



## INFERNO FACTION



*"Do what thou wilt"*

- **Aka:** The Demons, The Lords of Chaos
- **Associated colors:** black and red
- **Worship:** their progenitor – Urgash, the Primordial Dragon of Chaos
- **Core philosophy:** "Might makes Right" ; conquer, plunder and rape the weak, laugh when you're wounded or tortured, indulge yourself in selfish pleasures, spread anarchy and chaos, corrupt the righteous
- **Country / kingdom:** Sheogh, the Prison of Fire
- **Capital city:** Ur-Hekal, the "Gate of the Burning Heart"
- **Key symbol:** Unicursal hexagram, Ouroboros (the snake that eats its own tail)
- **Description:**

The ravaging monsters that would burn the world to a cinder just to watch it burn.

Demons are an alien pantheon of hostile monsters that are bent on conquering Ashan.

Fortunately, they are imprisoned in Hell (a "dimensional jail" created in the lava core of the planet) and can't exist for long in the material (surface) world, except when they are summoned by a sorcerer or when they can possess a mortal body.

On the battlefield, Inferno troops are famous for their insane brutality in both the might and magic fields. Inferno troops will rush into the melee, while creatures with magic abilities will disrupt the normal order of things to call for demonic reinforcements or to summon the fury of the fire element on their enemy.

The inferno heroes will of course support their troops, sometimes taking part into combats but most of the time they will use their tremendous resources in mana to cast countless and devastating spells.

## BRIEF HISTORY

### The origins

#### 28-40 YSD: Wars of Fire

First great demon incursion.

The great wizard Sar-Elam, known as the "Seventh Dragon", sacrifices himself to end the Wars and repel the demon incursion. Sar-Elam and his disciples seal the demons away to prevent their return.

#### 62 YSD: The Schism of the Seven

Schism between the disciples of Sar-Elam, who can't agree on the best way to follow the road laid down by the Seventh Dragon. Sar-Antor founds the Blind Brothers, a congregation of healers, seers and embalmers dedicated to the worship of Asha. Sar-Badon founds the Dragon Knights, a martial order disciplined in both body and mind.

#### 67 YSD: The Prophecy of the Demon Messiah

Sar-Shazzar gives the Prophecy of the Demon Messiah, which predicts, among other things, that a half-demon hero will someday shatter the Demon Prison and unleash bloody chaos on the world.

#### 104 YSD: The Dragon knights become a secret order

On his deathbed, Sar-Badon commands the Dragon knights to retreat from the world and dedicate themselves to preserve the teachings of the Seventh Dragon, watching against any Demon activity.

No longer are the Dragon Knights to be prominent or visible in the world.

### **330 YSD: 1<sup>st</sup> Eclipse - War of the Blood Moon**

#### **– *Creation of the Orcs***

A total lunar eclipse provokes a massive rupture of the Demon Prison. The Demon Lords force their way out and raven across lands. Armies are rallied to meet them, but, caught by surprise, they are rapidly overwhelmed.

The Demons are finally defeated but at most terrible cost. The Demon Lords are cast down, and the surviving demons banished back to their hellish prison. The Dragon Knights emerge from hiding to repair the prison as best they can, then vanish once again.

### **564 YSD: 2<sup>nd</sup> Eclipse - Rise of the Demon Sovereign**

Total lunar eclipse. This time the Blind Brothers had predicted it, and the Alliance, helped by the Dragon Knights, is quick to react. Only a small band of demons manage to escape into the world. The names of the Demon Lords, Urgash's first children, are heard no more. Instead, the name of Mal-Beleth, new and only Demon Sovereign, appears.

### **717 YSD: 3<sup>rd</sup> Eclipse – Dragon Hunt**

During a brief lunar eclipse, a band of Demons escapes into the world. They seek out the hidden strongholds of the Dragon Knights and begin a bloody secret war. The outcome of this conflict is unknown to date.

## **The modern ages**

### **843 YSD: 4<sup>th</sup> Eclipse - Falcon's Last Flight**

Total eclipse. This time, the Demons storm the capital of the Falcon Empire and massacre the royal house. As soon as the Demons are repelled, fighting breaks out as the various noble houses attempt to claim the throne. Duke Ivan of Griffin conquers the bloody crown. The Empire is renamed "Holy Griffin Empire".

### **969 YSD: 6<sup>th</sup> Eclipse - Queen Isabel's War**

An eclipse not forecast on any calendar grips the Blind Brothers in a panic. The Demons emerge in force and march towards Haven's capital.

This war will be known as Queen Isabel's War and is the topic of *Heroes V's* campaign.

## INFERNO CREATURES

### Imp (Upgrade: Familiar)

- Imps and familiars mean swarms of little winged creatures that will overwhelm enemy forces. Fortunately these creatures are weak and an experienced warrior can bring on numerous damages in their ranks. The imps and familiar are a real annoyance for any Hero gifted in magic, as they have the unique ability to destroy or even steal mana from the enemy.



### Horned Demon (Upgrade: Horned Overseer)

- The demons and grunts are the basic infantry of the inferno troops. They are resistant and can sustain an enemy charge thanks to their high number on the battlefield. The horned demons have the unique capability to sacrifice themselves in a huge explosion of primal chaos energy.



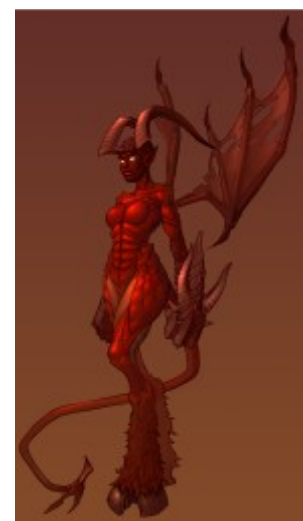
### Hell Hound (Upgrade: Cerberus)

- Hell hounds and cerberi are the spearhead of the inferno forces. Their incredible attack skill gives them a huge devastation power within enemy ranks. However these creatures are not very resistant and therefore should not stay in a long melee combat. They are at their best when used for skirmish combat or to finish weakened enemies. On top of that the cerberi can strike several units at once thanks to their 3 heads.



### Succubus (Upgrade: Succubus Favorite)

- Succubi are the only shooters within Inferno ranks, they should therefore be used as support troops for the attacking units. This is all the more true as they have the ability to counter-strike on enemy ranged attacks. The enemy will always hesitate before engaging a combat against them. Use this at your own advantage.



### **Hell Stallion** (Upgrade: Nightmare)

- The nightmares the most reactive and fastest Inferno creatures. They will cross the battle field to fiercely charge into enemy ranks. These creatures have such a reputation for unforgiveness that they will make the enemy flee in panic, and even creatures that are stronger than them. When engaged in a melee against them the enemy won't fight back.



### **Pit Fiend** (Upgrade: Pit Lord)

- Pit fiends and Pit Lords are the most skilled warriors amongst Inferno troops. They also have the ability to cast devastating spells to weaken the enemy or even spread death on a whole area of the battlefield. Gifted in both defense and attack, these creatures are the backbone of any successful strategy.



### **Devil** (Upgrade: Arch Devil)

- The devils are the ultimate representatives of chaos on Ashan. Their power and agility are unequaled amongst Inferno troops. These monsters have access to the infernal reality plan at will and can therefore teleport on the battlefield. The archdevils have the supreme ability to call for Pit Lord reinforcements straight from inferno.

