



# The Way of the Wicked:

*a one day the Roots of Magic event @ Battlefield Hobbies*

Please direct any questions concerning this rules pack to [enquiries@therootsofmagic.com](mailto:enquiries@therootsofmagic.com)

## 1. Backstory

These are dangerous times to be alive in Mellorian. Across the continent, the rule of law has come under attack by systematic and organised insurrection, led by Diabolist cults. The armies of the Princes and the combined might of the Houses of Magic is hard pressed merely to suppress such action. Nothing has been done to try and identify the aims of the plotters or determine the leaders behind the bloodshed.

The insane Wizard Suleiman has been tasked by his secretive master to acquire three items of power, one of which is secured in the Palace of Prince Wurthod in G'Barr. Suleiman will stop at nothing to obtain it, and will happily turn the famed city into a charnel house merely to claim it, even though he is just as unaware as anyone else about his master's plan.

The forces arrayed against the Diabolists are stretched too thinly, and have no idea where or why they may strike next. They cannot prevent the theft of the item, but through their efforts they may identify some vital clues that will allow them to figure out the enemy's next move. The faction represented by the winning player (in the final game) will be the ones to discern the clues and will earn a favour from Hephescus Zantt. If the Diabolists win: Zantt will instead inherit a curse that will curtail his ability to hunt down the leaders of the Diabolist cult.

The winner of this event may select a Wizard from one of the factions they choose to represent on the day. That Wizard, via intention or omission, will cause the item to fall into the hands of the Diabolists. For this act of treachery, they will gain a dark blessing and in wave three become an *Ascendant* character – the first to receive this honour. This effectively means another version of the character, with a new model and cards, will be created.

## 2. Event Details

The event will be held at Battlefield Hobbies on Saturday 25<sup>th</sup> March between 09:00-17:00. We have space for a maximum of 20 players only.

<https://goo.gl/maps/1FfZDQq7w2m>

There will be 5 games throughout the day, though even with that high a number, there will be lots of time for lunch and breaks between rounds. The first round will be decided on random pairings, and from then on will be matched by # of wins and # of Objective Points scored.

### 3. Event Timings

Time	Activity
09:00-09:25	Registration
09:25-09:30	Setup Round 1
09:30-10:30	Round 1: The Orb of Rannellos
10:30-10:40	Break
10:40-10:45	Setup Round 2
10:45-11:45	Round 2: The Bells of Lau Tsu
11:45-12:45	Lunch
12:45-12:50	Setup Round 3
12:50-14:10	Round 3: Tolven's Vault (Wizards and Acolytes)
14:10-14:20	Break
14:20-14:25	Setup Round 4
14:25-15:25	Round 4: The Orb of Rannellos (Wizard and Acolytes)
15:25-15:35	Break
15:35-15:40	Setup Round 5
15:40-16:40	Round 5: Abraczjar's Folly
16:40-16:50	Break
16:50-17:00	Results and Prizes

These times are subject to change but should give a clear indication of how the event is broken down.

### 4. Event Rules

Each player is responsible for bringing models, rules, measurement implements, and all other necessary accessories for playing. Battlefield Hobbies and Grand Arcanum Games will supply the space for playing, game area mats, and suitable terrain.

Models are not required to be painted, but they should be fully constructed and official the Roots of Magic miniatures. In any scenario requiring the use of unreleased models, suitable proxies on relevant sized bases are permitted. We do encourage painting your models, as there is always a cool prize for painting (see below).

Players will need to inform the event manager of the two factions they will be free to use in games. In each round, when rolling off to determine the order of deployment, the person that deploys first nominates the faction they will use. The other player then confirms the faction they will use. In cases where multiple models can be used, and some of those may be replaced with Freelancers, all models to be used must be disclosed in the specified order before any models are actually placed. You are not required to use all the factions you selected during the event, but the option is there for those that wish it.

If there is a rule that needs to be clarified during a game and both players cannot reach agreement on how to move forward, call the judge to the table. The ruling of the judge is final.

As always for any event, the #1 rule is of course: "don't be a di...abolist!" ;)

## **5. Prizes**

First place - £25 webstore credit for the Roots of Magic, plus the decision on which character to give an 'evil makeover' to, as discussed above.

Second Place - £15 webstore credit for the Roots of Magic.

Best Nexus Point(s) - £10 webstore credit for the Roots of Magic.

Best Painted Model - £10 webstore credit for the Roots of Magic & your likeness on a model from Wave 3!

Painting awards will be judged by players, and there will be an opportunity to indicate this on the results slip for Round 5.

## **6. Lunch**

A buffet lunch is provided by Battlefield Hobbies as part of the cost of the ticket. I cannot promise this will include options to cover all eventualities, but if you have a specific request I can certainly pass it on and see what can be done.

## **7. Tickets**

Tickets can be purchased via Grand Arcanum Games. Each ticket is £5, payable via PayPal to: [orders@therootsofmagic.com](mailto:orders@therootsofmagic.com)

You may buy multiples, paying the correct amount for each. I would appreciate if you mark the payment as a gift :)

When you pay, please give me the names of the players that will be attending.