

The Blood Pits of Vladd

Mage Knight Storyline Event Q

Venue Instructions

This **Mage Knight™** scenario is designed to be run as an in-store event. Each event's champion, runner-up, and Fellowship selection receive special prizes. Your scenario kit includes everything you need to run this scenario. At the completion of this event, the champion chooses his or her Limited Edition figure first, then the Fellowship selection chooses his or her LE, and then the runner-up receives the remaining LE.

On the back of this venue instruction sheet, you will find a copy of the play scenario for this period. The scenario is also available on our website as a .pdf file. We recommend displaying a copy of this scenario in your venue so that your players can prepare their armies, and having a copy on hand for each player when you're running the in-store event.

How to Run This Storyline Event

By the time you receive this kit, you will have already scheduled your event night on the WizKids® website. It's a good idea to advertise your event night so that your players know when and where to meet. Display the prizes to show your players what they can win! Post a sign-up sheet and encourage your players to declare allegiance for one of the competing factions. WizKids has listed your event, free of charge, on our website so that new customers can find your venue. On the event night, your envoy runs a tournament using the attached scenario. We recommend using the Swiss pairing system for your tournament.

After the completion of the event, the envoy has seven days to report the battle results of the event, as well as the name of your champion and the side for which he or she fought, to WizKids. (There are complete reporting instructions available on your envoy's personal home page at the WizKids website.) Visit the WizKids website to follow the results of this scenario. As each venue's results are tabulated, you'll be able to see which side is winning the battle.

Have questions, concerns, or problems? Don't hesitate to contact WizKids at wizkidsgames.com/kb/u_default.asp via our online support database.

Approved Play
WizKids, Inc.

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Background

As Darq attempts to recover from the losses inflicted upon him by the Sunborn and their Revolutionary allies, other factions begin to hear tales of artifacts hidden around the blood pits the vampire prince had dug in the Galeshi deserts. Tales of a particular artifact, the Crucible of Tears, have been carried beyond the sands of the Galeshi desert. Some factions now wish to claim the Crucible for their own, and others wish it destroyed, for it has the power to revive zombies and fill them with unnatural vigor. What the various forces throughout the Land do not know, however, is that it does its task too well, and the blood pit containing it has become filled with the reanimated bodies of those who died there.

Army Size: 300-point armies and three actions. No titans or multiple-dial warriors are allowed.

Objective: Per the standard rules.

Time Limit: 50 minutes

Format: Scenario

Rules Sets

Mage Knight Complete Rules of Play, **Mage Knight: Dark Riders** rules supplement, **Mage Knight: Sorcery** rules supplement, and the **Mage Knight** Comprehensive Tournament Rules

Preparing the Battlefield

No terrain is placed. One objective token is placed in the center of the battlefield; no other objective tokens are placed.

Special Rules

- 1) The floor of the blood pit is literally crawling with zombies. The undead make it difficult to move, and also difficult to see others within the press of bodies. All clear terrain becomes hindering terrain.
- 2) As the warriors move through the mass of zombies, the undead attempt to attack them. At the beginning of each player's command phase, that player rolls 1 six-sided die. On a result of 1 or 2, choose two of your warriors to be attacked by the zombie horde. On a result of 3 or 4, your opponent chooses one of your warriors to be attacked by the zombie horde. On a result of 5 or 6, choose one of your warriors to be attacked by the zombie horde. The horde attacks using the following combat values: 10 attack value, 2 damage value, and no special abilities. Your opponent makes the attack roll.
- 3) Any warrior in base contact with the objective token cannot be attacked by the zombie horde.

Victory Conditions: Per the standard rules.