

MITTLAND, THE HEART OF TRUDVANG

Trudvang Legends brings players to an epic land to carve out their own legacy. In our previous article, we gave a general overview of the different locations on the continent. Here, we begin a more in-depth look at each location, preparing you for what lies in wait. We begin with Mittland. This is the land right in the heart of Trudvang, bordering all the others. As such, it is a true melting pot of the different regions and is home to many legendary heroes of old. Will you be able to add your name to the annals of history? Only if you can survive your encounters here.

Mittland sits right in the middle of the Trudvang continent. It is bordered to the east by the Stormlands, to the west by Westmark, to the south by the Soj archipelago, and the north by the Nhoordland. A true crossroads, the land takes on some of the aspects of each of its neighbors. There are plenty of wild and untamed regions like those found in the Stormlands. There are areas of civilization and learning as there are in the Westmark. Many different creatures can be found dwelling there, including the occasional elf from the Soj. And it has deep forests and several mountain ranges with snow-capped peaks like those in the Nhoordland. However, the majority of the land is covered by acres and acres of open fields. A great grassland dominates the region, filled with herds of wild horses, simply daring anyone to try and tame them. The land, if it can be wrested from the chaos of nature, is incredibly fertile, making the Mittland the breadbasket of Trudvang. Many farmers have become wealthy due to a bumper crop. Of course, the sometimes-harsh conditions also mean that some have become destitute because of a bad harvest.

While it may seem like the Mittland is simply a home to farmers, such is not the case. In the heart of every Mittlander lies the desire to see one's stories be told by the skald (recordkeepers and storytellers who tell and retell the tales of legendary heroes of old) for generations. Many a farmhand has one day left their simple life to go travel the world, taking up arms against whatever monster or evildoer they may find. Many are never heard from again, dying alone and forgotten in one of the dark and dangerous places of the region. Only the greats will have their names remembered. And only the greatest of the greats will truly be celebrated.

Mittland is also a land of equality. Anyone that can prove their worth is respected. Both men and women can become legendary warriors. Courage and bravery are the most honorable traits that someone can have. Prowess with weaponry is a means to higher echelons in society. The worst thing that someone can do is to die of old age or illness. These unheroic deaths will certainly go unsung about. But a glorious death in battle fighting against insurmountable odds or a giant creature will possibly ring throughout the ages.

Mittland is the center of Trudvang in more ways than one. It embodies the many different facets of the world all within its borders. While not every hero the world has seen has come from there, a large portion of them certainly do, and it's this notion of going down in history that is bred into the very fabric of everyday life. The land is scattered with ruins of shrines and temples dedicated to the heroes of old.

When Trudvang Legends comes to your tabletops, you can do well to pick a character who comes from the Mittland. Their entire being will be focused on becoming a legend in a legendary land.

THE FURY OF THE STORMLANDS

There are many regions of Trudvang that are wild and untamed. But the region that contains the wildest and most untamed lands, by far, are the Stormlands. During our continued trip through the regions of the continent, we head east of Mittland, into an area dominated by the fight between chaos and order, and many times, chaos reigns supreme. Let's take a deeper look.

The Stormlands are home to rough and rugged people descended from the Wildfolk of the Noordland. Their lineage does them well, as any weaker individual would soon succumb to the whims of nature as they ravage across the land. These Stormlanders are in constant battle against powerful elemental forces. Nature is always trying to reconquer anything that man attempts to build. The ground, itself, seems to fight against anything being built upon it, and the region is cut through by harsh rivers filled with deadly rapids, jagged mountains that dare anyone to attempt to step foot onto them, and deep forests filled with untamed creatures that would as soon eat a man as look at them. Forming a settlement and working the land is almost impossible... almost.

The loosely-associated towns that do pock mark the Stormlands are only held together by one thing: religion. Here, one's devotion to the Gerbanis faith is the only thing that ties one to another. There is no great ruler to owe fealty to. There is no sense of self in regional differences. It is simply spirituality that causes the Stormlanders to feel as one. Rituals are performed devoted to the gods in the hopes that they may be spared from its wrath. But all know that the end might be just around the corner.

The main god in the Gerbanis faith is Stormi. He is the allfather, god of wisdom and the wind. The highest in the pantheon, when a Stormlander dies, it is said that they will join the great chaotic storm that is the universe (with Trudvang as the eye of the storm) and they must seek out the fertile lands and green pastures inhabited by Stormi. However, Stormi regularly makes forays into the Great Storm in order to battle the evil forces therein. As such, the souls of the dead must go with him, lest they be left behind to be swallowed by the maelstrom. In the Stormlands, dying young and strong is not seen as a detriment, as such youth and strength will surely aid them in the afterlife and the battles they will fight there.

Such a harsh land creates warriors who are also brash and reckless. Stormlander warriors are distinct in several ways. First, they almost always shave their heads entirely. They also wield huge, two-handed axes in combat. These weapons can cleave a man in two with ease. Armor is eschewed, and instead, totems are worn, a sign of a warrior's devotion. In combat, Stormlanders enter a bloodthirsty frenzy unlike any other warrior in Trudvang. They hack and slash wildly, looking to do as much damage as possible while ignoring whatever wounds they might take themselves. It is often only pure exhaustion, or maybe the lack of enemies, that could bring a raging Stormlander back to calmness. Few are those that relish entering combat with a Stormlander.

The exact borders of the Stormlands are ill-defined. Since there is no central ruler or a true sense of being to a particular place, the areas bordering other regions simply include a large expanse of land. It is not uncommon for a wandering group of traders or merchants to suddenly find themselves within its borders. Such occasions frequently end poorly for said travelers, unless they can manage to find their way back west again and into the Mittlands. The harshness of the region has taken care of more than a couple unwary travelers.

What sort of adventures will you have in the Stormlands when you play Trudvang Legends? Will you be able to survive in its unforgiving wilderness? Will you choose a hero from that restless land as your character and prove that while many heroes come from Mittland, the most truly heroic are from the Stormlands?

WESTMARK, A DARK PAST

The world of Trudvang is a dangerous place to live. Death lurks around every corner, as natural phenomena and vicious beasts threaten everyone's existence. Nowhere is this more keenly known than in the Westmark. The history of this land is a word of warning for what might happen if the darker forces ever gathered together and took over. In our continuing travels through Trudvang, we head out west, to what is now a bastion of learning and thought, but was once a very different place.

The people in the Westmark are known as the Viranns. They were a quiet, peaceful people, spread through their various fishing communities. They were insular and did not bother themselves with the dealings of those in the Mittlands or the Stormlands. Content to just live out their lives, so they did for many generations. However, their scattered nature meant that when the forces of darkness came, there was no single source of resistance against them. As such, one by one, the little hamlets were subdued, with the people being placed in shackles by the trolls and Wildfolk. Most of the people in the region were marched north into the Nhoordland, never to be seen or heard from again.

For generations, the land was a wild and unruly place, seemingly forever being held by the different barbarian tribes. But resistance was growing as Siro Werte, a minor noble with a knightly title, started collecting the few people left and training them to fight. And fight they did. Just as the Viranns had been taken over before, with the enemy going village by village, so did Siro and his army start to reclaim the region. Eventually, having liberated many, Siro was in charge of a mighty army. People began to believe that Siro to be guided by divine providence. Though some scoffed, this was in fact the case. The god Gave had been using Siro to do his work, and during a major battle, Gave manifested themselves and helped the Viranns win ultimate victory against the dark forces.

From that day on, the Westmark was a changed land. The lands and people were blessed with prosperity. The Viranns, of course, worship Gave as not only their savior, but as the one and only true god. The people are heavily devout, some even considering themselves angels in Gave's service, and thus partially divine. Most do not recognize other deities or religions, laughing off such notions. They consider other gods to simply be nature spirits not nearly the same level of divine as Gave. This has led to several holy wars being fought by the Viranns, and many people in the western regions of the Mittlands also worship Gave.

While it was strength of arms that had saved them from the barbarians, it is matters of the mind that occupy most people's time. The Westmark is truly unique in Trudvang in that while strength of arms is certainly not looked down upon, it is the refinement and learning of one's intellect that is held in highest regard. As such, the Westmark is home to many libraries, schools, and other repositories of learning and knowledge.

Will you be choosing a character that hails from the Westmark when you start playing Trudvang Legends?