

WORK IN PROGRESS

ROLEBOOK

INTRODUCTION

Trudvang, the realm of sagas and legends. A land of ancient history wrought in cycles of chaos and order as harsh winters, roaming demons, vengeful dragons, and even pernicious gods plague the land. But now, its people fear the cycle of life is approaching its end.

Havenfall, where the realms of the living and dead become one, is coming to Trudvang under the shadow of Logiwurm, the majestic dragon who will destroy the last protection against the dead, the Great Iron Tooth.

The watchers that hide in the mist, ephemeral allies against hostile forces beyond Trudvang, are waning. The forests, once bastions of defense against the darkness, are withering. With the mist unguarded, an army of the dead has risen. The Draugr, creatures of legends and bardic tales, swarm forth from the Great Plains to the north. The Dimgate, the bridge separating Trudvang and Dimhall, the realm of the dead, stands open.

The Bull Trolls and Garms, once peaceful (if dangerous) creatures, have been whipped into a frenzy, attacking settlements, farmsteads, and stalking the roads.

Rumors of the Frost Giant Blodughadda's return to Trudvang fuel the chaos, as he brings with him Winter and its bitter cold and certain death.

The mortal races remain mired in their petty, vain ways. Stormlanders and Mittlanders seek to impose one god over another. The Dwarves find themselves enslaved by a tyrant, and are prepared to riot. And the Elves look to the skies and wonder if it's time for their own god to return.

If there's one deity that can help, it's the banished Goddess, once thought myth, now known to be real. The key to her release lies in an ancient artifact, itself lost for thousands of years, rumored to be in the possession of an Elder Council of Seers.

Amidst all this darkness, there is a light: You. An odd group of heroes tied together by a single task: put an end to Havenfall before it ends Trudvang. Find the Goddess, stop the rampaging beasts, and restore balance to Trudvang. Where you see death, bring forth life.

*May the Elvenhorn sound, and may the civilizations unite again around you, the legends of **Trudvang!** What mark will you leave on this world?*

TABLE OF CONTENTS

INTRODUCTION	2	CHAPTER'S END	12
OVERVIEW	3	CREDITS	12
COMPONENTS	4		
BASIC CONCEPTS	6		
SETUP	8		
HOW TO PLAY	9		
Book of Sagas	9		
Groups	9		
Game Turns	9		
Travel Phase	10		
Discover Phase	10		
Interacting with Interest Points	10		
Interacting with World cards	11		
Interacting with Other Heroes	11		
Interacting with Enemies	11		
Casting Runes	12		
Rune Slots	12		
Corruption	12		
Tests	13		
Heroes' Stats	13		
Performing a Stat Test	13		
Performing a Generic Test	13		
Combat	14		
Upgrade Cards	14		
Engaging in Combat	14		

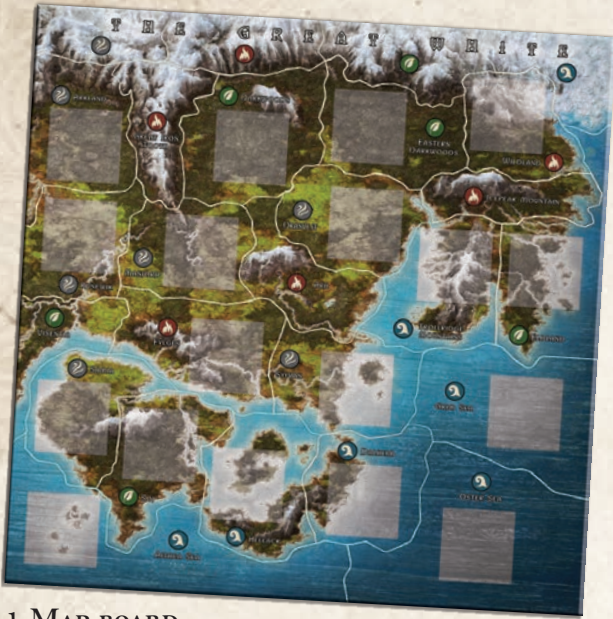


OVERVIEW

Trudvang Legends is a cooperative game for 1 to 4 players of epic adventures inspired by the award-winning Trudvang Chronicles roleplaying game. In the game, players take on the role of daring heroes who band together to fight back the encroaching forces of Darkness while the game itself controls enemies, story events, and obstacles.

The choices you make during your travels leave marks upon the land changing the game and its rules. Each chapter presents its own challenges and mysteries that heroes must overcome. It's up to you to find out what's needed in order to win!

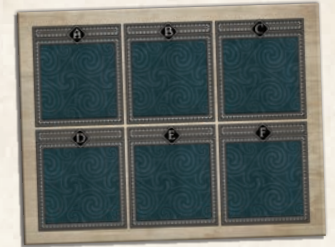
COMPONENTS



1 MAP BOARD



1 ADVENTURE BOARD



1 POINTS OF INTEREST BOARD



4 DASHBOARDS



1 BOOK OF SAGAS



1 RULEBOOK



HERO CARDS



CLASS STARTING
UPGRADE CARDS



WORLD CARDS



LORE CARDS



PHASE CARDS



TRAVEL CARDS



BESTIARY CARDS



UPGRADE CARDS



PATH CARDS

COMPONENTS



1 PHASE
TOKEN



1 LEADER
TOKEN



6 INTEREST POINT
TOKENS



30 EXPERIENCE
TOKENS



100 RUNE TOKENS
(IN 6 DIFFERENT KINDS)



4 HEALTH
TOKENS



KATTLY



FELERION



BRYIA



2 SHIPS



4 RUNE BAGS



LYDANA



VOLGR



MAELLING



4 COUNTER BASES



OGRE



LOGIWURM



BLODUGHADDA



8 FOREST TROLLS



4 BULL TROLLS



4 GARMS



8 DRAUGRS

BASIC CONCEPTS

MAP BOARD



SLEEVE REGION'S NAME REGION'S RUNE SEA BORDER

The Map board represents the lands of Trudvang, where adventure takes place. The Map contains the following elements:

REGION: area separated by borders, which may or may not contain sleeves.

SLEEVE: pocket that holds Story cards that are added to a region.

BORDER: graphic element that separates and limits regions.

SEA BORDERS: special blue borders that can only be crossed with ships.

REGION'S RUNE: indicates which Rune is tied to the region, and may trigger different game effects during the story.

ADVENTURE BOARD



The Adventure board keeps track of events and changes throughout the Heroes' journeys. It's split in 3 different areas:

STORIES AREA: holds important events and milestones of the story.

TURNS AREA: holds Phase cards and determines the current order in which the phases of the game take place.

BESTIARY: holds information regarding the Enemies that you come across in the game.





BASIC CONCEPTS

HERO DASHBOARD



HEALTH TRACK: Indicates the Hero's remaining Health.

EQUIPMENT SLOTS: Holds equipped Upgrade cards with .

SKILL SLOTS: Holds equipped Upgrade cards with .

FAIL TRACK: Indicates the total amount of failures that a Hero can accumulate.

HERO CARD SLOT: Holds the Hero card.

HERO CARD



CLASS: Indicates the role of the Hero.

STARTING HEALTH: Indicates the Hero's initial Health.

STATS: Hero's main attributes (Strength, Agility, Intelligence, and Charisma) used in tests.

STARTING RUNES: Number and types of Runes that comprise the Hero's initial Rune Bag.

THE CLASSES

Each Hero in **Trudvang Legends** belongs to a Class, determining professional focus that the character has chosen in life and experiences they have gained prior to the start of the adventure. Each Class has its own abilities, and pertaining to a specific Class allows Heroes to wield specific Upgrades exclusive to the Class. In addition, each Class has its own Path to follow in the story, developing the Hero to leave their mark in the world.

Here are the Classes featured in the core game:



BARD: *Entertaining, knowledgeable, and versatile, capable of combat and of magic, Bards are well regarded and sought after all over Trudvang. They tell stories and sing songs about the past or the future. They gather the elders, children, men, and women around the crackling fire to tell tales about great heroes and deeds, fabulous and magical swords, and mythical creatures.*



VITNER WEAVER: *Mastering the energies of magic is a powerful skill, and so is weaving the mysterious energy called "vitner". Some people call these weavers enchanters, mages, spellcasters, sorcerers, or conjurers. The Vitner Weavers have learned to cast spells, and are rightfully feared but also highly respected and valued.*



DIMWALKER: *Dimwalkers live in the name of their god(s). They pray and connect with a divine power to receive special abilities and skills. Common among all Dimwalkers is that they devote their lives to a higher power, a belief, and a faith in the divine and grant their blessings to the group.*



WARRIOR: *Strong and powerful, Warriors usually place their faith in no god but in their own sword and strength. The fierce and supernatural berserkers are respected and feared. Physically developed, versatile, and well-rounded, the Warrior carries some of the most powerful equipment to protect their group.*



RANGER: *The Ranger is a wanderer of the wilds, a pathfinder, and a hunter. They have learned all the skills needed to live outside villages and towns, and they highly prize a free life in the wilderness. A Ranger is a skilled hunter and scout who has learned how to predict weather and track the most fearsome beasts.*



ROGUE: *The Rogue is an outcast or vagrant, someone without a king, earl, or chieftain to serve. Con artists, they live by stealth, murder, or dealing with secrets, and they always live in the shadows. Rogues are specialists in the trades of picking pockets, burglary, and backstabbing, many times helping the group to avoid combat situations.*

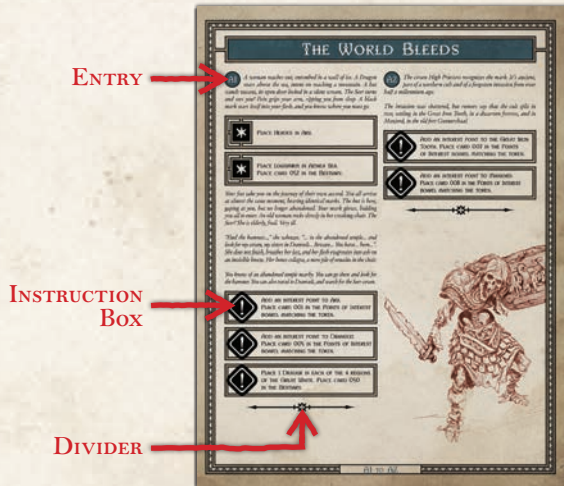
SETUP



- 1 Place the Map board and the Adventure board in the center of the table.
- 2 Each player:
 - ✦ Chooses a Hero and takes the Hero figure, dashboard, Health token, corresponding Hero and Class Starting cards, Rune bag, and matching counter base. Make sure that the counter base is attached to your Hero figure.
 - ✦ Places the Hero card on the Hero card slot and Class Starting cards on the Equipment and Skill slots.
 - ✦ Takes the Rune tokens indicated by the Starting Runes in their Hero card and places them inside their Rune bag.
 - ✦ Places their Health token on the corresponding slot of the Health track in their dashboard according to their Starting Health, shown on the Hero card.
- 3 Place the Points of Interest board next to the Map. Take the Interest point tokens and place them on top of the corresponding slots.
- 4 Take Story card 449 and place it on the 2nd sleeve of the the 'Turns' area of the Adventure board. Then, place Story card 450 on the 3rd sleeve. Place the Phase token on top of the 1st Phase card.
- 5 Take all remaining Story cards and place them within reach of all players.
- 6 Take the Travel cards, shuffle them, and place them facedown on the game area forming a deck within reach of all players.
- 7 Take any remaining Rune tokens and Experience tokens and sort them by type forming individual pools close to the Map board.
- 8 Choose a player to be the Leader for the chapter and give him the Leader token.

HOW TO PLAY

BOOK OF SAGAS



story, you will gain access to new chapters as starting points to continue the story in following game sessions.

All chapters must be unlocked in previous sessions in order to be played, with the exception of the First chapter, *A Misty Beginning*. By choosing different paths to take you will be molding your story until you reach its end. Different choices will lead you to different endings which can vary from amazing successes to critical failures.

THE STORY BEGINS WITH CHAPTER 1: *A MISTY BEGINNING.*

Being a story-driven game, the stories and entries may be unpredictable, leading to situations that are not covered in the rulebook. In such cases, the rules presented in cards and in the Book of Sagas take precedence over the rulebook.

Start the game by choosing a chapter from the Book of Sagas. Events and milestones are logged here, and it will dynamically tell you how the world changes based on your choices.

The Summary page lists all the chapters available for your game session, depending on which part of the story your Heroes are. Each chapter is composed by different entries presenting updates for the game story, new rules, and instructions.

Every chapter has the same structure:

STORY ENTRIES: Must be read out loud to all players as they will guide you through the story, bringing important information and useful tips.

INSTRUCTION BOXES: Appear inside the story entries and provide specific instructions for players, such as placement of figures and cards to be drawn.

DIVIDERS: Mark the end of an entry. Players must stop reading at this point and may only return to the Book of Sagas and read following entries when instructed to.

Start each chapter by reading its first entry, performing any instructions that may appear in it. Then, play moves to the Game Turns (see page XX). Subsequent entries may only be read under specific instructions, when game conditions are met.

As the game progresses, you will go from entry to entry, until you eventually encounter the end of the chapter. Depending on the choices you have made and how good was your progress in the

GAME TURNS

Trudvang Legends is played over a series of turns. Each turn is divided into multiple phases defined by Phase cards on the Adventure board, starting with 2 initial cards: Travel and Discover. Players are free to choose the order in which each Hero performs each phase. As the game progresses more phases may be added and/or replaced. Phases are played according to the order they are displayed in the Turns area of the Adventure board, from top to bottom. A phase must be fully completed before play passes to the next one. Use the Phase token as a reminder of the current phase you are in.

GROUPS

Heroes in the same region may decide to participate in phases as individuals or groups. Players must announce which Heroes will be joining the group at the start of each phase, before any action is performed or any effects take place.

All Heroes that are part of a group resolve the phase and/or suffer any effects collectively. Groups last only through the duration of each phase, and once the phase reaches its end, the group is automatically dissolved. At the beginning of the next phase new groups may be formed again.

In case of Damage and Healing effects, or if Upgrade cards are assigned to a group, the players may decide how to distribute these among the Heroes that compose the group.

HOW TO PLAY

TRAVEL PHASE

During this phase, Heroes may choose to move to an adjacent region. Regions are considered adjacent if they share a common border. Whenever a Hero travels, they must draw and resolve the topmost Travel card.

Sea borders are denoted by a special blue border. In order to travel across a Sea border, a ship is required.



EXAMPLE: Bryia, Lydana, and Maelling are in Arji. Maelling and Lydana decide to travel to Dranvelt as a group at the start of the Travel phase. Volgr travels from Sylvan to Arji, while Bryia decides not to move. A Travel card is drawn and resolved for the group made up by Maelling and Lydana; Volgr also draws and resolves a Travel card. As Bryia didn't travel, a Travel card is not drawn for her.

DISCOVER PHASE

During this phase, Heroes can interact with **one** element that is in their region. These are:

- ✦ Interest points
- ✦ World cards
- ✦ Other Heroes
- ✦ Enemies

INTERACTING WITH INTEREST POINTS

Interest points indicate areas of the world that are worth investigating. Events related to the story, as well as potential Allies and Enemies may appear when these are discovered. They are represented by Interest point tokens with letters (from 'A' through 'F') and are connected to matchings slots in the Points of Interest board.

When an Interest point appears in the story, players are instructed to add an Interest point token to a region on the Map. Take the first available Interest point token (in alphabetical order), place it in the indicated region, and place the listed Story card numbered side up on the slot with a matching letter on the Points of Interest board.

When interacting with an Interest point:

- ✦ Unless stated otherwise, remove the token from the region and return it to the Points of Interest board.
- ✦ Take the matching card from the Points of Interest board, read the text on its back, and follow the instructions on it (if any). Return the card to the Story deck, following the numeric order.

Resolving a card from the Points of Interest board may also present players with tests (see 'Tests' on page XX) and combat (see 'Combat' on page XX).



EXAMPLE: At the start of the Discover phase, Bryia and Volgr decide to form a group and interact with the Interest Point 'B' in their region. They remove the token from Arji and return it to the Points of Interest board. Then, they read and resolve as a group the card in the matching slot.

HOW TO PLAY

INTERACTING WITH WORLD CARDS

World cards are placed in the Map sleeves and represent major changes and/or discoveries affecting the world. Their effects permeate the game until they are removed or replaced.

When the story instructs players to add a World card, find and take the listed card and place it numbered side up in the indicated region's sleeve. If the region already has a World card, replace it with the new World card.

INTERACTING WITH OTHER HEROES

Heroes in the same region may interact with each other to exchange Upgrade cards. Heroes can only trade Upgrades related to Any Class (see page XX).

INTERACTING WITH ENEMIES

Enemies are agents of the dark forces that assail the lands and peoples of Trudvang, and may appear in many different forms, from characters that roam the lands to specific encounters in locations and story. When instructed to add a Bestiary card, players must take the listed card and add it numbered side down to the Bestiary in the Adventure board.

Regardless of the type of Enemy, their cards have the following information:



ENEMIES' HEALTH: Indicates the amount of Damage the Enemy must take in order to be defeated.

STRENGTH: The amount of Damage dealt by each of the Enemy's attack.

FAIL TRACK EFFECTS: Lists special effects triggered during combat when a Hero's attack fails.

Interacting with an Enemy will always lead to a combat (see page XX). If more than 1 type of Enemy is present in the region, players must choose 1 type of enemy to engage.



EXAMPLE: Maelling and Lydana decide to not form a group in the Discover phase. Maelling uses the phase to interact with Lydana to trade an Upgrade card with her. Lydana decides to spend her Discover phase to interact with a Draugr in her region, triggering a combat.



HOW TO PLAY

CASTING RUNES

Throughout the adventure, Heroes will have to succeed in combat and prove their mettle in individual and group tests by drawing Rune tokens from their personal Rune bag, trying to match them with their Stats or card's requested Runes.


All Heroes have their Starting Runes listed on their Hero card. These will be the initial Runes that compose their Rune bag. As the game progresses, Runes will be added to and removed from the Rune bags, improving or harming the Heroes' chances of success as well as strengthening particular Stats and/or the use of specific Upgrades. Runes come in 5 different kinds:





While Water, Earth, Wind, and Fire may or may not count as successes depending on the test being performed or Upgrade in use, Demonic Runes will **never** count as successes.


RUNE SLOTS

Generic Tests (see page XX) and Combat (see page XX) require Runes to be cast from the Rune bag and allocated, by placing the tokens in Rune Slots in Story or Upgrade cards. Each Rune slot lists a required type of Rune in order to be activated.

 **INDIVIDUAL SLOTS:** Require only 1 Rune to be activated and can only hold 1 Rune at a time.

 **CONNECTED SLOTS:** Require the number of connected Runes to be activated. Each slot can only hold 1 Rune at a time.

 **LIMITLESS SLOTS:** Require only 1 Rune to be activated, however it can hold an unlimited number of Runes, meaning it can be activated multiple times.

 **PROGRESSING SLOTS:** Series of individual slots in a progression. In order to activate 1 slot, the previous ones need to have Runes allocated to them.

CORRUPTION

Demonic Runes come in 2 different colors: black and yellow.





Black Demonic Runes will always be part of the Heroes' Starting Runes and will always be returned to the Rune bag after a test or a combat is resolved.



Yellow Demonic Runes will only enter a Rune bag once a Hero faces a Corrupt effect and are temporary. When requested to Corrupt, the Hero must take the listed number of yellow Demonic Runes and add them to their Rune bag.

Both Runes never count as successes, however, yellow Demonic Runes do not return to the Rune bag once the test/combat is resolved, instead yellow Demonic Runes are returned to the token pool.

In addition, slots may offer more than 1 kind of Rune as requirement, being either dual , accepting any of the 2 listed Runes, or wild , accepting any Rune (with the exception of Demonic). Once a Rune is allocated, it cannot be removed until the end of the test or combat.



HOW TO PLAY

TESTS

HEROES' STATS

All Heroes have 4 different Stats listed on their Hero cards:



Strength (STR), Agility (AGI), Intelligence (INT), and Charisma (CHA).

Each Stat contains their own list of Runes that count as successes for tests.

PERFORMING A STAT TEST

Heroes will measure how capable they are in specific proficiencies whenever a test is required. Each test is connected to a specific Stat and lists how many successes a Hero must have in order to pass the test.

Each Hero participating on the test must draw 5 Runes from their bag. Each Rune matching the Stats' Runes count as 1 success. In order to pass the test, a Hero must have the minimum number of successes required by the test. In case of failure, any potential negative consequences will be listed on the card that triggered the test.

CONVINCE THE GUARD

Make a group CHA (4) test to convince the guard to let you speak with the Spargodt.

- If you pass, read A5.
- If you fail, add card 006 to Manjord.

EXAMPLE: During a Discover phase, Kattly resolves a Story card which requires a CHA(4) test. Kattly's Charisma Stat is , and and . She draws 5 Runes from her bag: , , , , and . Kattly's Charisma Stat do not count as a success. The other 4 drawn Runes count as 1 success each. She passes the test.

PERFORMING A GENERIC TEST

Generic tests may be presented in Story cards and will show Rune slots listing the requested Runes and their quantities. Each Hero participating on a Generic test must draw 5 Runes from their bag and allocate them to the Rune slots. All Rune slots must have Runes allocated to them in order for the test to be successful.

EXAMPLE: Lydana decides to interact with a Fountain, a World card sleeved in her region. The Fountain requires a 1 test. If she passes the test, she will be able to Heal 2.

She then draws 5 runes: . Although she drew 2 the test only requires 1, therefore the second has no effect. She passes the test, Heals 2, and return all Runes to her bag with the exception of the which is returned to the token pool.



12 11 10 9 8 7 6 5 4 3 2 1

HOW TO PLAY



COMBAT

UPGRADE CARDS

Upgrade cards are used during combat in order to deal Damage to enemies, improve attacks, Heal, and to defend incoming Damage. Each Hero starts the game with their own Class Starting Upgrade cards, and as the game progresses more may be acquired.

There are 2 types of Upgrade cards: Equipments  or Skills . Regardless of the type, these cards share the same common elements:





TYPE: Determines if it is an Equipment  or a Skill .

RUNE SLOT(S): Slots where Runes must be allocated in order to use the Upgrade.

EFFECT: Benefit gained by utilizing the Upgrade. There may be different effects for different Rune slots (if any).

BONUS RUNES: Runes added to the Rune bag by the Upgrade when acquired (if any).

Some Upgrades may add Bonus Runes to a Heroes' Rune bag. Any Rune added by the Upgrade will only be part of the composition of the bag while the Upgrade is equipped. Equipped Upgrades are held in the respective Upgrade slots in the Hero's Dashboard, while unequipped Upgrades are stored to the side.

There's no limit to the number of unequipped Upgrades a Hero can have, however, a Hero may only have 2  and 2  equipped at any time. Whenever an Upgrade is unequipped, remove the Bonus Rune from the Hero's bag.

ENGAGING IN COMBAT

All players involved in a combat simultaneously draw Rune tokens from their personal Rune bag, one at a time, until they decide to stop. A player may decide to stop drawing Runes to resolve their effects. In that case, other Heroes in combat can continue drawing normally until they too decide to stop.

Each Rune drawn must be allocated to a matching Rune slot in one of the Hero's Upgrade cards. If the player doesn't have any available matching slot, or if the Rune drawn is Demonic, the Rune token must be placed in the first available slot of the Fail track of their Hero dashboard. If all 3 slots of the Fail track are filled with runes, combat ends immediately in failure.



Whenever a Hero takes Damage, move the Health token one slot to the right for each Damage taken. Conversely, move the Health token to the left on the Health track when being Healed.

IMPORTANT: if a Hero's Health token reaches the last (rightmost) slot in their Health track, that Hero is dead. The game session ends immediately in failure. Read the Chapter's Failure entry.

FAIL TRACK



A Hero's journey is not made up of successes only. Each Hero has in their Hero dashboard a Fail track that brings the consequences that assail them when they fail.

The first (leftmost) slot of the Fail track brings no consequences if it is filled when resolving combat. However, the second slot  may trigger an enemy's effect. Worst, the last (rightmost) slot  indicates a critical failure, which not only may trigger an enemy's additional effect but also removes that Hero from the combat and cancels the activation of all his Upgrade cards.

HOW TO PLAY

Once all players have decided to stop drawing Runes or fail, resolve combat using the following steps:

1. Resolve all effects from Hero's Upgrade cards except Damage and Healing effects.
2. Each player resolves all their **H** and **☠** effects of their Fail track, if any.
3. All players in combat that didn't fail add up all their Damage and Healing effects. Distribute Damage as preferred among the Enemies in combat and distribute Healing as preferred among the Heroes in combat. An Enemy is defeated if it takes an amount of Damage equal to (or higher than) its Health.
4. Return all Runes in the Fail track and Upgrade cards to the players' Rune bag.
5. Any remaining Enemies that are part of the combat attack. Add their Strength together to determine how much Damage is dealt; players can decide how to distribute the incoming Damage among the Heroes in the combat.
6. For every Enemy defeated in combat gain 1 **◆**. Experience is used in key moments of the story to evolve the Heroes. Player may decide how to distribute them among the Heroes in combat.



HOW TO PLAY



EXAMPLE: Lydana engages 3 Garms in combat. She currently has 3 ♥.



She draws a first Rune: a ♁. She then allocates the Rune to her Plain Staff. She will already be able to deal 1 ♣ to an Enemy, provided that she doesn't fail combat. She decides to continue as each Garm has 2 ♥.

She draws a ♁ which must be allocated on the first slot of her Fail track. She continues and draws 1 ♁, allocating it to her Black Hammer. She will now be able to defeat one of the Garms and heals 1 ♥. However, she will finish the combat with only 1 Health as each of the surviving Garms deals 1 ♣.



She continues to press her luck and draws 1 ♁. She doesn't have any matching slots in her Upgrade cards. The Rune then must be placed in the second slot of the Fail track which will trigger the Garms' ♣ Fail track effect. If she continues, the third slot of the Fail track may be filled, completely failing the combat. On the other hand, if Lydana manages to activate her Light Blessing by drawing a ♁, she will be able to return 1 ♣ to her bag.



She opts to continue and draws a ♁ and decides to stop. All effects of her Upgrade cards with the exception of Damage and Healing effects are resolved, removing the ♣ of her Fail track. Since the ♣ was just removed, no Fail track effects are triggered. She then adds up her ♣ and ♥, Healing 1 ♥ taking her to 4 and dealing 2 ♣, defeating 1 Garm.



2 Garms remain, and together they deal 2 ♣. Lydana moves her ♥ token to 2. Finally, she gains 1 ♣ for the defeated Garm.



CHAPTER'S END

During the campaign, several Ending conditions appear, leading to different endings which ultimately shape different stories. These can be regular, heroic, or failure. Regardless of the type, a chapter ends immediately when an ending condition is met.

When a chapter ends, complete the following steps, in order:

1. Keep all sleeved cards in the Map and Adventure board. These will be part of the next chapter from the start.
2. Store all cards pertaining to a Hero together: Hero cards, Upgrade cards, and Path cards. These will be the Heroes' starting cards in the next chapter.

3. Return to the Story deck any cards left on the Points of Interest board, following the numeric order.
4. Remove any Interest point tokens from the Map and return them to the game box.
5. Return to the game box all the remaining components.

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RIOTMINDS

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