



# THE DARK OF THE WOOD

THORNWATCH  
EYREWOOD ADVENTURES

The old man's voice shook as he spoke, and his raiment trembled upon him.

"I have heard you say, 'Revered Elder! In the bleeding hour of our need, we forsook the old ways and did tie a wreath of thorns.' And behold! Our need was answered by spirits of valor and courage!" He circled the shape on the ground, hidden by a cloth mottled with patches of darkness. "Have I not warned you? Do these robes not betray me as your Elder, the source of answers?"

He drew up the cloth, and below it was a terrifying sight: bound into the soil by a ring of rough salt stood a twisted, midnight thing somewhere between a man and a tree. Its hands were burned, and it spoke wordlessly.

"These are the things I would protect you from. These are the Poes which creep in the dark of the wood. And you would invite them in? Never."

He took the torch that was offered to him, and set the tree ablaze. The smoke of it killed twenty, and the ground there grew from it a dark flower.





## Contents

- 27 momentum cards
- 150 hero deck cards in 5 hero decks
- 10 denizen and monster rules cards
- 5 turn summary cards
- 10 trait cards
- 7 scar cards
- 15 terrain cards
- 5 hero trackers
- 1 Judge tracker
- 9 storyboards
- 42 pawns
- 1 rulebook

## Overview

*The Dark of the Wood* is an expansion for *Thornwatch*, and requires the *Core Set* to play. It introduces five new corrupted heroes—the **Briarlock**, the **Dark Courier**, the **Unsundered**, the **Weave-Weald**, and the **Woldsen**—each of which has a troubling curse gnawing at their soul. They may be heroes, but that doesn't make them pleasant. There are two new Judges: the **Judge of the Torch** and the **Verdant Judge**.

This expansion introduces a new type of storyboard—the **episode**—as part of an expansive story called *The Riddle of Seasons*. A new type of reward called **crests** can be gained in these episodes. Also introduced are two new types of terrain card: **story terrain cards** and **balms**.



# New Roles

This expansion contains five new roles for the heroes and two new roles for the Judge.



## THE BRIARLOCK

Heir to a twisted mystic discipline, one blessedly forgotten by the villages, the Briarlock understands that blood is a kind of currency. And, with enough of the Red Coin, dark futures can be brought to bear.



## THE DARK COURIER

Taking the Ebb into oneself is an act of madness, and no doubt a kind of death, but studying it within their own bodies is precisely the task of the Dark Courier. They make of themselves a crucible to study and manipulate this unseemly force.



## THE JUDGE OF THE TORCH

The fire that paves the way for new life, The Judge of the Torch is invoked with awe and care. Its dominions are Flame, Rebirth, Children, Wind, and The Future.



## THE UNSUNDERED

When Thornwatch are judged and found wanting, many fates await them: one is to become a Sundered, a grisly creature which is no doubt the source of the village tales against summoning the Watch. Those who find their way back from this state are terrifying foes indeed.



## THE WEAVE-WEALD

A Weave-Weald knows the true shape of the Eyewood, and is not fooled by its whims or traps. Like a Daughter of the Eyewood, they can shape the raw stuff of the forest.



## THE WOLDSEN

Those trees which the Thornwatch travel through may sometimes retain a measure of the knot's magic, and with enough time these trees may join the fight themselves. Woldsen are expert trackers and provisioners.

## THE VERDANT JUDGE

The Verdant Judge is thought to be everywhere at once; predator and prey, the tree and the soil it stands in. Its dominions are Pride, Hunger, Overgrowth, History, and Rest.





# Episodes

*The Dark of the Wood* includes a new type of storyboard, the **episode**. Several episodes are linked together to tell a larger story over multiple sessions. *The Riddle of Seasons* is laid out over four storyboards in sequence, each ending with the heroes gaining a crest; there is also a special despair called *The Season Eternal*. If you have finished an episode, reset the game and go to the next episode in the sequence until you've succeeded at gaining all four crests.

The other four storyboards that are not part of *The Riddle of Seasons* follow the typical opening and ending sequence, and reward players with knots.

"Tis a wonder what good they may do, shackled as they are with regret and ruin."

- The Sage which the Women of Noal called Loira

## Curses

The corrupted heroes are powerful, but each suffers a **curse**: an effect that takes place at the end of the corrupted hero's turn, after they discard their hand and draw cards. The curse typically benefits the Judge or otherwise confounds the heroes' plans.

## Story Terrain Cards

Certain storyboards call for a new type of terrain card called a **story terrain card**, which has an orange box like you'd find on a storyboard. The Judge places them as instructed before any other terrain cards, and they do not count against the limits of terrain cards on the map or on tiles. Once the scene begins, neither the heroes nor the Judge may add, move, remove, or ignore the effect of a story terrain card unless the storyboard describes a way to do so; no effect can overrule this rule.



# Crests and Balms

In *The Riddle of Seasons*, players can earn a new type of reward called a **crest**. Each of the four episodes of *The Riddle of Seasons* has a specific seasonal crest; for example, the episode **Spring & Salt** offers the opportunity to gain the Crest of Spring & Salt.

Each crest matches a special type of terrain card called a **balm**. A hero with the appropriate crest can place the matching balm on any map tile after the Judge places their terrain cards; it does not count against the limits of terrain cards on the map or on tiles. Only one balm can be placed per scene, so if the heroes have more than one balm, they must decide which one to place. Balms cannot be moved or removed by either the heroes or the Judge after they are placed; no effect can overrule this rule.

"The Thornwatch are creatures of purpose, of immediacy, with nothing we would consider a past," said the Elder, drawing a shield in the dirt before him with his staff. "But sometimes, sometimes... the crest remembers."

- The Toadstool Sermons



Did you complete *The Riddle of Seasons: Autumn & Aurnum*?  
Earn the **Crest of Autumn & Aurnum**.

**Autumnal Balm:** When Autumn-crested heroes start their turn here, they discard 1 card and draw 1 card.



Did you complete *The Riddle of Seasons: Winter & Wind*?  
Earn the **Crest of Winter & Wind**.

**Hibernal Balm:** When Winter-crested heroes here wound a monster, that monster cannot move this round.



Did you complete *The Riddle of Seasons: Spring & Salt*?  
Earn the **Crest of Spring & Salt**.

**Vernal Balm:** When Spring-crested heroes start their turn here, they may move 1 more tile this turn.



Did you complete *The Riddle of Seasons: Summer & Song*?  
Earn the **Crest of Summer & Song**.

**Estival Balm:** When Summer-crested heroes start their turn here, they may draw 1 random card from their discard pile.

# Knots

There are two new knots in *The Dark of the Wood*.



Did you complete **The Fault Lies Within?**

Earn the **Weaver's Knot**.

**Effect:** If you bear the Weaver's Knot, once per game you may draw any number of skill cards from your tracker.



Did you complete **The Feast of Power?**

Earn the **Moondust Knot**.

**Effect:** If you bear the Moondust Knot, once per game when resolving momentum, you may swap your momentum card with another hero's.

Details on how to tie these knots can be found at [thornwatch.com](http://thornwatch.com)

Seek not the bramble,  
No wreath will bring good;  
Tie ye no knots  
in the Frost-haunted wood

- Excerpt From  
The Watchers of Thorns

## Dark Scars

Scars in *The Dark of the Wood* function differently than in the *Core Set*. When the Judge gives out a scar, they do so randomly from the scars in the *Core Set* and those in this expansion, called **dark scars**. If a player gets a dark scar, it doesn't automatically go away at the end of the next adventure. Instead, it is only removed if the Judge or the hero does a specific thing, which can occur at any point in the adventure. If a dark scar is not removed at the end of an adventure, it continues with the player to their next adventure.

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