

ITALIAN REPORT

WEEK OF SABBAT

SABBAT EXPANSION SEALED PRERELEASE



Event Overview

The Italian VTES community, thanks to the efforts of our national distributor, **Mistlore**, successfully organized **The Week of Sabbat** — a nationwide celebration marking the release of the new Sabbat preconstructed decks.

From **October 18th to 26th, 2025**, players across Italy gathered in their local **Domains** to play **Sealed-format** events using the new Sabbat decks.

Each local event contributed to a **national ranking**, creating a shared competitive experience that connected players across regions.

Participation and Coverage

16 Domains hosted official events

Nearly **100 players** participated nationwide

Format: Sealed deck (using the four Sabbat precon)

Structure: **3 rounds per event**, without final, results reported to a [national scoreboard](#)

The goal was **celebrating the new expansion**, and the **return of an entire sect**, engaging both **veteran** and **new players** through a **unified, story-driven experience**.

Results Summary

Path	National Score	Local Victories
Path of Power and the Inner Voice	155.5	4
Path of Death and the Soul	100	4
Path of Cathari	95.5	3
Path of Caine	72.5	2

Highlights by City (Domains)

Path	Domains
Path of Power and the Inner Voice	Bologna, Parma, Torino, Genova, Treviso
Path of Death and the Soul	Barga, Massa, Milano, Modena
Path of Cathari	Firenze, Prato, Roma, Verona, Mantova
Path of Caine	Pordenone, Trento

Community Impact

The Week of Sabbat confirmed the strength and vitality of the Italian VTES network:

- Local groups coordinated under a shared national event structure.
- Dozens of old and new players joined through the preconstructed format.

Thematic and narrative cohesion (the “Paths” competition) boosted engagement and storytelling, without losing the amusing and funny side of the main theme of the event: “let’s try together new cards! wohoooo!”

Players interacted daily through national chats and live ranking updates, sharing opinions and experience on gameplay, situations and of course rulings. But all these things enhanced the sense of unity between us.

Product Impact

As a standalone product, for many players it was immediately clear that the four decks have different levels in ousting power and card flow; apart from the final ranking, Power and Inner Voice turned out to be the “easy button”; so the general standing was that totally fresh player could find the game boring after three or four games.

But we all know that VtES is not only a card game, where metagame and social part can take the scene totally, so our national coordinator could say, at the end of all the events, “there were days and night running our beloved game together, debating and struggling as the game itself calls for, having a lot of fun, and that’s what matters the most!”

Media Coverage

The Week of Sabbath received **excellent online coverage**, with daily updates and photo posts published on **Facebook** by players, Domain organizers, and the national VTES Italy page.

These posts showcased the **enthusiasm and atmosphere** of the events across Italy — from first unboxings and table setups to final standings and group photos — helping to spread awareness and attract interest from new and returning players alike.

The coverage effectively turned the event into a **nationwide storytelling thread**, connecting all Domains under one shared narrative week.

Date	Post	Link
October 18, Saturday	Kickoff post – opening of the Week of Sabbath. Domains: Trento, Pordenone, Bologna	Facebook post #1 Facebook post #2 Facebook post #3 Instagram post
October 19, Sunday	Domains: Torino, Genova	Facebook post
October 20, Monday		
October 21, Tuesday	Domains: Treviso, Parma	Facebook post
October 22, Wednesday	Domains: Milano	Facebook post
October 23, Thursday	Domains: Massa, Modena	Facebook post
October 24, Friday		
October 25, Saturday		
October 26, Sunday	Domains: Verona	Facebook post

Conclusions

The event demonstrated how narrative-driven, decentralized initiatives, far from standard constructed tournaments, can successfully mobilize local communities. It was also a phenomenal opportunity to promote the game in shops, gaming clubs, pubs, and other public venues, where curious onlookers could see the game — and in some cases, start playing with us. Let us be proud and pleased with the results: the Italian network proved capable of coordinating multi-city, synchronized play with enthusiasm and reliability.

Acknowledgments

A special mention goes to Mistlore Publishing, which wholeheartedly embraced this project and made a great effort to secure and distribute a large number of decks to each city in advance.

Thanks, Patrizio! The Week of Sabbat – Italy stands as a strong model for global launch events that combine organized play, community storytelling, and marketing impact for future expansions. For us, it's a huge yes to having this kind of product launch — four or five decks released at once — to make the game shine!