

# JUDGEMENT OF THE EARTHMOTHER

## *Rules Supplement for Bulwark*

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*Judgement of the Earthmother* is an expansion to *Bulwark* with 6 full decks. This supplement provides the additional rules the new cards require, beyond those introduced in earlier expansions.

## Contents

- ◆ Jolanka Kardhordo Deck (36 cards)
- ◆ Magistra Kuwanyauma Deck (36 cards)
- ◆ Calendar of the Ancients Deck (33 cards)
- ◆ The Gape of Hell Deck (32 cards)
- ◆ The Liars' Court Deck (32 cards)
- ◆ Savages of the Marsh Deck (48 cards)

## Old Rules

*Magistra Kuwanyauma* is a mage, and uses the rules for mana and spellcasting first introduced in *Travails of the Arcane*.

## New Card Symbols

Cards can now have symbols in the bottom left corner. These provide information as to how to set up the game when these cards are included. They have no effect during play.

 - **Randomised** - Cards with a symbol like this are a single Hero or Location supply pile, shuffled into a random order at the start of the game. The symbol within the square identifies the set. (This duplicates the rules for *Jakab Startouched's* spell cards - updated *Jakab Startouched* cards will have this symbol purely for consistency with these later expansions.)

 - **Add Cavalry** - One Foe deck adds new 'Cavalry' cards to the game, described later. The number in this symbol indicates how many Cavalry cards should be added to the game when that Foe is included in the deck.

 - **Mismatched Set** - When constructing custom Foe decks, a set is generally composed of identical cards. This symbol indicates that the card is one of a mismatched set, where the cards are different. The entire set should be

included in one 'slot'. The symbol within the circle identifies that particular mismatched set.

## ***The Liars' Court***

As an example of a mismatched set, the *Liars' Court* Foe deck includes the *Beastling Master* and 4 different beasts. Each *Beastling Master* and lot of beasts is a single 5-card set for the purposes of Foe deck customisation. This Foe deck has 2 sets of this kind, meaning 2 copies of each individual card, 10 in total, filling two 5-card slots.

## **Duel**

'Duel' is a new effect that appears on Hero, Location and Foe cards. It provides a way for a Hero to battle a Foe one-on-one.

When a Duel starts, place that Foe card in front of the player, in the same area as cards Remaining in play. A Hero can only Duel one Foe at a time. Attempts to start another Duel do nothing.

As long as a Hero is Duelling a Foe:

1. That Hero can only attack the Foe they are Duelling, and none other by any means.
2. Any attack symbol is valid for attacking a Foe they are in a Duel with.
3. Heroes cannot attack a Foe in a Duel with another Hero.
4. Foes that are being Duelled are invisible to Foes in the Foe line, and the Foe line is invisible to them. This includes all bonuses and effects that involve a card being Duelled.
5. During the Foe Activation Step, first activate the Encampment (if any, see below), then activate the Foe being Duelled only.
6. If a Hero is killed while in a Duel, the Foe is added to the end of the Foe line.

These rules are only in force for as long as a Foe is being Duelled. For example, if *Zsuzsa Slatewalker* is making two attacks in a turn, she can kill the Foe she is Duelling first, then use the other attack on the Foe line as normal.

Duelling is an important way of breaking up the Foe line to prevent adjacency bonuses and other similar rules. It can also be a handy way of ducking a dangerous Foe line.

However, Duelling a Foe means that you must be the one to kill it, and ending up in a duel with a Foe you do not have the means to kill is a certain loss. Note that the Foe Activation Step occurs after the Attack Step, so if you kill a Foe you are Duelling you then face the activation of the Foe line as normal.

## **Cavalry**

The *Savages of the Marsh* deck adds Cavalry to the game. Cavalry cards are identified by the  symbol in the top left corner. The Cavalry deck is shuffled at the start of the game and placed as an additional face-up pile near the Location cards. Unlike other cards, however, Cavalry never enters your deck. Each card has a Manoeuvre or Reaction that is available for use by any player (Manoeuvres only during their turn, Reactions only when appropriate, as usual). Most Cavalry cards are Trashed after use. They are placed in their own trash pile, and cannot re-enter the game by any means.

You can only use one Cavalry card a turn.

When using a custom Foe deck including Foes with a  symbol, work out how many Cavalry cards need to be added and take that many at random from the full set to form the Cavalry pile. The *Savages of the Marsh* deck uses all 17 of the Cavalry cards supplied.

# New Foe Card Abilities

**Summon** - Reveal cards from the top of the Foe deck until you reveal one that matches what is being Summoned, you reveal a  Foe that does not match what is being Summoned, or the end of the Foe deck is reached.

In the first case, that card is drawn. Shuffle the other revealed cards and put them back on top of the deck.

In the other cases, the Summon fails. Shuffle the revealed cards and put them back on top of the deck. A failed Summon does not trigger the start of the End Phase.

**Reverse** - This card can be rotated to be the other way up. When first entering play, it starts with the Armour number in the top left. When reversed, turn it around. Only right-way-up rules text (with respect to the Foe line, not the current player) is in effect.

## New Card Type

The *Calendar of the Ancients* location deck has a new card type - 'Season'. It has no rules effect.

## Encampments

Some of these new Foe decks include an Encampment () , one of which first appeared in the *Carnival of Chaos* Foe deck. In general, Encampments are persistent effects that make the game more difficult. The full set of rules for Encampments is:

1. The Encampment begins play face-up, at the start of the Foe line.
2. It is not part of the Foe line, and cannot be attacked.
3. It activates before the start of the Foe line proper, during the Activation Step.
4. It has an ability - 'Fortify' - that you follow when instructed to by a card effect.

5. If a card effect tells you to 'Fortify' but there is no Encampment in the game, each player takes a Wound instead.
6. Cards that prevent Foes from 'seeing' other Foes, like *Lava Flow Trap*, do not affect Encampments. Similarly, Encampments can 'see' Foes currently being Duelled.
7. The number in the top left indicates a longer Start Phase than normal. Add that many turns to the Start Phase. The cover cards for Foe decks with Encampments include information on the length of the Start Phase with and without the associated Encampment.

When setting up, you can use Encampments to customise the game.

1. There can be no more than 1 Encampment. You can play a Foe deck without the Encampment it comes with.
2. You can freely mix and match Encampments with Foe decks, to make a Foe deck play differently.
3. Remember to extend the Start Phase by the appropriate amount.

## Gazetteer

### *The Gape of Hell*

Demons usually only come at the behest of desperate or foolhardy mortals. They serve the terms of their contract precisely, only to reveal a convenient loophole so they can betray their erstwhile masters.

Sometimes, however, the underworld rises a cause of its own, dragging acolytes and victims into dark schemes of uncertain purpose. The greatest and cruellest of demons participate, and any soul that cannot flee in time is in dire peril. Stone altars are drenched in blood, of both the willing and the unwilling. Powerful magic threatens to engulf whole countries and leave nothing behind but blasted plains of sulphur.

## ***The Liars' Court***

The beastlings of the wilderness look on the cities of dwarves, humans and fire lizards as curiosities and eye-sores. Even so, they know that harmony with nature entails harmony with other cultures, and leave them be. Such is the lesson of the Earthmother.

Sendoa Hartza, the greatest of all beastling kings, has lost sight of this simple truth. His honeyed words have tempted many to his banner, and his family are foursquare behind him in his quest to rid the world of such abominations as 'roads', 'houses' and 'humans'. He likens his approach to the arrival of a harsh winter, killing off much but promising a renewal when spring comes after. Beastling woodcraft lays ambushes that even a well-organised army struggles to fend off, and it's clear that it will take heroes of courage and guile to end his nihilistic campaign.

## ***Savages of the Marsh***

After dragons, trolls are the strongest and most feared creatures of the world. They go where they please, heedless of the smaller creatures they trample underfoot. For all their brutality and malice, what they want is a place of their own where they can be undisturbed.

Ratu Four Cry is an exception. She has a powerful bloodlust and sees no reason why she shouldn't attempt to sate it with any lesser species that crosses her path. Kingdoms lie in ruins behind her, but she has her eyes set on fresh countries.

Even mighty heroes would struggle to stop her. Fortunately, the call has gone out to all civilised places, and reinforcements from a dozen nations are arriving to help.

## ***Calendar of the Ancients***

The turning of the seasons is sacred to beastlings. The turning of the heavens is sacred to elves. The Calendar of the Ancients was built to honour both, in a time long forgotten. Legend says that the calendar was

built by the Earthmother herself. Its custodians welcome what few visitors brave the forest and the mountain path to reach it.

For all its quiet majesty, there are those that covet the magic in its stones or the wisdom inscribed on the secret papyri buried beneath it. It will take more than supplication to the ancient powers to protect it.

# **Detailed Card Lists**

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

## ***Heroes***

### **Jolanka Kardhordo Deck**

- 1x cover
- 7x Heroism 1
- 2x Heroism 2
- 1x Heroism 3
- 2x En Garde
- 1x Remise
- 2x the Glove
- 2x Swashbuckling
- 4x Prize Rapier
- 4x Threepwood Rapier
- 4x Advantageous Terrain
- 3x Bonetti's Defence
- 3x Thibault's Economy

### **Magistra Kuwanyauma Deck**

- 1x cover
- 7x Heroism 1
- 2x Heroism 2
- 1x Heroism 3
- 2x Feat of foresight
- 4x Obsidian Shard
- 4x Native Orichalcum
- 3x Shield of Living Stone
- 2x Open Palm Strike
- 2x Heavy Boot
- 2x No Way
- 2x Ultimate Fist
- 2x Tao to Tao
- 2x Rude Aquakening

## ***Foes***

### **The Gape of Hell Deck**

- ◆ 1x cover
- ◆ 5x Neonate Cultist
- ◆ 5x Fanatical Cultist
- ◆ 5x Imp
- ◆ 5x Lizard Blood Priest
- ◆ 3x Ravenous Horror
- ◆ 1x Incubus Demon
- ◆ 1x Succubus Demon
- ◆ 1x Eurynomos, Demon of Putrefaction
- ◆ 1x Malphas, Demon Puppet Master
- ◆ 1x Valac, Demon of Treasures
- ◆ 1x Valac's Mount
- ◆ 1x Mephistopheles, Demon Corruptor
- ◆ 1x Circle of Blooded Stone

### **The Liars' Court Deck**

- ◆ 1x cover
- ◆ 5x Beastling Rabble
- ◆ 5x Beastling Troop
- ◆ 2x Beastling Master
- ◆ 2x Great Arrano
- ◆ 2x Great Otsoa
- ◆ 2x Dracoraptor
- ◆ 2x Tusked Basurde
- ◆ 3x Punji Sticks
- ◆ 2x Beastling Druid
- ◆ 1x Lechies, Demon of the Wood
- ◆ 1x Alazne Lehoia, Beastling Queen of Lughnasadh
- ◆ 1x Sendoa Hartza, Beastling King of Imbolc
- ◆ 1x Itxaro Untxia, Beastling Beltane Princess
- ◆ 1x Itzal Zaldia, Beastling Samhain Prince
- ◆ 1x Dance of the Thorns

## **Savages of the Marsh Deck**

- ◆ 1x cover
- ◆ 5x Troll Whelp Troop
- ◆ 5x Human Troop
- ◆ 5x Beastling Skirmisher
- ◆ 5x Brainwashed Blood Drinker
- ◆ 3x Troll Heavy
- ◆ 2x Manual Mangonel
- ◆ 1x Bethari Elf Eater, Troll Berserker
- ◆ 1x Agung Two Teeth, Troll Vandal
- ◆ 1x Setiawan Double Knock, Troll Enforcer
- ◆ 1x Metali Paired Axe, Troll Gladiator
- ◆ 1x Ratu Four Cry, Troll Chief
- ◆ 1x Beastling Ambushers
- ◆ 2x Dwarf Shock Troops
- ◆ 2x Elf Cavalry
- ◆ 2x Goblin Wolf Cavalry
- ◆ 2x Human Cavalry
- ◆ 1x Knights Ecclesiastes
- ◆ 2x Lizard Saurian Cavalry
- ◆ 1x Squires' Auxiliary
- ◆ 1x Supply Train
- ◆ 3x Unified Lance Charge

## ***Location***

### **Calendar of the Ancients Deck**

- 1x cover
- 1x Udaberri
- 1x Udan
- 1x Udazken
- 1x Negua
- 1x Koanga Manuru
- 1x Raumati
- 1x Ngaruhu
- 1x Hotoke
- 4x Field of Honour
- 4x Mask Dance
- 8x Company of Rangers
- 4x Beastling Chorus
- 4x Mossy Trilithon

## **Credits**

Designed by Ben Wright.

*The Gape of Hell* was co-developed with James Powell, used with permission.

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