

# INFERNII

## KINDRED MUSTER

*for Darklands: Second Edition*

*v2.07*



*Dis*



*last updated 1st January 2024*

**MIERCE**  
MINIATURES





## version 2.07

**HOST SILVER**

Changes to the Infernii muster are recorded here.

[illegible]

# INFERNII MUSTERING

version 2.07

## INFERNII HOST

One general must always be present in the host, which must always be the noble with the highest AUTHORITY.  
At least one command must be present in the host. At least 50% of your host must be spent on warriors from the same realm as the general.  
Up to a third of the silver cost of your host may be spent on an allied contingent. Up to 10% of your host may be spent on artefacts.

host's realm cost  
50%+

artefact limit  
0 to 10%

contingent limit  
0% to 33.333r%

Realm	Compulsory Commands	Host Commands	Realm Commands				
DIS HOST	<table><tr><td>Dis General 1</td><td>Dis Command 1</td></tr></table>	Dis General 1	Dis Command 1	<table><tr><td>Dis Command 0-1+</td><td>Allied Contingent 0-1</td></tr></table>	Dis Command 0-1+	Allied Contingent 0-1	
Dis General 1	Dis Command 1						
Dis Command 0-1+	Allied Contingent 0-1						

## INFERNII COMMANDS

One general must always be present in the host, which must always be the noble with the highest AUTHORITY.  
At least one command must be present in the host, either the general's command or a commander's command

Commander	Sworn Box		Pledge Box	Petition Box	
GENERAL'S COMMAND	<div>Sworn Unit</div> <div>1</div> <div>Bind Units</div>	<div>Companions</div> <div>0-1</div>	<div>Pledged Unit</div> <div>&lt; 0-1+</div> <div>Bind Units</div>	<div>Influenced Warchief</div> <div>&lt; 0-1</div>	<div>Petitioned Unit</div> <div>&lt; 0-1+</div> <div>Bind Units</div>
	<div>without General's Command, at least one command</div>	<div>Sworn Unit</div> <div>1</div> <div>Bind Units</div>	<div>Pledged Unit</div> <div>&lt; 0-1+</div> <div>Bind Units</div>	<div>Influenced Warchief</div> <div>&lt; 0-1</div>	<div>Petitioned Unit</div> <div>&lt; 0-1+</div> <div>Bind Units</div>
	<div>any number of other commands</div>	<div>Sworn Units</div> <div>1</div> <div>Bind Units</div>	<div>Pledged Units</div> <div>&lt; 0-1+</div> <div>Bind Units</div>	<div>Influenced Warchiefs</div> <div>&lt; 0-1</div>	<div>Petitioned Units</div> <div>&lt; 0-1+</div> <div>Bind Units</div>
	<div>allied contingent</div>	<div>Allied Commander's Sworn Unit</div> <div>1</div> <div>Bind Units</div>	<div>Allied Commander's Pledged Unit</div> <div>&lt; 0-1</div> <div>Bind Units</div>	<div>Allied Commander's Influenced Warchief</div> <div>&lt; 0-1</div>	<div>Allied Commander's Petitioned Units</div> <div>&lt; 0-1+</div> <div>Bind Units</div>

COMPANIONS	<table><tr><td>Sorcerer &lt; 0-1</td><td>Host Champion &lt; 0-1</td><td>Host Banner Bearer &lt; 0-1</td><td>Host Herald &lt; 0-1</td></tr></table>	Sorcerer < 0-1	Host Champion < 0-1	Host Banner Bearer < 0-1	Host Herald < 0-1	Companions must have an AUTHORITY that is lower than or equal to the general's AUTHORITY. The AUTHORITY of companions counts as 0 for COMMAND AUTHORITY purposes.	Sell-Sword < 0-1
Sorcerer < 0-1	Host Champion < 0-1	Host Banner Bearer < 0-1	Host Herald < 0-1				

COMMANDER'S COMMAND	<table><tr><td>Commander</td><td>Sworn Unit</td></tr><tr><td>1</td><td>1</td></tr><tr><td colspan="2">Bind Units</td></tr></table> <p>A commander must choose a unit within his sworn box as his <b>sworn unit</b>.</p>	Commander	Sworn Unit	1	1	Bind Units		<table><tr><td>Pledged Unit</td></tr><tr><td>&lt; 0-1+</td></tr><tr><td>Bind Units</td></tr></table> <p>A commander may choose a unit within his pledge box to be one of his <b>pledged units</b>.</p>	Pledged Unit	< 0-1+	Bind Units	<table><tr><td>Influenced Warchief</td><td>Petitioned Unit</td></tr><tr><td>&lt; 0-1</td><td>&lt; 0-1+</td></tr><tr><td colspan="2">Bind Units</td></tr></table> <p>A commander may choose a unit within his petition box to be one of his <b>petitioned units</b>.</p>	Influenced Warchief	Petitioned Unit	< 0-1	< 0-1+	Bind Units		
	Commander	Sworn Unit																	
	1	1																	
Bind Units																			
Pledged Unit																			
< 0-1+																			
Bind Units																			
Influenced Warchief	Petitioned Unit																		
< 0-1	< 0-1+																		
Bind Units																			
with option	<table><tr><td>Commander</td><td>Optioned Sworn Unit</td></tr><tr><td>1</td><td>1</td></tr><tr><td colspan="2">Bind Units</td></tr></table> <p>If an option has been purchased, a commander may choose a unit on that option line within his sworn box as his <b>optioned sworn unit</b>.</p>	Commander	Optioned Sworn Unit	1	1	Bind Units		<table><tr><td>Optioned Pledged Unit</td></tr><tr><td>&lt; 0-1+</td></tr><tr><td>Bind Units</td></tr></table> <p>If an optioned sworn unit has been chosen, a commander may choose a unit on the same option line within his pledge box to be one of his <b>optioned pledged units</b> in addition to any other pledged units that are not on an option line.</p>	Optioned Pledged Unit	< 0-1+	Bind Units	<table><tr><td>Optioned Petitioned Unit</td></tr><tr><td>&lt; 0-1+</td></tr><tr><td>Bind Units</td></tr></table> <p>If an optioned sworn unit has been chosen, a commander may choose a unit on the same option line within his petition box as an <b>optioned petitioned unit</b> in addition to any other petitioned units that are not on an option line.</p>	Optioned Petitioned Unit	< 0-1+	Bind Units				
Commander	Optioned Sworn Unit																		
1	1																		
Bind Units																			
Optioned Pledged Unit																			
< 0-1+																			
Bind Units																			
Optioned Petitioned Unit																			
< 0-1+																			
Bind Units																			
with restrictive option	<table><tr><td>Commander</td><td>Restricted Sworn Unit</td></tr><tr><td>1</td><td>1</td></tr></table> <p>If a restrictive option has been purchased, a commander must choose a unit on that restrictive option line within his sworn box as his <b>restricted sworn unit</b>.</p>	Commander	Restricted Sworn Unit	1	1	<table><tr><td>Restricted Pledged Unit</td></tr><tr><td>&lt; 0-1+</td></tr><tr><td>Bind Units</td></tr></table> <p>If a restrictive sworn unit has been chosen, a commander may only choose a unit on the same restrictive option line within his pledge box to be one of his <b>restricted pledged units</b>.</p>	Restricted Pledged Unit	< 0-1+	Bind Units	<table><tr><td>Restricted Petitioned Unit</td></tr><tr><td>&lt; 0-1+</td></tr><tr><td>Bind Units</td></tr></table> <p>If a restrictive sworn unit has been chosen, a commander may only choose a unit on the same restrictive option line within his petition box to be one of his <b>restricted petitioned units</b>.</p>	Restricted Petitioned Unit	< 0-1+	Bind Units						
Commander	Restricted Sworn Unit																		
1	1																		
Restricted Pledged Unit																			
< 0-1+																			
Bind Units																			
Restricted Petitioned Unit																			
< 0-1+																			
Bind Units																			
	<table><tr><td colspan="2">Noble</td></tr><tr><td>CW</td><td>0-1</td></tr></table> <p>companion warchiefs are indicated with 'CW'</p>	Noble		CW	0-1	<table><tr><td colspan="2">Unit</td></tr><tr><td>&lt;</td><td>0-1+</td></tr><tr><td colspan="2">Bind Units</td></tr></table> <p>If a unit is joined to a noble by a double line known as a <b>noble path</b>, that noble <u>must</u> be mustered within a command before the unit on that path can be mustered.</p>	Unit		<	0-1+	Bind Units		<table><tr><td colspan="2">Realm Unit</td></tr><tr><td>&lt;</td><td>0-1+</td></tr><tr><td colspan="2">Bind Units</td></tr></table> <p>If the realm is noted above the unit name, the commander must be of that realm in order to muster that unit in his command.</p>	Realm Unit		<	0-1+	Bind Units	
Noble																			
CW	0-1																		
Unit																			
<	0-1+																		
Bind Units																			
Realm Unit																			
<	0-1+																		
Bind Units																			

MINIATURE AVAILABILITY	<table><tr><td>Unit n n-n</td><td>Unit n n-n</td><td>Unit n n-n</td></tr></table>	Unit n n-n	Unit n n-n	Unit n n-n	<p>A miniature's availability for a particular profile is shown by the colour of the unit box text on the muster chart.</p> <p>If the text colour is black, that miniature is available from the Mierce Miniatures range and may be used in official Darklands battles.</p> <p>If the text colour is blue, that miniature has a scheduled production date and will be available soon.</p> <p>If the text colour is grey (or the profile box is pink), that miniature is not produced yet and may not be for some time.</p> <p>Profiles with blue or grey text colours cannot be used in official Darklands battles as no miniatures are available.</p>
Unit n n-n	Unit n n-n	Unit n n-n			

# INFERNII UNIQUE COMMANDERS

One of each unique commander may be mustered in your host

## INFERNII COMMANDERS

Any number of commanders may be mustered in your host

Commander	Sworn Box	Pledge Box	Petition Box
<div>Dis</div> <div>SERVILE</div> <div>LORD OF DIS</div> <div>81</div>	<div>Fiend</div> <div>0-1</div> <div>Hellion</div> <div>0-1</div>	<div>Fiend</div> <div>26</div> <div>0-1+</div> <div>Firefiend</div> <div>Wrathfiend</div> <div>31</div> <div>0-1+</div> <div>Firefiend</div> <div>27</div> <div>0-1+</div> <div>Demifiend</div> <div>21</div> <div>0-1+</div> <div>Hellion</div> <div>39</div> <div>0-1+</div>	<div>Gargol</div> <div>11</div> <div>0-1+</div> <div>Fury</div> <div>24</div> <div>0-1+</div> <div>Behema</div> <div>39</div> <div>0-1+</div> <div>Slaughterfiend</div> <div>46</div> <div>0-1</div> <div>Gorefiend</div> <div>56</div> <div>0-1</div> <div>Ragefiend</div> <div>56</div> <div>0-1</div> <div>Hellhound</div> <div>24</div> <div>0-1+</div> <div>Flashfiend</div> <div>40</div> <div>0-1</div>
<div>Dis</div> <div>SERVILE</div> <div>LIEGE OF DIS</div> <div>63</div>	<div>Fiend</div> <div>0-1</div> <div>Hellion</div> <div>0-1</div>	<div>Fiend</div> <div>26</div> <div>0-1+</div> <div>Firefiend</div> <div>Wrathfiend</div> <div>31</div> <div>0-1+</div> <div>Firefiend</div> <div>27</div> <div>0-1+</div> <div>Demifiend</div> <div>21</div> <div>0-1+</div> <div>Hellion</div> <div>39</div> <div>0-1+</div>	<div>Gargol</div> <div>11</div> <div>0-1+</div> <div>Fury</div> <div>24</div> <div>0-1+</div> <div>Behema</div> <div>39</div> <div>0-1+</div> <div>Slaughterfiend</div> <div>46</div> <div>0-1</div> <div>Gorefiend</div> <div>56</div> <div>0-1</div> <div>Ragefiend</div> <div>56</div> <div>0-1</div> <div>Hellhound</div> <div>24</div> <div>0-1+</div> <div>Flashfiend</div> <div>40</div> <div>0-1</div>
<div>Dis</div> <div>DEMIFECTOR</div> <div>86</div> <div>with Manuballista</div> <div>as rider of Demiequus</div> <div>as rider of Hellhound, Hellbeast, Hellhorn or Behema</div> <div>as rider of Hellhorn</div>	<div>Demi-praetorianus</div> <div>0-1</div> <div>Ignipraetorianus</div> <div>Demiequitatus</div> <div>0-1</div> <div>Demicanisarius</div> <div>0-1</div> <div>Demitaurius</div> <div>0-1</div>	<div>Demi-praetorianus</div> <div>18</div> <div>0-1+</div> <div>Ignipraetorianus</div> <div>Demiballistarius</div> <div>17</div> <div>0-1+</div> <div>Demiequitatus</div> <div>18</div> <div>0-1+</div> <div>Demicanisarius</div> <div>18</div> <div>0-1+</div> <div>Demitaurius</div> <div>19</div> <div>0-1+</div> <div>Demicanisarius</div> <div>18</div> <div>0-1+</div> <div>Demilegionarius</div> <div>18</div> <div>0-1+</div>	<div>Igni-praetorianus</div> <div>17</div> <div>0-1+</div> <div>Demitaurius</div> <div>19</div> <div>0-1+</div> <div>Demiballistarius</div> <div>17</div> <div>0-1+</div> <div>Ignilegionarius</div> <div>17</div> <div>0-1+</div> <div>Demicanisarius</div> <div>18</div> <div>0-1+</div> <div>Gargol</div> <div>11</div> <div>0-1+</div> <div>Fury</div> <div>24</div> <div>0-1+</div> <div>Demifiend</div> <div>21</div> <div>0-1+</div> <div>Fiend</div> <div>26</div> <div>0-1+</div> <div>Firefiend</div> <div>Hellhound</div> <div>24</div> <div>0-1+</div> <div>Hellion</div> <div>39</div> <div>0-1</div> <div>Hellhound</div> <div>24</div> <div>0-1+</div> <div>Hellion</div> <div>39</div> <div>0-1</div>
<div>Legio II Var, Dis</div> <div>DEMIURION</div> <div>83</div> <div>with Manuballista</div> <div>as rider of Demiequus</div> <div>as rider of Hellhound or Behema</div>	<div>Demilegionarius</div> <div>0-1</div> <div>Ignilegionarius</div> <div>Demiequitatus</div> <div>0-1</div> <div>Demicanisarius</div> <div>0-1</div>	<div>Demilegionarius</div> <div>18</div> <div>0-1+</div> <div>Ignilegionarius</div> <div>Demiballistarius</div> <div>17</div> <div>0-1+</div> <div>Demiequitatus</div> <div>18</div> <div>0-1+</div> <div>Demicanisarius</div> <div>18</div> <div>0-1+</div>	<div>Demiballistarius</div> <div>17</div> <div>0-1+</div> <div>Ignilegionarius</div> <div>17</div> <div>0-1+</div> <div>Demiequitatus</div> <div>18</div> <div>0-1+</div> <div>Demicanisarius</div> <div>18</div> <div>0-1+</div> <div>Gargol</div> <div>11</div> <div>0-1+</div> <div>Fury</div> <div>24</div> <div>0-1+</div> <div>Demifiend</div> <div>21</div> <div>0-1+</div> <div>Fiend</div> <div>26</div> <div>0-1+</div> <div>Firefiend</div> <div>Hellhound</div> <div>24</div> <div>0-1+</div> <div>Hellion</div> <div>39</div> <div>0-1</div>

Dis

SERVILE

CHAMPION OF DIS

62

Fiend

0-1

Fiend

26

0-1+

Firefiend

Firefiend

27

0-1+

Demifiend

21

0-1+

Gargol

11

0-1+

Fury

24

0-1+

Hellion

39

0-1

Wrathfiend

31

0-1

Hellhound

24

0-1+

Flashfiend

40

0-1

Behema

39

0-1

Slaughterfiend

46

0-1

Gorefiend

56

0-1

Dis

SERVILE

WARRIOR OF DIS

60

Fiend

0-1

Hellhound

0-1

as Hellhound-Master

Hellhound

Fiend

26

0-1+

Firefiend

Firefiend

27

0-1+

Demifiend

21

0-1+

Hellhound

24

0-1+

Gargol

11

0-1+

Fury

24

0-1+

Hellion

39

0-1

Wrathfiend

31

0-1

Hellhound

24

0-1+

Flashfiend

40

0-1

Behema

39

0-1

Slaughterfiend

46

0-1

Gorefiend

56

0-1

Dis

SERVILE

FIEND OF DIS

53

Fiend

0-1

Wrathfiend

0-1

as rider of Hellbeast

Wrathfiend

Hellhound

0-1

as Hellhound-Master

Hellhound

Fiend

26

0-1+

Firefiend

Firefiend

27

0-1+

Demifiend

21

0-1+

Wrathfiend

31

0-1+

Hellhound

24

0-1+

Gargol

11

0-1+

Fury

24

0-1+

Slaughterfiend

46

0-1

Wrathfiend

31

0-1

Hellhound

24

0-1

Dis

SERVILE

DEMIFIEND OF DIS

50

Demifiend

0-1

Demifiend

21

0-1+

Fiend

26

0-1

Firefiend

Firefiend

27

0-1

Gargol

11

0-1+

Fury

24

0-1+

Wrathfiend

31

0-1

Hellhound

24

0-1

Dis

DEMIARCH

73

Demi-praetorianus

0-1

Ignipraetorianus

Hellhound

0-1

as Demibestiarius

Hellhound

Demisicarius

0-1

as Demisicariarch

Demisicarius

Demiequitatus

0-1

as rider of Demiequus

Demiequitatus

Demicanisarius

0-1

as rider of Hellhound, Hellbeast or Behema

Demicanisarius

Demitaurius

0-1

as rider of Hellhorn

Demitaurius

Demi-praetorianus

18

0-1+

Ignipraetorianus

Hellhound

24

0-1

Demisicarius

18

0-1+

Demiequitatus

18

0-1+

Demicanisarius

18

0-1+

Demitaurius

19

0-1+

Demilegionarius

18

0-1+

Ignilegionarius

Ignipraetorianus

17

0-1+

Demitaurius

19

0-1+

Demiballistarius

17

0-1+

Ignilegionarius

17

0-1+

Demicanisarius

18

0-1+

Gargol

11

0-1+

Fury

24

0-1+

Demifiend

21

0-1+

Fiend

26

0-1+

Firefiend

Hellhound

24

0-1+

Hellhound

24

0-1+

Hellhound

24

0-1+

Legio II Var, Dis

DEMIOPTION

72

as Demibestiarius

with Manuballista

as rider of Demiequus

as rider of Hellhound or Behema

Demilegionarius

0-1

Ignilegionarius

Hellhound

0-1

Demiballistarius

0-1

Demiequitatus

0-1

Demicanisarius

0-1

Demilegionarius

180-1+

Ignilegionarius

Hellhound

240-1

Demiballistarius

170-1+

Demiequitatus

180-1+

Demicanisarius

180-1+

Demiballistarius

170-1+

Ignilegionarius

170-1+

Firefiend

Gargol

110-1+

Fury

240-1+

Demifiend

210-1+

Fiend

260-1

Firefiend

Hellhound

240-1

Hellion

390-1

Dis

SERVILE HELLION OF DIS

61

Hellion

0-1

Hellion

390-1

Hellhound

240-1+

Gargol

110-1+

Fury

240-1+

Wrathfiend

310-1

Behema

390-1

Slaughterfiend

460-1

Demicanisarius

180-1+

INFERNII SELL-SWORD COMMANDERS

Up to a third of the silver cost of your host may be spent on sell-swords and allies

Sell-Swords not listed here may not be Infernii generals or commanders

INFERNII ALLIES

Up to a third of the silver cost of your host may be spent on sell-swords and allies

Byzantii

any realm

ALLIED COMMANDER

Allied Sworn Unit

1

Bind Units

Allied Pledged Unit

0-1+

Bind Units

Allied Petitioned Unit

0-1+

Bind Units

### ***Infernii Invocation List***

INVOCATION		Invoke Dice								Power	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation Rules	Cost			
1	Demonfire Sight	1	2	3	4	5	6	7	8	9	10	53	0"	6"	25"	40"	1	Hellfire Damage	6	
2	Hellfire Sight	1	2	3	4	5	6	7				64	0"	6"	25"	40"	2	Hellfire Damage; Ignores Armour	15	
3	Demonic Possession Focus	1	2	3								<b>Marked Man or Demiman:</b> Marked warriors may only be friendly warriors of the Kin Man or Demiman that is not the Invoker himself. <b>Immediate Effect:</b> Marked unit may perform one <i>action</i> immediately (disregarding its vigour state for requirements purposes), which is performed <i>involuntarily</i> , but never any <i>linked actions</i> afterward, although <i>reactions</i> occur as normal. This interrupts the Marked's action. Once this <i>action</i> is completed, the Marked unit suffers D5 invoke damage per invoke die, rounding fractions up, distributed randomly amongst the Marked warriors of the Kin Man or Demiman, and the Magus continues with his activation. <b>Rules:</b> Once per Mark; Entire Mark							16	
4	Doom Focus	1	2	3	4	5						<b>Marked Living:</b> The Marked warriors may only be non-frenzied warriors with the 'living' trait that do not have the 'fearless' trait within the Marked unit. <b>Constant Effect:</b> The Marked unit gains the ' <b>fearful</b> ' trait and becomes <b>shaken</b> , also gaining 1 defeated token per invoked die. Remove all exulted and blood-lust tokens from the Marked unit. If the Marked unit already has the 'fearful' trait, it must immediately perform a <i>Panic reaction</i> . <b>Rules:</b> Once per Mark; Majority Mark; Transient							8	
5	Nourish Focus	1	2	3								<b>Marked unit:</b> Marked warrior may be any single warrior within total focus range (friend or enemy). <b>Immediate Effect:</b> The Marked warrior must take a TEMPER TEST (called a <b>NOURISH TEST</b> ). If the NOURISH TEST is failed, the Marked warrior suffers D5 damage, rounding fractions up, per invoked die. This damage instantly increases the Invoker's WOUNDS by the same amount. This cannot increase the Invoker's WOUNDS beyond its base value. If the NOURISH TEST is passed, nothing happens. <b>Rules:</b> Distinct Mark							10	
6	Dread Focus	1	2	3	4							<b>Immediate Effect:</b> The Marked unit must perform a <i>Panic reaction</i> called a <b>Dread reaction</b> , even if they have the 'fearless' trait (except for constructs and undead) or are frenzied. <b>Panic Modifier:</b> Before the Marked unit performs their <i>Dread reaction</i> , the Invoker may apply a positive panic modifier to the Marked unit's PANIC ROLL (thus making it more difficult for them to pass their PANIC TEST) by rolling D10 per invoke die called a DREAD ROLL. The panic modifier is equal to the DREAD ROLL. If a frenzied unit fails their <i>Dread reaction</i> , they lose their frenzy and become broken. <b>Rules:</b> Majority Mark							12	
7	Quicken Focus	1	2	3								<b>Marked Legionarii:</b> The Marked unit can only be a friendly unit containing at least one Legionarius warrior, and the Marked warriors can only be Legionarius warriors. <b>Immediate Effect:</b> One Marked warrior per invoked die instantly <i>Quickens</i> into a Demilegionarius warrior, called a <b>Quickened warrior</b> . There cannot be more Quickened warriors than there are Legionarius warriors in the Marked unit. Replace the Marked warrior with securis, scutum and segmentata remnant equipment), which <i>Displaces</i> any warrior around him and <i>permanently Binds+</i> to the Marked unit. Quickened Marked mustered unit command warriors retain the same benefits they did before they were Quickened. Once each Quickened warrior is placed, any enemy unit they are engaged with or beset by must perform a <i>Panic reaction</i> . If the Marked warrior is a Quickened warrior, the Quickened Demilegionarius warrior reduces his WOUNDS by the amount the wounded warrior's WOUNDS was reduced by. Quickened warriors retain the same vigour as the warriors they have replaced - so if they've fought already that battle hour, they cannot fight again, and so on. <b>Rules:</b> Shapeshift							14	
8	Conflagration Focus	1	2	3	4	5						64	<b>Marked Point or Unit:</b> Marked point cannot be within a water terrain feature or upon a man-made terrain feature, and not within other Conflagration effect terrain or any other type of effect terrain. When placed upon units, the Mark becomes the unit within the Conflagration with the highest TEMPER value. <b>5" Conflagration Template:</b> place the centre of the 5" Conflagration Template upon the Marked point, which remains there until it is dissipated. The Conflagration causes hellfire damage to any terrain it is placed over. <b>Immediate Effect:</b> Each warrior within the Conflagration when it is placed must attempt to <i>Avoid</i> the amount of invoked dice rolled by the Invoker. <b>Future Effect:</b> Each warrior within the Conflagration gains 1 hellfire effect token and suffers 1 hellfire damage at the end of every activation after the Invoker's that takes place during the battle hour. <b>Rules:</b> Hellfire Damage; Ignores Armour; Mutable							22
9	Summon Demon Focus	1	2	3								<b>Demonic Desire:</b> The Invoker may <i>Summon</i> a unit of Demifields, Fiends, Firefiends, Hellion or Slaughtertiends up to their maximum size by passing a TEMPER TEST called a <b>SUMMONING TEST</b> . The SUMMONING TEST is modified by adding the mass of the Summoned Unit to the SUMMONING ROLL. If the SUMMONING TEST is failed, a single Fiend is created instead and kills the Invoker in the act of being summoned. Remove the Invoker from play and place a Fiend within 2" of the dead Invoker, which is placed in the general's command. <b>Immediate Effect:</b> The Invoker <i>Summons</i> a unit upon the creating point. <b>Beast Animus:</b> the Invoker may only successfully <i>Summon</i> one unit per battle per his own animus. <b>Rules:</b> Creation							17	
10	Hell Pit Focus	1	2	3	4							70	<b>Marked Point or Unit:</b> Marked point cannot be within a water terrain feature or upon a man-made terrain feature, and not within other Hell Pit effect terrain or any other type of effect terrain. When placed upon units, the Mark becomes the unit within the Hell Pit with the highest TEMPER value. Hovers cannot be affected by the Hell Pit and so cannot become the Marked unit. <b>4" Hell Pit Template:</b> place the centre of the 4" Hell Pit Template upon the Marked point, which remains there permanently. The Hell Pit causes hellfire damage to any terrain it is placed over. <b>Immediate Effect:</b> Each warrior within the Hell Pit when it is placed must attempt to <i>Avoid</i> the amount of invoked dice rolled by the Invoker. Fated invoked die are applied to each warrior within the Hell Pit. <b>Constant Effect:</b> Each warrior that <i>Moves</i> within the Hell Pit immediately suffers D10 hellfire damage, called <b>hell pit damage</b> , applied before he <i>Moves</i> . If a 9 is rolled for hell pit damage, the warrior suffering the hell pit damage falls into the hell pit, never to be seen again - he is <b>dead</b> . <b>Future Effect:</b> Each warrior within the Hell Pit gains 2 hellfire effect tokens and suffers D5 hellfire damage at the end of every activation after the Invoker's that takes place during the battle hour. <b>Rules:</b> Hellfire Damage; Ignores Armour; Unstable							20
11	Burning Blades Sight	1	2	3	4	5	6	7	8	9	10	43	0"	6"	48"	60"	1	Piercing; Fire Damage	12	
12	Dominate Focus	1	2	3								<b>Marked warriors:</b> The Marked unit can only be an enemy unit containing at least two warriors, one warrior with the 'living' trait and one other warrior. <b>Immediate Effect:</b> One Marked warrior (chosen by the Invoker's player) per invoked die becomes a <b>Dominated warrior</b> and is immediately under the control of the Invoker's player. There cannot be more Dominated warriors than there are warriors with the 'living' trait in the Marked unit and they may be of different profiles. The Dominated warriors immediately perform an <i>Attack action</i> (regardless of their current vigour and how many times they have used their combat weapons) against other warriors in his own unit within attack range. Once that <i>Attack action</i> is completed, the Dominated warriors suffer D5 invoke damage each and revert to the control of the Invoker's player should they survive, and the Marked unit must perform a <i>Panic reaction</i> . <b>Rules:</b> Once per Mark							14	
13	Diabolic Fury Focus	1	2	3	4							<b>Marked Unit:</b> The Marked warriors can only be warriors with the 'living' trait but without the 'diabolic' trait. <b>Immediate Effect:</b> Each Marked warrior within the Marked unit becomes <b>frenzied</b> , gaining 1 frenzied attack die on his primary combat weapon. If that combat weapon is natural, it also gains hellfire damage. <b>Future Effect:</b> The Marked unit suffers D10 invoke damage per battle hour, rolled at the end of each hour in the hour rolls sequence, distributed randomly amongst the Marked warriors. <b>Rules:</b> Hellfire Damage; Majority Mark; Mutable							12	
14	Born of Hell Focus	1	2	3								<b>Marked Unit:</b> The Marked warriors may only be warriors with the 'living' trait and are of the kin Man or Demiman. <b>Constant Effect:</b> Each Marked warrior gains D10 MIGHT per invoked dice. Additionally, each Marked warrior gains <b>hellfire damage</b> on all of his combat weapons if they did not have it already as well as the 'fearless' and 'resistant (fire, hellfire)' traits. <b>Rules:</b> Once per Mark; Entire Mark; Transient							9	
15	Brimstone Focus	1	2	3	4	5						<b>Marked warrior:</b> The Marked warrior must be a friendly warrior with the 'diabolic' trait. <b>Immediate Effect:</b> The Marked warrior explodes, killing himself and causing D10 invoke damage per the Marked warrior's mass to other warriors within 2", called <b>brimstone damage</b> . Distribute this brimstone damage between each different wounded warrior within 2" of the Marked warrior. <b>Rules:</b> Distinct Mark							13	



### ***Infernii Artefact List***

Infernal nobles of mass 10 or less may muster any artefact as an artefact option except for brands, which may only be mustered as an artefact option by warriors of Beast privilege of any mass. Mundane artefacts may be mustered by any vassal warrior of mass 10 or less. Jealous artefacts do not allow other artefacts to be mustered with them.

SHOT WEAPON ARTEFACT		Shoot Dice		Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Wound*	Hands	Class	Shot Weapon Artefact Rules		Cost
1	<b>Dust of Avernus</b> Sorcerous Arrows or Bolts <i>Beyond the gate lies death</i>	1	+ 1 2 3 4		-	-	-	-	-	-	1	-	-	Add; Corrosion Damage; Fume Damage	<b>7</b>
			Into hell: Warriors wounded by the Dust of Avernus become slowed.												
1	<b>Igniballista of Anar</b> Sorcerous Crossbow <i>The lake's legacy</i>	2	+ 1 2 3 4		86	<b>86</b>	0"	9"	48"	72"	2	2	Borne	Replace; Foot only; Pierce; Hellfire Damage (2)	<b>12+M</b>
			Born of the Lake: the Igniballista of Anar causes hellfire damage against warriors that have the 'resistant (fire)', 'resistant (hellfire)', 'immune (fire)' or 'immune (hellfire)' traits, regardless of any other rule.												
1	<b>Mazalar's Arcus</b> Sorcerous Bow <i>The greed of hell</i>	3	+ 1 2 3		12	<b>+12</b>	0"	6"	36"	48"	1	1	Borne	Replace; Pierce; Hellfire Damage	<b>13+M</b>
			Of Infernus: The bearer gains the 'resistant (fire, hellfire)' trait. Additionally, enemy units that suffer a fated shot from Mazalar's Arcus double the amount of hellfire tokens already attached to them (before applying any new ones from this shot weapon artefact).												
1	<b>Damned Shafts</b> Arrows or Bolts <i>Blessed by the damned ones</i>	4			-	-	-	-	-	-	1	-	-	Add; Soul Damage	<b>9</b>
			Souls Await: The Damned Shafts cause fated shots on the roll of an 8 or 9.												
1	<b>Hellfist</b> Fire <i>The flames reside within</i>	5	1 2 3 4		22	<b>+22</b>	0"	0"	30"	40"	2	1	Natural	Combat Shot Weapon; No Lethal Range; Move and Shoot; Hellfire Damage (2)	<b>10+M</b>
			Mundane artefact												
1	<b>Charon's Bow</b> Sorcerous Bow <i>The pull of death</i>	6	+ 1 2 3 4 5		14	<b>+14</b>	0"	6"	36"	48"	1	2	Borne	Replace; Shoot and Drag; Soul Damage	<b>12+M</b>
			The river's call: the drag roll is increased by 1D10 for each fated shot caused by Charon's Bow.												
1	<b>Griever</b> Sorcerous Bident <i>Grief awaits</i>	7	1 2 3 4 5		20	<b>+20</b>	0"	3"	15"	24"	1	2	Borne	1 2 3 Add; Shots (3); Foot only; Impetus Shot; Distinct Shot; Pierce	<b>9+M</b>
			Stricken: an enemy warrior struck by Griever becomes entangled, and must use his SKILL attribute in his next <i>Disentangle action</i> rather than his MIGHT.												
1	<b>Babel's Wrath</b> Sorcerous Bow <i>The doom of all things</i>	8	+ 1 2 3		18	<b>+18</b>	0"	6"	36"	48"	1	2	Borne	Replace; Corrosion Damage (2)	<b>6+M</b>
			Crumbler: Babel's Wrath doubles the amount of fated shots against warriors of the construct privilege.												
1	<b>Pitfist</b> Brimstone <i>From the pit</i>	9	1 2 3		14	<b>+14</b>	0"	0"	15"	24"	1	1	Natural	Combat Shot weapon; No Lethal Range; Move and Shoot; Corrosion Damage (2); Fume Damage	<b>5+M</b>
			Mundane artefact												
1	<b>Wind of Seseth</b> Sorcerous Crossbow <i>Forged of star-iron</i>	10	1 2 3 4 5 6		72	<b>72</b>	0"	9"	48"	72"	2	2	Borne	Replace; Foot only; Pierce; Vicious Damage	<b>12+M</b>
			The Wind of Life: each time the Wind of Seseth causes a fated shot, the bearer may either inflict vicious damage upon the enemy warrior or regain 1 WOUND (which cannot take his WOUNDS beyond its base value).												

Weapon Coating		Weapon Coating Artefact Rules		Class	Cost
1	<b>Charon's Kiss</b> Weapon Coating	1	<b>Rules:</b> Add; Soul Damage	Borne	<b>3</b>
1	<b>Mandradora</b> Combat Weapon Coating	2	<b>Condemned:</b> A wounded warrior that suffers fated damage from a weapon coated in Mandradora is condemned to hell. If the wounded warrior is not dead, the wounded warrior's player must roll a D10 (called an <b>infernus die</b> ) for each fated damage die it receives. On the roll of a 0 on any infernus dice from the same <i>Attack action</i> , the wounded warrior is dragged to infernus and is <b>dead</b> . However, if there are no rolls of 0 on the infernus dice and there is a roll of a 9 after the same <i>Attack action</i> , the bearer of the Mandradora is dragged to hell instead and is, to all intents and purposes, dead. <b>Rules:</b> Add; Combat weapons only	Borne	<b>12+M</b>
1	<b>Hellfire</b> Weapon Coating	3	<b>Rules:</b> Add; Hellfire Damage; Mundane Artefact	Borne	<b>2</b>
1	<b>Brimstone</b> Weapon Coating	4	<b>Sulfur:</b> Brimstone causes corrosion damage as well as fume damage, an exception to the normal rules barring more than one type of effect damage cause by a weapon. <b>Rules:</b> Add; Corrosion Damage; Fume Damage; Mundane Artefact	Borne	<b>1</b>
1	<b>Hoardust</b> Weapon Coating	5	<b>Rules:</b> Add; Petrification Damage	Borne	<b>1</b>

Armour Artefact		Armour+	C+A	Hands	Class	Armour Artefact Rules	Cost
1	<b>Scutum of Sinners</b> Sorcerous Shield <i>The sinful contained</i>	18	+18	1	Borne	Replace; Parry; Shieldwall	12+M
1	<b>Plate of Fallen Uruk</b> Sorcerous Heavy Armour <i>From the lands of the dead</i>	44	+44	0	Worn	Replace (Light Armour, Corselet); Ignores Weapons; Thwart	15+M
1	<b>Brimstone Plate</b> Sorcerous Light Armour <i>Wrought of the sands</i>	24	+24	0	Worn	Replace (Light Armour, Corselet); Ignores Weapons	8+M
1	<b>Armour of Gobek</b> Sorcerous Corselet <i>From the mouth itself</i>	16	+16	0	Worn	Replace; Thwart	5+M
1	<b>Infernal Plate</b> Sorcerous Heavy Armour <i>The empty vessel</i>	30	+30	0	Worn	Replace (Light Armour, Corselet)	8+M
1	<b>Galea of the Gate</b> Sorcerous Helm <i>All is revealed</i>	14	+14	0	Worn	Add or Replace	6+M
1	<b>Hide of Eresh'gal</b> Sorcerous Skin <i>From the underworld</i>	12	+12	0	Worn	Replace	9+M
1	<b>Flaming Armour</b> Sorcerous Light Armour <i>Hell-burnt</i>	26	+26	0	Worn	Replace (Light Armour, Corselet)	7+M
1	<b>Helm of Anar</b> Sorcerous Helmet <i>Born of the pits</i>	12	+12	0	Worn	Add or Replace	5+M
1	<b>Black Shield of Acheron</b> Sorcerous Shield <i>To hell and back</i>	18	+18	1	Borne	Replace; Parry; Shieldwall	11+M

Artefact Banner		Artefact Banner Rules	Cost
1	<b>Banner of Malacoda</b> Sorcerous Banner	<b>They Watch:</b> The bearer of the Banner of Malacoda, and any unit he has <i>Joined</i> , become difficultly seen.	12+M
1	<b>Banner of Infernus</b> Sorcerous Banner	<b>The Souls Within:</b> friendly warriors within 12" of the Banner of Infernus do not suffer damage from having the 'Diabolic' trait. <b>Braggart only:</b> only a host banner bearer may bear the Banner of Infernus.	3+M
1	<b>Mark of The Laughing God</b> Sorcerous Emblem	The bearer gains the 'Terrifying' trait. All Living enemy warriors - including Fearless and frenzied warriors - must perform a VALOUR TEST when performing an <i>Engagement reaction</i> against (or when wishing to <i>Engage</i> ) the bearer and any unit he has <i>Joined</i> .	7+M
1	<b>Imago of Dis</b> Sorcerous Finial	<b>For Infernus:</b> Diabolic warriors within 18" of the Imago of Dis (called the <b>imago range</b> ) double the fated damage dice they cause. However, for each fated miss die a Diabolic warrior within imago range rolls on the strike dice it suffers 1 wound. <b>Braggart only:</b> only a host banner bearer may bear the Banner of Infernus.	14+M
1	<b>Sigil of Tenebron</b> Sorcerous Emblem	<b>Swift Strikers:</b> The bearer of the Sigil of Tenebron, and any unit he has <i>Joined</i> , gain +2D10 SKILL, rolled for in the battle rolls step of the Joining Battle Sequence.	11+M
1	<b>Banner of the Flayed</b> Sorcerous Banner	<b>Murderous:</b> The bearer, and any unit he has <i>Joined</i> , gain +1 attack die on their primary combat weapons.	8+M
1	<b>Signum of the Sands</b> Sorcerous Banner	<b>Sulphurous Smoke:</b> As soon as an enemy unit becomes engaged with or beset by the bearer (and any unit he has <i>Joined</i> ) it gains +D5 fume effect tokens, and then a further D5 fume effect tokens at the end of each subsequent activation (friend or enemy) until disengaged with the bearer or his unit.	9+M
1	<b>The Burning Gate</b> Sorcerous Emblem	<b>Through the Fire:</b> The bearer, and any unit he has <i>Joined</i> , gain 'hellfire damage (+1)' on their primary combat weapon.	11+M
1	<b>Standard of Tartarus</b> Sorcerous Banner	<b>Crazed Killers:</b> The bearer of the Standard of Tartarus, and any unit he has <i>Joined</i> , become Feral and thus frenzied, each gaining +1 frenzied attack die on their primary combat weapon.	6+M
1	<b>Acheron's Bliss</b> Sorcerous Finial	<b>The River Awaits:</b> Enemy Living warriors within 12" of Acheron's Bliss must re-roll parried, evaded and sight avoided dice. The result of the second roll is binding.	7+M

Artefact Instrument		Artefact Instrument Rules	Cost
1	<b>Stygian Roar</b> Roar	<b>Death Comes:</b> If the bearer of the Stygian Roar successfully <i>Roars</i> all Living enemy units within roar range that fail their FRIGHT TEST instantly become shaken and afraid of all of the bearer's host. <b>Rules:</b> Stygian Roar may be mustered by any noble or mustered champion with the 'roarer' ability.	2+M
1	<b>Soul Sight</b> Tune	<b>We See your Souls:</b> Living enemy warriors within instrument range are immediately seen by the bearer's host until the end of the current battle hour, regardless of any other artefact, trait, ability or any other rule, unless line of sight is blocked as normal.	2
1	<b>Infernal Cornu</b> Sorcerous Instrument	<b>Dis Commands:</b> when <i>Inspired</i> by the bearer of the Infernal Cornu, one friendly non-Allied Demihuman unit becomes lively and may immediately perform a <i>Walk, Run or Fly action</i> , which can be an <i>Engagement action</i> . <b>Demicornicen only:</b> Only Demicornicens may bear the Infernal Cornu.	16+M
1	<b>Doom of Acheron</b> Tune	<b>The River Awaits:</b> All Living enemy units within host instrument range must perform a DREAD TEST caused by the bearer's <i>Daunt action</i> , including Fearless and frenzied units. Any unit that fails their DREAD TEST as a result must immediately perform a <i>Panic reaction</i> , including Fearless and frenzied units.	8
1	<b>Roar of Infernus</b> Roar	<b>The Call of Dis:</b> If the bearer successfully <i>Roars</i> , one enemy unit within roar range of the bearer or the unit he has <i>Joined</i> that has failed its FRIGHT TEST (chosen by the bearer's player) immediately suffers 2D10 soul damage, distributed randomly amongst its members. <b>Rules:</b> Roar of Infernus may be mustered by any noble or mustered champion with the 'roarer' ability.	6+M
1	<b>Tartarus Awaits</b> Tune	<b>Destroy!</b> when this tune is played all friendly units that have been <i>Inspired</i> by the bearer immediately become frenzied, gaining +1 frenzied attack die on their primary combat weapon. <b>Demicornicen only:</b> Only Demicornicens may play this tune.	9
1	<b>Horn of the Gate</b> Sorcerous Instrument	<b>We Endure:</b> Friendly units <i>Inspired</i> by the Horn of the Gate instantly become exulted with D5 blood-lust tokens. <b>Demicornicen only:</b> Only Demicornicens may bear the Infernal Cornu.	2+M
1	<b>War-Roar</b> Roar	<b>Soul Hunger:</b> If the bearer of the War-Roar successfully <i>Roars</i> both he and any unit he has <i>Joined</i> immediately change their <i>orders</i> to <i>ATTACK orders</i> and become exulted, gaining +D5 blood-lust tokens. If this is performed during an <i>Engage and Inspire action</i> , the <i>Engagement action</i> of the bearer's unit immediately becomes a <i>Charge action</i> if it was not already and any remaining <i>Engagement Move</i> must be a <i>Direct Move</i> . <b>Rules:</b> War-Roar may be mustered by any noble or mustered champion with the 'Roarer' ability.	1+M
1	<b>Scream of Malacoda</b> Roar	<b>Hunger for Souls:</b> One friendly unit with the 'diabolic' trait within roar range (the <b>Screaming unit</b> ) may immediately perform an <i>Attack action</i> upon any enemy unit they are engaged with or beset by, regardless of their current vigour, as long as the bearer has successfully passed his ROAR TEST. Once this <i>Attack action</i> has been performed, however, the Screaming unit suffers D5 damage, distributed randomly amongst its members. <b>Rules:</b> Scream of Malacoda may be mustered by any noble or mustered champion with the 'roarer' ability.	9+M
1	<b>Cornu Igneum</b> Sorcerous Instrument	<b>Fires of Hell:</b> D10 hellfire effect tokens are attached to all enemy units that fail a DREAD TEST caused by the bearer's <i>Daunt action</i> . <b>Demicornicen only:</b> Only Demicornicens may bear the Infernal Cornu.	10+M

TALISMAN ARTEFACT		Talisman Artefact Rules											Class	Cost	
1	<b>Soul Coin</b> Sorcerous Pendant	1	1	2	3	4	5	6	7	8	9	10	<b>Trapped:</b> the wearer of the Soul Coin gains 2D5 <b>soul wounds</b> , rolled for in the Battle Rolls step of the Joining Battle Sequence. At any point in his activation or reactivation, the wearer may discard one soul wound to negate one point of damage he suffers. <b>Rules:</b> Add or Replace	Worn	<b>3+M</b>
1	<b>Hide of the Pit</b> Hide	2	<b>Burned in the Pits:</b> the bearer gains the 'tough' trait and +4D10 Armour+ on any armour element of the type 'Hide', rolled for in the battle rolls step of the Joining Battle Sequence. Additionally, the bearer gains the 'resistant (fire, hellfire)' trait but also the 'vulnerable (cold, freeze)' trait. <b>Rules:</b> Replace											Natural	<b>4+M</b>
1	<b>Bone of Eresh</b> Sorcerous Pendant	3	<b>Hard to Kill:</b> any parries, evades and sight avoids performed by the wearer of the Bone of Eresh gain a -1 modifier. <b>Rules:</b> Add											Worn	<b>6+M</b>
1	<b>Maskim Mask</b> Sorcerous Mask	4	<b>Terrible Visage:</b> the bearer gains the 'terrifying' trait, and any enemy unit that wishes to <i>Attack</i> the bearer must do so first by passing a VALOUR TEST, even if it any of its warriors are Terrifying themselves. Should the enemy unit's leader fail this VALOUR TEST, he and his unit immediately perform a <i>Flee reaction</i> . <b>Rules:</b> Add or Replace											Worn	<b>4+M</b>
1	<b>Stigma of Dis</b> Sorcerous Stigma	5	<b>Scalding:</b> the bearer of the Stigma of Dis gains the 'aura parry' rule on all of his armour elements. Additionally, the wearer cannot become unconscious under any circumstances and gains the 'focal mind' trait. <b>Rules:</b> Add											Natural	<b>9+M</b>
1	<b>Orb of Gehenna</b> Sorcerous Orb	6	<b>The Mountain Speaks:</b> The bearer of the Orb of Gehenna gains the 'allseeing' ability. <b>Rules:</b> Add											Borne	<b>5+M</b>
1	<b>Crux Damnatorium</b> Sorcerous Pendant	7	<b>Cleansed:</b> the wearer of the Crux Damnatorium gains the 'resistant (blessed)' trait and is no longer vulnerable to such damage, as well as no longer suffering damage from the 'diabolic' trait. <b>Rules:</b> Add											Worn	<b>5+M</b>
1	<b>Breath of Charon</b> Sorcerous Breath	8	<b>Breath of Sulphur:</b> enemies striking the bearer of the Breath of Charon do so with a +1 strike modifier. Additionally, at the end of each activation, any enemy warrior within 2" of the bearer gains +1 fume effect token. <b>Rules:</b> Add											Natural	<b>9+M</b>
1	<b>Stygian Shard</b> Sorcerous Brooch	9	<b>Black Glass:</b> enemy warriors Invoking against the wearer of the Stygian Shard (or any unit he has <i>Joined</i> ) do so with a +D5 modifier, rolled for with each <i>Invoke action</i> . <b>Rules:</b> Add											Worn	<b>10+M</b>
1	<b>Burnt Speculum</b> Sorcerous Pendant	10	<b>Self-Reflection:</b> Enemy warriors must re-roll all strike dice caused against the bearer of the Burnt Speculum, and enemy warriors suffer one damage for each fated miss die caused by this re-roll. <b>Rules:</b> Add											Worn	<b>11+M</b>

ENCHANTED ARTEFACT		Enchanted Artefact Rules		Class	Cost
1	<b>Aquila Igneus</b> Sorcerous Pendant	1	<b>Between Two Worlds:</b> The wearer may muster artefacts and invocations from the Byzantii (Legio II Var) artefact and invocation lists. <b>Humans and Demihumans only:</b> only warriors of the kin humans and demihumans may bear this enchanted artefact. <b>Rules:</b> Add; Mundane artefact	Worn	<b>6+M</b>
1	<b>Scorched Grain</b> Sorcerous Belt-Hung Pouch	2	<b>Horn of Infernus:</b> the bearer may consume the Black Grain at any point in his activation or reactivation. Should he do so, he gains +1 animus for the current battle hour. <b>Rules:</b> Add; One Use Only	Borne	<b>15+M</b>
1	<b>Black Scroll of the Galla</b> Sorcerous Belt-Hung Scroll	3	<b>The World Beneath:</b> The bearer of the Black Scroll of the Galla may read its contents at any point in his activation. When he does so, the centre of a Hell Pit area effect template is immediately placed within 2" of him, as per the Hell Pit invocation. Any warriors under the Hell Pit template suffer 1 invoked die for the immediate effect. <b>Rules:</b> Sorcerer only; One use Only	Borne	<b>11+M</b>
1	<b>Armillae Legionis</b> Sorcerous Torcs	4	<b>Of the Legion:</b> The wearer of the Armillae Legionis gains the 'Kinsman (Byzantii - Legio II Var)' trait. <b>Demihumans only:</b> only Demihumans may bear this enchanted artefact. <b>Rules:</b> Add; Mundane Artefact	Worn	<b>2+M</b>
1	<b>Crown of Tantalus</b> Sorcerous Crown	5	<b>Deadly Fire:</b> The TEMPER of the wearer of the Crown of Tantalus increases by +2D10 for all invocations that cause hellfire damage. <b>Rules:</b> Add; Jealous Artefact	Worn	<b>8+M</b>
1	<b>Infernal Wings</b> Wings	6	<b>Blessed Gift:</b> the bearer of the Infernal Wings gains a FLIGHT attribute that is double his PACE, as well as +2 WOUNDS multiplied by his mass. This artefact cannot be borne by a warrior that already has a FLIGHT attribute. <b>Rules:</b> Add	Natural	<b>10+M</b>
1	<b>Staff of the Tower</b> Sorcerous Staff	7	<b>Farsight:</b> The bearer's focus range is increased by +D5" at the end of each battle hour, in the hour rolls step of the An Hour Passes Sequence. <b>Rules:</b> Replace; Sorcerer only	Borne	<b>13+M</b>
1	<b>Withered Branch</b> Sorcerous Pendant	8	<b>From the Burning Sands:</b> the wearer of the Withered Branch gains the [Infernii] Demonfire slaved invocation, using the bearer's SKILL as his TEMPER. <b>Rules:</b> Add	Worn	<b>5+M</b>
1	<b>Burning Gem of Astaroth</b> Sorcerous Pendant	9	<b>Scalding:</b> the wearer of the Burning Gem of Astaroth gains the 'scalding' trait and causes hellfire damage (+1) on all of his combat weapons, shot weapons and invocations. <b>Rules:</b> Add or Replace	Worn	<b>12+M</b>
1	<b>Stone of Dis</b> Sorcerous Brooch	10	<b>Angered:</b> The wearer of the Stone of Dis becomes Feral and gains +1 frenzied attack die, as well as granting the bearer +D5 blood-lust tokens at the start of the battle (rolled for in the battle rolls step of the Joining Battle Sequence) and at the end of each battle hour (rolled for in the hour rolls step of the An Hour Passes Sequence). Additionally, the bearer may discard one blood-lust token attached to him to also discard 5D10 effect tokens of any type attached to him or any unit he has <i>Joined</i> . <b>Rules:</b> Add or Replace	Worn	<b>14+M</b>

BRAND ARTEFACT		Artefact Rules											Class	Cost	
1	<b>Scars of Malacodan Glass</b> <small>Sorcerous Pendant</small>	1	<b>Scarred Hide:</b> The bearer of the Scars of Glass brand gains +5D10 CONSTITUTION and +D5 WOUNDS, rolled for in the battle rolls step of the Joining Battle Sequence. In the case of a unit, each warrior in the unit gains the same amount of WOUNDS.											Natural	<b>3+UM</b>
1	<b>Red Skull of Tenebron</b> <small>Sorcerous Brand</small>	2	<b>Quick:</b> The bearers of the Red Skull of Tenebron brand gain the 'Quick Strike' rule on their primary combat weapon.											Natural	<b>14+UM</b>
1	<b>Mark of Infernus</b> <small>Sorcerous Brand</small>	3	<b>From Hell:</b> The bearer of the Mark of Infernus brand gains hellfire damage (+1) on all of its combat weapons.											Natural	<b>6+UM</b>
1	<b>Horns of Dis</b> <small>Horns</small>	4	<b>Burnt and Bloody:</b> the bearer gains +D5 attack dice on any combat weapon of the type 'horns', rolled for in the battle rolls step of the Joining Battle Sequence. Additionally, those horns cause hellfire damage (+1).											Natural	<b>2+UM</b>
1	<b>Phlegethon's Fire</b> <small>Sorcerous Brand</small>	5	<b>Enflamed:</b> The bearer of Phlegethon's Fire gains the 'Scalding' trait but instead of causing fire damage, he causes hellfire damage (2). Additionally, the bearer gains the 'resistant (cold, freeze)' trait.											Natural	<b>1+UM</b>
1	<b>Mark of Babel</b> <small>Sorcerous Brand</small>	6	<b>Calm:</b> The bearer of the Mark of Babel reduces his AUTHORITY by 10 and, if he is Feral, becomes Wild.											Natural	<b>2+UM</b>
1	<b>Erebus' Stigma</b> <small>Sorcerous Brand</small>	7	<b>Sulfurous:</b> At the beginning of each of the bearer's activations, any warrior within 2" of the bearer gains D5 fume and corrosion effect tokens. In addition, all of the bearer's combat weapons of the class 'Natural' gain the 'fume damage' and 'corrosion damage' instead of any other type of effect damage.											Natural	<b>6+UM</b>
1	<b>Taint of Ptolomea</b> <small>Sorcerous Brand</small>	8	<b>Mighty:</b> the bearers of the Taint of Ptolomea gain +4D10 to their MIGHT, the roll for which is performed during the battle rolls sequence, and enemies parry strikes from the bearer with a +1 parry modifier.											Natural	<b>4+UM</b>
1	<b>Chains of Tartarus</b> <small>Sorcerous Collar</small>	9	<b>Of the fortress:</b> The wearer of the Chains of Tartarus becomes Feral and frenzied, gaining +D5 frenzied attack dice on his primary combat weapon in addition to the normal 1, rolled for in the battle rolls step of the Joining Battle Sequence. Additionally, the bearer gains +1 PACE (and if he has a FLIGHT attribute, +2 FLIGHT) but suffers D10 damage from the 'Diabolic' trait instead of the usual D5.											Worn	<b>8+UM</b>
1	<b>Hellclaws</b> <small>Sorcerous Claws</small>	10	<b>Born of Hell:</b> the bearer gains Hellclaws shot weapon as shown below. <b>Hands:</b> the bearer must have a hands value of 1 or higher.											Natural	<b>7+M</b>
	<b>SHOT WEAPON</b>		Shoot Dice		Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Weapon Rules	
	<b>Hellclaws</b> <small>Hellfire</small>		1	2	3	47	<b>+47</b>	0"	0"	36"	48"	2	2	Natural	

***SER-vyl LORD ov DIS***

INF-DIS-0001 - Great Axe Krull; INF-DIS-0002 - Krull; INF-DIS-0005 - Shieldwall Beliayal; INF-DIS-0006 - Great Axe Beliayal; INF-DIS-0007 - Two Axe Beliayal

***SER-vyl LEEJ ov DIS***

**INF-DIS-0101 - Ammon; INF-DIS-0105 - Damgron**

**DEMI-fek-tor**

**INF-DIS-04xx - ?**



**SER-vyl CHAM-pi-on ov DIS**

**INF-DIS-1100 - Malacant; INF-DIS-1101 - Great Axe Malacant**

**SER-vyl WAR-ri-or ov DIS**

**INF-DIS-1201 - Choloch**

***SER-vyl FEEND ov DIS***

**INF-DIS-1600 - Cowering Sceccus; INF-DIS-1601 - Sceccus**

**SER-vyl MAY-gus ov DIS**

**INF-DIS-1660 - ?**

**SER-vyl DEM-i-FEEND ov DIS**

**INF-DIS-1500 - ?**

**SER-vyl HELL-i-on ov DIS**

**INF-DIS-1701 - Tegroth**

**DEMI-ark**

**INF-DIS-14xx - ?**

**DEM-i-AN-i-MAG-er**

**INF-DIS-143x - ?**

**DEM-i-KOR-ni-sen**

**INF-DIS-144x - ?**

***DEM-i-VOK-a-tor***

**INF-DIS-146x - ?**



**DE-mi-PRƏ-tor-ee-AR-nus**

## BYZ-VAR-2900 - ?

***DE-mi-sik-AR-ee-us***

BYZ-VAR-2990 - ?

***IG-ni-PRƏ-tor-ee-AR-nus***

**BYZ-VAR-2990 - ?**

***FYUR-i***

**INF-DIS-2xxx - ?**

**GAR-gol**

## INF-DIS-2920 - Cowardly Gargols of Dis

**FEEND**

## INF-DIS-3660 - Craven Fiends of Dis

**FYR-FEEND**

**INF-DIS-3690 - Craven Firefiends of Dis**

**DEM-i-feend**

## INF-DIS-3210 - Demifiends of Dis

**DEMI-i-TOR-i-us**

## BYZ-VAR-4xxx - ?

**HELL-i-ən**

## INF-DIS-5500 - Fearful Hellions of Dis

## ***ROTH-feend***

**INF-DIS-5xxx - ?**



**HEL-hownd**

**INF-DIS-7150 - ?**

**HEL-horn**

**INF-DIS-7xxx - ?**

**HEL-BEEST**

**INF-DIS-8xxx - ?**

## be-HE-ma

**INF-DIS-8585 - Brontull**

***SLOR-tə-FEEND***

**INF-DIS-8615 - Xet**

**GOR-feend**

**INF-DIS-8915 - Gomorros**

**FLASH-feend**

**INF-DIS-8xxx - ?**

**RAYJ-feend**

## INF-DIS-8600 - Zhull