


# TRUDVANG LEGENDS FAQ

## *How many Feats each Hero has?*

Each Hero has a starting deck of 8 Feats (4 unique to the Hero and 4 of their corresponding Class).

At the start of the game, Heroes also have 16 upgraded versions of their Feats (8 Level II and Legendary Feats unique to the Hero and 8 Level II and Legendary Feats of their corresponding Class) as well as 2 Ultimate Feats, which are made available to the Heroes once they have upgraded all of their Level I Feats (see pg. 9 and pg. 19 of the Rulebook).





## *When do I upgrade my Feats?*


Once a Hero has 3  they must upgrade 1 of their Feats for a superior version of that same Feat (Level I to Level II, or Level II to Legendary) (see pg. 32 of the Rulebook).

## *When does the Ultimate Feats become available to a Hero?*

Ultimate Feats become available to a Hero once they have upgraded all of their Level I Feats. Ultimate Feats are added to the Feat deck, increasing the number of Feats in the deck from 8 to 9 (see pg. 32 of the Rulebook).



## *When and how Status tokens take effect?*



At the start of the combat resolution step, Heroes resolve the effects of their Miss track, gaining or losing , ,  or , by triggering the effects of their Status tokens and pre-existing permanent effects of the Status track.

**If there are 3 or less runes allocated (blue area):** Activate all positive statuses of the Hero, including the permanent , and resolve their effects.




**If there are 4 runes allocated (neutral area):** Nothing happens.

**If there are 5 runes allocated (red area):** Activate all negative statuses of the Hero, including the permanent , and resolve their effects. If the Hero card is exhausted, trigger the Miss effect of the Hero card as well.



When gaining or losing  or : Move the marker immediately on the corresponding track.

When gaining or losing  or : Each Attack or Block of the Hero is affected by the Status token. Effects of Personalities, Companions, and Items are not affected.

## *How Attack modifiers work?*

An Attack is an ability type. Any effect that modifies an Attack (for example: 1 Attack deals +2 ) changes the effect of the listed amount of Attack Feats (in this case, for example, the effect of 1 Attack Feat would deal +2 ). A single Attack Feat that deals  multiple times is affected each time (see pg. 35 of the Rulebook). Modifiers on Feats only affect the Hero's other Feats, unless they specifically state otherwise.



## *How Block modifiers work?*



A Block is an ability type. Any effect that modifies a Block (for example: Each Block gains +1 ) changes the effect of the listed amount of Block Feats (in this case, for example, the effect of each Block Feat would deal +1 ) (see pg. 35 of the Rulebook). Modifiers on Feats only affect the Hero's other Feats, unless they specifically state otherwise.

## *How do I account for multiple modifiers and at what time are they applied?*


Follow the order listed on the combat resolution step.

1. Miss track effects (Status tokens) are tallied.
2. Skills (from Heroes and/or Personalities) and Fast Attacks.
3. Enemies Attacks, Ability triggers, Blocks and unused Skills (from Heroes and/or Personalities).
4. Unused Skills and Attacks (from Heroes and/or Personalities).
5. Items.

*For example, a Hero with an activated  will gain +1  for the rest of the combat. Any other effects that change the Hero's Attacks will take the bonus into consideration, as it takes effect first.*

Companions' effects may be used at any time during the resolution step (or during planning, in the case of Companions with the instant keyword), since their effects have a wide range of effects, that may prevent an Enemy ability from triggering, change the amount of  dealt, prevent  loss, etc. However, they do not have retroactive effect.

## *Once an Adventure ends and my Hero was defeated, do I keep the Wyrd card in my deck?*

Yes. Wyrd cards are Feats that are added to a Hero deck and can only be removed if the stated condition on the card is fulfilled (when you deal  to an Enemy causing them to be defeated, or used an effect that defeats Enemies).

## *How are Locations explored?*

Most Locations may be activated by each Hero in its region during the Explore Phase, unless they are associated with timed effects. This means that, each Hero in the region may explore the Location a single time, but the Location itself may be explored several times in the same round, since different Heroes may explore it. Locations with mandatory effects (with the 'mandatory' keyword) must be activated only once (and not once per Hero in the region).

## *How does play a Feat works?*

This effect appears on Items with instant effects, which can be resolved during the Planning step. In this case, draw the amount of listed Feats and place them below your Hero dashboard. These are additional Feats to the 4 usually drawn during the Planning step.

# ERRATA

## *Adventure Map 1*



Entry **031** should be **033**. Please find an updated version of the map to print at the end of the FAQ.

## *Entry C1-001*


Point of Interest A should be discarded earlier in the Entry, right before the paragraph starting with “Your slumber (...)”

## *Entry C2-005*

Missing the Class:

»» The  Warrior loses 1 . Read **Entry C2-008**.

## *Entry C2-026*

Condition should affect only Heroes in the party:  
If a Hero in the party has a  on their card.

## *Entry C10-040*

Text correction that affects gameplay:

“If the Entry doesn’t start with “This is an illusion,’ (...)”

## *Entry C10-047*

The instruction missed the Enemy type:

»» Place 1  **Forest Troll** in the region.

## *Entry C11-042 and Entry C11-048*

Condition should affect only the Heroes in the party. Correct:  
“If a Hero in the party has the **Tower Lord’s Sword** Item (...)”

## *Entry C12-004 and Entry C12-015*

Points of Interest were inverted in the text:

Return to Tarfhavn.

»» Reveal **Point of Interest C**.

OR

Go to Darkwoods.

»» Reveal **Point of Interest B**.

## *Entry C12-019*

Outcome of failing the test corrected:

»» If at least 1 Hero succeeds both tests and Companion Jarl Oktar the Exiled is in the party: Read **Entry C12-012**.

»» If at least 1 Hero succeeds both tests and Companion Jarl Oktar the Exiled is not in the party: Read **Entry C12-017**.

»» If no Hero succeeds in both tests: Read **Entry C12-035**.

## *Entry C15-038*

Condition should affect only the Heroes in the party. Correct:  
“If a Hero in the party has the **Alquelainen** Item (...)”

## *Entry C15-056*

Outcome of failing the test corrected:

»» If they succeed: Read **Entry C15-039**.

»» If they fail: Continue to read.

Otherwise, pole yourselves away as fast as you can.

»» Read **Entry C15-066**.

## *Entry C15-061*

Outcome of failing the test corrected:

»» If they succeed: Read **Entry C15-067**.

»» If they fail: Continue to read.

Otherwise, pole yourselves away as fast as you can.

»» Read **Entry C15-022**.

## *Entry C16-015*

Text correction that influences gameplay:

“If the Entry doesn’t start with ‘You recognize them,’ (...)”

## *Entry C17-005*

The Point of Interest listed is incorrect. It’s Point of Interest I not B.

## *Entry C17-018*

The Point of Interest listed is incorrect. It’s Point of Interest B not I.


## *Entry C18-012*

The test should be only available to a single Hero (not any Hero).

## *Entry C20-044*

Companion Nitpick instead of Companion Nitpick the Troll.

## *Card CS083*

Gain 3  if you interact with the Tarfhavn Location.”

## *Card CS085*

Any Hero in the party



ADVENTURE MAP 1



001

016

045

040

044

035

015

030

025

010

020

005

033