

WILDLAND

The Wildland earned its name through its nature. While Mittland has roads, villages, and the rare city, the Wildland have trails, crossroads, and the rare settlement. Danger stalks the land day and night, wild creatures hold little fear of Man, and trolls descend from the mountains at their whim.

Despite its savagery and primitive civilization, the so-called Wildland barbarians remain as political as the most sophisticated nations in Trudvang. Since the Untamed Era, the Fylk-Thing has kept the peace. Seven powerful Jarls, wisest of their people, sit in council to resolve rivalries, defuse tensions, and defend their territories against the Wildland's many dangers. This is the ideal.

The reality is that three pillars of power control the council. The Saatigia are a loose alliance of the four wealthiest clans. Uvail and Wulfr lead their own peoples with strength and wisdom, forming their own coalition. And then there are the Hagtorn.

Once the most powerful of the clans through vitner and raw might, the Hagtorn's influence has waned as rumors whispered around bonfires speak of strange pacts with goblins, trolls, and worse. The Hagtorn jarls deny all such claims. They speak of conspiracies, old festering hatreds, and outright lies fabricated against their clan. Is it all lies? Or simply reality, which the Hagtorn wish to remain hidden?



Jarl Wulfr has called the Fylk-Thing for an emergency session. These matters must all be addressed, beginning with the Hagtorn. Evidence will be presented, friendships tested, and alliances forged and shattered.

The Wildland is not a country where endless councils will debate matters until those involved grow gray and toothless. No one wants war, but the barbarians are not known for their diplomacy, and patience has its limits.

WILDLAND CAMPAIGN

Wildland is an expansion that features 4 new Heroes, 1 brand new Class (Warlord), and a 5-Adventure campaign that brings players a story filled with political conflict between the barbarians of Wildland.

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.

WILDLAND CAMPAIGN SETUP

BASIC SETUP AND 1ST ADVENTURE

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

- ✦ Players have 4 new Heroes to choose from. When playing with a Hero that belongs to a Class available in the core box, simply take the Class Item and 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 *Wildland* expansion.
- ✦ Sleeve card **CS059 - World** in the 5th lot of the Phase track.
- ✦ Place cards **CS154** to **CS163** in the Wildland paper tray, along with the Wildland Story cards, at the bottom of the deck.
- ✦ Return the core Personality tokens and Adventure sheets to the box. Use the Wildland ones instead.
- ✦ Take the Forest Troll and Garm figures from the core box and place them along with the Wildland 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 from the core box (boards, Wyrd, and Starting cards, dashboards, etc.) are used as usual to play the expansion. Set them up following the Basic and 1st Adventure Setup of the core box rules.

IMPORTANT! When playing the expansion for the 1st time, the only Adventure that can be played is Adventure **N1, Trouble in Wildland** (pg. 06).

ONGOING GAME

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

NEW CLASS: WARLORD

The Wildland expansion features 1 Hero that belongs to a new Class, *Ulf, the Warlord*, which can be used in any *Trudvang Legends* campaign. Whenever playing a Warlord in other boxes other than *Wildland*, consider the Warlord a Warrior for condition purposes.



Warlord: Diplomatic and strong, warlords act as powerful and righteous leaders for their followers. As commanders, they naturally find the balanced between **CHARISMA** and **STRENGTH**, being able to navigate situations using which one fits them best.

WARLORD GUARDS

The Warlord class introduces a new mechanic and type of token, the guards, that interact with the Warlord Feat cards and provide unique benefits. When playing with the Warlord:



REFRESHED



EXHAUSTED



GUARD HEALTH MARKERS

- ✦ Take the 2 Guard tokens and place them in the same region as the Heroes on the Map board.
- ✦ Take the 2 Guard Health markers and place them on the 5th Health and Chronicles track slot on the Hero dashboard.
- ✦ Just like Heroes, guards have 2 sides: Refreshed (sepia side) and exhausted (black and white side). Some Warlord Feat cards have effects that can be triggered by exhausting a guard. To activate them, flip the Guard token to its exhausted side. If both guards are exhausted, the effects cannot be activated. Guards are refreshed through the effects of Feat cards. Whenever a guard is refreshed, flip its token to the refreshed side.
- ✦ Each guard starts the game with 5 ♥. Whenever the Warlord Hero loses or gains ♥, they may choose to share some or all of the ♥ gained/lost with one or both guards.
- ✦ If a guard ever reaches 0 ♥, they are fallen. Flip their token to the exhausted side. A fallen guard can only be refreshed if revived through the revive effect of a Feat.
- ✦ The guards stay with the Warlord at all times. They cannot be separated. When the Warlord travels, move the Guard tokens together with the Warlord figure. If a guard is fallen (has reached 0 ♥), the Warlord must lose 1 Ⓢ for each fallen guard (if possible) to move them.

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