

MIGHT & MAGIC - FACTIONS



INFERNO

"We will burn the world to ash and dance upon its ruins!"

Aka: The Demons, The Lords of Chaos

In a nutshell: Demons are embodiments of Chaos. They believe that the only meaningful moral value is individual freedom, and they feel no need to justify their actions. They kill because they can, or they want to.

That's why they are viewed as "Evil" and dangerous, and why the other factions of Ashan prefer them to be locked up in their prison-realm, Sheogh, that Sar-Elam created for them.

However, there are individuals, among these nations, who are seduced by this absolute notion of Free Will above all, and end up converted to demon worship.

Inspiration: *Greek Maenads / Bacchantes (the frenzied followers of Dionysos-Bacchus), Decadent Rome (Nero, Caligula, Heliogabale, etc.), Carthage or Aztec priests.*

Associated colours: black and red

Symbols: Ouroboros (the snake that eats its own tail), Unicursal Hexagram (a six-pointed star that can be drawn in one continuous line), Chaos Spiral

Worship: their progenitor – Urgash, the Primordial Dragon of Chaos

Core philosophy: "Might makes Right"; the ability to commit an act is sufficient justification to do it. Conquer, plunder and rape the weak – or not, as you wish – indulge yourself in selfish pleasures, convert the fools who do not understand the true meaning of "liberty". Power is to be taken by the strong, and lorded over the weak.

Country / kingdom: Sheogh, the Prison of Fire

Capital city: Ur-Hekal, the "Gate of the Burning Heart"

Social organization:

Demons have an absolute "monarchy". What the six Demon Overlords, say, goes. The slightest disagreement or disobedience is met with swift and severe punishment. Their "vassals" are organized into a rough hierarchy based on power, with the stronger bullying the weaker into obedience. Powerful Demons usually style themselves Lords of sorts and claim some section of their particular hell as their own. The strongest hold cities or positions in their Master's court, which they guard jealously.

Architecture: Demon architecture is built entirely by slave labor and shaped by Chaos Magic. designed to intimidate, it is often massive, twisted, and eminently impractical. There's no basic shape for a given demonic building, but they all mix basalt, lava and some sort of thick organic slime as their basic materials. The final result is definitely alien-looking.

Magic: Demon magic is drawn from raw chaos and destructive by nature. Overall, demons show an unsurpassed ability to use the most negative aspects of all kinds of magic (direct damage, damage-over-time, debuffs)..

Most of their spells are in fact corrupted versions of the "regular" elemental spells.

Emblematic Inferno Hero: The Hell Knight (Might)



A status reserved for the Demon-worshippers who served their masters well.

Hell Knights are not "true" Demons but Humans (or Elves, Dwarves...) who received the "blessing" of Urgash and were "improved" by Chaos magic.

Their corrupted body now hidden in a semi-sentient armor they cannot remove, they lead the Demons legions on the surface of Ashan.

Because they are not really Demons, they are not bound to Sheogh, which makes them the perfect agents on Ashan for the Demon Sovereign.

Hell Knights are not great masters of Chaos magic themselves, but the ritual they endure confers them various "chaotic" abilities.

Inferno Strategy: "Divide, Summon and Conquer"

Gate in as many extra troops as you can while spreading chaos and fire in the enemy's ranks. Then let your shock troops finish them.

Inferno generals should focus on fast massive area of effect damage, "mass" offensive abilities, disruption of enemy support and tactics, free expendable reinforcements.

- **Strengths:** Best direct damage magic, good mobility, melee units are both resilient and lethal, can control Chaos (Fate / Luck, Space and Time) to their advantage.
- **Weaknesses:** No support abilities, weak morale.
- **Racial ability: Gating** - Inferno troops can summon temporary reinforcements of their own kind directly on the battlefield.

The entire nation of Demons is an army. Each one lives only to raven and destroy, and is quite capable of wreaking tremendous havoc on his own. Forged together into a disciplined army, they would be nearly unstoppable.

Fortunately for their enemies, instilling that discipline is harder than it looks, and the lesser demons often need to be driven along by massive, whip-wielding taskmasters.

But the mere intimidating presence of the demon legions on the battlefield isn't enough, and they'll use every trick at their disposal – destructive "area" spells of all kind, mind control, shape-shifting, curses, etc.

Only then, once the enemy has been sufficiently softened up, will the demonic forces charge. If the demonic ranks hold their discipline, they generally power straight through anything opposing them. If not, they turn into a ravaging mob.

Demons have also two wicked aces up their sleeves:

Able to alter the space-time continuum, they can teleport on the field of battle.

And their "Gating" ability allow them to summon instant reinforcements from their prison-realm.

Demonic weaponry is serrated, barbed, and spiked so as to cause maximum pain and damage, and to make healing any wound they inflict that much more difficult.

Chaotic by nature, Demons have a wild combat behaviour and erratic tactics.

Their unpredictable and area-of-effect abilities have a tendency to damage or affect their own units, so the goal is often simply to make sure the opponent suffers even more.

Generally, it is better to sacrifice gated units than permanent ones, so playing it slow at the beginning is good, at least until the Inferno leader has enough summoned troops to launch in.

