

# TRAVAILS OF THE ARCANE

## *Rules Supplement for Bulwark*

1.4 May 2013

*Travails of the Arcane* is a 5-deck expansion to *Bulwark*. This supplement provides the additional rules the new cards require.

## Contents

- ◆ Magister Kelemen (36 cards)
- ◆ Magistra Csenge (36 cards)
- ◆ Jakab Startouched (36 cards)
- ◆ The Tower of Secret Lore (33 cards)
- ◆ The Messianic Uprising (31 cards)
- ◆ 2 reference cards

## New Designators

Cards in the new set include the following new designators at the bottom of cards:

Mana

Spell

They have no special meaning in and of themselves.

## New Attack

Hero and location cards can now have a new attack symbol - ☼ - called a 'blast'.

A Blast attack is special in that it hits two Foes simultaneously, for the same Might. However, it only hits the two Foes at the end of

the Foe line. It can kill multiple foes, but is more limited in targets. Blasts hit those two Foes regardless of any ranged icon considerations. You can choose what order to resolve the attacks in.

## New Foe Symbol

- ◆ Magic - This Foe is magical in nature.

## New Card Abilities

**Spellcasting** - some cards have abilities that can trigger when spells are 'cast', which is either when they are played as an action or during the attack step, depending on the card. More detail is in the section 'Spells and Mana'.

**When Banished** - do this when the card is Banished.

## Spells and Mana

Mana symbols are inverted triangles - ▼. There are minor variations on the graphics for each hero, but they are all equivalent rules-wise. Some spell cards have a cost in Mana.

This is indicated by a number of Mana symbols either alongside the 'Action' ability or underneath the attack icon.

In the former case, a cost in Mana must be paid as the card is played in order to carry out the 'Action' ability. If the cost is not paid, the Action abilities are ignored.

In the second case, a cost in Mana must be paid during the Attack Step in order to gain the benefit of the attack symbol. If the cost is not paid, the player cannot use the attack symbol on the card. If the card had an 'Action' ability without Mana symbols, then that ability applies whether or not the Mana cost for the attack symbol is paid. Once the spell is cast, the symbol and any Might bonuses of the spell are treated like any other card, and can be mixed and matched.

Mana costs are paid through other cards with the Mana designator. These are typically 'When in Hand' abilities with the new 'Spellcasting' trigger. This trigger is distinct from the new 'Spellcasting' ability, but they happen at the same time so are given the same name.

Mana cannot be stored up before use, and excess Mana is immediately lost after the spell is cast. You cannot choose to generate additional Mana if you have already generated enough to cast the spell, unless the spell allows you to expend additional Mana when casting it.

Note that not all spells require Mana. Only cards that have Mana symbols in the places mentioned before do so.

## ***Jakab Startouched's Spells***

Jakab's spells are a special case. He has 6 unique spell cards, which are shuffled into a single supply pile at the start of the game. When one of them is Banished, be sure to put it on the bottom of that supply pile.

# **Gazetteer**

## ***The Tower of Secret Lore***

Magecraft is a most significant branch of elemental magic, and certainly one of the most powerful schools of the arcane in the world. The Tower of Secret Lore is its beating heart, where all mages are taught and matters of politics among them are settled. Powerful spells protect it against intrusion, but now their most powerful defences have been compromised. Only a few emergency spells are available to defend it and the bulk of its mages are caught in a struggle to prevent hostile magic from destroying it utterly. A mundane assault could finish it off.

## ***The Messianic Uprising***

Mages in training cannot always cope with the mental discipline and control asked of them. Some give up their schooling. Others are consumed by magic out of their control. Some lose their sanity. The so-called Arcane Messiah was cast out of the Tower of Secret Lore, for reasons the mages refuse to divulge. Now he seeks revenge. No-one is quite sure where his power comes from, only that he has given himself over to it completely and is no longer recognisable as human. The mages, even acting in concert, can do nothing more than lock down the bulk of his power, and even that at great cost. His creations and brainwashed followers seek to bring about his twisted dream - an Empire with him as its undying Emperor, ruling over the entire world and turning all its people into his helpless slaves. This is what he calls 'saving the world'.

# Detailed Card Lists

Full card lists for the cards in this expansion are given here.

## *Heroes*

### **Magister Kelemen Deck**

- 1x cover
- 7x Heroism 1
- 2x Heroism 2
- 1x Heroism 3
- 4x Shift Like Water
- 1x Pull of the Tide
- 4x Rushing Torrent
- 4x Single Water Whip
- 3x Treacherous Undertow
- 3x Katar
- 3x Wave Katar
- 3x Shielding Maelstrom

### **Magistra Csenge Deck**

- 1x cover
- 7x Heroism 1
- 2x Heroism 2
- 1x Heroism 3
- 2x Incendiary Blast
- 4x Eldritch Spark
- 4x Unnatural Inferno
- 3x Fires of Wrath
- 3x Blaze of Glory
- 3x Meteor Hammers
- 3x Fire Meteors
- 3x Shield of Leaping Flames

### **Jakab Startouched Deck**

- 1x cover
- 7x Heroism 1
- 2x Heroism 2
- 1x Heroism 3
- 2x Magic Missile
- 1x Crystal Orb
- 2x Celestial Tome
- 2x Celestial Grimoire
- 1x Fireball
- 1x Enchanted Strike
- 1x Petrify
- 1x Celerity
- 1x Augury
- 1x Wall of Force
- 3x Cedar Staff
- 3x Ash Staff
- 3x Runic Staff
- 3x Astrologer's Ritual

## *Foes*

### **Messianic Uprising Deck**

- ◆ 1x cover
- ◆ 5x Brainwashed Troop
- ◆ 5x Brainwashed Rabble
- ◆ 5x Footbow Archer
- ◆ 5x Ensorcelled Zealots
- ◆ 3x Rogue Human Mage
- ◆ 2x Tusked Deathcharger
- ◆ 1x Herald of Granite, Earth Elemental
- ◆ 1x Herald of Pressure, Water Elemental
- ◆ 1x Herald of Scorching, Fire Elemental
- ◆ 1x Herald of Stars, Air Elemental
- ◆ 1x The Arcane Messiah

Extra card:

- ◆ 1x Reference card

## ***Location***

### **Tower of Secret Lore Deck**

- 1x cover
- 8x Star Chamber
- 4x Spiral Library
- 4x Magisters' Council
- 4x Rejuvenation Circle
- 4x Wall of Lightning
- 4x Spellwrought Arrow
- 4x Spellwrought Hammer

Extra card:

- 1x Start Phase turn counter card

## **Credits**

Designed by Ben Wright.

Jakab Startouched designed by James Powell, used with permission.

Play-tested by the mob at Warwick University Board Games, Role-Playing, Science Fiction and Fantasy Society.