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A Guide To Countless Paths



With its open-ended tag-based rules, *Legend in the Mist* allows you to simulate and resolve any imaginable action your Hero might wish to take in a scene. From picking a simple lock to crafting tools, from brewing potions to summoning spirits, from riding a galloping steed to shooting arrows at a giant spider – all actions of a rustic fantasy series can be resolved using the same rules.

The Action Grimoire supplements these core rules. It is a collection of suggestions for typical *Legend in the Mist* actions, a quick reference on how to resolve various activities and situations.

Using This Book

This book can be used by players and Narrators alike:

- If you, the player, are looking for inspiration for your next action
- If you, the Narrator, are looking for appropriate Consequences, or for a fair way to resolve an uncommon situation
- If your group is coming from more rules-heavy role-playing games, this book will help you bridge the gap to *Legend in the Mist*'s open system.

The rules for the game are presented in the *Legend in the Mist Corebook*. The *Action Grimoire* is a reference guide: It is not required to play the game nor does it limit play.

The *Action Grimoire* focuses on actions typical of a rustic fantasy setting. Things could be different in your game, so use this book as a starting point from which to develop your table's own understandings

Standard Effects

As described in the *Corebook Vol. I*, (**Tag and Status Effects**, page 155), any addition or removal of tags and statuses – the main Effects used in Detailed outcomes and handed as Consequences – can generally be described as one of the following.

AGAINST AN OPPONENT OR A TARGET

- **Attack**, giving your target a harmful status such as *wounded*, *offended*, or *cursed*
- **Disrupt**, giving your target a hindering tag or status such as *weak spot*, *blinded*, or *tangled*
- **Influence**, giving your target a compelling status such as *convinced*, *beguiled*, or *threatened*
- **Weaken**, removing your target's useful tag or status such as *shield*, *confident*, or *enraged*

FOR YOURSELF OR FOR AN ALLY

- **Bestow**, giving yourself or an ally new abilities using tags, such as *sharp senses*, *basic spear training*, or *spell of lightning bolt*
- **Create**, giving yourself or an ally new items or allies using tags, such as a *broom*, *potion of valor*, *fine cloak*, or *ethereal guardian*
- **Enhance**, giving yourself or an ally a useful status such as *aiming*, *hopeful*, or *warded*
- **Restore**, reducing or removing a harmful status or tag, such as *wounded*, *despaired*, or *coughing affliction*, or recovering a scratched tag

ON A PROCESS

- **Advance** a process with a status such as *thawing*
- **Set Back** a process by giving it an opposite status, such as *freezing*, or removing the progress status

TO REDUCE HARM

- **Lessen** in a reaction, to avoid statuses and tags before they're applied

The *Action Grimoire* uses these terms, as a quick way to refer to common applications of Effects. For example, under **Maintaining and Repairing Equipment** (page 13), instead of writing “use Power to remove a harmful status or tag, or recover a scratched tag”, the listed Effect is “Restore”, which means the same thing.

Added to this list are **Discover** and **Extra Feat**, presented here with capitalization to maintain consistency with the other Effects (**Discover**, *Corebook Vol. I*, page 155, and **Extra Feat**, *Corebook Vol. I*, page 157).

Reading The Entries

This book is divided into several sections, grouping actions by thematic connections. A section begins with a review of **its main issues, including common statuses and Limits**. The entries are then listed alphabetically, each describing an action or a narrow category of actions.

NAME, OUTCOME, AND EFFECTS

Many actions offer both Quick and Detailed options. Quick actions are recommended when the Narrator wants to keep the game and story moving – for instance, making an entire rooftop chase play out with a single roll. The Detailed options are reserved for scenes that show the action step-by-step or blow-by-blow, typically using a Limit to track progress (e.g., a Challenge to be overcome, or keeping track of time running out).

ACTION EXAMPLES

A list of specific actions that could be resolved using the suggestions in this entry.

EXPLANATION

A definition of the action and suggestions on how to resolve it using the rules of the game, as well as further considerations. Some activities can be handled almost like mini-stories, if the Narrator wishes to make them so; these actions can be turned to a **Journey** (*Corebook, Vol. II*, page 108).

POWER

Suggestions for the kinds of tags and statuses that would positively or negatively affect the action's Power.

SUCCESS

Suggestions for what can be gained in a Simple or Quick outcome, followed by which Effects best translate the action's game rules in a Detailed outcome: the tags and statuses most likely to be created (or removed) as a result of this action, and any related Limits.

Each entry also includes action-appropriate extra feats, which can also be used with a Quick outcome when Pushing Your Luck for a Great Success (*Corebook Vol. I*, **Drawing More Power**, page 158).

CONSEQUENCES

Finally, the action's entry ends with suggestions for its likely Consequences.

COMMON CONSEQUENCES

The following is a list of general-use Consequences for each category of actions presented in the book, summed up here for ease of access.

Battle Consequences

- An enemy lands a blow or retaliates (*wounded*).
- An enemy gets a chance to prepare or set something up (gaining a status or tag).
- An enemy escapes and closes the way behind them (**Blocked**).
- You are disarmed, or a piece of gear is damaged or lost (*worn, chipped, mucked-up*, or scratch a tag).
- You fall *prone*, are *knocked-back*, or stumble and become *off-balanced*.
- You are *distracted* or *surprised*.
- You are forced into an inconvenient or dangerous position (*exposed, surrounded, cornered*).
- You become *angry, panicked*, or otherwise emotional.
- You lose your aim, your preparedness, or your cool (remove a beneficial status).
- You run out of arrows, pebbles, or other ammunition (**Blocked**).
- You get in the way of allies (*in-the-way* or remove beneficial status).
- You harm allies, innocents, or something valuable (*wounded* or scratch a tag).
- The battle draws unwanted attention (**Exposure**), or a new enemy is already arriving (**New Challenge**).
- Something beautiful or important is damaged or destroyed in the fight (**Ill Tidings**).
- Your mount or vehicle gets *unbalanced*.
- Your foe or misstep forces you into something that *restrains* you.

Magic Consequences

- Your soul is sapped, your powers wane, or you exhaust your magical resources such as ingredients (*drained, short-on-ingredients*, or scratch a tag).
- You or someone else suffers dangerous side-effects (*wounded, cursed*).
- You disrupt helpful magic effects on yourself, your target, or nearby (remove a beneficial status or scratch a tag).
- Your magic powers run rampant (**Ill Tidings**).
- Your magic proves ineffective at this task (**Blocked**).
- Your magic is very noticeable (**Exposure**).
- You leave a magical scar in the area (*cursed* or story tag).

Social Consequences

- You become *embarrassed, frustrated, scared, angered, sad, disheartened, remorseful, heartbroken*, or otherwise emotionally compromised.
- You are *convinced, charmed, tempted*, or otherwise have your mind changed by someone else.
- You end up paying more than you can afford (*indebted*).
- You end up drinking more than you can handle (*intoxicated*).
- The target changes their mind (reduce *convinced*).
- The target demands something in return (scratch a tag), swearing an oath (*sworn*), or the completion of a task.
- They grow *suspicious, wary*, or *disinterested* in you, making further engagements difficult.
- You *insult* them or otherwise make them decide to cut ties with you, at least for now (**Blocked**).
- You harm your reputation in town (*disliked*).
- An enemy learns about your actions, or you reveal more than you intended (**Exposure**).
- The target behaves in an unexpected way or reveals an unexpected advantage (add story tag).

Travel Consequences

- You grow *exhausted*.
- The long hours on the road take their toll and you become *homesick, agitated, road-weary*, or otherwise emotional.

- Your equipment gets damaged or lost (*worn, chipped, mucked-up*, or scratch a tag).
- You go through a thicket, climb over sharp rocks, or otherwise become *bruised* or *filthy*.
- You are hurt by a hazard (*wounded, burnt, poisoned*, etc.).
- The weather conditions are harsh (*sunburned* or *frostbite*).
- You cross a muddy pool or clouds of insects (*sickened*).
- You push your mount or transport too far (*exhausted* or *damaged*).
- You become lost or are forced to backtrack (*lost*, or remove *traverse*).
- You run out of food or water (*short-on-supplies, hungry, thirsty*, or scratch tags).
- You are forced to take a longer route than you'd planned (*time-passes*).
- You maneuver through an open area (*exposed*).
- You run into a hazard or a barrier (**New Challenge**).
- A path is no longer available: a bridge was raised, a ship is gone, the trail was covered by mudslide, etc. (**Blocked**).
- Your activity raises suspicion (**Exposure** or increase the *alarm* or *alert* level of enemies).
- You are discovered by a wild animal, monster, brigands, or a patrol (**New Challenge**).

Other Consequences

- You are discovered, or your activity is noticed (*suspicious, alarm*, or **Exposure**).
- You trigger a trap (*wounded, poisoned, alarm*, etc. or **Blocked, Exposure**, or **New Challenge**).
- You run into a barrier (add story tags, **Blocked**, or a **New Challenge**).
- The enemy starts keeping an eye on you (*marked*).
- A plan of action or prepared item proves to be no longer relevant (scratch a tag).
- The information you get is vague or part-true, part-false (**Yes, but...**).



GENERAL CONSIDERATIONS

Always-Relevant Tags and Statuses

Almost every action requires you to pay attention to what you're doing and be able to perceive your surroundings. For this reason, tags and statuses like *darkness*, *heavy fog*, *loud crowd*, *distracted*, *pained*, etc. can negatively affect most actions. Likewise, stamina statuses like *tired*, *winded*, or *exhausted* or mental statuses like *light-headed* or *distressed* can affect any action that requires effort or focus.

Camp & Sojourn Actions

The following repeats the list of suggested camp actions (**Camping & Sojourns**, *Corebook Vol. I*, page 179), referring to their *Action Grimoire* counterparts.

- **Bandage or heal:** Mental and Physical Resilience and Recovery (page 52), Treating Injuries and Other Conditions (page 53)
- **Converse:** Helping and Supporting (page 86), Fellowship Preparations (page 87)
- **Cook:** Invigoration (page 51)
- **Craft & repair:** Crafting and Tinkering (page 11), Maintaining and Repairing Equipment (page 13)
- **Entertain:** Social Gatherings (page 79)
- **Hunt & forage:** Harvesting Ingredients (page 12), Living off the Land (page 44)
- **Prepare:** Fellowship Preparations (page 87), Preparing an Approach (page 85), Withstanding and Preparing for Environmental Conditions (page 50)
- **Read and research:** Researching a Topic (page 36)
- **Scout ahead or practice divination:** Scouting and Guarding (page 49)
- **Stand watch:** Scouting and Guarding (page 49)

Time Matters

Different actions take different amounts of time to perform: a swordstroke is quick, while climbing a hill can take minutes if not hours.

As the Heroes take actions in a scene, time marches ever forward, and its passing can trigger events in the Heroes' lives. For example, searching the site of an old temple could take a good while, and as the Heroes are searching, the devils from the basements below may notice their presence, or the rogue sorcerer who searches the same ruin for an ancient relic could get closer to completing their nefarious goal.

When Establishing or re-Establishing a scene, the Narrator can always make Threats related to the passage of time, such as, "You've spent a lot of time climbing the side of the mountain; the sun is going down ominously." Later, they can deliver Consequences such as *time-passes* on a progress Limit (*Corebook Vol. I*, page 169) such as *coming-storm*, *enchantment-fading*, or *speak-now-or-forever-hold-your-peace*.

The Narrator can also explain the introduction of a Complication as arising due to an action taking longer than intended. For example, a Hero who is conducting a forbidden ritual at a graveyard could find themselves blackmailed by a stray vagabond who's noticed their unusual project and wants something in return for their silence.

An action's manner of performance can also affect its timing: an exceptionally well-performed negotiation could be completed quicker than usual, while a botched negotiation could burn precious daylight, often for naught. The Narrator can allow the use of an extra feat to guarantee a speedy execution.



Crafting



early everyone in a medieval fantasy setting has handicraft skills and access to simple tools. Many Heroes enter the story as an apprentice artisan of a particular craft, and nearly all carry implements, weapons, or armor that must be maintained to function properly and that could be improved by a master artisan.

Common Crafting Tags & Statuses

BREAKING EQUIPMENT

Transports such as carts and boats and complex machines, such as siege weapons and the mechanism of a windmill have a **destroy** Limit, on which they take statuses representing structural damage (such as **damaged**) that prevents them from being operated as intended. Maxing out this Limit means the object has been damaged beyond the point of operation.

Similarly, obstructions such as locked doors or barricades have **destroy** Limits that must be maxed before they can be easily bypassed (unless you manage to pick the lock, see Burglary on page 38).

DISREPAIR

Repeated use, travel, and deliberate sabotage can all affect gear such as weapons and armor, leaving them with a **loud squeaking**, **loose hilt**, or **leaning slightly to the left**. If damage to a piece of gear prevents the use of it altogether, such as a broken bow **string** or a sword without a handle, scratch its tag **instead**, and re-create it once the gear is **fixed**. See Maintaining and Repairing Equipment (page 13).

SUPPLY ISSUES

The fuel, food, or **ammunition** supply of a Hero, the Fellowship, a **campsite** or **shelter**, a **community**, pack animal, **transport**, **machine**, or **weapon** is usually handled **narratively**. The Narrator can make Threats of supply running **low** ("You've burned half your wood by now") and **use** Consequences to announce supplies have run out, which prohibits any **further** actions using that item ("You're out of arrows.", **Blocked**). You can take action or spend Power on an extra feat in a related action (such as while **foraging in the forest**) to regain supply and **remove the narrative** restriction. You can also prevent a **supply** **Consequence** for an action by using an extra feat, representing using supply economically.

Supply issues can also be tracked in a Detailed way, with a status. This is recommended for traveling groups as a whole. For example, the Fellowship might have food and munitions issues and be running **short-on-supplies**, affecting their camp actions. Removing this status requires resupplying, see Making a Purchase (page 72) and Living off the Land (page 44).

Tags representing supplies can:

- Inspire the Narrator to use supply-related Threats & Consequences more or less often
- Affect resupply actions
- Affect actions that require ample supply to perform. For example, **extra coal** can help when continuously loading a blacksmith's furnace, and a **feed bag with a hole** could negatively affect a prolonged ride.





Crafting and Tinkering

Build from scratch • Cobble something together • Concoct alchemical recipe • Tinker with a mechanism • Artisan handiwork • Tailor a garment • Reforge from old materials • Hone to a razor's edge • Make from whole cloth • Construct from masterplans • Artfully embellish • Modify in the laboratory • Heat up the forge • Build a home • Finely engrave • Tan a hide • Sharpen a weapon

You use your trained crafting abilities to create a useful piece of equipment: a weapon, a relic, a potion, a transport, etc. Alternatively, you work on an existing piece of gear to make it perform better than before. The action could reflect a quick, tinkered assembly while at camp using materials and tools at hand or a days-long project at your workshop.

For complex or time-consuming projects, the Narrator can decide to set a **complete** Limit. When maxed out, you gain a story tag or a theme, as decided by the Narrator.

Consider Might when working on an item that would be larger than a person or affect more than one person, or on a magical artifact, or to **craft** or improve many items.

This action is often taken while **camping** or sojourning. See also the *Crafting Journey*, *Corebook Vol. II*, page 194.

See also *Crafting Magical Items* (page 65). To sell your crafted items for coin, see *Selling Goods* (page 74).

POWER

appropriate crafting skills (e.g., weapon smithing, whittling, golem building) • quality tools • workshop • special ingredients • quality materials and resources • innovative thinking • recipes, manuals, diagrams, and schematics • mentorship or direction from a master of the craft • an apprentice or other assistant • inspiration

distractions and stress • scarcity or insufficient materials • damage to the improved item • poor quality tools • inadequate workspace • complexity of the recipe, floorplan, or diagram



SUCCESS

CREATE a story tag for the item, or a theme representing the item and its abilities, such as *engraved elm bow*, *makeshift lockpicks*, *hidden compartment*, or *bronze cuirass*. If you create a theme, the Narrator can add a negative story tag.

BESTOW existing equipment with tags representing new features, like adding *honed edge* or *intimidating runes* to your *family sword*, or wax sealing your *boots* to make them *waterproof*. If this creates a theme, the Narrator can add a negative story tag.

ADVANCE an ongoing project with *making-progress*.

EXTRA FEATS

- Adjust the item's size or **shape**.
- Do it quickly or in secret.
- Conceal your alterations (the item does not appear to be **changed**).
- Use fewer materials.
- Craft an item of superior quality (the Narrator cannot add a negative story tag).
- Make it in the style of a particular crafting guild or culture, or add your signature.



CONSEQUENCES

- » You waste time, break tools, or expend resources (scratch tags or *short-on-coin*).
- » The item is faulty or flawed (add negative story tag).
- » You have a work accident (*scorched*, *wounded*, *bruised*, *cramps*, *painful hand*, etc.).
- » Your work attracts unwanted attention (**Exposure**).
- » You activate a dangerous functionality in the artifact (**Ill Tidings**).
- » You overwork yourself or your apprentices (*exhausted*, *resentful*, or scratch a tag).





Farming and Mining

Grow a vegetable garden • Raise livestock • Harvest an orchard • Build a pen • Milk the cows • Grow a shallow-water barnacle farm • Sow and reap • Dig a mine • Prospect a river rich in ore • Excavate precious fossils

You build or operate an endeavor with the intention to harvest some commodity such as cotton, silver, or produce. This could be a specific day-to-day action, one of many needed for the upkeep of the operation, or an entire season of production captured in a single roll, especially if you are sojourning.

To process your bounty into useful items, see Crafting and Tinkering (page 11). To trade it for coin, see Selling Goods (page 74). For cooking hearty meals with your bounty, see Invigoration (page 51). If your farm involves livestock, see also Animal Kinship and Handling (page 43).

Consider Might if you are farming or mining on a large scale or in extreme conditions.

POWER

⤴ appropriate farming or mining skills • good tools • favorable location, soil, and weather • guidance from a manual or a mentor • additional laborers • knowledge of the land • farmer's almanac

⤵ scarcity of needed resources such as water and nutrients • inclement weather conditions • infertile land • local trouble (e.g. wild animals) • poor tools • insufficient or troublesome laborers



SUCCESS

QUICK You've completed the task at hand so production can continue.

CREATE a story tag for the produce or commodity you have generated such as a *pail of milk*, *gold ore*, or *bushel of silk bulbs*.

EXTRA FEATS

- Finish the work with some time to spare (keep the spotlight).
- Avoid exhausting yourself or your laborers.
- Avoid breaking tools or wasting supplies.
- Complete your work in peace, without anyone bothering you.
- Produce something neat as a by-product.
- Gain the appreciation of your community or neighbors.



CONSEQUENCES

- » You waste time, break tools, or expend resources (scratch tags or *short-on-coin*).
- » The commodity is of poor quality or less than expected (add negative story tag).
- » You have a work accident (*wounded, bruised, cramps, painful hand*, etc.).
- » Someone covets your farm or mine (**Exposure**).
- » A new problem crops up and threatens your work (**Complication**).
- » Your farm or mine create problems for nearby dwellers (**New Challenge**).
- » You overwork yourself or your laborers (*exhausted, resentful*, or scratch a tag).

Harvesting Ingredients

Find a specific herb, mushroom, moss, etc. • Dissect a monster to obtain a specific organ, gland, or humor • Collect a specimen • Gather faerie dust on Midsummer's Eve • Milk a Strix • Pick a mind for a specific memory • Extract a soul • Loot a boobytrapped chest, or body

You obtain a rare ingredient or component through a skillful process of location, identification, and collection.

Consider Might if the process requires extraordinary knowledge or ability.

POWER

⤴ appropriate skill such as foraging, surgery, or animal husbandry • appropriate lore such as botany or monster lore • steady hand • keen senses • specialized tools • suitable workspace • the target of harvesting (glade, carcass, etc.) • assistive magic

⤵ insufficient time or room • distractions and nervousness • incomplete training or knowledge • poor tools or workspace • poor condition of the target • obstructed senses • natural or unnatural defenses of the target



SUCCESS

QUICK You successfully obtain the ingredient.

CREATE a story tag for the ingredient you collected such as a *Rime Thistle extract*, *cockatrice venom*, or *a beating heart*.



EXTRA FEATS

- Leave the target undisturbed and without a trace.
- Harvest discreetly (no one knows you harvested).
- Extract an ingredient of very fine quality.
- Avoid harm to yourself or your tools while harvesting.
- If possible, allow further harvesting from the same source.



CONSEQUENCES

- » You waste time or break tools (*time-passes* or scratch tags).
- » You despoil or lose the source of the ingredient (**Blocked** and scratch tags).
- » The ingredient is of poor quality or little quantity (add negative story tag).
- » You have a work accident (*wounded, bruised, cramps, painful hand*, etc.).
- » Someone covets your ingredient or its source (**Exposure**).
- » You disturb a local in the process of extraction (**New Challenge**).



Maintaining and Repairing Equipment

Patch holes • Strip and clean • Grease the wheels • Sharpen and remove rust • Reinforce seams • Lovingly polish • Straighten a bend • Organize and count • Oil armor • Hammer out dents • Replace buckles • Resole boots • Restraining a bow

You use your crafting skills to keep your equipment functioning by repairing, upkeeping, or replacing broken parts.

This action covers serious repairs, of the sort that demand taking special care, and therefore a roll.

This action is often taken while camping or sojourning.

POWER

↗ crafting skills • repair and maintenance tools • extra supplies • workshop • having a relationship with the item • shops with the necessary parts • calm atmosphere

↘ distractions or inclement conditions • defect that is subtle or complex • unfamiliar equipment • poor tools or workspace • heavy damage or wear and tear • dirt, muck, or sand in the parts

The removed status or tag does not count as a negative for this action, unless it is especially egregious.



SUCCESS

RESTORE by removing negative statuses or tags and recover scratched tags of a weapon, piece of gear, transport, or artifact.

EXTRA FEATS

- Do it quietly.
- The repaired damage leaves no mark or trace.
- Keep the spotlight to take immediate action with the repaired item.



CONSEQUENCES

- » You make things worse (inflict a different status or tag, or scratch a tag).
- » Your tools break or you use up all your extra parts (*short-on-supplies* or scratch a tag).
- » You misplace the item in question (**Complication**).
- » You become too engrossed in the work (*distracted*).