

THE DARKWOODS

The Darkwoods is no more a forest than a mountain is a hill or an ocean a pond. It ranges all of northern Trudvang east of the Great Iron Tooth and south of the Great White. A bird might ride thermals forever above a sea of green that stretches beyond every horizon and never find its borders. A squirrel might run from the Great Iron Tooth to Icepeak Mountain leaping from branch to branch, never touching the ground below. Clearings dot the map where trees as large as castles topple, quickly overgrown by hungry young saplings, eager for light. The twilight world beneath the boughs can match any cavern for gloom or any tomb for silence.

Cartographers distinguish between the Darkwoods and the Eastern Darkwoods, but these are mere lines on mortal maps, fragile and brief. The Darkwoods stood when the world was wrought and will stand when Trudvang ends. The Darkwoods lives and breathes, and while roads and trails might crisscross the land between the trunks, take ten paces off the path in any direction and you look upon a place that has never known the tread of mortalkind since the first of us blinked in the young sun's dawn.

The Darkwoods is not unknowable, but it holds its secrets dear. Even seasoned Elven rangers with centuries behind them will speak of forgotten wonders and unknown horrors concealed in the stillness. It's a hinterland, a wild land. It's not an enemy to mortalkind but is no friend for travelers unprepared for its challenges. It does not suffer fools, no matter how kindly-intentioned. The Darkwoods watches.



DARKWOODS CAMPAIGN

Darkwoods is an expansion that features 3 new Heroes, the brand new Demon Hunter Class, and a 5-Adventure campaign that brings players to a new, branching story inside the vast regions of the Darkwoods Forest.

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.

DARKWOODS SETUP

BASIC SETUP AND 1ST ADVENTURE

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

- ✦ Players have 3 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 correspond 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 *Darkwoods* expansion.
- ✦ Sleeve card **CS059 - World** in the 5th slot of the Phase track.
- ✦ Place cards **CS154** to **CS163** in the Darkwoods paper tray, along with the Darkwoods Story cards, at the bottom of the deck.
- ✦ Return the core Personality tokens and Adventure sheets to the box. Use the Darkwoods ones instead.
- ✦ Take the Forest Troll, Garm, and Draugr figures from the core box and place them along with the Darkwoods 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, Wyrd, Event, and Starting cards, dashboards, etc) are used 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 D1, *The Bride's Journey* (pg. 06).

ONGOING GAME

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

VORKAL'S HUM TOKENS

Vorkal is constantly humming a song, represented by  tokens, through which he focuses his powers, interacting with his Feat cards.

- ✦ Place the  tokens within reach of the Vorkal player. Throughout the game,  tokens are acquired or discarded back to their pool by Vorkal, following instructions on his Feat card.
- ✦  tokens are used exclusively by Vorkal. They cannot be acquired or used by other Heroes.
- ✦ Keep all acquired  tokens next to the Hero dashboard.
- ✦  tokens are only discarded when specifically instructed to by a Feat card.
- ✦  tokens are limited to 6. Vorkal cannot have more than 6, even if he gains more .
- ✦  tokens are not carried from one Adventure to the next.

NEW CLASS: DEMON HUNTER

The Darkwoods expansion features a Hero that belongs to a new Class, Johrus, the Demon Hunter, which can be used in any Trudvang Legends campaign. Whenever playing a Demon Hunter in other expansions other than Darkwoods, consider the Demon Hunter a Dimwalker for condition purposes.

Demon Hunter: *Powerful zealots who stray a little too close to the darkness. They are prone to insights regarding the presence of darkness and, when facing such beings, grow stronger and bend light and darkness, being able to banish vile creatures permanently.*

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