5E

TRUDVANG™ ADVENTURES

SETTING COMPANION



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RIOTMINDS

TRUDVANG
ADVENTURES

SETTING COMPANION

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Our style is to use "they" as a singular gender-neutral pronoun when possible. This usage continues to gain mainstream acceptance, including among major style guides such as The Associated Press Stylebook and The Chicago Manual of Style. We believe it is appropriate and practical, not just to reflect common usage but to accommodate a more inclusive view of gender identity. The Trudvang Adventures books also use "he" or "she" when helpful for added clarity.

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INTRODUCTION

Welcome to Trudvang! This is a world of mighty hrimtolls, dark and foreboding forests, and unforgiving nature. Where myth spinners sing and recite poems about the heroic deeds of long gone adventurers. This is our world, for we are Trudvang!

Trudvang is a world of epic adventure, where heroes live and die by the sword, where lindwurms and trolls prowl the woods, where elves gaze at the stars in vain hope of receiving a message from the long-lost gods, where dwarves toil in great subterranean halls beneath soaring mountains, and humans eke out a meager living in an unforgiving environment. This is our world, this is your world.

The Setting Companion assumes that you know the basics of how to play Trudvang Adventures and that you have access to the Hero Companion, which contains everything you need to create a player character for Trudvang. In this book you will find information about Trudvang, the rich history of the world and description of many of the most important locations. It also includes information about how to run a Trudvang game, descriptions of magical items, monsters, villains and beasts.

The information found in this book is aimed at the Game Master, as it expands the rules found in the Hero Companion and presents them in greater depth.

THE ROLE OF THE GAME MASTER

The Game Master (GM) has a bit more complicated role to fulfill in Trudvang Adventures than the players do. The GM is the creative force of the game, it is their role to create epic narratives, describe scenes and play out the non-player characters that the player characters encounter on their adventures. It is also the GM's role to introduce and referee the rules of the game, organize and oversee gaming sessions. In short, the GM gets to wear many hats, but please don't feel intimidated by it, because it is just as much fun as being a player.

If you are taking on the role of a GM for the first time, please remember that as long as everyone at the table (you included) is having fun, you have succeeded in your first and most important task. Focus on the things you most enjoy and get help from the players, for example if you are still learning the rules of Trudvang Adventures don't hestitate to ask some of your players to help you out. The rules introduced in the 5E ruleset and in the Trudvang Adventures are not set in stone, you are the GM and you are in charge of the game. As long as you focus on ensuring that every participant has fun and that the narrative revolves around the player characters, their actions and decisions, you can't go wrong.

THE TRUDVANG GAME MASTER

The most important task for the Trudvang Adventures GM is to be the interface between the players and Trudvang. Trudvang is a unique and spectacular setting, one that differs greatly from many traditional fantasy settings. Therefore it is essential to get the right Trudvang mood, to make sure that the players get the feeling that they are a part of a world much larger than they are, that the world is just as much alive as they are.

Familiarize yourself with the content found herein and in the Hero Companion. If you have the time, read through Oathbreaker by Steven Saville, to get a good glimpse at in what ways Trudvang differs from other fantasy settings. If you want to dig even further, read Beowulf, the Kalevala and the Icelandic sagas, that have all inspired the creators Trudvang. By familiarizing yourself with the setting, it becomes all the easier to deliver a great Trudvang experience to your players.

It might seem a bit daunting at first, but being a Trudvang GM is an immensely satisfying role. The setting is rich with history and offers a great canvas for your next epic adventure. The game is in your hands.

HOW TO USE THIS BOOK

This book is organised in several chapters, which can help you create your own Trudvang adventures and campaigns. In all, the book is divided into three main parts: in the first part you will learn about Trudvang, the rich history of the setting, the many cultures of the people who live there and find information about many locations. In the second part you will find information about how to run Trudvang games and campaigns. In the final part you will find information about magical items and monsters.

SPINNING MYTHS

One of the GM's roles is to create scenes and encounters that fit with the overarching narrative that they are telling. It is the players' role to play out their characters, act and react in situations created by the GM, whether these are life-threatening fights against trolls or a simple game of chance in a shady tavern.

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To bring these scenes to life, to make them feel authentic and true to Trudvang you will find information about the setting, its people and their culture, and many locations in the first part of this book. Trudvang's history spans thousands of years and much of it has survived through poems, myth, and word of mouth, passed on from one generation to the next.

The player characters stand a chance to become one of those selected few that become immortal, living forever on in the mythspinners' songs, to become heroes and legends.

THE REFEREE

Another role that the GM must fulfill is being the referee. In every session the GM must make many rulings to keep the narrative going. Trudvang Adventures, just as any other roleplaying game, is composed of rules combined with many social and storytelling conventions. The GM must always be ready to be the referee, whether the player characters are crafting a capital Barda Axi or exploring a desolate part of the Darkwoods.

Being an arbitrator is also more than just knowing the rules and the narrative. The GM must also be willing to take on behavioral issues and disputes among the players. Every participant is there to have fun and it is important to keep this in mind. However, one person's sense of fun can have a negative effect on another person's enjoyment. It is therefore important to have a common understanding on what topics or themes are sensitive. In most cases, if a player oversteps their boundaries, a friendly word in private explaining the issue can sort things out.

In the second part of this book, you will find both rules for running Trudvang adventures and modules. You will find information about how to create your own adventures and campaigns in Trudvang later in this chapter.

TREASURES AND MONSTERS

Essential to all roleplaying games are adversaries, monsters and villains. The player characters are in most cases heroic, eager to undo whatever wrong has been passed unto them or someone they care about. Trolls, Tursirs, Wurms and Giants roam the wilderness, not to mention other dangerous beasts, villains, thugs and bandits, all eager to either rob those who brave the open roads or simply eat them.

And, of course, there's treasure. Though magical items are rare in Trudvang, there are many great craftsmen who can fashion items of greater quality and there are Thuuls that can create sacred items. The reason why magical items are rare in Trudvang is the cost of creating them. When crafting a magical item, the spellcaster must sacrifice something special to them, for example a part of themselves, to make the magic permanent.

In the final part of the book you will find information about monsters, villains, beasts and magical items.

WHAT MAKES TRUDVANG

Trudvang is a place of magic, wilderness and ancient traditions, where trolls and other monsters lurk in the night. Trudvang is a place of mystery and adventure, yet the world is getting old, sad and weary.

One of the things that makes Trudvang stand out is the stark difference in adventuring sites. Whereas many traditional fantasy games emphasize exploring bleak and dusty dungeons, Trudvang puts dark and forlorn forests at the fore. Weather and nature are just as dangerous as king trolls and hrimtursirs. To put it short, the forest is your dungeon.

Another thing worth noting, is the fact that Trudvang is not inspired by the same sources as many traditional fantasy games. It is inspired by Nordic myths, by epic poems such as Beowulf and Kalevala, by the Icelandic sagas, Celtic myths, and, last but not least, the art of John Bauer. Many modern fantasy games are inspired by more traditional sources, such a Roman, ancient Greek, and so on.

For the third part, in Trudvang there are many different cultures and religions, which do not always tolerate each other. There is often a stark difference in culture from one location to the next which can offer a multitude of roleplaying opportunities. For example the Stormkelt's need for blood sacrifice might not be welcomed or well seen in Westmark, where such practices are considered barbaric. Portraying this difference is essential to Trudvang.

Finally, magic, both vitner and the dimwalker prayers, is special. It is shamanistic, ritualistic and dangerous. Even a lowly cantrip might cause a negation, one that might affect the spellcaster, their vicinity or even family in a bad way. The gods of Trudvang are also quick to anger if their gifts are abused, sometimes making an example of their dimwalkers in the most horrible way.

MAKE IT FUN, MAKE IT MEMORABLE, MAKE IT YOURS

Roleplaying games are supposed to be fun, both for you and your players. Empower their characters and involve the players, make sure that their player characters are in the lead role of the narrative. Thus you ensure that your players are invested in your game.

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