

THORNWATCH

EYREWOOD ADVENTURES

Demo Guide

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Overview

This demo shows two rounds of *Thornwatch* played by three heroes and a Judge. It uses the **storyboard** *The Singer in the Dark*, the **heroes** Blade, Sage, and Warden, and the Judge **The Judge of Stars**.

Keep the rulebook on hand to reference further details behind each action.

Components and Setup



Choose your role: One player is **The Judge of Stars** and three players are the **heroes**.

- The Judge places the **Villager rules card** and the **Glider rules card** (ebb-infused side down) on their **tracker**. They set aside **six ebb tokens**, the **wound deck**, and the **dice**.
- The heroes each take their matching **decks** and place their **trait cards** trait side up on their trackers. Each hero should note the **symbol guide and turn order card**.

The storyboard: Use *The Singer in the Dark*, but use these setup rules instead:

- To create the map, use only the **four inner square tiles**.
- The heroes place their **pawns** on the upper right square tile.
- Place the **three Glider pawns** on the lower left square tile.
- Place two **Villager pawns** in the upper left square tile; place the other two on the lower right square tile.
- Place the **terrain card Gored Villager** on the upper left square tile and the **terrain card Animated Brambles** on the lower right square tile. Then, the Judge discards three ebb for doing so.

PLAYING THE GAME

Read the storyboard: Instead of the story on the inside flap, read this instead: *The Thornwatch are ghostly guardians summoned by villagers of the forest in moments of great need. At the edge of the Eyrewood, a pack of ebb-infected Gliders have descended upon a tiny village. Our summoned heroes are: the Warden, a strong defender; the Sage, a mystic caster; and the Blade, a deadly stalker. They must work together against the Gliders to save the villagers before they are all dead.*

Prepare and resolve momentum: Starting from the left, lay out the demo momentum deck in this order: the **Root**, **Warden**, **Glider**, **Blade**, **Villager**, **Sage**, and the **Edge**. The Glider shifts 1 slot to the left (◀) per its **momentum shift** so that it's between the root and the Warden. *Momentum is the order in which each character takes their turn starting at the root, and is different each round. When a character finishes their turn, the card is rotated to its side and does not restored unless unless a power says* (page 10 in the rulebook).



Draw your hand: If you are a hero, you will draw your **hand size** of five. For this demo, your cards are:

- **Blade:** Hidden Blade, Striding Strike, Agility x2, and Backstab.
- **Sage:** Rend Earth, Spirit, Mind, Skip Through Time, Glimpse of the Beyond.
- **Warden:** Wallop, Fight As One, Woodwise, Brawn, and Command.

Taking Turns

The Judge controls the Gliders, and they take the first turn. **Each pawn takes its own turn.**

- Move Glider #1 to the upper left tile, then they attack Villager #1 using Bite. They get two dice plus the storyboard says they roll two more dice because they are attacking a Villager.
- The Judge rolls four basic dice and the results show: a blank, ♠♠ (two hits), ♠ (one hit), and ☉☉ (two ebb). *When the Judge rolls ☉, they do not gain any ebb tokens.* Because the Villager took three hits, the Villager momentum card tries to move towards the edge >>>, but then stops at the edge. It is now on the edge, but has not yet fallen off. *When denizens and monsters get wounded, their momentum card moves down the track; the Villager is on the edge* (page 15 in the rulebook) *and they cannot fall off the edge from the same attack that put them there.*
- Move Glider #2 to the upper left tile, then they attack Villager #2 using Bite. They get two dice, plus one die for Glider #1 being here, and plus two more dice because they are attacking a Villager.



- The Judge rolls five basic dice and the results show: three blanks, ♠, and ♠. The Villager momentum card falls off the edge, and the Judge removes Villager #2 from the board. The Villager does not have a momentum shift, but its effect on its rules card says it may shift ◀ (one space towards the root) when defeated, so the momentum card moves left of the Sage's momentum card.
- Move Glider #3 to the lower right tile, then they attack Villager #3 using Bite. They get two dice, plus two because they are attacking a Villager.
- The Judge rolls four basic dice and the results show: two blanks, a ♠, and a ♠. Villager #3 is safe for now, but its momentum card is on the edge.
- Turn the Glider's momentum card sideways to show it has already taken a turn this round.

The Warden is next on the track and takes the next turn.

- The Warden **slots** Wallop and Tactical Planning, then **powers** Wallop with Brawn and powers Fight As One with Woodwise and Command. *Action cards are powered with skill symbols, even if the skill symbol is from another action card (page 12 in the rulebook).*
- Pawns cannot move diagonally, so the Warden may only move to the lower right tile or the upper left tile. The Warden **moves** to the lower right tile and chooses to act.
- They **activate** Wallop against Glider #3, discarding the action card and the card powering it. $\times\times\times\times$ means they roll three basic dice against an enemy on the same tile as them. The results show: a blank, \heartsuit , and \heartsuit . The Glider's momentum card moves down three slots to be between the Sage and the Villager. The Warden player should act in an intimidating manner.



- The Warden most definitely roleplayed a very “intimidating” Wallop against that poor Glider. The Judge allows them to flip their Intimidating trait card.
- The Warden’s turn is over. They draw five cards from their deck.
- The Warden has ended their turn on the same tile as Animated Brambles. The Judge rolls two dice and the results show: \heartsuit and \heartsuit . Heroes are dealt a wound \heartsuit for each \heartsuit , so the Warden receives two wound cards from the wound deck. The Warden discards the wound cards and two card from the top of their deck. *Wounds are shuffled into the hero’s deck with all the other discarded cards when the hero runs out of cards in their deck; the wounds will then take up space in their hand (page 15 in the rulebook).*
- Turn the Warden’s momentum card sideways.

The Blade takes a turn.

- The Blade slots Hidden Blade, then powers Hidden Blade with the action cards Backstab and Striding Strike, and one of the Agility skill cards.
- The Blade moves to the upper left tile and chooses to act.
- They activate Hidden Blade against Glider #2, discarding the action card and the cards powering it. They roll $\times\times$ and the result shows: a \heartsuit and an \circ . The Glider’s momentum card moves \triangleright one slot and is on the edge. Because the Blade rolled an \circ , the Judge draws an ebb token.
- The Hidden Blade allows the Blade to take another action. They discard the last Agility card in their hand to “dashingly” activate the power Daggers on their tracker against Glider #2. They roll $\times\times$ and the result shows: a \heartsuit and a \heartsuit . The Glider’s momentum card falls off the edge and Glider #2’s pawn is removed from the board. Shift the Glider’s momentum card \triangleleft since it was defeated.
- The Judge allows the Blade to flip their Dashing trait card.
- The Blade’s turn is over. They draw only four cards from their deck (Cunning Plans, Trail of Blood, Mind, and Agility) because of the terrain effect from Gored Villager.
- Turn the Blade’s momentum card sideways.



The Sage takes a turn.

- The Sage slots Glimpse of the Beyond and powers it with Mind. They slot Skip Through Time and power it with Rend Earth and Spirit.
- The Sage chooses not to move at this time, but they do choose to act.
- They “excitably” activate Glimpse of the Beyond. \diamond means they roll one die against an enemy up to one tile away; the Sage chooses to roll again Glider #3. The result shows: a blank. The Glider’s momentum card does not move at all.
- Glimpse of the Beyond is not discarded (the skill card that powered it is, though). Instead, bind the card to Glider #3 by placing it underneath its pawn. Glider #3 cannot attack during the Gliders’ next turn, after which Glimpse of the Beyond will be discarded.
- The Judge allows the Sage to flip their Excitable trait card.
- The Sage’s turn is over. They draw five cards from their deck.
- Turn the Sage’s momentum card sideways. Even though the Glider is next on the track, it has already turned sideways because it has already taken its turn.



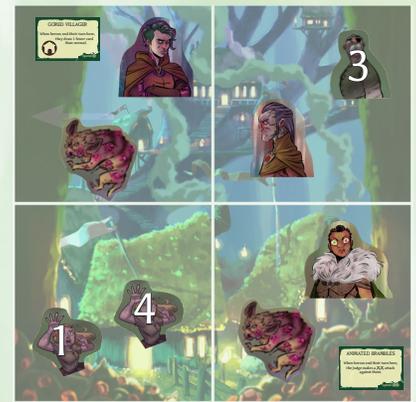
The Villager takes a turn. *The Singer in the Dark's* rules say how the Villager is moved this scene. First the Judge will move one, then the heroes will move one, and so on.

- The Judge moves Villager #1 to the lower left tile.
- The Warden moves Villager #3 to the upper right tile.
- The Judge moves Villager #4 to the lower left tile.
- Turn the Villager's momentum card sideways.

Resolve Momentum

- The Judge gathers all momentum cards (not the root and edge cards) and shuffles them together, then lays them out in this order: Blade, Sage, Villager, Warden, and Glider.
- Then the Glider has a momentum shift of ◀, so it moves to the left of the Warden.

- **When resolving momentum powers happen now.**
 - The Sage activates Skip Through Time and the Villager shifts ◀, so the track's order is now Blade, Villager, Sage, Glider, and Warden.
- **After resolving momentum powers happen now.**
 - The Judge spends ◎◎◎ to activate Siphon. The heroes collectively discard three skill cards, so the Sage discards Mind and the Warden discards Brawn and Woodwise.



During round 2

- Each hero has at least one trait card flipped over and may flip the trait card faceup to add a focus die to their roll after rolling the basic dice.
- The Sage may activate Deep River, allowing the Blade to draw two more cards.
- Heroes may activate their reaction powers whenever the trigger happens.

Ending the demo

You may play the rest of the round and make your own choices. The demo ends when this round is over.



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