

THORNWATCH

EYREWOOD ADVENTURES



LONESHARKGAMES

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Special thanks to: Teos Abadia, Arby's, Christopher Badell, Alex Bamberger, Emily Beckley, Eric Benson, Erick Blandin, Lauren Bond, David and Kristin Bousquet at RedGate Films, Meloney Buehl and Adam Clark at PledgeManager, Sara Caldwell, Nathaniel Caplan, Kaitlyn Chantry, Sarah Como, Brian Coppola, Luke Crane at Kickstarter, Cryptozoic Entertainment, Beth Damis, Dapper Devil, Lane Daughtry, Double Exposure, the Doubleclicks, Becky Dreistadt, Zac Eubank and Ryan Schapals at Hyper RPG, Eric Fredrickson, Evon Fuerst, Geek and Sundry, GeekDad, Breeze Grigas, Derek Guder at Gen Con, Aaron Hamburg, Emily Hancock, Dylan Hansen, Mark Harris, John Henke, Matt Hyra, Justin Jacox, Mark Jessup, Cory Jones, Robert Khoo, David Kiker, Kara Krahulik, Austin Lamb, Peony Lang, Jason Lioi, Loading Ready Run, Joe Louie, Alexandra Lucas, Richard Malena, Derek Mantey, Tommy Maranges, The Mary Sue, Evan McLaughlin, Ben McCool, Robb Mommaerts, Ali Moore, Mox Boarding House, Ninjanun, Nathan Orth and the Penny Arcade warehouse staff, Margaret Ovington, Lidija Piper, Emilio Pujadas, ReedPOP, Renfamous, Matthew Riley, Melitta Riley, Anne Richmond and the Sirens of Sterling, Chris Ross, Jennifer Ross, Patrick Rothfuss, Chris Rowlands, William Schoonover, Gordon Sebring, Jesse Shepherd, Craig Stockwell, Brian Sunter, Jason Swan, Eric Tam at Twitch, Alexander Theoharis, Jeff Tidball, Uncle's Games, Jake Vincent, Amy Vorpahl, Tom Wright, Phoebe Wild, Carol Yagi-Bacon, James Youngman, all our backers, and our thousands of playtesters online and at PAX conventions worldwide

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CRACK

The earnest bramble knot has been tugged to completion; there is no moment between the summoning and the appearance. The child that made it seems surprised by this sudden arrival, though everything she had just done until now was bent toward making them appear. Making them real.

There are three of them, this time. This is good, she thinks. Or hopes.

"We are the Thornwatch," says one, and his Fellows nod in turn. He is a man with a beard like a bush and a sword like a tree. One is a woman flipping a knife, with the bored and thus terrifying look of a cat which kills for sport. One is a man who leans on a staff, but smiles and then stands taller with some effort.

"I am Frightened," she says. "And I am alone."

"Frightened you may be, child," said the Guard, or the one she believed to be the Guard; she had only heard stories.

"Frightened you may be. But you are never alone."



OVERVIEW

Thornwatch is a graphic novel adventure game for three to six players set against the backdrop of the Eyrewood forest. One player assumes the role of the **Judge** and manages the game's challenges and enemies, while the other players are members of the **Thornwatch**, a legendary group of spirit guardians who aid the forest's denizens.

Within each **adventure**, the Thornwatch are summoned when a denizen ties a mystical knot around a tree. They use their **actions** and **skills** to attempt to resolve the conflict over multiple branching **scenes**. The Judge opposes the heroes' efforts with their own actions that manipulate monsters and terrain, all fueled by the **Ebb**—a malevolent, corrupting force lurking in the dark places of the forest.

It is up to the Watchers of Thorns to vanquish the infection throughout the forest. If they fail, their spirits return to an incorporeal form, and the power of the Ebb grows in the Eyrewood...

Contents

- 28 momentum cards
- 1 root card and 1 edge card
- 150 hero deck cards in 5 hero decks
- 15 denizen and monster rules cards
- 50 wound cards
- 5 turn summary cards
- 26 terrain cards
- 25 trait cards
- 5 scar cards
- 5 hero trackers
- 1 Judge tracker
- 15 storyboards
- 1 storyboard stand
- 75 pawns
- 30 ebb
- 16 markers
- 24 map tiles
- 6 basic dice
- 2 focus dice
- 8 dividers
- 1 rulebook



Components

Momentum cards

Momentum cards show a denizen, hero, or monster. These cards are arranged on an ever-changing momentum track which tracks turn order and damage. There are two versions of each hero.



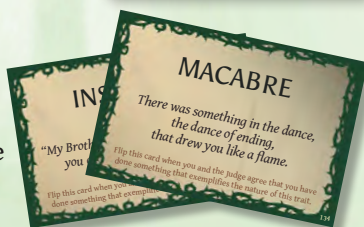
Denizen and monster rules cards

Denizens' and monsters' rules cards describe the way in which they move, attack, and take actions.



Trait cards

Traits describe a hero's personality. Each hero receives two of these at the start of the game.



Trackers

Trackers describe a hero or Judge's inherent actions and give them slots for their cards.



Storyboards

Storyboards describe the challenges the heroes will face. A stand for these storyboards is provided.



Markers

Markers have one of four numbers on one side and one of four colors on the other. They represent various objects and objectives in different scenes.



Dividers

Dividers keep cards separate from each other.



Ebb

Ebb represents the dark power of the Eyewood.



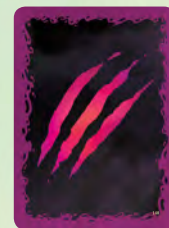
Hero decks

Each hero deck has 15 **skill cards** from two of the five skills (Agility, Brawn, Mind, Spirit, or Woodwise) and 15 **action cards** which can be powered by skills. Each deck comes with a player reference card that shows a turn order guide and a symbol guide.



Wound cards

Wound cards show how hurt a hero is.



Scar cards

Scars are special trait cards given out when the heroes fail key scenes in the adventure.



Pawns

Pawns represent where denizens, heroes, and monsters are on the map.



Map tiles

Map tiles are assembled to show what part of the Eyewood that a scene takes place in.



Terrain cards

Terrain cards are placed on map tiles and add effects to the scene and the map.



Dice

Dice come in two types: white basic dice and red focus dice.



SETUP

Before Each Adventure

At the start of each adventure, the Judge and the members of the Thornwatch prepare for what lies ahead.

1. Choose your role: Will you enact the Will of the Judging Wood as the Judge (the Judge Below or the Judge of Stars), or quell that Will as a member of the Thornwatch (the Blade, the Greenheart, the Guard, the Sage, or the Warden)? If you are playing the Judge, you will take one of the **Judge trackers** and your **ebb**. If you are a member of the Thornwatch, you will take the **hero deck**, **momentum card**, **pawn**, and **hero tracker** of the role you wish to personify. There are two options for each hero, so choose the one which represents the manifestation you wish to play.

2. Choose your adventure: The Judge displays one of the opening **storyboards** (in this set *A Bad Deal*, *A Thirst for Knowledge*, *May He Die in the Forest*, or *The Singer in the Dark*), which is the first scene for the desired adventure. The Judge follows the setup rules and gathers any needed **denizen and monster momentum cards**, **pawns**, and **rules cards**.

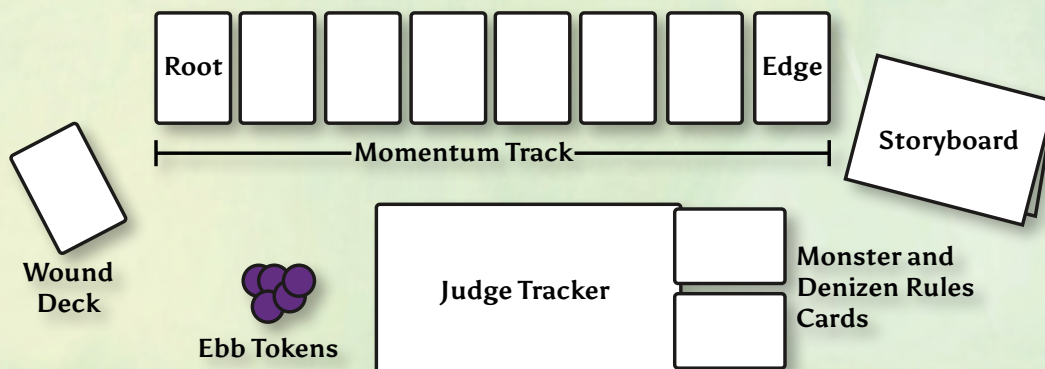
The Golden Rule

In many cases, a card, tracker, or storyboard will have text that breaks the rules presented here. A card, tracker, or storyboard always overrides the rulebook, unless the rulebook says it cannot be overruled.

3. Build the wound deck: The Judge builds a **wound deck** containing 10 **wound cards** for each hero, then sets this deck aside.

4. Assign traits: Each hero draws two random **trait cards** from the **trait deck** and places them trait side up on their tracker. (Heroes may choose these if desired.)

5. Draw starting hands: Each hero shuffles their hero deck and each draws a **hand** of five cards.



Judge Setup

"I am here," she said. She had no others with her, and the village thought this good, in case they had to kill her.

—Excerpt from "The First Greenheart"

Roles

Each player takes on one of these roles. You may play a member of the Thornwatch; if you do, you will defend the denizens of the forest. One of you will play the Judge, choosing one of the Judge trackers and controlling the actions of all the other inhabitants of the Eyrewood.

THE BLADE

Blades have a reputation, even among other Blades, for a misshapen pleasure in their dark work. When the spell that brings the Thornwatch to a place is ended, for good or for ill, the Blade is always the last to disappear. They will not say why.

THE GUARD

Where the Greenheart excels at caring for wounds, Guards try to make certain that wounds accrue to themselves only. Selfless, perhaps to a fault, they are a storehouse of agony intended for their friends and allies.

THE SAGE

The only thing a Sage craves more than learning is passing that learning onto others. Manifestations of an era where curiosity and death were not so tightly woven, they are creatures out of time.

THE GREENHEART

If a Daughter of the Eyrewood is a book of that strange and unforgiving place, the Greenheart is but a page—but what a page it is. Even a fraction of that wisdom makes the work of the Thornwatch possible, even when every portent is grim.

THE WARDEN

Part of a Warden's mind is always trying to hold the Chorus—the interplay of actions and reactions that hum in every battle—in a kind of balance. Next, they “pluck strings,” adding what is needed to answer the spell that brought them.

THE JUDGE BELOW

The Judge Below is invoked when a child is born, in pragmatic recognition of the destiny that awaits all living things. Its dominions are Burial, Hollow Places, Treasure, Injury, and Secret Knowledge.

THE JUDGE OF STARS

The Judge of Stars is aloof, even by the standards of the Wood; it is thought to peer through slits in the canopy and judge hastily. Its dominions are The Sky, Dreaming, Lightning, Protection, The Lost, and Vengeance.

SCENES

Each scene demands a storyboard. The Judge reads the story text on the inside flap of the storyboard, then follows the instructions to set up the scene (see “**Before Each Scene**”). Then the Judge stands the storyboard up and reads aloud the comic, the scene’s rules, and how the scene ends. Once this is done, the Judge may begin the play of the scene.

Before Each Scene





Each scene has different map tiles, denizens, and monsters. Here’s how to set up a scene.

- 1. Gain ebb:** The Judge takes ☉☉ per hero; if this is not the first scene, any leftover ebb is in addition to this.
- 2. Lay out the map:** The Judge arranges the **map tiles** as shown inside the storyboard. They may use the map tiles with the indicated terrain icons or map tiles with any terrain icons of their choice as long as the tiles are the correct shape.
- 3. Place terrain cards:** The Judge may place **terrain cards** on up to half of the tiles (rounded down). A terrain card may be placed on any tile, unless the terrain card shows a **terrain symbol** (🌲 forest, 🏰 ruins, 🏡 village, or 💧 water); in that case, it may only be placed on a tile with a matching symbol (see “**Terrain Cards**”). The Judge may deal out random terrain cards, or choose them if desired. The Judge is not required to place terrain cards in the scene unless a storyboard says to do so.
- 4. Place pawns:** The Judge and heroes place their pawns on the map tiles as indicated by the map icons on the storyboard. Monsters may only be placed on tiles with the 🐉 monster symbol and heroes may only place their pawns on tiles with the 🛡️ Thornwatch symbol, unless the setup text gives more specific instructions.
- 5. Prepare denizens and monsters:** The Judge prepares the denizens and/or monsters’ momentum cards and rules cards as stated on the storyboard. Shuffle the new momentum cards with the heroes’ momentum cards.
- 6. Do any additional setup:** The storyboard may have additional setup steps for the Judge to follow. The Judge should help the heroes become familiar with the scene’s special rules and its success and failure conditions.

If this is not the first scene, first remove the map tiles and any pawns, markers, and terrain cards that may have been on the map. Hero’s trackers, traits, and decks will all continue from where the previous scene ended.








Maps

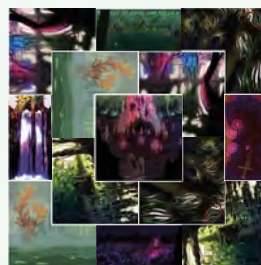
There are three shapes of map tiles: **bar**, **corner**, and **square**. These tiles will be arranged according to the storyboard. Map tiles have one or more **terrain symbols**, such as  forest,  ruins,  village, or  water. A tile is an **outer** tile if it has at least one border that does not border another tile; otherwise, it is an **inner** tile.

Terrain Cards

Terrain cards modify the rules for the map tiles they are on. At the start of each scene, the Judge may place terrain cards faceup. These cards may be placed on tiles of the Judge's choice; if a terrain card has a terrain symbol, the map tile must have the matching symbol.

The Judge cannot place more than one terrain card on a tile and may place terrain cards on up to half the tiles (rounded down) for each scene, choosing whichever cards are appropriate for the story. Terrain cards may have actions for the Judge:

- Spend:** Terrain cards which say "Spend" cost the Judge a specific number of  ebb to place.
- Gain:** Terrain cards which say "Gain" allow the Judge to gain the listed amount of  ebb when placed.
- Cache:** Terrain cards which say "Cache" act as an  ebb bank for the Judge. When placed, put the number of  ebb from the box on the card. In most cases, when a stated event happens, the Judge will gain  ebb as indicated on the terrain card. (Caches may also cache markers or other pieces.)



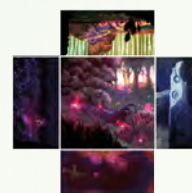
Bullseye



Square



Diamond



Plus



Line



If a terrain card enters play during a scene, the Judge must complete any of the above actions and set the card to its original state. If a terrain card requires any momentum cards, put them into the track as if they were monster momentum cards.

Some action cards have terrain effects. Similar to terrain cards, these effects are placed on a map tile and last until the end of the scene. These action cards can be played on tiles containing terrain cards, and the Judge cannot add, move, or remove these cards.

PLAYING THE GAME

"Do not tie a second knot," said the Watcher of Thorns, a woman who looked like a heap of furs piled over ready steel. The boy asked why, and she shook her head.

She knelt before him, her voice low, her eyes sharp. "Don't play a game if you don't know the rules."

—Excerpt from "The Boy Who Tied Knots"

Each session of *Thornwatch* is an adventure, and within each adventure there may be multiple branching scenes. Within each scene are rounds where each card on the **momentum track** takes a turn. During your turn, you may move your pawns around the map and perform **actions** that affect denizens, heroes, monsters, and the environment.

Preparing the Storyboards

Every adventure has at least two storyboards: an **opening** and an **ending**. The Judge chooses the adventure's opening, which specifies an ending. Along the way, the Judge and Thornwatch players may choose to attempt a side scene called a **branch**, or perhaps more than one; if the heroes succeed at a branch, they will gain some benefit from doing so. If the heroes fail an opening, they'll be shunted to a **despair**, which can have serious consequences for failure. The storyboard will tell the players how the scene ends, and the conditions on which they succeed or fail.

Preparing the Momentum Track

The momentum track is a row of cards in order from the **root** to the **edge**, representing who acts when during the scene, and sometimes their condition. Place the root card on the left and the edge card on the right. At the start of every round, the Judge shuffles together the momentum cards for all the active denizens, heroes, and monsters. Then, starting from the left and going to the right, the Judge deals out the cards in a horizontal line between the root and edge cards. (The phrase "on the edge" only refers to the edge of the momentum track, not the map.)

Momentum Symbols



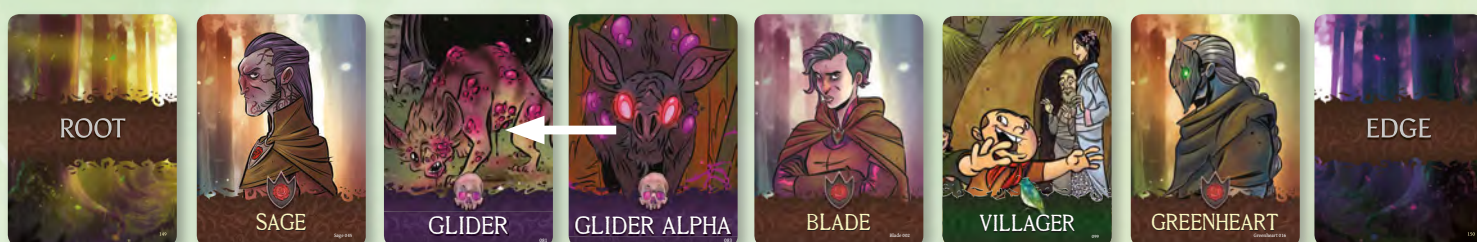
Once all the cards are on the track, the Judge may then **resolve** momentum. Momentum cards shift toward the root or the edge according to the number of ◊ or > symbols on the denizen's and monster's rules card. The track is manipulated, root to edge, in this order:

1. Monster shifts
2. Denizen shifts
3. Judge actions
4. Hero actions

The momentum card at the root indicates who will take the first turn this round, and all others will go in order after that.



1. The Judge assembles the momentum track, laying down shuffled cards from the root to the edge.



2. The Judge resolves momentum. The ◀ on the Glider rules card shifts it one slot towards the root.



3. The Greenheart activates their fully powered action card Foresight, swapping the Blade and the Villager.



4. The Sage takes the first turn. When their turn has ended, their momentum card is rotated horizontally. Play then proceeds towards the edge, with the Glider taking the next turn.

Taking Turns

Turn order proceeds root to edge. Once a denizen's, hero's, or monster's turn is complete, the Judge **rotates** its card horizontally to show it has already taken its turn this round. Even if the track is manipulated once the round has already begun, the next card to go is always the unturned card that is closest to the root.

If the next card up on the momentum track is a hero, that hero takes a turn; otherwise, the Judge takes a turn. If a momentum card is **restored**, rotate the card back to its vertical position. That denizen, hero, or monster will take the next turn this round, assuming they have the next vertical card closest to the root.

The heroes and the Judge have different rules for how they take a turn.

Hero Turns

If you are a hero taking a turn, follow these steps in this order:

1. **Move**, **slot cards**, **power cards**, and **act** in any order:
 - **Move** your hero's pawn to any adjacent tile (a tile bordering the tile you are on); you cannot cross diagonally. You may move once per turn. Some effects let you move again.
 - **Slot** an action card from your hand by placing it faceup on your tracker in an empty **action slot**. You may slot as many action cards from your hand as you want, but cannot slot more cards than you have open slots. However, you may discard a slotted card and any cards powering it to free up a slot.
 - **Power** a slotted action by tucking a skill card or action card underneath the slotted card so that you can still see the small icons, known as **skill symbols**. You may power slotted cards as many times on your turn as you are able. When an action card's requirements are fulfilled, the action card is **fully powered**, and no more cards may be played to power it.
 - **Act** by taking one **action**. You may **activate** a fully powered action card, use an action on your tracker, or use a storyboard action. You may act once per turn. Some effects let you act again.
2. **Discard** any leftover cards from your hand into your discard pile.
3. **Draw** five cards. After you draw your new hand, your turn is over and the Judge rotates your momentum card. When your deck is empty, the Judge gains ☹️☹️ ebb. Then you shuffle your discard pile to reform your deck; if you were in the middle of drawing cards or discarding cards from your deck, continue doing so.

A hero's tracker or action card may also show a **reaction**. Shown in red, a reaction is an action that is activated when something specific happens. A reaction does not affect the number of actions the hero can take, nor is it necessarily limited to the hero's turn. Some reactions interrupt other actions and stop them from occurring, such as the Guard gaining the wounds instead when their ally is hit.

The Wood is a library, to those who can read her.

—The Sage who broke the Beast at Two Rivers



Judge Turns

If you are a Judge taking a denizen or monster turn, follow these steps in any order:

- **Move** the denizen's or monster's pawn to any adjacent tile (a tile bordering the tile the pawn is on); they cannot cross diagonally. That pawn may move once per turn. Some effects let them move again.
- **Act** by using one of the attacks or effects listed on the denizen's or monster's rules card.
- If the denizen's or monster's rules card lists other effects, use those when they are allowed.

One momentum card may represent multiple pawns (see "Pack Monsters"). When such a momentum card is active, each pawn may take a turn.

Sometimes a storyboard will give control of a denizen to the heroes; follow the rules above, with the heroes making the decisions for the denizen rather than the judge

The Thornwatch are a source of power which others are merely too cowardly to claim. I will summon them to a sickly tree, and there command them, for in my certain hand they will be as tools.

—From a page borne to the village of Frell upon the wind

Rolling the Dice

Some actions have one or more ✕, ⬠, or 🎲 symbols, which means you roll that number of dice. The sides of a die have the symbols 🎲, 🎲, 🎲, 🎲, or a blank. Each 🎲 is a single **hit**. For each 🎲 rolled by a hero, the Judge gains ebb after the roll is resolved. The Judge does not gain any ebb when they roll 🎲.

If a hero has the option, they may roll a red 🎲 **focus die**; this is done after they have already rolled the basic dice. Add any hits to the total result.

Trait Cards and the Focus Dice

As a hero, you should try to express the qualities on your trait cards throughout the game. If the Judge thinks you are really nailing it, you flip over the trait card, which displays a 🎲. You may only turn over one trait card in this way at a time.



Whenever you (and only you) are making a roll, you may flip a trait card from its focus die side to its trait side and add in a focus die. Do this after the basic dice are rolled, and if you have both trait cards on the focus die side, you may flip either trait card, see the new result total, and then you may flip the other trait card if you wish. While rolling, explain your exceptional burst of effort, magical trick, or cunning maneuver that saves the day. At another time, the Judge may think you are expressing that trait to the fullest and reward you once again.

Certain trait cards gained for failure are called **scars**. These do not let you roll focus dice.



Movement and Placement

Each pawn may move once per turn. Some effects will let the pawn move again or prevent it from moving. Pawns only move from their tile to an adjacent tile, not diagonally. They also cannot move off the map unless stated otherwise.

Whenever an effect says it happens "here," it happens on the same tile that the pawn taking the turn or the terrain card is on.



Actions

The Judge, heroes, denizens, and monsters take actions. Actions are listed on trackers, the denizens' and monsters' rules cards, and the heroes' action cards. Each action has several features and rules called **effects**, and each effect must be completed from top to bottom. The actions on hero trackers require discarding cards to activate the action or reactions (see "**Paying Costs**"). These are the types of effects that an action may include:

Attack: Attacks aim to wound enemies. They are marked with a number of ✕ melee or ⇄ ranged symbols equal to the amount of dice you roll (see "**Rolling the Dice**").

✕: The hero targets a pawn on their same tile.

⇄: The hero targets a pawn on their same tile or an adjacent tile.

You must choose the pawn to target before attacking. Attacks will often affect the target's momentum card (see "**Getting Wounded**"). If the targeted monster pawn has multiple momentum cards on the track, you choose which card is affected after attacking.



Roleplaying Prompts

In *Thornwatch*, the Judge may award the hero for associating with their traits. Each action card has a roleplaying **prompt**, such as "What made this attack so potent?" A hero with the Angry trait may say, "I stabbed the Glider, thinking of all the savage beasts that have preyed upon my village in my past lives."

Binding Effect: Binding effects place the card under the targeted pawn or marker and are shown in orange. A binding effect stays with the pawn or marker regardless of where it goes, and lasts through the end of that target's turn, unless otherwise noted. Then the card is discarded.

Reaction: Reactions activate when a specific event occurs, and are shown in red. An action card like this must be slotted and fully powered to activate it.

Repeating Effect: Repeating effects happen more than once. Repeat all the rules on the card, not including the phrase that says to repeat it.

Terrain Effect: Terrain effects are placed on map tiles, and are shown in yellow. The terrain effect is active for the rest of the scene. Terrain effects may be placed on a tile that already has a terrain card or other terrain effect; all effects must be obeyed (see "**Terrain Cards**").

Planning

On each hero's tracker is an action called **plan**. During your turn, if your momentum card is on the edge, you may discard one skill card to remove your card from the momentum track. After the Judge resolves the momentum track at the start of the next round, including all adjustments to the momentum track, place your momentum card on the root so you may take the first turn.

Paying Costs

Many actions have a **cost** to activate.






Costs for Heroes

During your action, you may activate a fully powered action card or an action on your tracker. While you can pay the cost to activate an action listed on your tracker immediately, action cards must be slotted and fully powered before they can be used. The cost to fully power an action card is made up of one or more skill cards:

🐾 Agility, 🐾 Brawn, 🧠 Mind, 🔥 Spirit, and 🌿 Woodwise. Each symbol must match one of the symbols in the




cost. To use a skill, tuck the card underneath the action card it is powering. You do not have to pay the cost all at once, but the entire power cost must be paid before the action can be activated.




When powering an action card or a tracker power, you may also play any card with a cost from your hand in place of a skill card; however, it only provides the equivalent of one skill card, and counts as a skill card while it is powering the card. For example, if a card's cost is   , you may choose to have it provide either one  or one  toward a slotted card's cost.


When you power an action from your tracker or another effect, discard any required cards from your hand; when you activate a slotted action card, discard it and all cards powering it.


Costs for the Judge

Denizen and monster rules cards do not list a cost for basic attacks or movement, but the Judge may need to spend  to take an action either listed on the Judge tracker or in brackets next to the name of a denizen's or monster's action. If no cost is listed, the action can be activated without cost.

Getting Wounded

A hero, denizen, or monster **hits** its enemy when any  or  results are rolled on an attack roll or when delivered by a storyboard, terrain card, or other source. Effects may increase or reduce the number of , then if any remain, the target is **wounded**. What happens next depends on who is wounded.

When a denizen or monster is wounded, its momentum card shifts on the momentum track toward the edge. If its momentum card is not **on the edge** of the momentum track when wounded, it shifts a number of steps  equal to the number of remaining hits; if it reaches the edge, ignore the remainder. If its momentum card is on the edge when wounded, it is **defeated** and falls off the edge, and one of its pawns is removed from the map. If any of its pawns remain, the momentum card then shifts equal to its momentum shift. If instead its last pawn is removed from the map, remove its momentum card from the track as well.




When a hero is wounded, instead of shifting their momentum card, the hero will gain  **wound cards**.





Perhaps it is because I know death so well that I can find it in others.

—The Guard that was called Keth, The Woodsman

Wound Cards



When a hero is wounded, they **gain** that number of  wound cards from the wound deck. The hero places the wound card in their discard pile, then discards the same number of cards from the top of their deck. (If a hero does not have enough cards to discard from the top of their deck, they shuffle their discard pile into their deck and the Judge gains  .)

When a hero draws any number of  from their deck, they put them in their hand with the  side facing outward so everyone may see. Wound cards are discarded with every other card near the end of that hero's turn. If an action lets a hero take any  from another hero's hand, deck, or discard pile, that does not count as gaining wounds. If a hero must **return** any , the Judge puts the wound card back in the wound deck.

When there are no wound cards remaining in the wound deck, the ritual that summoned the Thornwatch breaks. Unless the heroes simultaneously succeed at the scene, the scene ends in failure. Either way, the game ends.

Allies and Enemies

An effect may say that it affects an **ally** or an **enemy**. Unless stated otherwise, heroes and denizens are each other's allies, and monsters are each other's allies, but a pawn cannot be its own ally.

Unless stated otherwise, heroes and denizens are the monsters' enemies, and monsters are the heroes and denizens' enemies. Denizens, heroes, and monsters typically target their enemies; allies do not attack each other unless an effect allows.

Sometimes you'll need to put allies and enemies on the map during the game. If its momentum card is not on the track, place it at the root. If a rule says to get a pawn from the box, and you cannot, then don't.



Denizens

Some stories involve **denizens** that are neither heroes like the Thornwatch, nor the enemies they face. These include Lookouts, Villagers, and other beings that populate the Eyewood. They may be controlled by the Judge or the heroes depending on what is happening.

Denizens function nearly identically to monsters as described below, except they often can't move, act, or attack. Denizens may be attacked by enemies, unless the storyboard says otherwise. When wounded, they are affected just like monsters are. Huge, leader, pack, and persistent denizens function similarly to monsters of those types.



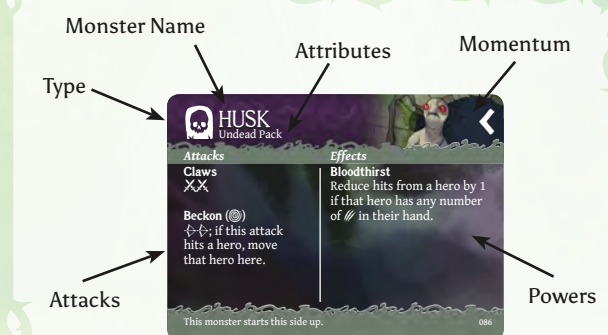
Monsters

The Judge oversees the Eyewood's **monsters**. A monster's rules card will have basic rules for how that monster moves and interacts with other pawns in the Eyewood on one side; start play with this side up. On the other side is a more powerful **ebb-infused** version; only use this when a rule says to flip it to this side. If a rule says to get a monster from the box, and you cannot, then don't.

Monsters generally treat denizens and heroes as enemies, and vice versa.

On their turn, each monster may take one action and move once in either order. A monster's rules card lists its attacks and effects that happen when it is on the map. When wounded, it shifts down the momentum track (see "**Getting Wounded**").

Monsters have types: **beast**, **corrupted**, **plant**, and **undead**. In addition, some monsters have special attributes that affect how they move, attack, and interact with denizens, heroes, and other monsters. A **leader** monster can be used on its own, or with a pack of the same type. A **villain** monster can only be used if a storyboard specifically names the monster.



Pack Monsters

Pack monsters have multiple pawns, but only a single momentum card.

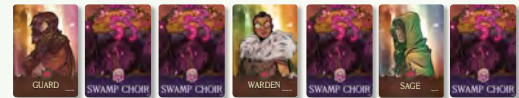
- When it is that monster's turn, each pawn of that monster on the map takes a turn.
- Each monster pawn counts as a separate monster when attacked.
- When the monster is defeated, do not remove the momentum card; instead, remove the monster pawn that was defeated, then shift its momentum card as many steps ◀ as it would when the Judge resolves momentum. When there are no more of that monster's pawns on the map, remove the defeated pack's momentum card from the track.



Persistent Monsters

Persistent monsters have a single pawn, but have multiple momentum cards.

- When any of the monster's momentum cards is next on the track, the monster takes a complete turn.
- The monster counts as only one monster. Attacks that target multiple monsters only target this monster once.
- When the monster pawn is wounded, the attacking hero chooses one of its momentum cards to be wounded.
- When one of the monster's momentum cards is removed and that is not its only remaining momentum card, it is not defeated; leave the monster pawn in place. When there are no more of its momentum cards on the track, the monster is defeated.



Huge Monsters

A **huge** monster is in two adjacent tiles at a time; the monster's pawn is placed along the border of two adjacent tiles. Such a monster is in both tiles simultaneously; it can attack from either tile, and be targeted by a X melee attack from either tile. When a huge monster moves, exactly one of its tiles must remain the same; such a move counts as one tile of movement.

Ending a Scene

Each storyboard has a "The Scene Ends When" section that lists its **end conditions**. When the heroes or Judge meet the conditions in any green or red paragraph, the typically scene ends with the heroes either succeeding or failing; otherwise, the scene just ends.

After a scene has ended, the back of the storyboard will tell you how the Thornwatch's story continues, if at all. If it says "The End," the game ends (go to "**After the Last Storyboard**"); otherwise, the condition that was completed indicates which storyboard to use next, or you may have choices. Decide as a group how much more you want to play, extending into branches or ending the game by going to the closing storyboard.

Before setting up a new scene, only remove the map tiles and any pawns, markers, and terrain cards that may have been on the map; leave everything else the way it is, including all cards in heroes' hands, discard piles, decks, and tracker slots. The Judge keeps any ebb for the next scene.

AFTER THE LAST STORYBOARD

When you complete the closing or despair storyboard, the game ends. Both the heroes and the Judge may gain rewards or suffer a punishment at the end of an adventure.

Knots

The reward for finishing an adventure successfully is the **knot** tied to summon the Thornwatch. Each player, including the Judge, gains the ability to wear the knot from that point on. Knots are used as indicators at conventions and other gatherings of the Thornwatch as displays of honor and skill, and can gain you bonuses in play. Certain knots may only be gained at specific conventions or in specific contexts. You may tie any of your knots at the start of the adventure, but may invoke the effect of only one knot during that adventure.

I asked the Blade where the Ebb had gone, after they had chased it out. "To another village," she said. "Like this one."

—A Man who caught Pish, until the river Porsook him




Did you complete *The Woodwife's Bargain*? Earn the **Twainward Knot**.

Effect: If you bear the Twainward Knot, once per game you may return ///.



Did you complete *Silence the Swamp Choir*? Earn the **Bent Bow Knot**.

Effect: If you bear the Bent Bow Knot, you may start with 1 trait card flipped to the  side.



Did you complete *The Bloodcaller's Cry*? Earn the **Wagon-Wise Knot**.

Effect: If you bear the Wagon-Wise Knot, once per game you may move 1 more tile when you move.



Did you complete *The Deep Crow's Nest*? Earn the **Crow's Loop Knot**.

Effect: If you bear the Crow's Loop Knot, you may draw 1 more card at the start of the first scene.

Details on how to tie these knots can be found at thornwatch.com

Scars

Scars are given to Thornwatch players when they fail a despair—things have gone so wrong that even the Thornwatch feel the impact. Because they are given out at the end of an adventure, scars affect the next adventure in which that player plays a Thornwatch, regardless of the manifestation played. A scar will take the place of a normal trait card for that adventure, then is returned to the box at the end of that adventure.

EXPANDING THE EYREWOOD

The Eyrewood is not limited to this *Core Set*. As a Judge, you may add storyboards of your own design to bedevil the Watchers of Thorns with new thrilling challenges. When you create your neck of the Wood, your players will marvel at the wonders you lay before them.

As a hero, you may also invent knots, songs, artwork, and stories of your own devising. Some of these masterstrokes can be found at thornwatch.com.

In addition, the expansion *The Dark of the Wood* allows you to expand the Eyrewood in new and troubling ways. *The Dark of the Wood* contains five new corrupted Thornwatch—the Briarlock, the Dark Courier, the Unsundered, the Weave-Weald, and the Woldsen—each of which has a menacing curse they carry. There are also nine new storyboards, including the multi-episode *The Riddle of Seasons* arc.



QUICK REFERENCE GUIDE

Before Each Scene (page 8)

1. The Judge takes ☉☉ per hero.
2. The Judge builds the map shown on the storyboard's map icon.
3. The Judge places terrain cards.
4. The Judge and heroes place their pawns on the map.
5. The Judge prepares the denizens and monsters.
6. The Judge does any additional setup.

Manipulating the Momentum Track (page 10)

The track is manipulated toward the root (◀) and then toward the edge (▶), in this order:

1. Monster shifts
2. Denizen shifts
3. Judge actions
4. Hero actions

Take turns from the root to the edge.

Allies and Enemies (page 16)

- Heroes and denizens are each other's allies.
- Monsters are each other's allies.
- You are not your own ally.
- Heroes and denizens are not monsters' allies.

Taking Turns (page 12)

Heroes:

- **Move**, **slot cards**, **power cards**, and **act** in any order.
- **Discard** any leftover cards from your hand.
- **Draw** five cards, then the Judge will **rotate** your momentum card.

The Judge:

- **Move** the denizen's or monster's pawn and **act** by using an action listed on their rules card in either order. If it's a pack monster, each monster pawn in the pack takes a turn.
- **Rotate** the denizen's or monster's momentum card.

Types of Actions (page 14)

- **Attack:** Make an attack by rolling a number of dice equal to the number of ✂ or ◇ symbols.
- **Binding Effect:** Place the card under the target's pawn until the card says to remove it.
- **Reaction:** Activate the effect when a specific event occurs.
- **Repeating Effect:** Repeat all of the action except the phrase that says to repeat it.
- **Terrain Effect:** Place the card on a tile to affect pawns when they are on that tile.

Symbol Guide

The number of these symbols is equal to the amount of the thing the symbol represents:

✂ Melee	🦋 Agility
◇ Ranged	👊 Brawn
🎲 Die	🧠 Mind
🔥 Focus Die	🔥 Spirit
💧 Hit	🌿 Woodwise
☉ Ebb	◀ Shift toward the root
/// Wound	▶ Shift toward the edge

These symbols refer to a type:

🌲 Forest	🛡 Thornwatch
🏚 Ruins	🦋 Denizen
🏠 Village	💀 Monster
💧 Water	🐾 Beast
	🧟 Corrupted
	🌱 Plant
	💀 Undead

Getting Wounded (page 15)

When a **denizen** or **monster** is wounded, shift its momentum card ▶ equal to the number of 💧. If its momentum card is on the edge when wounded, remove one of its pawns.

When a **hero** is wounded, they gain /// wound cards. For each /// the hero gains, they discard a card from the top of their deck.

