Mythwind FAQ

Mythwind Core Box V1.1

Date Update: Apr 1, 2025

Ranger

Question	Answer
The Progress tool has valley artwork as a background, and the Backpack has parchment as a background on the reverse side. Does this mean that the Backpack is a good?	Progress and Backpack are both tools.

Friends & Family

Date Update: May 6, 2025

Buildings

Question	Answer
The Jail and the Library do not have the 'Use Building' icon. Can I use these locations for my town action?	Yes, they both have building abilities that allow a character to use the building.
Is there a cost when hiring from the Abattoir or Inn?	Yes, the standard cost of 2 coins.

Friends & Family Charter

Question	Answer
Pg 16 - What is a companion's alignment?	That is a typo. Companions do not have an alignment.

Friend Cards

Question	Answer
Does Gillard get removed if the General Store is replaced by the Apothecary (from Winds of Magic)?	Yes. The friend departs if the associated building is removed from the town board.
The backs of the Kiki and Louis cards have been reversed so that Louis' story is on Kiki's cards and vice versa.	The only gameplay impact here is that at the end of Louis' 4th story text (companion), the player is instructed to shuffle Adventure FF06 into the Adventure deck.
The front of Xan's card indicates that they are unlocked by the Quarry on their first three cards.	The Monument unlocks Xan.

Updated Friend Cards (44x67mm):

https://drive.google.com/file/d/1LS68VBp5TEkXJhzic1kA01hRUeOzeOaa/view?usp=sharing

Interaction Cards

Question	Answer
When going to the Market Store (Merchant), do I have to buy all of a particular good (up to 3) to get the reward? If so, how many times does the reward trigger?	Yes, you must buy all available goods of that type (to a maximum of 3). You get the reward once, meaning one town resource plus the unique benefit for your character.
When purchasing goods from the Merchant at the Market Store, is the market price affected?	No, it is not.

Endless Event Cards

Question	Answer
Event FF4 - When the sprites remove the thief, does event card FF4 get removed from the top of the event deck?	No, it remains on top, and every time the event icon is presented on a weather card, the thief reappears.

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Mythwind Core Box V1.0 FAQ

Date Update: July 22, 2024

Below you will find the FAQ for the first print run of Mythwind.

Town

Question	Answer
Town Charter pg 6 - this lists 10 weather cards among the components, but I can only find 9.	To start the game, you will only have 9 weather cards available. The 10th will be unlocked as you play.
Town Charter pg 11 - when I reset the game, how do I reset the weather deck?	The weather deck should not be shuffled for the initial game. This is so that events are triggered daily in the first game which helps introduce players to the game. Once you've played it once, this is no longer necessary.
Town Charter pg 21 - do you move your mini to the new location if you are able to take multiple town actions?	Yes, move your mini to each new town location. However, your alignment depends on the first town action that you take.
Town Charter pg 28 - what happens to hired workers that are in town or other locations outside of the player tray?	They are returned to the appropriate location (the dice well in the player tray or the tower on the town board), which is consistent with how the other workers are dealt with during the Dusk phase.
What is the icon on the back of Forest Card #6? (>>>)	This is an outdated icon and was meant to be the icon for the advance construction queue

Do I put the dice from the dice wells back into the supply tray when I change characters?	They will go to the tower, If you are saving the game, be sure to put them in the unlocked section. That way, you won't "lock away" access to any dice.
What town action do I do with my character if I am playing with 5 characters and there are no available spaces?	When playing with 5 characters, the Longhouse can be used by more than one character.
Can I change the player count between seasons?	Yes, you can. Make sure you reference the new building cost for any future building construction.
How can I reset the game?	See at the bottom of this page (spoilers).
What does the 'Skill' icon mean when there's no plus modifier?	You get to perform a skill action immediately. The skill must already have been gained and placed on the character's tray.
What happens when I finish the story?	After you finish the main storyline of Mythwind, you are free to continue to play the game, build buildings, and go on any adventures you may have left. There is no distinct "ending," so play for as long as you'd like! Or start the game over and experience it in a new way :).
What is the highest resource when there is a tie between resources?	When resources are equally tied, they are all considered the highest. For instance, if income and culture both have a value of 5, while production and food are at 0, then both income and culture are treated as the highest resources.
Do upgraded buildings count as the prerequisite for the building it replaced? For example, does the Lumber Mill count as the Lumber Yard prerequisite when I build the Quarry?	Yes. The upgraded building counts as the prerequisite needed.
[Secret Envelope #1 Spoiler] Is a sprite die reduced by 1 when you use the sprite die action space and when does it return from the action space to the character or the tower?	The sprite is reduced by a pip when using the spite action space. It is returned during Dusk.
Can I resolve a building's effect more than once?	No, you only get that effect once per game day.
If a building was discovered through and adventure or event card and is destroyed, is there any way to construct it again?	No, that building can not be constructed again.

If a building is rewarded and meant to be put straight into town, but there are no empty locations, where does it go?	You can add it to the lowest numbered construction queue spot available.
If a goal card requires a building be Constructed, does that mean that it's in the Construction queue or that it is in town?	In order for a building's construction to be complete (and therefore, the goal satisfied), the building must have advanced through the Construction queue and be in town.
Does physical quantity limit character components?	Yes, if you can not draw any more of a specific character component, that component is not available until more have been returned to the supply.
The Port costs for 3+ player seems high.	It's a misprint. It should read: (3+ player) 6 Income; 2 Production; 2 Food
What does the infinity modifier mean on worker die?	It means all of the dice of that type at that location (at the tower or hired)

Event Cards

Question	Answer
What does "in play" mean?	Some cards include instructions to leave them in play, which means to keep them face up. They are not to be discarded from play until instructed to do so by another event card.
What happens if I've missed adding an event card?	Refer to this document: https://drive.google.com/file/d/1PyRHhBNZS-zF6CO01N5eNP0PIWlpitFq/view?usp=drive_link

Adventure Cards

Question	Answer
What happens if I run out of Adventure cards?	There are several Adventure cards (all titled 'Into the Unknown') that get shuffled back into the Adventure deck after you resolve them. In this

	way, the Adventure card deck should never be empty.
#7 - is it possible to succeed if it's raining?	***spoiler*** you only remove '1' from a single die. If you roll multiple die than you could roll a '3' and lower one of your other die, in this way succeeding.
#8 - how many worker die can I have join me?	As many as you have already hired at that time (including the one you may have just hired.)
#25 - do I proceed to the choice if there are no villager dice at the tower to lose?	Yes, you will still choose one of the 3 options and read the result on the back of the card.
What alignment do I get on the 'Into the Unknown' adventure cards if there are no dice at the tower?	You get to choose your alignment.

Goal Cards

Question	Answer
Do the outcomes affect all players?	Yes. Everyone contributes to goal cards, so the success or failure outcome impacts all players.
Accelerated Growth (01) - Does the town resource that is required to be 4 spaces higher than the lowest town resource have to have 3 spaces or 4 spaces between them?	3 spaces are sufficient. If your lowest resource at the end of the season is Food at 1, and your highest is Production at 5, then you've succeeded the goal card.
Discover Land (06) - For the reward, do I gain a skill of any level?	You get a level 1 skill at no cost.
Goal Card 27 - For success the resources need to be in order, do draws count? I have 2 Culture, 2 Food, 1 Income, 1 Production. Is that a success or fail?	No, in order for you to succeed at that goal each resource needs to be at a different value.
Goal Card 25 - Can I complete the goal if I have already discovered all of the land?	Yes, if there are not enough forest tiles to complete this goal, you can mark it as a success at the end of the season.
If I fulfill the requirements for a goal before the season ends, is that considered a success?	No, you only check to see if you have succeeded at a goal card at the end of the season.

Farmer

Question	Answer
Pg 18 - When planting, if I can not add to an existing field of a crop, can I start a new field elsewhere?	No, you will have to find a way to create space around the existing field before you can plant more of that crop.
Pg 31 - Do the Green Thumb, Rancher and Harvester skills need to be on the matching action line AND have the matching weather card in order to resolve?	Yes, these are triggered in the second step of the character action if those conditions are met.
Pg 32 - is equipment triggered even if the associated action was as a result of a weather effect or worker action?	Yes. For example, as long as a harvest action is taken, the sickle would also trigger.

Crafter

Question	Answer
Pg 16 - Can I only refine one material during this step? If I can do more than one, do I have to choose ‘Begin’ or ‘Advance’ for ALL of them?	No, you can take this step with every material you have in inventory. With each material, you can choose whether you want to ‘Begin’ or ‘Advance’ with it.
Pg 16 - Can I only have 4 materials in each refinement slot?	The maximum number of materials allowed in a refinement slot is 5, not 4.
Pg 16 - Can I leave materials in the inventory slot if I wish?	You can.
Pg 21 - Do fulfilled request cards get separated into their respective pile at the end of the season?	No, but the unfulfilled request cards do.
Pg 25 - When you spend a material for the ‘good marketing’ skill, does it go back to the supply or the draw bag?	It goes back to the bag.

Pg 25 - How many materials can the ‘Working Fast’ skill move?	It can move any one material.
Pg 26 - How do we account for saving unfulfilled request cards? Also, pg 27 doesn’t account for fulfilled request cards.	Those steps will be updated to: Saving the Game 4. Stack all request cards into a single deck in the following order from bottom to top: Set aside request cards (face down,) unfulfilled request cards (face up,) the request deck for the upcoming season (face down,) and the fulfilled request cards (face up). Replace the Crafter Header on the tray. Continuing the Game 3. Separate the face down request cards on the bottom and set them aside for the season. Then separate the face up fulfilled request cards (if any) from the top of the request card deck, the face up unfulfilled request cards from the bottom of the request card deck, and the request deck that you will be using for the upcoming season.
Pg 28 - Does the ‘Gather Materials’ icon mean that I can draw three materials from the bag?	Think of that icon as ‘Gather’ and reference pg 22. It is a workshop action and so only one material is drawn from the bag.
Can I take a character action, even if there are no materials available for that action line? For example, can I do the ‘Paper’ action line (because there is a skill that I’d like to trigger) even though there is no paper material available?	Yes. You obviously won’t get that material, but you can otherwise complete that character action. Optionally, you can choose to sell the matching material to activate that action line.

Ranger

Question	Answer
Pg 7 - Are Ranger items limited by the card count?	Yes, if there are no more item cards to draw that you need, you can not get any more of that item (tool OR good.)

Pg 26/27 - Do expedition cards get shuffled back into their respective decks as soon as you explore them?	No, they will be shuffled back once you have completed the expedition or been exhausted.
Pg 29 - Do I have resolve the effects for the item that I'm using in the order that they are printed?	No, you can do them in order of your choosing. For example, you may spend a rifle to reveal a tier 1 expedition card in order to get meat before you then sell meat for 3 coins.
Pg 33 - What happens to workers who are on expedition cards or in the character tray during the Dusk phase?	They are returned to a player's dice well or to the tower in town if they are showing no pips.
Pg 34 - When I take damage on an expedition, what is considered an Item that I must discard?	Items are tools & goods. When you take damage, discard a single item from your inventory.
Pg 34 - During the Lose a Good effect, if I have no goods to lose but still have tools in my inventory, am I exhausted?	No, as long as you have any item cards in your inventory (such as tools), you're not exhausted.
Pg 35 - During the Restock action, what position are the cards that are brought in from the Stock added to the Inventory?	The cards from the Stock will be added to the end Inventory on the right-hand side. They can be added in the order of the player's preference.
Pg 35 - If an expedition card has already been flipped (through a Reveal action, for example), would a Scout action flip it back face down?	If the expedition card has already been flipped up, don't flip it back down through the Scout action.
Pg 36 - Can the Ranger pay for their skills from their inventory while they are on expedition?	No, the items used to pay for the skills must come from their stock.
Pg 37 - How do I activate the worker skills like Community Builder?	The worker die is placed in the corresponding dice action slot next to the skill. These skills can only be acted on while the Ranger is on the expedition and are unique worker skills, whereas normally, workers do not trigger skills.
Do the skills that are activated while the Ranger is on expedition have an alignment?	The Ranger does not have an alignment while on expedition, so the skills that can be activated then are available on every expedition card regardless of alignment.
Skills: One More Thing and Local Expertise	These skills can only be used once per expedition card.
Pg 40 - When on an expedition, at the end of the day, do I end exploration as stated on pg 26, or do I end the whole	You only end the exploration. You will only end the expedition once you have completed the final expedition card.

expedition as stated on the back of the journal?	
How long does an expedition card remain faceup after a ‘Reveal’ action?	It remains faceup until the encounters on the card have been completed during an expedition. When that card gets shuffled back at the end of the expedition, it will get shuffled in facedown.
Expedition cards: A Lookout, A New Route, and Paving Tracks have a ‘Shorten Journey’ icon that indicates that you remove a tier 1 expedition card. Do you only do this if the tier 1 expedition card is the rightmost card?	The number should not be on the icon (it’s a misprint) so you simply remove the rightmost expedition card if able.
[secret envelope spoiler] Can the Ranger send sprites to the Sprite Action space while on an expedition?	No, they can only do that while in town.
What happens when a worker performs an empty building action either through the backpack/progress action or skill, but the building (like the fishing ground) does not allow for a character action?	Since workers don’t have character actions, there is no penalty. Workers already only accomplish one action per game day.
If a building requires that a hired worker is lowered in order to get the building effect (like the Union Office) and a worker was sent to the building through a skill like ‘Community Builder’, could that same worker be lowered?	No, you would have to have a separate worker who has not yet been used this game day.
When an item is added through a weather effect, where do you add it?	At the end of the row on your inventory (right side.)
What happens to an expedition when the season ends.	You can either play into the next season and continue with the expedition or if you save the game, there are steps to save the expedition on pg 38.
When the Ranger gains a new item while on expedition, does it come from the stock?	No. A new item (like from a weather effect or the craft a tool action) will come from the supply.
When the School allows for an extra character action at the end of the season, and the Ranger used the Backpack/Progress action to send a die to an unused building, when does that die get cleaned up?	Clean it up at the conclusion of the end of season.

Can I take a character action, even if there are no items available for that action line? For example, can I do the 'Axe' action line (because there is a skill that I'd like to trigger) even though there are no axe items available?	Yes. You won't get that item, but you can otherwise complete the character action.

Merchant

Question	Answer
Pg 13 - Is the Merchant stockpile on the bottom of the market as indicated by the picture?	No, the market has nothing to do with the stockpile. The picture is there erroneously.
Pg 36/37 - When adding a new rival after a guild takeover, should they get their starting goods? If there are not enough goods in the market stockpile, would they get their starting goods from the supply?	The rival does get their starting goods, however supplies are limited to the market stockpile. Overages are only allowed during the 'Update Stockpile' step in character upkeep. (pg 43)
Pg 42 - Can the rival add goods to their stockpile if the market stockpile is empty?	Yes. Take the goods from the supply if necessary. They would only not get a good if the merchant or the previously dealt rival had ALL of those goods. Additionally, the market is reset in the next step (pg 43).
Pg 43—If the merchant and the rivals have more goods in play than the market allows during the 'Update Stockpile' step, you begin the season with more goods in play than the market allows. When the "extra" goods are spent, are they returned to the market stockpile or the supply?	The spent goods are returned to the market stockpile. Overages are only ever reset during the 'Update Stockpile' step.
Tendency card #1 - what does the second row with the rival icon refer to?	Sell the rival's good of the highest market value.

Secret Envelopes

Question	Answer
What is the alignment of the town upgrades?	The upgraded town alignments are the same as the original ones.

Does taking a sprite action count as a character's town action?	No, the sprite action takes place during the town action phase, but is in addition the character's town action.
Does Elida require a building to be empty for her to use a building action?	No, she can use any building.

Innkeeper/Expanded Horizons

Question	Answer
What town action do I do with my character if I am playing with 5 characters and there are no available spaces?	When playing with 5 characters, the Longhouse can be used by more than one character.
Can I sell my only door?	No, you must have one door in play at all times.
If my renown drops below a threshold, do I lose my furniture that needed the higher renown?	No, you keep all of your furniture regardless of your renown level.
Do my guests stay seated at the end of a day?	No, all guests, seated and unseated, are returned to the draw bag after Host Guests step in the Dusk phase.
When do I shuffle the gossip deck?	Shuffle the gossip deck whenever you put gossip cards back into it.
Do I leave the gossip cards in the Adventure deck if I switch characters at the end of the season?	Yes! After drawing the gossip card, return it to the Innkeeper's tray.
Is there any way to draw Gossip cards other than the Mingle action?	No, the Mingle action is the only way.

Winds of Magic

Question	Answer

Does the season tile in Winds of Magic only require 2 weather icons before triggering an effect?	Yes.
When do the components get introduced?	- The buildings are available as soon as their pre-requisites are built. - The event and adventure cards (W1-9) can be introduced into their respective decks once Secret envelope #2 has been opened. - The goal cards are a continuation of the core box goal cards. For example, if you succeed with goal card 22, shuffle in goal card W1. Refer to the Winds of Magic instructions for the specific goal card numbers.

Resetting the Game (Spoilers below)

Follow these steps to reset Mythwind:

1. Rebuild the secret envelopes:
    - 1: Cards S01 & S02, Tower Upgrade ½, Fyxx, Bouque, Sun Weather Card with Sprite Effect
    - 2: Cards S03 & S04, Tower Upgrade ¾, Chunk, Messler
    - 3: Cards S05 & S06, Tower Upgrade ⅝, Elida, Ponk
    - 4: Card S07, Tower Upgrade ⅞
2. Re-organize the following decks in numerical order:
    - Event Cards
    - Adventure Cards
    - Goal Cards
3. Rebuild the Weather deck
    - Place the sun weather with the event effect on the top, shuffle the remainder of the cards and place below.
4. Reset all characters
5. Perform town charter and character setup