ Mending, ☞ Bless, ☞ Cure Wounds, ☞ Guiding Bolt, ✗ Banishment, ✗ Geas, ✗ Spirit Guardians, ☞ Holy Aura

✗ crisis of faith, interrupted prayer, demands of my god, opposing gods

Act as an instrument of my deity in the world.



Druid

nature and the elements, Wild Shape, guardian of nature, destruction and growth, understanding flora and fauna, at home in the wilds, natural ingredients, appease spirits, druidic circle

✖ untamed personality, overwhelmed by civilization, strict druidic hierarchy, isolation from society

Tend to the natural world through deed and rite.

Druid Spellcasting Theme

☞ Poison Spray, ☞ Produce Flame, ☞ Shillelagh, ☞ Entangle, ☞ Faerie Fire, ☞ Moonbeam, ✖ Blight, ✖ Call Lightning, ✖ Polymorph, ☞ Shapechange

✖ lack of wildlife, corruption of nature, must commune with nature, tools of metal

Maintain my connection to nature.

DRUID TAGS AND ROTES

Spellcasting: You may take the **Druid Spellcasting Theme** as one of your four themes. See the Spellcasting Way of Magic (page 22).

Wild Shape Typically burned for Power. **◆** (Quick) Gain a story theme for a known shape you assume (e.g., **Bear**, **claws**, **large**, **✖ can't speak**). (Detailed) Create individual tags for a new shape you assume. **◆** Scratch **Wild Shape** or gain **tired** when the status is removed.

DRUID SPELL ROTES

☞ Poison Spray **◆** Give a target close to you **poisoned**.

☞ Produce Flame **◆** Illuminate an area or set something aflame; give **burned**.

☞ Shillelagh Give a club **enchanted**, which also allows adding **Druid** to attacks with this weapon.

☞ Entangle **◆** Give **entangled** to an area and everyone in it. When a creature enters the area you receive the spotlight momentarily to attack and give them **entangled**.

☞ Faerie Fire **◆** Give creatures in the area **guiding-glow** or reduce **invisible**.

☞ Moonbeam **◆** Give an area **moonlit**. When a creature enters the area you receive the spotlight momentarily to attack with the moonlight and give **burned** or revert their shapeshifting (Quick or extra feat).

✖ Blight **◆** Give a target **rotting**. (The Narrator may consider this spell **Favored** when cast against plants).

✖ Call Lightning **◆** Create **storm cloud** which you can then use in an action to attack and deal **electrocuted**.

✖ Polymorph **◆** (Quick) You transform a target into a beast. They gain that animal's tag, with the same general Might level as they have; the Narrator scratches any of their tags that are now unavailable to them. Their **harm** Limit is changed to that of the animal, and when it is maxed, the target transforms back.

☞ Shapechange **◆** Give yourself tags of the creature you're transforming into, and treat two of them as Greatness level themes.



FIGHTER TAGS AND ROTES

Action Surge Burn for Power in any Detailed physical action. ♦
Spend a point on extra feat to take a follow-up action. This tag can be unscratched with a little rest.

Second Wind ♦ Reduce *wounded*, *tired*, or similar, on yourself.

Indomitable Burn for Power in a reaction to protect yourself or avoid any type of harm.

MONK TAGS AND ROTES

The Monk can use the Ki Way of Magic (page 21), and begins the game with *ki-2*.

Unarmored Defense Helps reactions against attacks when not wearing armor.

Flurry of Blows Helps unarmed attacks and allows you to apply any number of your *ki* status tiers to the attack. ♦ Lose the same number of *ki* status tiers (lose at least one).

Patient Defense Helps physical and combat reactions and allows you to apply any number of your *ki* status tiers to the reaction. ♦ Lose the same number of *ki* status tiers (lose at least one).

Deflect Missile Allows (and helps) reactions against ranged attacks and allows you to apply any number of your *ki* status tiers to the reaction.
♦ On a 10+ result: spend Power to give the incoming Effect back to the attacker. ♦ Lose the same number of *ki* status tiers (lose at least one).

SKILL OR TRADE

Fighter

Action Surge, *weapon [choose one]*, *duels*, *Second Wind*, *battlefields*, *Indomitable*, *fighting style [choose one]*, *comrades in arms*, *better to die on your feet*

✖ *can't show weakness*, *constant armor maintenance*, *always tactical*, *pacifists*

Keep standing, keep fighting.

DEVOTION

Monk

monk's weapons, *monastic order*, *Unarmored Defense*, *Flurry of Blows*, *Patient Defense*, *Deflect Missiles*, *sense flow of ki*, *unarmored movement*, *peace of mind*

✖ *wild aggression*, *distractions*, *overly quiet*, *rival order*

Hone mind and body.

Paladin

Divine Smite, sacred weapon, resolute, Lay on Hands, undead and otherworldly foes, Divine Sense, you can put your trust in me, trusty mount, fighting style [choose one]

✎ *nuance, unbelievers, strict, my word is my bond*

Never falter in my oath.

Paladin Spellcasting Theme

☞ *Bless*, ☞ *Divine Favor*, ☞ *Find Steed*, ☞ *Heroism*, ☞ *Magic Weapon*, ☞ *Protection from Evil and Good*, ✕ *Banishment*, ✕ *Death Ward*, ✕ *Dispel Evil and Good*, ✕ *Revivify*

out of melee range, wavering fervor, unending crusade, misinterpreted mission

Zealously enforce the tenets of my [deity or cause].

PALADIN ROTES

Spellcasting: You may take the **Paladin Spellcasting Theme** as one of your four themes. See the Spellcasting Way of Magic (page 22).

Divine Smite Helps attacks and allows giving them special Effects: ♦ Give *banished*, *burned*, *blinded*, etc.

Lay on Hands ♦ Reduce *wounded* or other debilitating status on yourself or another by touching them.

Divine Sense ♦ (Quick or Discover) Sense otherworldly beings or spiritual influences in your vicinity.

PALADIN SPELL ROTES

☞ *Bless* ♦ Give an ally *blessed*, affecting their attack actions or reactions to avoid harm.

☞ *Divine Favor* ♦ Give your weapon *radiant*. Use an extra feat to take another action.

☞ *Find Steed* ♦ Create *spirit steed* and give it additional useful tags.

☞ *Heroism* ♦ Touch a target to give them *immune to fear* and *fortified-health*, which helps reactions against harm.

☞ *Magic Weapon* ♦ Give a weapon *magical*.

☞ *Protection from Evil and Good* ♦ Give a target *warded-against-the-unnatural*.

✕ *Banishment* ♦ Give a target *banished*. If it's native to this world, it disappears into a demiplane until the status expires, typically shortly after.

✕ *Death Ward* ♦ Give a target *warded-against-death*, which is helpful on reactions against effects that would max their *harm* Limit, or similar.

✕ *Dispel Evil and Good* ♦ You gain a *shimmering halo* that hinders attacks by unnatural creatures. You can burn this tag for Power and touch a target to reduce *charmed*, *frightened*, or *possessed* that originated in an unnatural source. You can also burn this tag for Power in a melee attack against an unnatural creature, to inflict *banished*.

✕ *Revivify* ♦ (Quick) Revive a person who recently died.



RANGER TAGS AND ROTES

Spellcasting: You may take the **Ranger Spellcasting Theme** as one of your four themes. See the Spellcasting Way of Magic (page 22).

Land's Stride Helps travel through difficult terrain as well as actions and reactions to avoid being slowed or entangled by plants.

Primeval Awareness Typically burned for Power. ♦ Reveal the presence of unnatural creatures in a wide radius.

RANGER SPELL ROTES

🍃 **Barkskin** ♦ Give the target **hardened-skin**, which helps reactions to lessen harm.

🍃 **Ensnaring strike** Allows (and helps) a weapon attack to: ♦ Give **entangled** or **restrained**.

🍃 **Hunter's Mark** ♦ Give a target **hunter-marked**, which helps your attacks against it, as well as any attempt to track it.

🍃 **Lesser Restoration** ♦ Touch a creature to reduce **blinded**, **poisoned**, etc.

🍃 **Pass Without Trace** ♦ Give yourself and allies around **concealed-steps**.

🍃 **Speak with Animals** Use this in a Simple action to speak with animals.

✂ **Conjure Animals** ♦ Create a **[fey beast]** and grant it more abilities with more tags, or create several tags for several smaller animals.

✂ **Commune with Nature** ♦ Spend Power on the discover Effect to ask about the land and its inhabitants.

✂ **Freedom of Movement** ♦ Give the target **freedom-of-movement**, helping reactions to avoid being restrained or slowed.

✂ **Nondetection** ♦ Give a target **warded-from-divination**.

ROGUE TAGS AND ROTES

Sneak Attack Helps attacks against enemies unaware of your position or if your target is already compromised (e.g., **flanked**, **vulnerable**).

Cunning Action Helps actions that can be performed faster or more deftly.
♦ Spend an extra feat to disengage, move away, avoid a Consequence, or keep the spotlight to hide.

Uncanny Dodge Helps reactions to protect yourself from incoming attacks from attackers you can perceive.

SKILL OR TRADE

Ranger

avored enemy: [choose one kind],
weapon [choose one], **fighting style** [choose one], **Land's Stride**,
familiar terrain [choose one kind], **wilderness survival**, **expert tracker**, **Primeval Awareness**,
camp routines

✂ **intangible quarry**, **weather obscures tracking**, **survivor mentality**, **lacks manners**

Guide through the dangers of the wilds.

Ranger Spellcasting Theme

🍃 **Barkskin**, 🍃 **Ensnaring strike**,
🍃 **Hunter's Mark**, 🍃 **Lesser Restoration**, 🍃 **Pass Without Trace**,
🍃 **Speak with Animals**, ✂ **Conjure Animals**, ✂ **Commune with Nature**, ✂ **Freedom of Movement**,
✂ **Nondetection**

✂ **requires natural ingredients**, **away from the wilds**, **out of range**,
mistaken for a witch

Turn the terrain against my foes.

SKILL OR TRADE

Rogue

Sneak Attack, **lock picks**, **acrobatics**, **Cunning Action**, **act unseen**, **Uncanny Dodge**, **thieves' cant**, **knows how rogues think**,
grand aspirations

✂ **resisting temptation**, **heightened security**, **lack of proper cover**,
vigilant victims

Fame and fortune, bought with duplicity and daring.



MAGIC

Sorcerer

sorcerous origin: [choose a magic source], favorite spell [choose one], personal magic style, Metamagic, family history, Font of Magic, strong will, magical intuition, mitigate magical eruptions

✂ still discovering powers, hunted for magic, family secrets, judged by formal wizards

Uncover the secrets of my [magic source, heritage, etc.].

Sorcerer Spellcasting Theme

🌿 Blade Ward, 🌿 Chill Touch, 🌿 Fire Bolt, 🌿 Blur, 🌿 Burning Hands, 🌿 Misty Step, ✂ Cloudkill, ✂ Fireball, ✂ Fly, 🌀 Gate

✂ unpredictable effects, opposite element, needs strong will, friendly fire

Unleash the power of my blood upon the world.

SORCERER TAGS AND ROTES

Spellcasting: You may take the **Sorcerer Spellcasting Theme** as one of your four themes. See the Spellcasting Way of Magic (page 22).

Metamagic Helps casting a spell in an atypical, unconventional, or altered way. 🌀 Unwanted results (but not scratching the spell tag).

Font of Magic ✂ Unscratch spell tags. 🌀 Scratch **Font of Magic**, preventing further attempts until a full rest at camp.

SORCERER SPELL ROTES

🌿 **Blade Ward** Helps magic reactions against weapon attacks -or- ✂ Give yourself **warded-against-weapons**.

🌿 **Chill Touch** ✂ Give a target **rotting** or an undead target **slowed**.

🌿 **Fire Bolt** ✂ Give a target **burned**.

🌿 **Blur** ✂ Give yourself **blurred**, hindering attacks against you.

🌿 **Burning Hands** ✂ Give creatures in front of you **burned**.

🌿 **Misty Step** Allows (and helps) a Quick action to teleport.

✂ **Cloudkill** ✂ Give **poisoned** to an area and everyone in it. When a creature enters the area, you receive the spotlight momentarily to poison them also.

✂ **Fireball** ✂ Give everyone within the explosion radius **burned**.

✂ **Fly** ✂ Grant a target **flying**, which allows them to take actions in the air.

🌀 **Gate** ✂ Quick action to create an interplanar portal and optionally summon a creature by name. (You do not create tags for this creature, which you do not control).

WARLOCK TAGS AND ROTES

Spellcasting: You may take the **Warlock Spellcasting Theme** as one of your four themes. See the Spellcasting Way of Magic (page 22).

Magical Familiar Allows you to take actions as your familiar (see Ally Actions, *Core Book*, Vol. I, page 164).

Pact Weapon Allows (and helps) actions with a magical weapon you can summon or vanish at will.

Book of Shadows Allows creating new spells. ♦ Create spell story tags for cantrips.

Eldritch Invocation Replace this tag with a spell, which you treat as a cantrip; or with an enhancement to the cantrip **Eldritch Blast**, such as **far reaching**; or with a new ability such as **darkvision**.

WARLOCK SPELL ROTES

☞ **Mage Hand** Allows moving and/or holding objects out of your usual reach.

☞ **Eldritch Blast** ♦ Give a target **wounded**.

☞ **True Strike** ♦ Give yourself **guided-strike**.

☞ **Hellish Rebuke** Typically burned for Power in a reaction to a give target that harmed you **burned**.

☞ **Hex** ♦ Give a target **cursed**, which helps your attacks against it, and hinders it in a specific manner which you choose when you cast the spell.

☞ **Ray of Enfeeblement** ♦ Give the target **enfeebled** or scratch its strength or attack tags.

✂ **Planar Binding** ♦ Give a magical creature **bound** or another compelling status.

✂ **Vampiric Touch** ♦ Give a target you touch **rotting** and reduce **wounded** on yourself.

☞ **Power Word Stun** ♦ Use in a Quick action to stun one creature who is physically of Adventure or Origin level, or one with Greatness physique who already took a status on its **harm** Limit.

DEVOTION

Warlock

otherworldly patron [choose one],
Magical Familiar [choose one],
Pact Weapon, **Book of Shadows**,
[Eldritch Invocation], **matters**
of unearthly nature, **put them at**
unease, **deception**

✂ **the pious and faithful**, **witch**
marks, **witch hunters**, **obviously**
sinister motives

Harness the occult for
my own agenda.

Warlock Spellcasting Theme

☞ **Mage Hand**, ☞ **Eldritch Blast**,
☞ **True Strike**, ☞ **Hellish Rebuke**,
☞ **Hex**, ☞ **Ray of Enfeeblement**,
✂ **Planar Binding**, ✂ **Vampiric**
Touch, ☞ **Power Word Stun**

my patron's disfavor, **fire and**
brimstone, **pact technicalities**,
otherworldly aura

Serve my patron to the
letter of my pact.



SKILL OR TRADE

Wizard

arcane tradition [choose an area of magic], signature spell [choose one], studying the arcane, Magical Familiar, Arcane Recovery, favorite cantrip [choose one], general knowledge, spellcasting focus, crafting magical items, recognizing magic

✖ dangerous experimentation, mundane matters, lack of stamina, troublesome apprentices

The secrets of magic are to be unraveled ~ by me.

Wizard Spellcasting Theme

🌿 Fire Bolt, 🌿 Light, 🌿 Mage Hand, 🌿 Detect Magic, 🌿 Grease, 🌿 Magic Missile, ✖ Arcane Hand, ✖ Dispel Magic, ✖ Glyph of Warding, ⚡ Time Stop

✖ needs careful movements, breaking laws of magic, requires components, disrupted concentration

Protect my spellbook and hoard my knowledge.

WIZARD TAGS AND ROTES

Spellcasting: You may take the **Warlock Spellcasting Theme** as one of your four themes. See the Spellcasting Way of Magic (page 22).

Arcane Recovery Requires a short rest. Typically burned for Power.

✦ Unscratch spell tags.

Magical Familiar Allows you to take actions as your familiar (see Ally Actions, Core Book, Vol. I, page 164).

WIZARD SPELL ROTES

🌿 **Fire Bolt** ✦ Give a target *burned*.

🌿 **Light** ✦ Illuminate a small area or give an object *glowing*.

🌿 **Mage Hand** Allows moving and/or holding objects out of your usual reach.

🌿 **Detect Magic** ✦ Sense the presence of magic and learn additional details (discover).

🌿 **Grease** ✦ Make an area *greased*, requiring everyone on it or passing through it to take action to avoid falling *prone*.

🌿 **Magic Missile** ✦ A Simple action that always deals *wounded-1* with the Consequences of scratching the spell tag.

✖ **Arcane Hand** ✦ Create *giant spectral hand* (with *strong grip*, if enough Power) which you can command to move and grasp targets, using it in actions to inflict *restrained*, *prone*, providing cover, or the like (see Ally Actions, Core Book, Vol. I, page 164).

✖ **Dispel Magic** ✦ Scratch magical tags and reduce magical statues.

✖ **Glyph of Warding** ✦ Create a *[glyph]*. When triggered, you receive the spotlight for a moment to take a pre-decided action with it.

⚡ **Time Stop** ✦ Spend all Power on extra feats, to gain additional spotlights.

RACES

PEOPLE

Dragonborn

[dragon type] ancestry, Breath Weapon, darkvision, [dragon type's energy] resistance, honorable, Vestigial Wings, strong, impressive, thick scales

✖ sense of superiority, demanding, too big, draconic avarice

Stand strong, and never surrender.

PEOPLE

Dwarf

darkvision, poison resistance, tough, stonecunning, keg of beer, solid armor, battleaxe, warhammer, smith's tools

✖ incessant grumbling, easy to taunt, lacks grace, stubborn

My word is iron.

PEOPLE

Elf

darkvision, charm and sleep resistance, keen senses, trance sleep, longsword, longbow, erudite, [choose a cantrip], wisdom of years

✖ haughty, reclusive, dainty, take my time

A life without beauty is unworthy of living.

PEOPLE

Gnome

compact size, darkvision, magic resistance, alchemist training, magic item familiarity, tinker's tools, a bit of fey magic, speak with animals, sense of humor

✖ keep my secrets to myself, unused to urban ways, too small, obsessive

Inquisitiveness is its own reward

PEOPLE

Halfling

the bigger they are..., Lucky, brave, nimble, quick to hide, enjoy the simple thing, sling, cheerfulness, cook

✖ too small, not taken seriously, family troubles, lacks respect to ownership laws

Keep your chin up and finish your buttered bun, we ain't been bested yet!

PEOPLE

Half-orc

darkvision, strong, menacing, Relentless Endurance, Savage Attacks, sharp canines, make do with less, ignore pain, survivor

✖ hated by humans and orcs, poor, sees red, exaggerated bravado

In this world that doesn't want me, I will survive and thrive.

PEOPLE

Tiefling

darkvision, fire resistance, Hellish Rebuke, intimidating mien, fiendish allure, clever, horns, ignore pain, survivor

✖ suspected, disliked by animals, brooding, smells of sulfur

I am defined by the sin that birthed me.





Human

Create a People theme (Core Book, Vol. I, page 98) based on your culture:

- The culture's name is the title tag.
- Pick two more power tags representing typical skills, resources, behaviours, or items associated with the culture.
- Pick a weakness tag representing a typical issue people of your culture tend to face.
- Write down a Quest befitting the outlook, views, or goals typical of your culture.

Half-Elf

Create a People theme as with *Human*, using some tags from the *Elf* theme kit if you wish.

DRAGONBORN TAGS AND ROTES

Breath Weapon ♦ Give *burned*, *electrocuted*, *poisoned*, *frozen*, or *acid-burned* based on your draconic heritage.

Vestigial Wings Allows (and helps) actions that involve flight. ♦ Scratch *Vestigial Wings* or become *tired*.

HALFLING TAGS AND ROTES

Lucky Helps actions that are based purely on luck and allows reactions to Consequences the halfling isn't aware of or wasn't expecting.

HALF-ORC TAGS AND ROTES

Relentless Endurance Helps reactions to Consequences that would incapacitate or kill you.

Savage Attacks Helps attacks with the intention to harm or kill. Typically burned for Power.

TIEFLING TAGS AND ROTES

♥ *Hellish Rebuke* Typically burned for Power in a reaction to a give target that harmed you *burned*.

ABILITIES

TRAIT

Great Strength

moving heavy things, wear heavy armor, big weapons, throw far, athletics, sports and games, can break most things, impressive physique, gentle giant

✖ pull a muscle, finesse, push myself too hard, not enough room to heft

Show my strength.

TRAIT

Fine Dexterity

nimble strikes, dodge and weave, quick reflexes, acrobatic stunts, ranged weapons, quick fingers, speedy dash, act first, sneak around

✖ sprain a tendon, annoyed by slow people, jump the gun, disoriented

Precise aim and careful attention are how you get things done.

TRAIT

Robust Constitution

overcoming the elements, hale and healthy, take the brunt of the blow, drink you under the table, long journeys, fast healer, push my limits, resist poison and disease, ignore pain

✖ large silhouette, that one ailment that gets me (choose), overestimate my resilience, seen as a pack mule

Overcome, endure, and survive to tell the tale.

TRAIT

High Intelligence

making sense of information, think through problems, notes and diagrams, solve puzzles, remember details, area of study [choose one], quick thinking, creative solutions, investigations

✖ headaches, fools, seem condescending, brute force situations

There is a better way to do this, and I'll find it.

TRAIT

Deep Wisdom

listen carefully, sharp perception, resolute mind, speak words of wisdom, overcoming fear, herbalism and medicine, sense motive, connect with animals, resist harmful magic

✖ nagging questions, distracting small details, personal ethics, empathetic to a fault

We'll get through it with patience and understanding.

TRAIT

Compelling Charisma

get them to see it my way, allies got my back, followers, public speaking, encouraging others, art of seduction, sensitive to emotions, singing and dancing, clever retort

✖ unfamiliar cultures, grumpy curmudgeons, power hungry, seen as an attention grabber

Make sure everyone is enamored by me.





BACKGROUNDS

When you pick your background, consider the following:

- You can come up with a weakness tag reflecting the background's **personality trait** or **flaw** (on rare occasions, these might be power tags instead).
- You can use the **bond** or **ideal** as a Quest.

For example, an *Acolyte* might have *lived a cloistered life* or is prone to *judge harshly myself and others*, with the Quest of "Recover the ancient relic of my faith" or "Ancient traditions of worship must always be upheld".

PAST

Acolyte

insightful, theological questions, acolyte's robes, holy symbol, book of prayers, pious devotion, studious, good advice, members of my order

cruel truths of the world, members of my former ideology, hypocrisy, nervously counting beads

Uphold the rites,
remain faithful.

PAST

Criminal

dagger, stealthy hooded cloak, thieves' tools, shady contacts, breaking and entering, rakish outlaw, sleight of hand, defiance of authority, fellow miscreants

violent past, agents of the law, that favor I still owe, recognizable facial scar

Get away with whatever I can.

PAST

Sage

magic theory, history, books and scrolls, old quill and ink, studying and memorizing, a bag of maps, forgotten tongues, sharer of wisdom, curious people

forbidden knowledge, rival students, censors, talk to myself

Ever yearning for
more knowledge.

PAST

Soldier

"I'd like to see you try", athletic, battered armor, weapon [choose one], my former commander, staying in formation, combat tactics, bravery, fellow soldiers

disdain for cowardice, wartime enemies, the sight that keeps haunting me, throbbing wound

Do it right, do it together,
or don't do it at all.

TAG ALTERNATIVES

You may replace any of your power tags from your class, race, attribute, or background theme kits with a power tag representing a skill, feat, or proficiency:

Skills

acrobatics, animal handling, arcana, athletics, deception, history, insight, intimidation, investigation, medicine, nature, perception, performance, persuasion, religion, sleight of hand, stealth, survival.

Feats

You can represent most feats as a tag (or a rote in some cases). For example:

- *Grapppler* Helps action to grapple a target. ♦ Give *restrained*.

Proficiencies

If your character is proficient with a specific type of weapon, armor, tool, or instrument, you can take it as a power tag.

Alignment

If your character's alignment is a major part of who you are, you might take one or both parts of it (e.g. "good", "evil", "lawful neutral", etc) as a power tag that could be relevant when acting in direct support of that ethos. If you'd like to learn the *Legend in the Mist* system better, you could even use your alignment as the basis of a Personality theme (*Core Book*, Volume I, page 101).





Ways of Magic

KI

A Way of Magic is a set of special rules that govern a specific manifestation of magic in the world. For more, see **Ways of Magic**, *Core Book, Volume II*, page 82.

This Way of Magic is unique to the **Monk** class.

Ki Supply

You have a natural Ki supply of **ki-2**. Whenever you rest for at least 30 minutes, you reset your Ki to your natural supply.

Whenever you apply an Improvement to your **Monk** theme, your natural Ki supply increases by one, to a maximum of **ki-5**.

Ki Spending

To spend Ki, you must be a **Monk**, and have a tag that requires Ki. All of these tags are rites, and each explains its effects.

Using a Ki tag in an action has an inherent Consequence of reducing your **ki** by 1 or more, to a minimum of 0. You can't use Ki rites if you don't have **ki** left.

SPELLCASTING

All class themes that have access to spellcasting – *Bard*, *Cleric*, *Druid*, *Paladin*, *Ranger*, *Sorcerer*, *Warlock*, and *Wizard* – use this Way of Magic to cast spells.

Spells Are Tags

Every spell is a **tag** (and a rote). Your Hero must have the spell's tag, in a theme or in their backpack, to be able to cast it.

A spell also has a **Might** level which indicates how hard it is to cast it:  **Origin**,  **Adventure**, or  **Greatness**.

CASTING A SPELL

Casting a spell is a magic action that invokes the spell's tag. Usually, the action taken is simply casting the spell ("I cast *Fireball*") but some spell tags can also be incorporated into a larger action or a reaction ("I use *Counterspell* to block the fireball"), which also counts as casting the spell.

COUNT YOUR POWER: WHICH TAGS ARE HELPFUL?

- The spell tag itself is always helpful for a casting action. A spellcaster can burn the spell tag for Power to gain a greater effect with their spell (except for cantrips, see page 23).
- Spells cannot normally be combined, so only one spell tag can be used in any individual action.
- Your class title theme, such as *Cleric* or *Sorcerer*, is always helpful when casting class spells.
- Other theme tags might be helpful as well, such as *divine domain*, *arcane tradition*, or *sorcerous origin*.
- Tags from outside the theme might also be relevant, such as *adept healer* or *powerful summoner*.
- Other tags and statuses in the scene might provide Power, as usual. For example, being near a *portal to the plane of fire* might, at the Narrator's discretion, be helpful for spells like *Burning Hands*.

MIGHT IN SPELLCASTING

When casting a spell, compare the spell's Might level to your spellcasting class theme Might level:

- Casting a spell at the same Might level as your class theme is treated as normal.
- Casting a spell at a Might level higher than your class theme is prohibitive, as you become Imperiled (-3 or -6 Power).
- Casting a spell at a Might level lower than your class theme is upcasting, making you Favored (+3 or +6 Power).

OUTCOME

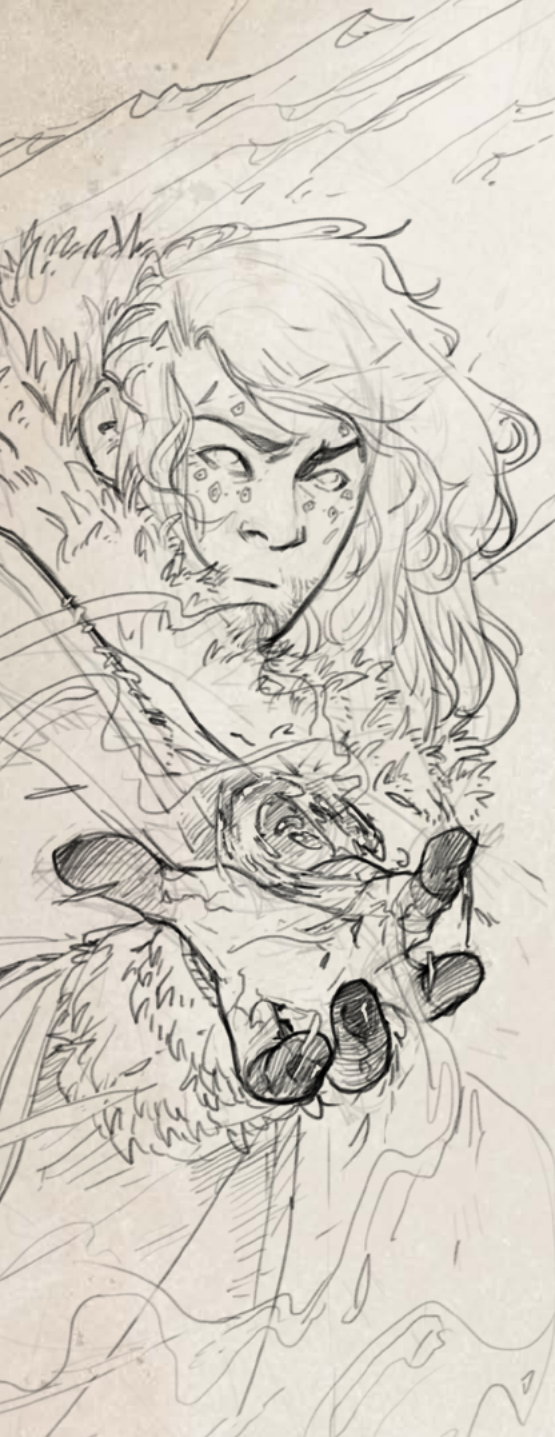
Spell rotes explain what outcome they have (◆).



Concentration

A Hero can maintain only one spell at a time. (This is a narrative limitation.)

If a Hero holding a concentration spell is harmed, they must spend one Power from their reaction on an extra feat to maintain the spell; unlike the normal reaction rules, they are allowed to do so even on a 7-9 result. If they can't do it, the spell is dropped.



While cantrips tags cannot be scratched, you still need the cantrip's tag to cast it. To fully emulate DnD cantrips, pick them as tags in your other themes (class, race, etc.) so you always have them, or decide that your spellcaster must always prepare 1 or 2 cantrips before preparing other spells.

CONSEQUENCES

Inherent Consequences: When a spell is cast and the action has Consequences, the spell tag is scratched (except for cantrips, see below). This can be avoided with a roll of 10+. This Consequence cannot be lessened unless you have specific tags that allow you to do so.

Specific Spell Consequences: Some spell rites explain their unique Consequences (☠). These can occur in addition to or instead of the inherent Consequences.

Spellcasting Theme

When you choose a class theme that can cast spells, you gain access to the corresponding spellcasting theme. You may choose to dedicate one of your four themes to this theme. The spellcasting theme has no title theme and no Might level, and is merely a container for your spell tags. You may also have spell tags in other themes, such as your class or race themes, and in your backpack (representing temporary spells, such as scrolls).

KNOWN SPELLS

Choosing Spells: If you are a **Bard**, **Ranger**, **Sorcerer**, or **Warlock**, you select your known spell tags from the theme kit when creating your Hero just like any other theme kit. You cannot change those spells once chosen.

Recovering Spells: Whenever you Rest at camp, you recover all your spell tags.

Gaining Spells: When you gain an improvement on your class theme or your spellcasting theme, you can use it to add an additional spell tag to your spellcasting theme.

PREPARED SPELLS

Choosing Spells: If you are a **Cleric**, **Druid**, **Paladin**, or **Wizard**, you select your prepared spells from the theme kit list when you create your Hero. As a **Wizard**, you are further narratively limited to the spells available in your spellbook; you begin with six spells in your spellbook.

Preparing Spells: Whenever you Rest at camp, you scratch all the spell tags in your spellcasting theme and prepare 3 spells (same or new). As a **Cleric**, **Druid**, or **Paladin** you have access to your full spell list (as in DnD). As a **Wizard**, you are narratively limited to the spells available in your spellbook. Whenever you gain an improvement on your class or spellcasting theme, you can use it to increase your number of prepared spells by one.

Gaining Spells: As a **Cleric**, **Druid**, or **Paladin**, you do not gain new spells as you always have access to the full list (they can only increase the number of prepared spells). As a **Wizard**, you must narratively add spells to your spellbook (find spells during the game) in order to be able to prepare them.

CANTRIPS

Cantrips spell tags cannot be scratched (they are always available to you) and cannot be burned for Power (their Power is limited). A cantrip's Might is always Origin. The class themes **Paladin** and **Ranger** cannot pick cantrips.

SAMPLE HEROES

Dwarf Fighter

SKILL OR TRADE Fighter <i>Action Surge</i> <i>Second Wind</i> <i>can't show weakness</i> Keep standing, keep fighting.	PEOPLE Dwarf <i>tough</i> <i>stonecunning</i> <i>easy to taunt</i> My word is iron.	TRAIT Great Strength <i>athletics</i> <i>impressive physique</i> <i>pull a muscle</i> Show my strength.	PAST Soldier <i>battered armor</i> <i>combat tactics</i> <i>disdain for cowardice</i> Do it right, do it together, or don't do it at all.
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Dwarf Fighter, with a difference

SKILL OR TRADE Fighter <i>Action Surge</i> <i>Second Wind</i> <i>can't show weakness</i> Keep standing, keep fighting.	PEOPLE Dwarf <i>tough</i> <i>stonecunning</i> <i>easy to taunt</i> My word is iron.	PERSONALITY Heart of Gold <i>inspire others to help</i> <i>defend the weak</i> <i>easily exploited</i> There's hardship to go around - let's carry it together.	PAST Soldier <i>battered armor</i> <i>combat tactics</i> <i>disdain for cowardice</i> Do it right, do it together, or don't do it at all.
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Elf Wizard

SKILL OR TRADE Wizard <i>arcane tradition: evoker</i> <i>Arcane Recovery</i> <i>mundane matters</i> The secrets of magic are to be unrevealed - by me.	WIZARD SPELLCASTING THEME <i>Fire Bolt</i> <i>Mage Hand</i> <i>Grease</i> <i>needs careful movements</i> Protect my spellbook and hoard my knowledge.	PEOPLE Elf <i>darkvision</i> <i>charm and sleep</i> <i>resistance</i> <i>haughty</i> A life without beauty is unworthy of living.	TRAIT High Intelligence <i>remember details</i> <i>investigations</i> <i>brute force situations</i> There is a better way to do this, and I'll find it.
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Spellbook: *Fire Bolt*, *Light*, *Mage Hand*, *Detect Magic*, *Grease*, *Magic Missile*