

# WESTMARK

*If any region of Trudvang can be called temperate, it's Westmark. Fertile farmland, bountiful forests, wide rivers, and seasonable weather all combine to satisfy its people with a peaceful, simple existence.*

*Westmark's nations vie for ample resources in arguments both calm and hostile. Trade negotiations, alliances, squabbles, raids, skirmishes, wars, and truces all denote mankind's sad cycle of avarice while bickering Jarls and Kings push lines across a map and tally numbers in dusty ledgers. This struggle waxes and wanes with each ruler, with each dominant House, and with each new player in aristocratic circles. Yet, while one might describe these grievances and resolutions as typical, nothing raises mankind's ire like a war of religion. Such a fate threatens the whole of Westmark, even now.*

*The majority of Westmark holds to the Tenet of Nid as laid down by Gave, the all-powerful 'one true god' of their belief. At-odds with the Tenet is the Eald Tradition, which worships figures of myth and history every bit as powerful as gods: Whote, Othwolk, Shurd, and others. Eald Traditionalists are fewer in number, but not uncommon, particularly in the east. Arguments between the faiths can be measured in discussions, shouting matches, brawls, and, to their collective shame, blood.*



*The Great Cathedral dedicated to Gave has burned to ashes, its spires tumbled, its costly crystalline windows shattered. Nothing remains, and Ovus Hakann, head of the Ovus dynasty, has declared the Ealdings, led by the Balder, at fault. Balder has declared his innocence, but can any man that has long proclaimed to 'see fires that consume all of Westmark' truly be innocent in such an act?*

*You intend to find the truth. A friend suspects there's more than a simple fire at the heart of this tragedy that destroyed the landmark and cost the priests their lives. Indeed, there are many that might profit from a holy war in the middle of wealthy Westmark. But then, the simplest solutions often bear the greatest resemblance to truth, and mankind has gone to war for far more trivial quarrels.*

# WESTMARK CAMPAIGN

*Westmark* is an expansion that features 6 new Heroes, 2 brand new Classes (Sentinel and Warlock), and a 5-Adventure campaign that brings players to a new, branching story in the heart of a religious and political conflict in the regions of the expanded Map board, Westmark.

The events of the campaign happen during their own moment in time and don't intertwine with any other *Trudvang Legends* campaign. Therefore, it cannot be played in-between sessions of the core box or any of its expansions and no progress (of Heroes or Campaign) is carried through from previous campaigns.

## WESTMARK CAMPAIGN SETUP

### BASIC SETUP AND 1<sup>ST</sup> ADVENTURE

To start the Westmark campaign, follow the steps of a Basic Setup and 1<sup>st</sup> Adventure as instructed by the core box Rulebook with the following alterations:

- ✦ Place the Westmark board to the left of core box Map board, side by side.
- ✦ Players have 6 new Heroes to choose from. When playing with a Hero that belongs to a Class available in the core box, simply take the Class Feat cards that corresponds to the Hero Class and assemble its deck following the usual setup process.  
*Remember that there can only be 1 Hero of each Class per game.*
- ✦ Take the following Story cards from the core box: **CS059** and **CS154** to **CS163**. All other core box Story cards should be returned to the game box. They're not used when playing the Westmark expansion.
- ✦ Sleeve card **CS059 - World** in the 5<sup>th</sup> lot of the Phase track.
- ✦ Place cards **CS154** to **CS163** in the Westmark paper tray along with the Westmark Story cards at the bottom of the deck.
- ✦ Take the 4 new Westmark Starting Location cards. Sleeve them according to their indicated region.
- ✦ Take the Westmark Event deck and shuffle it with the core box Events, creating a single deck.
- ✦ Return the core Personality tokens and Adventure sheets to the box. Use the Westmark ones instead.
- ✦ Take the Forest Troll and Draugr figures from the core box and place them, along with the Westmark Enemies, within reach of all players. The remaining Enemies from the core box are not used with this expansion.
- ✦ Adventure Maps and Cleared/Blocked tokens are not used with this expansion.






All other components of the core box (boards, Wyrds, and Starting cards, dashboards, etc) are used as usual to play the expansion. Set them up following the Basic and 1<sup>st</sup> Adventure Setup of the core box rules.

**IMPORTANT!** When playing the expansion for the 1<sup>st</sup> time, the only Adventure that can be played is Adventure W1, *Cathedral of Fire* (pg. 08).

## ONGOING GAME

From the 2<sup>nd</sup> Adventure onwards, perform the steps as instructed for Ongoing Games in the core box Rulebook.

## ENEMIES WITH GENERIC TOKENS

Some Westmark enemies use  as a way to keep track of the passing time. When an Enemy ability instructs players to 'Add 1 , add 1  to their card or Point of Interest. Whenever the amount of  determined by the Enemy ability is reached (If there are X ) the ability is triggered. Perform the listed effect and then remove that amount of tokens from the Enemy.



## NEW CLASSES: WARLOCK AND SENTINEL

The Westmark expansion features 2 Heroes that belong new Classes, Sigge, the Warlock, and Luriele, the Sentinel, which can be used in any Trudvang Legends campaign. Whenever playing with these Classes in other expansions other than Westmark, consider the Warlock a Vitner Weaver and the Sentinel a Ranger for condition purposes.



**Warlock:** Of all the vitner weavers in Trudvang, it is said that those in Westmark possess the greatest knowledge of the demons and other creatures from Dimhall. Common folk in Westmark call these vitner weavers Warlocks, and they're an outcast group among weavers. Warlocks are frenzied spellcasters who take advantage of blood pacts and hexes to keep enemies at bay.




**Sentinel:** Extremely proficient with defensive combat, Sentinels are sworn to protect lives. Particularly skilled in **INTELLIGENCE** tests and specialized in skills to block incoming damage, Sentinels also have access to healing and powerful counter moves to attack enemies when properly setup.














**NOTE:** Sentinel Feats cause players to discard Feat cards to benefit from their effects. Unless stated otherwise, whenever a Feat instructs to discard another, discard any Feat (drawn, active, or activated). In addition, since a hired hand cannot discard cards, the Sentinel Class cannot be used in a Solo Game as a hired hand, only as the solo Hero.


### WARLOCK HEXES



The Warlock Class introduces a new mechanic and type of token, Hexes, that interact with the Warlock Feat cards and provide unique benefits. When playing with the Warlock:

- Take the Hexes card and place it next to the Hero dashboard. Take the 12 , shuffle them facedown, and place them next to the Hexes card, creating a pool.

-  grant effects that can be activated in combat, during the planning or resolution step, depending on its effects. Each  can be activated once per round. Once activated, flip its token facedown to indicate that it has been used.
- When a card indicates to **cast** X , draw the indicated number of a random  and place them faceup on the left side of the Hexes card. Each side of the card indicates the Hex duration of 2 rounds.
- At the end of each round, remove any Hexes on the right side of the card and return them to their pool, facedown. Then, move all Hexes on the left side of the card to the right side, flipping any facedown token faceup.
- When a card instructs to **consume** X , remove the indicated amount of  from the Hexes card and return them to their pool, facedown.
- When a card instructs to **forecast** X , reveal the indicated amount of facedown  from the pool and leave them revealed. In the future, when casting , the player can choose any token, including the revealed ones.
- When a card instructs to **strengthen** X , move the indicated number of selected tokens from the right to the left side of the Hexes card.
- There is no limitation to the number of  that can be cast at the same time. However, the total amount of  available is limited by the number of tokens. The Warlock cannot have more than 12, even if a card instructs to cast more .

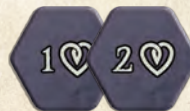
The types of  are:



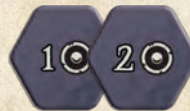
Draw +1 rune during the planning step.



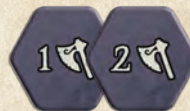
Draw +1 Feat during the planning step.



Gain the listed ♥ anytime during the resolution step.



Gain the listed ☉ during the resolution step when resolving Blocks.



Deal the listed ⚔ during the resolution step when resolving Attacks.



Deal the listed ⚔ during the resolution step when resolving Fast Attacks.

## CAMPAIGN'S END

Once the campaign is over, follow the usual steps listed in the core box Rulebook, making sure to return the components to their respective boxes with 1 exception: Do not remove the sleeved Location cards, unless you wish to reboot your game entirely. The Westmark board can be used with other campaigns in the state that the Westmark campaign ended (see Westmark Region Expansion below), adding more Location options to be explored.

Note that the core box and *Westmark* Story cards can be easily distinguished by their number prefixes: CS is used in the *Trudvang Legends* core box and WM in the *Westmark* expansion.

## WESTMARK REGION EXPANSION

In addition to the campaign, the *Westmark* expansion comes with the Westmark map that can be used with any *Trudvang Legends* campaign, expanding the board and its regions, spawning Enemies, and providing Heroes with more benefits. The board can be used whether the Westmark campaign has been played or not. However, using the board after playing the Westmark campaign will provide players with more Locations to explore and, therefore, more benefits.

To use the Westmark board with other campaigns, follow the listed steps in addition to the campaign usual setup:

- ✦ Place the Westmark board to the left of core box Map board, side by side.
- ✦ Make sure that the Westmark Starting Locations are sleeved.
- ✦ Take the Westmark Event deck and shuffle it with the core box Events, creating a single deck.
- ✦ If the Westmark campaign hasn't been played: Take cards **WM050** and **WM051** and add them to the current campaign's paper tray along with the campaign Story cards at the bottom of the deck.
- ✦ If the Westmark campaign has been played: Keep all the sleeved Locations in the board, except for the Island of Ambitions and Island of Restauration. Remove them from the board (if present) or from the Westmark Story cards (**WM050** and **WM051**) and place them at the bottom of the current campaign's Story cards tray. Nothing else is carried over from the campaign.

