THORNWATCH

EYREWOOD ADVENTURES

Frequently Asked Questions

How long is a round?
A round lasts until every momentum card has been turned sideways, then the round ends.

Do pack monsters all move, then all attack (or vice versa)? Or do they take individual turns?
They take individual turns until each pack monster has taken a turn, then you rotate their momentum card.

Can I roll more dice than are in the box on a single attack?
Yes. There is no limit to the number of dice you can roll at one time.

Which storyboards should I start a session with?
The opening storyboards in the *Core Set* are *A Bad Deal*, *A Thirst for Knowledge*, *May He Die in the Forest*, and *The Singer in the Dark*. In *The Dark of the Wood*, you can start with *The Cloak of Flesh*, *The Road Untraveled*, or any of the ones that begin with *The Riddle of Seasons* (except *The Season Eternal*).

If I deal out random terrain cards at the start of a scene, do I need to place them all?
No, you can always choose not to place a terrain card.

The back of the *Core Set* box says it's for 3-5 players plus a Judge, but the symbol below says it's for 3-6 players. Which is right?
The symbol. You can definitely play with 2 players and a Judge.

Do reaction cards need to be slotted and powered before being used?
Yes, all cards must be slotted and fully powered to be activated and playable.

After I roll a number of hits against a hero, how many wounds do I give them?
A number equal to the number of hits.

Where do returned wounds go?
No matter where they come from—your hand, your deck, wherever—they go back to the Judge's wound deck.

When a monster or denizen's momentum card falls off the edge and it still has a pawn on the map, is the card still turned sideways or does it get another turn?
The momentum card stays turned sideways.

Must the target of the Splinterkin's Poison Spit have a wound in their hand?
No. The Judge rolls 1 ✦ die regardless, and adds 1 🜄 if the hero has any wounds in hand.

In *A Bad Deal*, the rules say the monsters may attack markers "as if they were enemies." Do these markers count as allies to the heroes?
Markers will only count as allies if the rules said they do. In this case, they do not.

In *May He Die in the Forest*, it's possible for all monsters to be defeated and no Lookouts to escape. Do the heroes win?
At least one Lookout must escape for the heroes to succeed in this scene.

The Unsundered card Shunt says "Resolve the attack against a different target here that is not the attacking enemy." Can this target be another enemy pawn?
Yes.

Storyboard Changes

- In *The Deep Crow's Nest*, all outer corner tiles of the map should be swamp tiles instead of ruin tiles and all outer bar tiles should be swamp tiles instead of forest tiles.
- In *Hunted*, remove the bar tile that is fourth from the right. This lets the monsters reach the "end" of the map in six rounds without moving more than one space each turn.

THE DEEP CROW'S NEST

Deep Crows nest in the stone shallows beneath the Eyrewood, erupting to line their nests with meat. The feathers around its eyes are keenly tuned to the passage of creatures above, especially small creatures.

Setup:

The heroes place their pawns on any 1 outer corner.

Use the Deep Crow and Ebb Spawn monsters. Place 1 Ebb Spawn pawn on the 💀 tile. Place the Deep Crow pawn on the center square and the inner corner opposite the heroes.

Place 1 Lookout pawn on the 🐦 tile; do not use its momentum or rules cards. This represents the body of a slain Lookout.

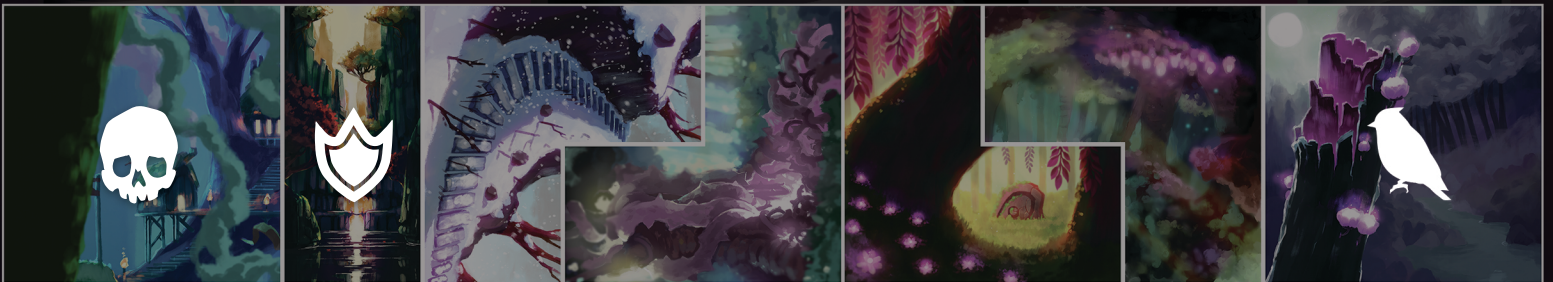## Types & Pieces:

Corrupted   (1)

DEEP CR   EBB SPAV

HUNTED

The Thornwatch are mystic, martial paragons; they are agents of an immortal pact made manifest. But they are not Judges. They can, and do, fail.

Setup:

The heroes place their pawns on the 🛡 tile.

Use pack monsters of the same type as the opening's monster symbol; spend ◎ per pack monster pawn and ◎◎ per leader pawn to place a number of monsters equal to the number of heroes, if possible. Place the pawns on the 💀 tile.

Place 6 Villager pawns on the 🐦 tile; do not use its momentum and rules cards.

Types & Pieces:

(6)