

Solium Internum

To Reign Is Worth Ambition

INSTRUCTION MANUAL





*On a throne of flies I sit. Look to the east,
and there I will be. I am of all things that
does not take ground. I am of the fire that
leaves its place above tinder and fuel.
Carry your old to my mouth. Carry your
damned. I am consumption. And I am the
opened part of a swine's head.*

*A ship enters a room wide and haughty, but
not I; I am the veined wings of an insect.
And from Earth's red heart I push my little
body. Then I sift the air as do the wings of
a shapely caterpillar.*

~ Beezlebub



To Reign Is Worth Ambition...

*Better to reign in Hell than
serve in Heaven.*



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1. INTRODUCTION

Welcome to Solium Infernum, the turn-based strategy game that lets you play as an Archfiend battling for the Infernal Throne of Hell. This manual will provide you with all the information you need to start playing the game.

Minimum System Requirements

Windows XP/Vista

1.2 GHz Intel Pentium 4 or AMD Athlon processor or equivalent

256 MB RAM

32 MB Video Card capable of 1024 by 768 resolution

CD-ROM drive if installed via CD-ROM

200 MB of free hard drive space

Serial Key

After purchasing the software you will receive an email containing a unique serial key. When you first start, the game will prompt you for this key, which must validate in order to continue. At no point will Solium Infernum use the Internet to contact a validation server; Internet access is not required to play.

Installation

Via Digital Download: After downloading the software from our trusted e-commerce provider, double-click the downloaded file then follow the installation instructions.

General Technical Tips and Warnings

- Solium Infernum uses Adobe Director, which can grow sluggish on computers that have not been rebooted after a significant amount of time. Reboot your machine if you experience delayed response to mouse clicks or if you notice general slowness.
- If you experience unexpected script errors, or if the program will not run, try the game in a Windows-compatibility mode. Right-click the game's shortcut and select Properties then the Compatibility tab. Experiment with these compatibility settings for best fit.
- Because Adobe Director uses a script language, map creation and AI turns can sometimes seem quite long. Wait times may exceed three minutes on rare occasions when multiple, grand mathematical calculations must be performed.

2. MAIN MENU

After starting the game you will encounter the Main Menu screen. The following options are available:

Single Player: Click this button to continue, start, or load a single player game. You are given these choices in both Normal and Iron Man game modes. Normal games allow you to save multiple times. Iron Man restricts your save opportunities to when quitting the game, and Iron Man only maintains a single copy of this save. In Iron Man games there are no "do overs."

Multiplayer: Click this button to host a new multiplayer game or to load an existing multiplayer game.

Create & Edit Avatar: Click to create a new Archfiend Avatar or to edit an existing one.

Options: Click to adjust the game's audio settings.

Quit: Click to leave the game and return to your desktop. (Clearly, a foolish thing to do.)

2.1 START NEW GAME OR HOST NEW GAME

Common Settings

Once you click New Game or Host New Game from the single player or multiplayer menu, you will be directed to the New Game Settings Menu, where you will decide the parameters for the game you wish to play. There are several, key characteristics you may change:

Map Size: This drop-down box selects the overall dimensions of the map. Small maps are 12 hexes by 12 hexes. Normal maps are 14 by 12 hexes. Large maps are 16 by 12.

Map Type: This drop-down box selects the general layout of the map's terrain.

Places of Power: This drop down-box selects the frequency of occurrence for Places of Power.

Game Length: This drop-down box selects the number of Conclave Tokens that must be drawn to convene the Infernal Conclave and, thus, end the game by choosing the Archfiend with the most Prestige as Ruler of Hell (cf. Winning the Game, 3.4). Short games require that 10 tokens be drawn. Normal games require 15 tokens. Long games require 20. Epic games requires 25.

Player Symbol Selection: Use these horizontal arrows to select a symbol or icon to represent each player, be they AI or human. There are 10 unique symbols from which you can select. The default value, a "?", indicates a random selection.

Single Player Settings

Select an Archfiend Avatar: This data box selects the Archfiend Avatar which will represent you on the field. Your avatar is created in the Create & Edit Avatar Menu, accessible from the Main Menu screen. Upon clicking the wax seal next to the data box, you will be offered a list of avatars from which to choose.

Select Your Opponents: This data box selects AI opponents that you will face during the game. Upon clicking the wax seal next to the data box, you will also be offered a list of AI avatars from which to choose. You must choose at least three opponents to start the game.

Multiplayer Settings

Game Type: This drop-down box selects whether you are creating a Play By eMail or Hot Seat game.

Game Name: Enter a unique name for the game, which will be used to create a folder containing the save game components of a PBeM game.

Enter Your Email Address (Game Host): Enter your email address in this text box.

Select An Archfiend Avatar (Game Host): This data box selects the Archfiend Avatar that you, the Game Host, will use in the game. Your avatar is created in the Create & Edit Avatar Menu, which is accessible from the Main Menu. Upon clicking the wax seal next to this data box, you will be offered a list of avatars from which to choose.

Opponent Selections: This data box either selects AI opponents that you will face or allows you to enter the email addresses of human players who will participate in the game. If you selected Hot Seat, you will now pick an avatar for each human player rather than submit their email addresses. A toggle to the left of each entry selects whether the player is AI or Human. Like before, you must choose at least three opponents to start the game.

2.2 LOAD GAME

Here you may choose to load a game that was saved from a previous session. Click the name you wish to load, then click Load to continue or Delete to permanently remove it from the list.

2.3 CREATE & EDIT AVATAR

Here you may create and edit avatars for the game. An avatar represents your starting position and powers (cf. The Archfiend Avatar, 4.1), and it helps define the type of strategy you should use when approaching the game session.

3. THE BASICS OF GAME PLAY

Solium Infernum is a challenging strategy game based on the interaction of many simple concepts. Mastery of the following game play elements is essential to secure your claim on the Infernal Throne. First, we'll start with the briefest of overviews.

3.1 QUICK START USER INTERFACE MECHANICS

- The Ministerium allows you to view and respond to log messages for that turn as well as issue orders to be completed at turn's end. It's your main way of interacting with the game, so flip to the User Interface Overview in the Appendix (it's Appendix A) and familiarize yourself with these screens.
- Legions are your basic martial units. Left-click a Legion under your control to issue it orders. If you choose to not fully use a Legion's maximum movement, right-click the mouse to close its movement dialog.
- Tribute Cards serve as resources within the world of Solium Infernum. To use Tribute Cards for bidding in the Bazaar (or to perform Rituals, etc.), drag the card from the bottom tray in the Tribute Tab (which is part of that Ministerium Interface you saw below) and drop it on one of the eight slots in the upper right of that window.

- Some actions and orders require the payment of Prestige Points, which are a general indicator of a player's success within a game. After the game directs you to the Tribute Tab, click on the arrows next to the Prestige symbol (a laurel wreath) to adjust the Prestige that you will commit to the task. The number will display in red until the correct amount of Prestige has been fulfilled.
- To respond to a turn log message (e.g., the notification of tribute delivery or the notification of battle results), click the small, red wax seal that resembles a pen and sits next to the message icon.

3.2 QUICK START PLAY CONCEPTS

- Though turn-based, Solium Infernum executes all turns in a simultaneous manner. That is, each player issues his or her* orders during their specified turn, then the computer takes all turns and resolves them in a sequential order, not allowing user input until the beginning of the next round. It's suffice to say that Solium Infernum requires planning, intuition, and a little gall. When I say this is executed simultaneously I'm only partially right: the game creates a hierarchy for turn resolution, which includes the order of players within that turn as well as the sequence of orders that each player commits. See The Processed Turn (under 3.3) for more details.
- Move your Legions to claim hexes (known as Cantons from this point forward) on the board that have yet to be occupied by your opponents.
- Never enter a Canton occupied by a Place of Power that you do not control, unless you wish to initiate battle. (Places of Power are landmarks in the game, represented by icons within a specific Canton. Think of these as control points. They offer great bonuses, such as additional Prestige generation or the numerical increases to your avatar's attributes, etc.)
- After choosing your Tribute Cards by responding to the appropriate message, those cards will appear in the Tribute Tab (which, as you know by now, is part of the Ministerium Interface).
- Remember to adjust your Threat Order List to take into account which opponents you think are most dangerous. On your 10th turn, the game will remind you of your final chance to make these adjustments for free. After this turn, changes to your Threat Order List will cost Tribute Cards. (Note: The Threat Order List is a player-specific method of tempering the cost of things [such as Rituals] against those who you feel are most dangerous. The highest threat on your list is given a value of 1, the second-highest receives 2, etc. When the game calculates the costs for actions against opponents, it may use this value to lower the cost for actions against your highest threat. Although this mechanic may be easy to ignore, your proper use of it could save you many, many resources by game's end.) See The Threat Order List under 4.14.2.
- The easiest way to generate Prestige each turn is by capturing Places of Power.

* For the sake of space, I'm reducing this phrase to 'his' from this point forward.

3.3 THE TURN SEQUENCE

During each turn, every player may place two to six orders (depending on their avatar's attributes, special upgrades, etc.), which may accomplish a range of actions within the game (cf. Order Categories, which is within 4.19). These orders are assigned numerical phase slots, and these slots are processed during turn resolution in numerical sequence.

The Regent & the Turn Flow

Before the game starts, a "turn circle" is created by randomly placing players into a list. The game then chooses a random player to be Regent. This honor is mostly symbolic, though it allows the player to draw Event Cards (basically, wide-scale phenomena within the game) according to their strength in the Prophecy Discipline (cf. Disciplines, under 4.1)

The Regent is the first player to have his orders executed in any given phase. All six phases are resolved in numerical order. The Regent starts, resolves the order placed in his first phase slot. Then the player to his <right> LEFT (clockwise) resolves his first phase slot, if any exist. The process continues until the Regent is reached, where the second phase slot is processed, and flow travels in a similar, clockwise fashion. This continues until all six phases have passed.

Phase Slots

As discussed above, most orders require assignment to a numbered phase slot, which are found on the Order Tab of the Ministerium Interface. Every player is given a minimum of two slots per turn. Additional slots may be gained by increasing your Avatar attributes, capturing Places of Power, or acquiring Unholy Relics (cf. Unholy Relics, 4.8). When creating an order, you can choose any available slot, but remember that slots with lower numbers execute earlier. The precedence of order resolution may drastically effect situations, especially those involving Legion movement across the game board.

The Processed Turn

When the turn is processed by hitting the End Turn button during a single player or hot seat game (or the Process Turn button from the host's control panel during a PBeM game), the following preset operations occur in set order:

Durational Rituals: Any Rituals that are durational are evaluated for their effects and whether or not sufficient tribute has been paid for their continuance.

Threat List Evaluation: For the first 10 turns, a player may change his threat list at no cost. Changes in the threat lists are enacted here in these cases. Beginning with turn 11 you must assign Threat Order List changes to an Order Slot.

Phase One: All player created orders assigned to slot one are processed in a clockwise order, beginning with this turn's Regent.

Phase Two: All player created orders assigned to slot two are processed in a clockwise order, beginning with this turn's Regent.

Phase Three: All player created orders assigned to slot three are processed in a clockwise order, beginning with this turn's Regent.

Phase Four: All player created orders assigned to slot four are processed in a clockwise order, beginning with this turn's Regent.

Phase Five: All player created orders assigned to slot five are processed in a clockwise order, beginning with this turn's Regent.

Phase Six: All player created orders assigned to slot six are processed in a clockwise order, beginning with this turn's Regent.

Bidding In The Bazaar Resolved: All bids on items within the Infernal Bazaar are collected. Winners are identified, and items are transferred to the winner as indicated.

Response Orders Processed: The game now processes the player orders that are responses to another player's actions or in-game events and that do not require a phase slot for execution. This includes diplomatic responses, Legion and Praetor level-up orders, responses to events, and responses to upkeep demands for specific Legions.

Border Arbitration: Control of Cantons on the board is determined by rules of the game. New ownership of any Cantons is awarded.

Prestige Processing: Prestige generated from Places of Power and Unholy Relics is calculated and awarded to players.

Process Healing: Any Legions or Places of Power that have been damaged are checked for eligibility to heal. Units deemed eligible are healed the appropriate amount. In general, Places of Power heal every turn, and Legions adjacent to a friendly Place of Power are healed, too.

Event Evaluation: Many events require that either updates be made or deadlines for action be promulgated. The appropriate messages are sent to the respective player's turn logs.

Vendetta Evaluation: Any pre-existing Vendettas (cf. Diplomacy, 4.14) are evaluated for completeness or the expiration of their time limit. Players are rewarded or penalized accordingly, and messages are dispatched to the corresponding players' turn logs.

Check for Eliminated Players: Players who have lost control of their Stronghold are removed from the game.

New Regent is Determined: The next Regent is determined. The appropriate number of Event Cards are drawn and offered to this Regent.

Conclave Token Check: If Pandemonium has not been seized by a player, the game checks to see if a new Conclave Token will be drawn. (cf. Conclave Tokens, under 3.4.)

Victory Conditions Check: If Pandemonium has not been seized by a player, the game checks to see if the designated number of Conclave Tokens have been drawn. If the answer is yes, the game ends and the winner is determined according to the rules below. If Pandemonium has been seized, a check is made to see whether this Excommunicated Usurper (i.e., Pandemonium's captor) has held the capital for five turns. He is declared the winner if he successfully holds both Pandemonium and his own Stronghold for five turns.

3.4 WINNING THE GAME

There are three way to win the Throne: by election, by manipulation, and by force.

Election by the Infernal Conclave

After the predetermined number of Conclave Tokens have been drawn, the game ends and the player who has amassed the most Prestige Points wins.

Conclave Tokens: At the end of each turn there is a chance that the game will draw a Conclave Token and present it before the Infernal Conclave. This process functions as a game clock. The number of Conclave Tokens that have already been drawn is displayed at the top left of the screen next to the mitre and sceptre symbol (you remember the User Interface Overview in the Appendix, right?). The more tokens that have been drawn, the greater the chance for a subsequent draw.

Prestige: This represents your standing in the Infernal Conclave and the relative esteem, fear, or favor with which you are held by its members. You can accumulate Prestige in the following ways:

- **Places of Power:** Controlling a Place of Power gives the owner a certain number of Prestige Points per turn. Each Place of Power lists the amount generated as one of its special abilities (e.g., +1 Prestige).
- **Objectives:** Both your public and secret objectives grant you Prestige Points at game's end (if they have been successfully accomplished). While failure in one's public objective does not hurt Prestige, failure in one's secret objectives will result in a Prestige Point loss equal to its value.
- **Destroying Enemy Legions or a Place of Power's garrison:** Places of Power are protected by garrisons, which may be upgraded but never detached. (Thus, they are defensive units.) When defeating a Legion or garrison, you are awarded Points equal to two times the level of the destroyed unit.
- **Forcing Enemy Legions to Retreat:** When you force an enemy Legion to retreat in battle you are rewarded with Prestige Points equal to the damage inflicted on that Legion divided by three.
- **Destruction Rituals:** If the Ritual is successful in affecting its target, you gain (generally) Prestige Points equal to that target's level. If the Ritual destroys its target, you gain bonus points using the above rules.
- **Diplomacy:** Prestige is given for successfully accomplishing a Vendetta, refusing a demand, insulting another player, etc.
- **Unholy Relics:** Some Unholy Relics yield a Prestige bonus if they are put inside a Place of Power that you control.
- **Controlling Territory:** You are rewarded one Prestige Point for each Canton you control at game's end.

Manipulating the Infernal Conclave

In rare circumstances, election results in the Infernal Conclave can be altered in the final minutes. During avatar creation, the player may buy the below Perks to aid his subversion:

Kingmaker: Before the game starts, the player with this Perk picks another as his Pawn, who is unaware of this status. If the Pawn wins the game by election in the Infernal Conclave, the Kingmaker wins in his place -- regardless of the Kingmaker's Prestige when finishing the game. The Kingmaker, however, cannot win the game from an excommunicated status (which may be issued through Events or by his seizing, or attempted seizure, of Pandemonium).

The Power Behind the Throne: This Perk allows a player who has become a Blood Vassal to win in place of his Blood Lord (cf. Blood Vassals & Blood Lords, 4.14.8). The Blood Lord must win by having the most Prestige at the end of the game for this Vassal to win in his place.

Note: Kingmaker trumps The Power Behind the Throne i.e. If the Kingmaker has chosen correctly but the correct choice would be replaced by The Power Behind the Throne, the Kingmaker is still the winner.

Seizing the Infernal Throne by Force

As mentioned above, you may also win the game by capturing and holding the capitol city of Hell, Pandemonium. You must hold this city for at least five turns. Seizing Pandemonium by defeating its garrison will result in your immediate expulsion from the Infernal Conclave (i.e., your excommunication), and you receive the title of Usurper. In addition to holding Pandemonium for five turns you must also retain control of your own Stronghold. Upon success, the game ends and you are declared the winner. The above two Perks cannot alter this result by awarding the Throne to someone else.

Response of the Remaining Players: The remaining players (both members of the Infernal Conclave and any that have been excommunicated) must recapture Pandemonium or the Stronghold of this Usurper within five turns, else the game is lost. During one's occupation of Pandemonium, Infernal Conclave members may not initiate any new diplomatic actions. The suspension of diplomacy is lifted once Pandemonium is liberated. All current Vendettas, Demands, Insults, and Blood Feuds may be continued, though the Conclave will not approve any new Vendettas or Blood Feuds until the Usurper has been ousted.

Recapture: When a player's Legion ousts the Usurper from Pandemonium, he is given the choice to either keep the city for himself or return control to the Infernal Conclave. If the player elects to keep it, he becomes the Usurper and is immediately excommunicated. (And the five-turn counter restarts.) An excommunicated player who recaptures Pandemonium is assumed to be a new Usurper, and the aforementioned clock is reset for five turns again.

4. THE GAME ELEMENTS

This next section (the longest) covers the major, active mechanics in Solium Infernum. It's best to read through this once, then use it as a point of reference if you grow confused.

4.1 THE ARCHFIEND AVATAR

Your Archfiend Avatar represents the scope of your powers within the game. It has a huge impact on the strategies you should use while pushing your claim on the Infernal Throne. When creating an avatar, you are given 30 points to distribute.

Name: Of course, you can enter a name for your avatar in this text box.

Form: You can choose from 15 different portraits to represent your avatar.

Rank: You can choose from five different ranks, which affect things like the strength of your starting Legion and Stronghold, the quality of your starting Tribute Cards, and the costs of diplomatic actions against other Archfiends. If a tie occurs in the Infernal Bazaar -- or if it occurs at game's end, when Prestige is counted to select the winner -- high ranks supersede lower ones. In almost all cases: the higher one's rank, the better the outcome. (For your reference, the Ranks and their numerical values are: Prince, 5; Duke, 4; Marquis, 3; Baron, 2; Lord, 1. [This is also in Appendix K.] As you will see below, the game uses these value for certain equations.)

Attributes: You can spend points to tailor your avatar toward a specific, desired strategy. Each Attribute is paired with a Discipline, and the Disciplines influence a player's abilities, unique Rituals, and so forth. Attributes may be raised during the game by expending Tribute, though the value of an Attribute can never be raised above six (by the way, the cost for raising grows with each level). The value of an Attribute forms the base power level of its corresponding Discipline. See Appendices H and K for the Discipline-Reward relationship and the Attribute-Discipline relationship, respectively.

Martial Prowess: Reflects your ability to wage war in Hell.

Cunning: Reflects your ability to deceive and connive that which you desire.

Intellect: Reflects your ability to understand the plans of your enemies and to scheme several steps ahead.

Wickedness: your raw destructive ability; it is a measure of the hate that burns inside you.

Charisma: Reflects your influence when motivating your minions to serve.

Disciplines

Like Attributes, Disciplines hold numerical values. Through special circumstances you may be able to raise a Discipline independent of its governing Attribute. (Also, Disciplines may exceed the aforementioned Attribute six-level cap).

Wrath (based on Martial Prowess): This discipline enables you to create Combat Cards: items attached to your Legions and Places of Power to enhance their fighting abilities. It also determines your Command Rating (CR). Command Rating limits how many Legions you can command.

Deceit (on Cunning): This discipline enables you to perform Deception Rituals, which focus on confusing and paralyzing your opponents as well as stealing their Praetors, Artifacts, Relics, and even Legions. Deceit Rituals can be performed on any target regardless of the diplomatic stance you share.

Prophecy (Intellect): This discipline enables you to perform Prophecy Rituals, which allow you to gather information about your opponents and to use Events more effectively. Prophecy Rituals can be performed on any target regardless of the diplomatic stance you share, though they are generally directed to your own agents. In addition, Prophecy also determines how many Ritual Slots are available in your Ritual chamber. Ritual Slots govern how many Rituals you can perform on any given turn.

Destruction (Wickedness): This discipline enables you to perform Destruction Rituals, which allow you to directly harm your opponents. Destruction Rituals can only be performed on targets with which you have a diplomatic stance of Vendetta, Blood Feud, or Excommunication. (Remember the Ministerium Interface? These relationships may be seen under its Diplomacy Tab.)

Diabolism (Charisma): This discipline primarily determines the quantity and quality of tributes brought to you when a "Demand Tribute" order is given. It also determines the number of tributes you may keep from the offered selection.

As mentioned above, Appendix H lists these Discipline-based rewards in a fairly lucid, readable manner.

Public Objective

The Public Objective is a single, known goal that you are given to accomplish, and it may exemplify the type of strategy you will use. As mentioned above, there is no penalty for failing the Public Objective, though successful completion results in a substantial Prestige Point bonus (30) at game's end.

Gluttony: Consume 35 souls by game's end.

Greed: Hold 50 Tribute Cards in your vault at game's end.

Lust: Control The Garden of Infernal Delights or The Temple of Lust at game's end.

Sloth: End the game never having made a demand or insult.

Wrath: Capture an opponent's Stronghold and thereby eliminate that opponent by game's end.

Envy: Use Deceit to bribe one Praetor, steal one Artifact, steal one Relic, and steal 10 Tribute Cards by game's end.

Pride: End the game never having sent or received an emissary. Note: This Objective only rewards a player with 10 Prestige Points.

Perks

Perks are special abilities that you may add to your avatar when tailoring it toward a specific strategy. See Appendix G for a detailed listing.

Dependent Attributes

You have an indirect influence over these characteristics; they may be encouraged through character creation and your choices within the game.

Order Slots: As mentioned above, every player receives two free Order Slots. Additional slots may be gained by increasing your attributes and, thus, increasing your power levels in their associated Disciplines (cf. Disciplines and Powers Table, Appendix H). Some Unholy Relics, Perks, and Places of Power can also provide a player with bonus Order Slots, though the total can never exceed six in any given turn.

Ritual Slots: Your Ritual Chamber contains five available slots that may be used to perform Rituals on any given turn. If a Ritual lasts more than a single turn, it still requires an open Ritual Slot, but you won't have to use another order.

Note: You automatically receive a single ritual slot at the start of the game. You can gain additional slots by increasing your power level within the Prophecy Discipline.

Command Rating (CR): You start the game with a base CR of three, granting you the ability to command up to three Legions, including your personal guard. You can raise your CR by increasing your power level within the Wrath Discipline. You can command one Legion for each point of CR, so a player with a CR of five could command up to five Legions.

Healing Rate (HR): You start the game with a base HR of one, which means that damaged Legions who are positioned next to a friendly Stronghold or Place of Power will heal one point of damage automatically per turn. For each additional HR, an additional point of damage may be healed. Places of Power and Strongholds (well, actually their garrisons) heal in like fashion. One's HR rate may be increased by higher levels of Wrath and Prophecy. For this, again, see Appendix H.

Note: A Legion is healed by the HR only once per turn regardless of how many eligible locations it stands beside (e.g., the HR is NOT doubled if a Legion is adjacent to two Places of Power).

4.2 THE GAME BOARD

The game board for Solium Infernum depicts a map of the Infernal Pit. The board is divided into Cantons (remember: hexagons), each of which represents a particular type of terrain. There are several significant features of the Solium Infernum game board:

Wrapping

Solium Infernum is played on a hexagonal game board that wraps into itself. This means there are no edges to the board. If you travel a single direction you will eventually return to your starting point.

Terrain Types

The terrain that encompasses any given Canton is either passable or impassable. Some Legions possess a special ability that enables them to enter terrain types marked as impassable. Impassable terrain can never be controlled by a player, even if one of his Legions enters that terrain due to this special ability.

The following terrains are impassable: Rivers, Mountains, Chasms, Swamps, Waterfall Pools, Lava Flows, Lake of Fire.

The following terrains are passable: Rivers with Bridges, Open Spaces.

Use this to your advantage since only few Legions possess flight and even fewer possess terrain-specific enhancements such as Swamp Walk.

Player Borders

Each player starts the game with a Stronghold and its surrounding territory already placed under the player's domain. When a Canton is claimed by a player, it is drawn with a border and the correlating symbol which was assigned to that player at game's start. The active player (the one currently giving orders) views all his borders depicted in red and all opponents' borders in black.

Right of Prima Inferna: The game starts with almost all the Cantons of Hell unclaimed due to recent upheavals surrounding the vacancy of the Infernal Throne. The first player to move a Legion into an unclaimed Canton is granted ownership of that Canton by the Infernal Conclave. This occurs even if the Canton does not lie adjacent to any other Cantons owned by the player. (For example, you can fly a Legion to claim neutral Cantons outside your starting domain, which could help you corral enemies behind a forward line of friendly Cantons.)

Right of Vendetta: After a player has claimed ownership of a Canton, the primary way that another player can actively gain control of that Canton is by maneuvering into a Claim of Vendetta or Blood Feud (cf. Diplomacy, 4.14) against the original owner. The aggressing player must already occupy a Canton that is adjacent to the Canton he wishes to control. After Vendetta or Blood Feud is declared, he may enter the enemy Canton. At the end of any turn where Vendetta or Blood Feud exists between two players, the game board is evaluated and new ownership of Cantons is determined. A player cannot advance through another player's borders to claim territory within the defending player's interior. In order to claim ownership of a Canton, the aggressor must occupy a Canton next to his own territory and then end the turn with a Legion in the enemy's former space. It is possible to daisy chain Legions and, thus, claim consecutive Cantons in a single turn, though each Canton acquired this way must be occupied by a Legion when the turn ends.

Note: Capturing an enemy's Place of Power is permitted and may act as a new source for determining territorial borders at the end of the turn. It can thus become a springboard to claim territory that does not directly abut your normal borders.

Right of Conclave: In several circumstances, whether by Deceit Rituals or the playing of an Event Card (remember: Events are drawn by the current Regent), the Infernal Conclave can reassign the ownership of a Canton as it sees fit.

Right of Excommunication: If a player moves a Legion into a Canton controlled by an excommunicated player, possession of the Canton is assigned to the moving player regardless of whether it is adjacent to the moving player's holdings. Excommunication essentially means that you may take any Canton or be stripped of any Canton at will.

4.3 TRIBUTE

Tribute is the general name for the four resources that must be acquired and spent to accomplish various tasks within Hell. Tribute is brought to you as a result of a Demand Tribute order, and when it is brought, it may appear as individual cards or as a card that contains more than one resource type. Depending on your Diabolism level, you will be offered the opportunity to choose a subset of these Tribute Cards. The higher discipline, (of course) the greater the choice.

Note: Placing more than one Demand Tribute order results in a decreasing marginal return on the request. More demands in a given turn lowers the quality of each subsequent offering in that turn.

Resource Types

Souls: The most sought and useful resource since they are a staple requirement for most Infernal Bazaar bids. They may also be used to power-up each of your Avatar's attributes.

Ichor: The dark blood of demons, associated with hate and wrath. Ichor is used when recruiting Praetors and when powering-up your Martial Prowess attribute.

Hellfire: The sulfurous essence of brimstone, associated with primal destruction and chaos. Used when bidding on Evil Artifacts and when powering-up your Wickedness attribute.

Darkness: Not only the absence of light and goodness but the presence of corporeal evil. Darkness is associated with deception and trickery, and it is used to bid on Unholy Relics and to power-up your Deceit attribute.

Tribute Cards

When you demand tribute from your minions, they bring you this in Tribute Cards. Each card may have one to four types of resources on it; the quantities of each resource type may range from one to nine. As mentioned above, your Diabolism discipline determines how many cards you are offered and how many you may keep.

Diabolism Level 0: You are offered 1 card and may keep 1 card.

Diabolism Level 1: You are offered 2 cards and may keep 2 cards.

Diabolism Level 2: You are offered 3 cards and may keep 2 cards.

Diabolism Level 3: You are offered 4 cards and may keep 3 cards.

Diabolism Level 4: You are offered 5 cards and may keep 3 cards.

Diabolism Level 5: You are offered 6 cards and may keep 4 cards.

Diabolism Level 6: You are offered 7 cards and may keep 4 cards.

Diabolism Level 7+: You are offered 7 cards and may keep 5 cards.

These values, of course, also reside in Appendix H.

The Tribute Roll

When the game creates each Tribute Card that it will offer, it makes the following secret roll to determine the card's quality:

Quality Number = $1d20 - (\text{number of previous Tribute Demands} * 4) + \text{Tribute Skill}$

Your Tribute Skill is equal to your Diabolism level plus any modifiers from applicable Perks, Unholy Relics, Places of Power, or Events.

The game then uses a table with this Quality Number to generate random Tribute Cards. The higher the Quality Number, the higher the quality and quantity of resources on that card.

Uses For Tribute Cards

You may use Tribute Cards for the following purposes:

- Bid on Legions, Evil Artifacts, Unholy Relics, Praetors, and Manuscripts in the Infernal Bazaar.
- Pay to increase your avatar attributes.
- Pay to perform most Rituals.
- Pay to play certain Event Cards.
- Pay to respond to certain Event Cards.
- Pay to respond to diplomatic demands.
- Use as a gift when sending emissaries to another player.

Consolidating Tribute

You may also consolidate Tribute Cards into a single card. In rare circumstances, you may need to do this in order to pay for expensive items. The maximum quantity of any single resource on a Tribute Card is nine. So the highest valued card reads: 9 souls, 9 Ichor, 9 Hellfire, and 9 Darkness.

How to Use Tribute Cards

You use Tribute Cards for Rituals, bidding, etc., by dragging them from your main tray then dropping them on one of eight slots in the top right corner of the Tribute Tab, which is part of the Ministerium Interface. You must, however, select the correct Tribute Task listed in a text box on the left side of the Tribute Tab. (In most cases, this is preselected automatically.)

4.4 LEGIONS

The Legion is the basic fighting unit of the game. They are purchased by contract in the Infernal Bazaar, and they offer their services to the highest bidder. Legions are represented on the game board by unique icons that correspond to the player's icon and border symbol.

Legion Attributes

Name: Each Legion has a unique name. (Clearly.)

Image: Each Legion has a unique image.

Flavor Text: Each Legion has a short flavor text that gives their history or context.

Level: Each Legion has a level, which determines the number of attachment slots that it may receive. Level also influences Resistance Rolls (cf. Challenge Rolls, under 4.11) against Rituals that target it. When a Legion destroys an enemy Legion, or when that Legion captures a Place of Power (i.e., destroys the enemy garrison), then it has a chance to increase its level (cf. Legion Level Up, below).

Loyalty: The loyalty ranking of a Legion determines its resistance to bribery from enemy players, which are usually committed through Deception Rituals or as the result of an Event. Legions that represent the Archfiend's personal body guard are considered to have unwavering loyalty and are denoted by the asterisk symbol (i.e., '*'), which means they may never be turned from their original master.

Move Points: These determine how far a Legion may move in any given turn across the game board. For each movement point, the Legion may enter one Canton. If the Legion has a special ability that allows it to move into impassable terrain then it still expends one movement point to do so.

Special Abilities: Some Legions have special abilities that grant terrain movement bonuses or advantages in battle. Some abilities may be added to a Legion if that Legion gains a level through battle promotion. Others may come from Events.

Ranged: Indicates the Combat Value of the Legion during the Ranged challenge phase of a combat round (cf. Resolving Battles, 4.16).

Melee: Indicates the Combat Value of the Legion during the Melee challenge phase of a combat round.

Infernal: Indicates the Combat Value of the Legion during the Infernal challenge phase of a combat round.

Hit Points: Indicates the number of damage points a Legion may sustain before its destruction.

Legion Attachments

Each Legion gains attachment slots based on its level attribute. Attachment slots may be used to place Combat Cards, Praetors, or Evil Artifacts -- each of which provides special bonuses to their corresponding Legion.

Legion Level 1-2: 1 attachment slot.

Legion Level 3-4: 2 attachment slots.

Legion Level 5-6: 3 attachment slots.

Legion Level 7+: 4 attachment slots.

Note: Only a Legion's owner may view the bonus details provided by Combat Cards. The bonuses from any Praetors or Evil Artifacts, however, are viewable by everyone.

Legion Level Up

When a Legion levels up after victory in battle, the owner is sent a message in the turn log (again, this is the Turn Log Tab of the Ministerium Interface). The owner must click the response button and select the desired upgrade to continue. Upgrade bonuses are determined randomly and they consist of increases in combat attributes, loyalty, move points, or new special abilities. The effects of this bonus are applied at the beginning of the processing of the following turn (cf. The Processed Turn, under 3.3).

Legion Upkeep

Once contracted, a Legion serves for eternity or until it is destroyed or bribed away by another player. Some rare Legions require a special amount of tribute to be paid each turn in maintenance. (And these values are shown in the Infernal Bazaar Interface [type 'b' to reach it] before you bid on them.) The tribute may be paid in advance, but if a turn passes and tribute is not paid, the Legion returns to the Infernal Bazaar. It can, however, be hired by the previous owner, though the contract must be won again through successful bidding.

Legion Training

Some rare Manuscripts (viz., those found through Tribute or bought in the Infernal Bazaar) allow Legions to upgrade their attributes; done by issuing a correlating order to the Legion through its icon or through the Orders Tab of the Ministerium Interface. The Manuscript is used like a normal Tribute Card to pay for this training, and the upgrade is applied at the beginning of the processing of the following turn.

Legion Movement

The following rules apply to Legion movement:

- A Canton may only contain one Legion at the end of any turn. A Legion and a Place of Power can never be in the same Canton at the end of a turn. Places of Power never move. (Note: Consider the precedence of low-numbered Turn Slots versus higher ones. If you maneuver a Legion early in your turn then you may block an enemy's movement that occurs within the same turn but later, which essentially wastes his opportunity.)
- Legions may move through Cantons containing other friendly Legions or Places of Power but may never end their turn in the same Canton as another Legion or Place of Power, be it friend or foe.
- Legions may enter the Canton of a Place of Power to initiate attack, but after battle they are placed in a random adjacent Canton. This obviously applies to a surviving Legion that either wins against the garrison or retreats into a valid (friendly) Canton with some remaining health. If, for example, you fly a Legion into a Place of Power that is surrounded by enemy Cantons with whom you are not in Vendetta, Blood Feud, Excommunicated, or Blood Lord/Vassal, your Legion is eliminated after combat occurs, even if you win. This happens since there is no valid (again: friendly) Canton for this Legion to occupy.
- Legions may only enter the territory of another player if the correct diplomatic stance exists with that player, namely: Vendetta, Blood Feud, Excommunication, or Blood Vassal/Blood Lord.

4.5 PLACES OF POWER

The Place of Power is a special landmark of the Infernal Pit, imbued with unholy energy and historic significance. Controlling a Place of Power brings tremendous honor and Prestige to its owner. Places of Power are represented on the game map by unique icons that correspond to the Place's context.

Place of Power Attributes

Name: Each Place of Power has a unique name.

Icon: Each Place of Power has a unique icon displayed on the game board.

Flavor Text: Each Place of Power has a short flavor text that speaks of its importance and history.

Level: Each Place of Power has a level, which determines how many attachment slots it receives. Level also influences Resistance Rolls against Rituals that target it.

Special Abilities: In addition to awarding Prestige each turn, some Places of Power have special abilities that grant specified bonuses to the player who controls them (such as +2 Prophecy, +1 Ritual Slot, etc.)

Ranged: Depicts the Combat Value of the Place of Power during the Ranged challenge phase of a combat round.

Melee: Depicts the Combat Value of the Place of Power during the Melee challenge phase of a combat round.

Infernal: Depicts the Combat Value of the Place of Power during the Infernal challenge phase of a combat round.

Hit Points: Indicates the number of damage points a Place of Power may sustain before its garrison is destroyed in battle. If its hit points reach zero, the attacking Legion is granted control of the Place of Power. A Place of Power may only be destroyed or removed from the game by a specific Event Card or by an evil artifact known as the Orb of Oblivion.

Place of Power Attachments

Each Place of Power gains attachment slots based on its level attribute. Attachment slots may be used to place Combat Cards, Praetors, or Unholy Relics. Each attachment provides special bonuses to the garrison within the Place.

Place of Power Level 1-2: 1 attachment slot.

Place of Power Level 3-4: 2 attachment slots.

Place of Power Level 5-6: 3 attachment slots.

Place of Power Level 7+: 4 attachment slots.

Note: Only a Place of Power's owner may view the bonus details provided by Combat Cards. The bonuses from any Praetors or Unholy Relics, however, are viewable by everyone.

It had been two centuries since I had bathed. My skin had long lost the red hue of goat blood warmed to a gentle boil over the coals of a brazier, and for that I was feeling somewhat nostalgic, perhaps even bitter. When I entered the pyramid's naval, I descended the entrance hall ten fathoms before I heard the sounds of spirits. They were summoned from Tartarus, no doubt, for the light had left their ethereal forms and were replaced by the hissing sound of a thousand whispering voices.

In the belly of the pyramid lay a cache of metals from which my employer would melt and form the alloys of a war machine. Securing them would not be easy, and I was the twelfth demon commissioned—and the only one still upright—to take these materials by force. Later, I would learn that twenty-seven others were approached after my recruitment. Had I known my employer's desperation, I would have negotiated myself a more lucrative arrangement. And had I known the bruised things swirling within the pyramid's belly, I would have brought along my anger talisman.

—From the opening paragraph of Xlaxiov's memoirs, "By Might and Reason"



4.6 PRAETORS

Praetors are heroes of Hell, used by astute leaders to coerce or otherwise lead Legions and garrisons into battle. Like Legions, Praetors may be auctioned through the Infernal Bazaar. They never exist as a separate unit on the map; they are either attached to a unit or reside in the player's vault (i.e., Stronghold).

Praetor Attributes

Name: Each Praetor has a unique name.

Icon: Each Praetor has a unique image.

Flavor Text: Each Praetor has a short flavor text that speaks toward its character and history.

Level: Each Praetor has a level, which influences the effects of some Combat Moves as well as Resistance Rolls against Rituals that target it.

Special Abilities: Some Praetors have special abilities that grant bonuses to the Legion or Place of Power to which they are attached. Other special abilities are used in Single Combat, when two Praetors duel each other to extend the influence of their Archfiend.

Attack: Depicts the number of attack points (Skulls) that a Praetor can assign to combat moves during a round of Single Combat.

Defense: Depicts the number of defense points (Shields) that a Praetor can assign to combat moves during a round of Single Combat.

Infernal: Depicts the number of infernal points (Orbs) that a Praetor can assign to combat moves during a round of Single Combat.

Hit Points: Indicates the number of wounds a Praetor can sustain before it is defeated in Single Combat.

Praetor Level Up

When a Praetor levels up after victory in Single Combat, its owner is sent a message in the turn log. The owner must click the response button and select the upgrade to continue. Upgrades are randomly determined, and they consist of increases in Single Combat attributes such as Skulls, Shields, Orbs, or Hit Points. Like above, this bonus is applied at the beginning of the processing of the following turn.

Praetor Training

Some rare Manuscripts (vis., those found through Tribute or bought in the Infernal Bazaar) allow Praetors to upgrade their attributes, which is done by issuing an order through the Ministerium Interface. The Manuscript is used like a regular Tribute Card, and the training upgrade is applied at the beginning of the processing of the following turn.

Attachment Limitations

Praetors may be attached to both Legions and Places of Power, though no more than one Praetor per unit. A Praetor not attached to a Legion or Place of Power is considered to be in the player's vault. Praetors attached to a defeated unit are vanquished to the Abyss (i.e., Tartarus) for eternity.

4.7 EVIL ARTIFACTS

Like Praetors, Artifacts and Relics augment Legions and Places of Power (respectively) and may be auctioned in the Infernal Bazaar. Artifacts are (usually) things that can be carried for use in battle, while Relics are treasures that augment a player's Avatar.

Artifact Attributes

Name: Each Artifact has a unique name.

Icon: Each Artifact has a unique image.

Flavor Text: Each Artifact has a short flavor text that speaks toward its lore and history.

Level: The level of the Artifact influences Resistance Rolls against Rituals that target it.

Special Abilities: Artifacts yield special abilities that grant bonuses for the Legion to which they are attached. See Appendix D for details.

Attachment Limitations

Artifacts may only be attached to Legions. If an Artifact is not attached to a Legion it is considered to be in the player's vault (which generally means that it is inactive).

What is most important, however, is that we educate ourselves (for is not education our greatest asset over mankind in the fight against He?) and rise above this recent and banal tendencie to act and disregard ourselves as caotic and unruly, always to increase in number but never to organize in strength. What I propose is the listing of various Relics and artefacts worshipped by our kinde and a classification of these through proper verbal and historical insight. I will attempt to separate the hearsay from the reality, as one would call it, for some of these items are truly power-full while others are simply trinckets built upon culture and mystycism. Take for example the Greed Talisman, who took sentient form while under the possession of Xlatroph and who systematickally destroyed X-'s war council on the eve of his infamous defeat: This is hearsay.

-From "A Treatise on the Assumptions Generally Held by the Diabolic Folk in Regards to Their Relationship with Artifacts, Relics, and Other Items of Mystery" by Blackhorne (A2v)



4.8 UNHOLY RELICS

Relics differ from Artifacts through what they attach to and the bonuses that they offer.

Relic Attributes

Name: Each Relic has a unique name.

Icon: Each Relic has a unique image.

Flavor Text: Each Relic has a short flavor text that speaks toward its lore and history.

Level: The level of the Relic influences Resistance Rolls against Rituals that target it.

Special Abilities: Relics have special abilities that grant bonuses to the player, though only if they are attached to a Stronghold or Place of Power. See Appendix E for details.

Attachment Limitations

In addition to Strongholds and Places of Power, a Relic may also be placed into a player's Ritual Slot (see the Rituals Tab of the Ministerium Interface), which can provide extra safety against enemy Deception Rituals.

Activation

A Relic's special abilities only activate if the Relic is attached to a Place of Power, Stronghold, or if placed in a Ritual Slot within aforementioned Ritual Chamber. Prestige Point special abilities are only active if the Relic is attached to a Place of Power or Stronghold. Additionally, there are some Relics which allow its owner unique Rituals if it is placed in his Ritual Chamber. Relics that are not attached to a Stronghold, Place of Power, or Ritual Slot are assumed to be in the player's vault, where their special abilities are considered inactive. The only exception: the +30 Prestige Bonus given by the "Odd Portrait" Relic, which simply has to remain in the player's possession at game's end so that its award is conferred.

4.9 MANUSCRIPTS

You may receive great bonuses from Manuscripts, though they are generally harder to acquire than Relics and Artifacts considering the number of turns it takes to collect and construct a multi-volume set. Conversely, their effects are permanent and cannot be removed from the targeted Legion or Praetor.

Manuscript Attributes

Name: Each Manuscript has a unique name.

Icon: Each Manuscript has a unique image.

Special Abilities: Manuscripts have special abilities that may grant bonuses to the player, his Legions, or his Praetors, though these effects only exist if the Manuscript components are collected in their entirety. Appendix C contains both Praetor upgrades and the descriptions of those acquired through Manuscripts. Likewise, Appendix F carries those for Legions.

Assembling and Using Manuscripts

Some Manuscripts are single pieces, but many of the most powerful ones require two, three, or four pieces to be collected and then assembled. Manuscripts that train (i.e. enhance) Legions and Praetors are denoted by the letter “L” or “P” in the bottom left of the Manuscript image. Their numbering sequence, if any, is also denoted. “P 1 / 2”, for example, indicates that the Manuscript trains Praetors and that it is the first of two parts.

To use the Manuscript, you must select the Train option for the Praetor or Legion under the Orders Tab (cf. Giving Orders, 4.19). Some Manuscripts are labeled as Rites and Machines, which are three and four part Manuscripts (respectively) that you may piece together for powerful effects that increase or decrease the attributes of player avatars. (Rites and Machines can be found in Appendix J.) The “Manage Manuscripts” order category can be used to assemble any manuscripts for which you have an entire set collected (rites and machines). In some cases you can also use the “Manage Objectives” category if assembly of a specific rite or machines is also a secret objective that you have drawn.

Certaine creatures, of whom I choise not to mention by nam or by type, have fearefull and frighteninge desirs (so farre as I can observe) to overthrow and disarme the potential unification of our Internall Countrie through the deplorable use (for is it not deplorable to deconstruct that greater purpose of disrupting our wayward Father?) of stealth, deciete, and the masking of one's intentions through sundrie charms, amulets, spells, incantaions, and the likes. The oldest version, of which I may speake scholastiklie upon, is a trincket called the Amulet of Incencerity or, as common lore would have it, the Amulet of Shadows, but that discussion will be left later to my treatise, for even though it embodies that which we deville folke are known this amultet is a canker against our kinde, falslie taking our own definition to better divide our kinde against each other.

-From "A Treatise on the Assumptions Generally Held by the Diabolic Folk in Regards to Their Relationship with Artifacts, Relics, and Other Items of Mystery" by Blackhorne (A2v-A3)



4.10 THE INFERNAL BAZAAR

In the Infernal Bazaar players can bid on Legions, Praetors, Relics, Artifacts, and Manuscripts pieces. Players must use an Order Slot for bidding, and they must commit the minimum resource bid for the specified item. The player with the highest bid is declared the winner and is awarded control. In order to determine the highest bid, the game applies the following rules:

- If only one player bids and if the minimum bid is met, that player is declared the winner.
- If more than one player bids with at least the minimum, the following point system is used:
 - For each soul bid over the minimum, two points are awarded. For each other resource bid over the minimum, one point is awarded. The player with the highest points wins.
- If both players have the same number of points, the player with the highest Infernal Rank is declared the winner. (Remember, these are Prince, Duke, Marquis, Baron, and Lord -- in descending order. Found in Appendix K.)
- If players are still tied, the player with the most Prestige is declared the winner.
- If both players are still tied and if one of those players is the Regent, the Regent is declared the winner.
- If neither player is the Regent and if both are still tied, the auction is canceled and the bids are returned to each player. The minimum bid is slightly raised for the item, and bidding may resume the following turn.

"Well." I say. "Mother Nature has allowed our corruption since the beginning."

I wave off my own words as inconsequential. She grabs my hand, squeezing it a little with the drum's pulse, and from the meat of her palm I feel her brand and its textured lines that must have chewed like fire against her young, soft shell when she was too young to realize what fire was and how hot metal, much like the subverting water, can make permanent changes to these sensible things that I would call her landscape.

--From "Labours for Transit Desires" by Cyprianus



Rituals are special actions that you may evoke during the game. Access to Rituals is determined by your level within the five Disciplines (remember: Wrath, Deceit, Prophecy, Destruction, and Diabolism -- for a full listing of each Discipline and its corresponding Ritual, see the Appendix K.) Additionally, a few Rituals may be accessed by placing a specific Unholy Relic in your Ritual chamber. The following rules govern Ritual use:

- Rituals require that you use an Order Slot (cf. Giving Orders, 4.19). You will be prompted to select a specific, open Order Slot during the Ritual selection process.
- The Ritual is not initiated until the specific phase that corresponds to this Order Slot is executed (i.e., if the 2nd Order Slot is chosen, the Ritual will take place only after all 1st Order Slot actions are resolved AND after the 2nd Order Slots of those proceeding you are resolved).
- Rituals also require that you assign a free Ritual Slot. Players start the game with one Ritual Slot in their chamber, though you may increase the number of Ritual Slots available (to a maximum of five) by increasing your level in the Prophecy discipline. (You can also obtain some Unholy Relics, Places of Power, and Perks for similar effect.)
- Most Rituals only last for the duration of one turn; most evoke a specific effect.
- You must commit resources to successfully execute a Ritual. If a Ritual does not have sufficient resources, it fails automatically and the resource cards are returned to the player's vault.
- Ritual costs are affected by the Threat Order List. If you target a player or his Legions (etc.) who is high on your list, then the cost of that Ritual will slightly decrease.
- A few Rituals are durational and will last as long as Tributes are paid in maintenance. The game will prompt you each turn to pay the required Tribute. Durational Rituals also require that a Ritual Slot remain dedicated to that Ritual each turn. An Order Slot, however, is only required to initiate the Ritual.
- Rituals can target you, other players, Legions, Places of Power, Praetors, Relics, Artifacts, or Cantons. The game will prompt you to select a target. Legions and Places of Power may be selected by clicking on their respective icons or by selecting them from a targeting list. Players, Praetors, Relics, and Artifacts are selected from this aforementioned list. Cantons are selected by clicking the map.
- Destruction Rituals can only target players that share the following diplomatic stances with you: Vendetta, Blood Feud, or Excommunication.
- If you have achieved a 5th or higher level in the Deceit discipline, you may target any player or any player's possessions regardless of your diplomatic stance. This ability is called Ritual Masking. You may also attempt to frame other players as the source of this Ritual. More on that below.
- Rituals often require a Challenge Roll to determine whether or not they are successful.

Challenge Rolls

When a Ritual targets an opponent or some item that an opponent controls, the game conducts a Challenge Roll to determine whether it succeeds. These rolls are conducted by the computer in secret, and only their results are displayed to the players. In general, the player performing the Ritual rolls 2d6 then adds his modifiers. The defending player rolls 2d6 then adds his. If the player performing the Ritual has a total greater than the defending player, the Ritual is successful. If the total for this aggressor is less than or equal to the defender's total, the Ritual fails. In both cases, the aggressing player loses his designated resources since they are spent while powering the attempt. Here are the formulas:

(Ritual Performer) = 2d6 + Ritual Discipline Level + Perk Bonus + Relic Bonus + Place of Power Bonus

(Ritual Target) = 2d6 + Player Resist Modifier + Target Resist Modifier + Perk Resist Bonus + Relic Resist Bonus + Place of Power Resist Bonus

Ritual Discipline Level: This is the level of the corresponding Discipline (i.e., Prophecy) which governs the Ritual being performed.

Perk Bonus: Bonuses granted by Perks toward the Discipline which governs the Ritual being performed, such as +3 Destruction Roll.

Relic Bonus: Any bonus granted by Relics (which are attached to Strongholds or Places of Power, or placed in a Ritual Slot) toward the Discipline which governs the Ritual being performed.

Place of Power Bonus: Any bonus granted by Places of Power (which are controlled by the Ritual performer) toward the Discipline which governs the Ritual being performed, such as +3 Prophecy Roll.

Player a Resist Modifier: Demonic Premonitions is the only Ritual which grants a Player Resist Modifier against Deceit Rituals; it must be active for the defending player to receive his bonus.

Target Resist Modifier: : Normally, resist modifiers are equal to the level of the target, although Deceit Resistance modifiers consider the average of level and loyalty for Legions (but they only consider the level for Praetors, Artifacts, and Relics.)

Perk Resist Bonus: Any bonus granted by Perks toward the Discipline which governs the Ritual being resisted, such as +3 Resist Deceit.

Relic Resist Bonus: Any bonus granted by Relics (which are attached to Strongholds or Places of Power, or placed in a Ritual Slot) toward the Discipline which governs the Ritual being resisted.

Place of Power Resist Bonus: Any bonus granted by Places of Power (which are controlled by the Ritual performer) toward the Discipline which governs the Ritual being resisted.

Identity Check

When a Deceit or Prophecy Ritual targets either an opponent or some item that an opponent controls (such as Praetor, Relic, etc.), the game conducts a special roll to determine whether the identity of the aggressing player is revealed to his target.

Die Calculations:

(Ritual Performer) = 2d6 + Ritual Discipline Level + Perk bonus + Relic bonus + Place of Power bonus

(Ritual Target) = 2d6 + player resist modifier + Perk resist bonus + Relic resist bonus + Place of Power resist bonus

The bonuses and modifiers are the same as those under the Challenge Roll, although target-specific modifiers are removed.

Ritual Masking

As discussed previously, you may target other players with Destruction Rituals through Ritual Masking -- even if you and the enemy are outside the diplomatic states of Vendetta, Blood Feud, or Excommunication. Masking also allows you to attempt to frame another player as the source of the Ritual. During the Create Order Process, the game will prompt you to declare whether or not you wish to frame another player. Choosing Yes will increase the cost of the Ritual, and if the identity check is successful in avoiding detection, the choice of framing another player will be allowed. Your turn log message will report the name of the framed player.

4.12 COMBAT CARDS

Players may create Combat Cards to enhance their Legion's and Places of Power's combat attributes. The following rules govern Combat Card creation and use:

- The Wrath Discipline governs the creation and use of Combat Cards.
 - Wrath Level 1:** Allows the increase of friendly, non-zero attributes. Allows one element per card.
 - Wrath Level 2:** Allows the decrease of your enemy's attributes.
 - Wrath Level 3:** Allows the increase of friendly Hit Points for the battle. Allows two elements per card.
 - Wrath Level 4:** Allows bonuses against Deception Rituals.
 - Wrath Level 5:** Allows the change of Combat Rules.

(Again, Appendix H carries this information.)

- Combat Cards consist of individual elements that modify a Legion's or Place of Power's attributes, such as +3 to Ranged or $-(1d6 + 2)$ to the enemy's Infernal stat.
- Combat Cards can only add bonuses to combat attributes that are non-zero. That is, if a Legion has a Ranged attribute of zero, no Combat Card may be attached to that Legion in order to give it a positive value.
- The higher one's Wrath level, the more elements that may be added.
 - Wrath Level 1:** 1 element max.
 - Wrath Level 3:** 2 elements max.
 - Wrath Level 5:** 3 elements max.
- Combat Cards cost resources (remember: Tributes) to be created.
- Combat Cards cannot be viewed by opponents unless they perform the Infernal Eye Ritual.
- Combat Cards are used only once; they are removed from their Legion or Place of Power after battle occurs.
- Combat Cards that provide a resistance bonus against Deception continue to provide this bonus until its removal after combat. In other words, when you target a Legion or Place of Power with a Deception Ritual, it does NOT remove the Combat Card.

4.13 EVENTS

Events are special cards (i.e., actions) that you may play during your turn. These are generally wide-scale phenomena that may affect every player, target specific players, or choose players at random.

Drawing And Keeping Event Cards

Remember that for each turn, one player is designated as Regent for the Infernal Throne, and this title confers a bonus: the Regent may draw Event Cards according to the power level of their Prophecy Discipline.

- Prophecy Level 1-3:** Draw 1 Event Card and keep 1 Event Card.
- Prophecy Level 4-5:** Draw 2 Event Cards and keep 1 Event Card.
- Prophecy Level 6+:** Draw 2 Event Cards and keep 2 Event Cards.

In addition there are Perks, Unholy Relics, and Places of Power that may grant extra Event Card draws and retention. Note: If you start the next turn as Regent, and if you are either at your limit or will go over this limit during the next draw, you will draw the appropriate amount of cards but be forced to choose which cards to keep. This process is handled through a turn log message that you must click in order to complete your turn. You will not be able to play Event Cards until you have made this choice.

Playing Event Cards

Event Cards have tremendous influence over the game's flow. Some are free to play, others cost resources or Prestige. Event Cards may affect all players, target a specific player, or target random players. They are played through the Ministerium Interface by selecting the Orders Tab and then the Play an Event choice. They also require a designated Order Slot for the event, so the effects of this card are not triggered until its corresponding Order Slot is processed (as described above). Unless specified by the Event Card's text, events never fail and are always executed.

The Event Deck: At the start of the game an event deck is created from a master list of all in-game events. If the deck runs out then the cards are reshuffled, excluding Event Cards possessed by a player. It is therefore possible to ensure that a specific Event Card is never played simply by holding on to it. The card will be effectively removed from the game -- even if its possessor is defeated.

Outside the sky coughed a gradient from light grey to purple, and the textured whisper of clouds moved toward what could be the Phlegethon region. He had watched the clouds for a while, outside that window. He was standing with a block of cheese in hand and a knife in the other. Sometimes he would pull the knife toward his thumb and eat a sliver off the blade, watching elements dance that were far beyond his control.

"Prelude to the End of Order" by Epistemol



4.14 INFERNAL DIPLOMACY

A great portion of Solium Infernum's gameplay requires a healthy understanding and use of its diplomatic engine. Even though you may be a martial prodigy, more often than not you will need the Conclave's influence to justify your right to force.

4.14.1 THE PROTOCOLS OF HELL & DIPLOMATIC STANCES

During the game, interaction with your fellow Archfiends is strictly regulated by the Infernal Conclave. As long as you are a member of the Infernal Conclave and not the subject of Excommunication, you must obey Conclave Protocols, which basically means all diplomatic actions that you take are first directed through the Conclave and then presented in public for all the Great Houses (i.e., your opponents) to see. There are seven different diplomatic stances that can exist between any two players, and all of these are mutually exclusive. (That is, you can only have one particular diplomatic stance towards any given player.)

If a player initiates a diplomatic action against another eligible player, that action must be completed before the target player can conduct a retaliatory diplomatic action against this opponent. If two players initiate a diplomatic action during the same turn, the first to resolve during phase resolution takes precedence, which cancels the other and returns any resources to the losing player. If the chosen phases are identical, the player with the highest rank takes precedence. A continued tie awards precedence to the player with the most public Prestige. If a tie still remains, the player designated as Regent wins. In the rare event of a continued tie, the winner is determined at random.

Note: Many diplomatic efforts take two turns to process. That is, you issue orders on the current turn, and these orders are processed through the Infernal Conclave to the receiving opponent on the following turn. The recipient responds while creating his orders on this second turn, so the effects of his compliance start after this turn is processed, which is two turns from now.

4.14.2 THE THREAT ORDER LIST

From within the Diplomacy Tab of the Ministerium Interface you may rank your opponents according to how you perceive their threats. At first you are given a random default ranking, though you may later change this ranking at the expense of an Order Slot and its correlating resource costs. (Remember, during the first 10 turns this process is free.) The Threat Order List reflects your strategic evaluation of all opponents. Higher ranked threats are easier targets for diplomatic actions, which means they cost less Prestige and resources to engage. Ritual costs are also affected by the Threat Order List. The higher the threat, the lower the cost of a Ritual toward that opponent. When ordering threats, the game assigns the value "1" as the highest threat ranking. Each decline in threat increases the value. So a Threat Level of "2" is far more serious than a Threat Level of "4" (cf. Appendix K). This distinction will come into play when we address Vendettas and Excommunication below.

Note: Although the cost to change the Threat Order List is zero for the first 10 turns, the effects of changing this list are not realized until the (free) order has been processed during turn resolution. Remember, the processing of turns is described within 3.3.

The following sections cover the diplomatic actions that you may chose.

4.14.3 DEMANDS

This diplomatic action lets you send a message via the Infernal Conclave to an opponent, telling them they must surrender something that you desire. Protocols regulate what you can demand as well as your available options, should the enemy refuse.

The Cost: Making a Demand costs Prestige Points. The number begins with a base cost of eight, though it varies with the difference in Infernal Rank between the two parties as well as the number of demands that the target opponent has already conceded.

If your Infernal Rank exceeds your opponent's Infernal Rank:

Cost = 8 – the difference in ranks – number of demands conceded

If your Infernal Rank is less than or equal to your opponent's Infernal Rank:

Cost = (8 – (your rank / 2)) + the difference in ranks – number of demands conceded

Note: The Infernal Negotiations Ritual can increase or decrease this cost depending on which party performs the Ritual.

What Can Be Demanded: If your Infernal Rank is less than or equal to that of your opponent then you can only demand Tribute Cards. The number of cards you may demand is limited by the difference in your ranks and the number of previous demands you have already made. The fewer the demands made, the fewer the Tribute Cards you can demand. In effect, one can build a sense of momentum when making consecutive, successful demands. The more success, the greater your current and future rewards.

If your Infernal Rank exceeds your opponent's Infernal Rank then you have more options, and these options vary depending on the number of demands you have already issued against this opponent.

First Demand: You can only demand Tribute Cards. The number depends on the difference in your ranks.

Second Demand: You can demand Tribute Cards or a random border Canton that does not possess a Place of Power.

Third Demand +: You can demand Tribute Cards, a random border Canton, an Artifact, or a Relic.

Opponent's Options: Your opponent can refuse to accept your demand then claim the Prestige Points you spent to initiate this Demand as his reward. A message will be sent from the Infernal Conclave to your turn log, presenting you with the choice to claim Vendetta in response. (Your response does not require an Order Slot and, if you remember, will process after all six Order Slots have executed.) If you choose to claim Vendetta, you will be prompted to wager Prestige and then submit your claim to the Infernal Conclave. It will be approved on the following turn, and you are free to exploit its correlating effects.

Or: your opponent can accept your demand and give you what you want. Here, the Prestige Points you spent in making the demand are returned to your pool.

The Waiting Period: If your opponent concedes, Infernal Protocols require that you wait an appropriate amount of time before demanding more from this opponent (if only to allow the paperwork to clear and the gossip to die down a bit). If your opponent is of the same rank or less, the waiting period is two turns. If your opponent is of a greater rank than you, the waiting period is two turns plus the difference in your ranks.

Vendetta Trigger: If your opponent concedes to three demands in a row then you may claim Vendetta on him by making a direct statement through the Infernal Conclave. This is accomplished in similar fashion as Demands (i.e., by creating an order for a Diplomatic Effort on the Orders Tab of the Ministerium Interface). Once this option is available, the game will show the choice in the aforementioned menu screen.

Note: The occurrence of a Vendetta between two players resets this “conceded demand” clock (that the game holds in the background) for both players. For example, if a demand refusal results in a Vendetta between to players, this “conceded demands” counter is set to zero for both players, which makes the next demand essentially the first.

4.14.4 INSULTS

You may insult an opponent in front of the Infernal Conclave, though you must pay a specified number of Prestige Points to execute the insult.

The Cost: You are allowed to spend a maximum of six Prestige Points modified by the difference in Infernal Rank between you and your opponent.

If your Infernal Rank exceeds your opponent's Infernal Rank:

Max Cost = 6 + the difference in ranks

If your Infernal Rank is less than or equal to your opponent's Infernal Rank:

Max Cost = 6 - the difference in ranks

The minimum cost is 1.

Opponent's Options: Your opponent can accept the insult in front of the Infernal Conclave, which refunds your initial Prestige Point expense and awards you with the Prestige Points that the opponent forfeits through his acceptance. In effect, you have doubled your wager.

Your opponent can also refuse your insult, which forfeits the Prestige Points you spent and obligates your opponent to claim Vendetta on you during the following turn. This, clearly, can be a way to position oneself toward combat.

The Waiting Period: As mentioned before, if your opponent accepts your insult in front of the Infernal Conclave then Infernal Protocols require you to wait an appropriate amount of time before hurling another. If your opponent is the same rank or less than you, the waiting period is two turns. If your opponent is greater in rank than you, the waiting period is two turns plus the difference in your ranks.

4.14.5 VENDETTAS

A Vendetta is a claim of grievance by one player against another. The traditional way to resolve Vendettas is for the player claiming it, or the acting player, to state before the Infernal Conclave how he will harm his opponent and how quickly he will do it. These terms become known as the Vendetta Objectives. The acting player must wager Prestige on the outcome. The acting player may also elect to settle the Vendetta through Single Combat (cf. Single Combat, 4.17). Here, each player designates a Praetor for a trial by combat within the Infernal Arena of Pandemonium. Both players must ante up Prestige Points, and the winner receives his wager as well as a Prestige bonus equal to this initial wager. In effect, he doubles his bet.

Traditional Vendettas

The Wager: Claiming Vendetta requires you to wager Prestige Points. As mentioned above, success rewards you with your original wager plus a bonus.

Your Wager: Your wager may be chosen from a value in a range that is created between the Base Wager and your Infernal Rank.

The Base Wager formula is:

Base Wager = 8 + (Threat Level of target enemy - 1)

The Maximum and Minimum Wager formulas are:

Maximum Wager = Base Wager + Infernal Rank of the acting player

Minimum Wager = Base Wager - Infernal Rank of the acting player

For example, if a Lord claims Vendetta against a Prince (Infernal Ranks 1 and 5, respectively), and if that Lord has assigned the Prince a Threat Level of two (which means the Prince is this Lord's second highest perceived threat), then the following formulas would determine the Lord's possible Wager:

Base Wager = 8 + (2 - 1) = 9

Maximum Wager = 9 + 1 = 10

Minimum Wager = 9 - 1 = 8

The Lord may wager 8, 9, or 10 Prestige Points against this Prince.

Note: If you do not have enough Prestige Points to meet the minimum, all your remaining Prestige will be used.

Vendetta Objectives: Claiming Vendetta requires that you specify your objectives. The following objectives may be claimed:

Capture Cantons: You must capture a NET INCREASE of Cantons from your target opponent. The more Cantons you capture, the greater the reward upon success. The game will present you with several numerical choices.

Capture Places of Power: You must capture a number of Places of Power from your target opponent. The more Places of Power that you capture, the greater the reward for success. Note: You may lose Places of Power, too. So the goal is NOT a net increase but that you take a given number of Places of Power from your opponent.

Destroy Legions: You must destroy a certain number of Legions that your opponent controls. The more Legions that you destroy, the greater the reward. Legions must be destroyed through either combat or a Destruction Ritual that you perform. Destruction through an Event does not count. Note: You may lose Legions of your own so that you destroy the number of enemy Legions claimed during Vendetta creation.

Vendetta Turn Limit: Claiming Vendetta also requires that you set a turn limit on how long it will take. The shorter the turn limit, the greater the reward upon success. The maximum turn limit is determined by your Infernal Rank and the position of your opponent's Threat Level.

Success (Prestige Bonus): If you succeed Vendetta then you are rewarded with a Prestige bonus. The size of the bonus depends on the goals and time limit you set; it is always some multiple of the wager that you make. On top of this, your opponent will lose Prestige equal to half the Prestige that you wagered.

Failure: If you fail in your Vendetta, you lose the Prestige that you wagered, and your opponent is rewarded with half of this number.

Single Combat Vendettas

You ask of me things which I give willingly and which I dare not ever give. Quiet in your certitude. Confident like rocks. My breath mists the world, your eyes wet the floor and then spark the chips of wood like tinder when they splinter from the ramparts into the air. With this great noise around us, I feel unnatural and distant from your use of language, these formalities with which we decide grievances. With a promising Tartarus over one's failure, I must not refuse my Lord's qualms.

Though as you're here with me, combing at my beard with your hand, I see the age of a century of men. Wanders who carry forks and bowls in their packs, looking for food yet finding only fellowship, which nourishes the eyes and nothing more. They are, in fact, spectators of a coming collapse that bears either your name or mine. And since rules that govern grand things grow greater than any one Champion, I too abide, though with ebbing will.

--From Temeluchas's "A History of Defeat: Service to the King"



As mentioned above, in a Single Combat Vendetta you must select a Praetor to defend your honor. The opponent does the same, and these champions fight in Pandemonium's Infernal Arena. The winner honors his patron Archfiend before the Conclave and all of Hell's Great Houses, and the defeated is vanquished to Tartarus, losing honor for his patron Archfiend.

The Wager: Calculating the range for wagers on a Single Combat is done in similar fashion to the traditional Vendetta. The reward for winning is always twice the wager. Your opponent is required to wager the same amount of Prestige, and if his Praetor wins the combat then he wins double his wager, too.

Note: The player targeted by Single Combat Vendetta automatically pays his wager to the Infernal Conclave without any right to appeal. He may decide whether or not to send a Praetor for combat, but he has no choice in submitting this required Prestige cost. If he does not possess sufficient Prestige to cover this cost then the Infernal Conclave takes what he has remaining. If he wins, he receives the rewards as indicated above.

The Turn Limit: Each player must submit a Praetor within two turns, which means each player has one additional turn to acquire a Praetor (that is, if he does not presently have one) after receiving the Vendetta by Single Combat notification. By this second turn, the players must designate a Praetor for combat, else this player will concede the wager and lose Prestige to his opponent. To assign a Praetor you must click the message in the Turn Log Tab of the Ministerium Interface that corresponds to the Vendetta.

Failure to Appear: If the player claiming Vendetta by Single Combat fails to submit a Praetor within the allotted time, that player forfeits his wager, and the target of the Vendetta has his Prestige wager reimbursed. If the target of the Vendetta fails to submit a combatant in the allotted time, the target player loses his Prestige stake, and the player claiming Vendetta is declared the winner. For winning, the player receives double his Prestige wager.

Single Combat Resolution: When a Praetor is chosen for Single Combat, the player must assign a series of (up to) six combat moves for that combatant. The types and powers of these moves depend on the Praetor's attributes and special abilities (cf. Single Combat, 4.17).

4.14.6 BLOOD FEUD

A player may claim Blood Feud only after he has successfully completed three Vendettas against his target. Feuds are a statement of perpetual enmity, and all direct violence is permitted, including the capture of another player's Stronghold. Capturing a player's Stronghold results in the losing player's elimination from the game.

The Turn Limit: In most cases Blood Feuds are forever, though they may be revoked by special actions of the Infernal Conclave (e.g., Event Cards).

A Disgraced House: A player may claim Blood Feud against an opponent whose house is currently in a state of disgrace. Disgrace happens when a player only controls the Canton of his Stronghold. This state of impotence allows any bordering player to claim Blood Feud and, therefore, be allowed to put this disgraced player out of everyone's misery.

4.14.7 EMISSARIES

Emissaries may be sent to other players in an attempt to subdue their diplomatic harassment (i.e., Demands and Insults) for a period of time. Emissaries bring gifts in the form of Tribute Cards. As you may guess, if you successfully bully a rival Archfiend, he may offer additional gifts to satiate your appetite.

The Cost: Sending an emissary to an opponent costs a small amount of Prestige, which is determined by the following formula:

If your Infernal Rank exceeds your opponent's Infernal Rank:

Prestige Cost = 4 - the difference in ranks

If your Infernal Rank is less than or equal to your opponent's Infernal Rank:

Prestige Cost = 4 + the difference in ranks

The minimum cost is 1.

Tribute Cards: You must also specify the quantity (between two and eight) and types of Tribute Cards you will include as your gift. You may do this on the Tribute Tab of the Ministerium Interface. Drag and drop the desired Tribute Cards into the appropriate slots, then click the Commit Tribute button to proceed.

The Waiting Period: If you send an emissary to an opponent, Infernal Protocols require that you wait an appropriate amount of time before you send a following emissary to that same opponent. This time is determined by your Infernal Rank. A Prince of Hell must wait four turns, each lower rank must wait an additional turn. For example, a Lord must wait 8 turns.

Opponent's Options to Emissaries

Accept: Your opponent may accept the emissary in front of the Infernal Conclave and, thus, claim the Tribute Cards you presented. In exchange he agrees to make no demands of you (nor insult you) for one turn plus one additional turn for every Tribute Card in the gift, plus the difference in your Infernal Ranks if your rank is higher.

Note: If an emissary is accepted again before time has expired on the first "pay off," the new "pay off" time is added to the schedule of the previous one.

Refuse: Your opponent can also refuse the gift, which returns your Tribute Cards yet does not return the Prestige you spent in sending the emissary.

Humiliate: The last option is to humiliate the emissary, which wins the receiver of the emissary some Prestige and requires the initiator to claim Vendetta against him during the following turn, else lose more Prestige. If the initiating player is successful (in his Vendetta), he receives an additional Prestige bonus for exacting revenge on the aforementioned humiliation.

4.14.8 BLOOD VASSALS & BLOOD LORDS

At some point in the game you may decide it is more realistic to attempt a second-place finish rather than a first-place one. Players who trail in Prestige and land ownership can petition a more affluent, powerful player to let them become their Blood Vassals. The Blood Vassal works to support his lord's claim to the throne, understanding that he will be made the Blood Lord's Lieutenant should the Blood Lord succeed in ascending to the Infernal Throne.

The following rules govern the Blood Vassal and Blood Lord relationship:

- Only the player seeking to become a Blood Vassal may initiate a diplomatic action to create a Blood Vassal-Lord Relationship.
- The player seeking to become a Blood Vassal must possess less than half the Prestige and less than half the Cantons of his prospective Blood Lord.
- The player seeking to become a Blood Vassal must share at least one border Canton with his prospective Blood Lord.
- A player may only be a Blood Lord or Blood Vassal, never both.
- A player may only have one Blood Lord-Vassal relationship.
- Once the Blood Lord accepts the contract, the Blood Vassal immediately loses half of his Prestige.
- Once the Blood Lord accepts the contract, the Blood Vassal is demoted to the Infernal Rank of Lord (regardless of his previous rank) and the Blood Lord is promoted by one rank.
- Only the Blood Lord may conduct Diplomacy. Any diplomatic stance that the Blood Lord incurs also applies to his Blood Vassal.
- Other players may not direct Diplomacy against the Blood Vassal; they must instead direct them toward the Blood Lord.
- The Blood Vassal will not become Regent. The Regency always passes over the Blood Vassal to the next eligible player.
- The Blood Vassal does not draw Event Cards.
- The Blood Vassal and Lord may move freely into each other's territory.
- The Legions and Places of Power of the Blood Lord and Vassal may support the other in battle.
- The Blood Vassal still must comply with all demands and decrees of the Infernal Conclave; it is obligated to use its own resources in doing so.
- The Blood Vassal retains his public Prestige and may lose or gain it through interacting with the Infernal Conclave. At the end of the game, this Prestige is added towards that of his Blood Lord when determining the winner. Prestige from the Blood Vassal's Public or Secret Objectives is completely ignored.
- If the Blood Lord is Excommunicated, so too is the Blood Vassal and vice versa.

4.14.9 EXCOMMUNICATION

A Writ of Excommunication expels a player from the Infernal Conclave and turns all remaining Great Houses of Hell against the excommunicated player. Excommunication is usually the result of one's forceful attempt at seizing the Infernal Throne, though there exists an Event that can also excommunicate players.

The following rules apply to player excommunication:

- An excommunicated player may not gain or lose Prestige.
- An excommunicated player may not conduct Diplomacy.
- An excommunicated player may not be Regent; he does not draw Event Cards.
- An excommunicated player may not bid on items in the Infernal Bazaar.
- An excommunicated player may be attacked by any player, and any player may freely move into the Cantons of an excommunicated player. The Threat Level of an excommunicated player is considered to be "1", the highest. If another player moves into the Canton of an excommunicated player, ownership of that Canton immediately switches to the moving Legion in similar fashion to neutral Cantons at game's start.
- An excommunicated player may still be affected by Events, though Events which are decrees by the Infernal Conclave (i.e., Events that require player response or conformance) may be ignored by the excommunicated player.

Dissolution of the Infernal Conclave: If at any point in the game all players have been excommunicated, the Infernal Conclave is dissolved, and Pandemonium is reduced greatly in power. With this, the only way to win the game is by one player capturing and holding Pandemonium for five turns.

4.15 OBJECTIVES

Objectives are goals that reward you with Prestige at game's end. Well, if you successfully complete them. Your Public Objective is chosen when you create your Avatar; it can be viewed by all opponents. Secret Objectives, though, are drawn during the game and are generally hidden from one's enemies.

Public Objectives

There are seven Public Objectives that correspond to the seven deadly sins. If successfully accomplished, Public Objective yields 30 Prestige Points to your total when the game ends and election in the Infernal Conclave is held. There is never a penalty for failing one's Public Objective.

Secret Objectives

Secret Objectives are drawn from an individual Secret Objectives deck, which is created for each player and randomized at game's start.

The following rules govern Secret Objectives:

- Secret Objectives are only visible to opponents if that opponent discovers them by using the Dark Augury Ritual.
- Secret Objectives are drawn by issuing orders on the Orders Tab of the Ministerium Interface.
- One's level in the Prophecy Discipline determines how many Secret Objective cards that he may draw:
 - Prophecy Level 0:** You may not draw any cards.
 - Prophecy Level 1:** You may draw 1 card.
 - Prophecy Level 2-3:** You may draw 2 cards.
 - Prophecy Level 4-5:** You may draw 3 cards.
 - Prophecy Level 6+:** You may draw 4 cards.
- You may only keep one card from the group of drawn cards during any given order.
- You may only issue one order to draw secret objectives per game turn.
- Each Secret Objective awards Prestige Points if successful by game's end.
- If you fail in accomplishing a Secret Objective, the Prestige Point award is DEDUCTED from your Prestige total at game's end.
- The Unholy Revelations Ritual allows you to discard Secret Objective cards.

4.16 RESOLVING BATTLES

Create four lines of forty men, ensuring that the westward wind does not chap their faces. Flagbearers should flank the front. Ensure that hornmen position themselves well behind the forthcoming conflict, as most astute leaders would even assign them a small contingent to protect their position, should the enemy decide an opportune, hasty lunge.

For artifact men: a forward position entices enemy charges, though I dare not write the reasons for their protection (only the fool speaks of casual observations). So, Leader, use these to your advantage. The predator often attacks slow prey. When outnumbered, slight-of-hand will become your closest confidant. In his formative years, Xlaxiov often feigned misdirection and incompetence, which seduced him great victories from those too proud for sound methodologies.

--From "Elements and Proceedings of the Sound Tactician" by Framalthus



A battle occurs whenever a Legion legally enters a Canton that contains another Legion or Place of Power who belongs to an opponent, the Infernal Conclave, or who is neutral.

General Concept: In addition to level and hit point attributes, each Legion and Place of Power possesses three combat attributes: Ranged, Melee, and Infernal. Combat is decided by a round of "challenges" usually in this specified order. Combat attributes are compared, and damage is assigned to correlating Legions or Places of Power.

A combat usually consists of two such rounds. Attachments (such as Praetors, Artifacts, and Combat Cards) to combative units may alter this outcome. Legions and Places of Power may also possess special abilities to sway these results. If a Legion or Place of Power is reduced to zero hit points, it is defeated.

Battlefield Advantage: Before each battle, both combatants roll 1d6 and add their level. The higher roll awards that combatant a small bonus in a random, non-zero combat attribute that it possesses. A tie results in no bonuses.

Determine the Number of Rounds: Every Battle lasts two rounds unless a Legion or Place of Power possesses a special ability that adds or subtracts rounds. Battles must last at least one round.

Combat Cards: Combat Cards are removed from both combatants and their effects are applied to their respective owners.

Support Is Determined: Support from adjacent Legions is calculated, which means the combating Legion adds values equal to half of the supporting Legion's combat attribute (rounded down) for each of the three combat attributes mentioned above. (Note: a strength of one is rounded down to zero.) The following rules govern the eligibility of on-board units when granting support:

- Places of Power do not contribute support.
- Support is granted by Blood Vassals and Blood Lords.
- Support is granted against excommunicated opponents if both the attacking and supporting units do not belong to an excommunicated player.
- The supporting unit must be adjacent to the Canton of combat. That is, if you are defending then the supporting unit must be adjacent to your present Canton. If attacking, the unit must be beside the Canton into which you will advance.

Start Rounds of Combat: The rounds of combat are started by first determining the order in which these "challenges" will be conducted (again, the default order is Ranged, Melee, and Infernal -- so keep in mind that you may use special abilities to encourage maximum damage early on), though some attachments and special abilities can either add additional challenges or change the order in which these challenges occur. See Appendix F for Legion special abilities.

Attribute Comparison: Once the order has been determined, the correlating attributes are compared and the combatant with the higher attribute wins. Damage is applied to the loser; it is calculated as the difference between the two players' attributes. Some special abilities can modify or add special bonuses to this damage. Once damage and its effects have been determined, the loser has its hit points reduced. If the hit points are reduced to zero or less, the combat is over.

Continue Rounds: If all the attribute challenges have been processed, and if both combatants have greater than zero hit points, the combat continues for another round until the maximum number of rounds has been reached or, obviously, one or both combatants is destroyed.

Retreat Rules: If all rounds of combat have been fought and if both combatants have greater than zero hit points, one of the combatants must retreat, using the following rules:

- Places of Power never retreat.
- The Legion suffering the most amount of damage retreats to the nearest friendly Canton.
- If for some reason no friendly Canton is available, the retreating Legion is destroyed and removed from the game.

Place of Power Rules: If a Place of Power is defeated in combat, it is not destroyed. Instead, its hit points are set to one, and the owner of the victorious Legion becomes the Place's new owner. On following turns, the Place of Power will heal its hit points according to the new owner's Healing Rate. The victorious legion will be assigned a Canton (hex) adjacent to the captured place of power that is a valid move location. If no valid adjacent hex exists then it will be returned to the last valid Canton in its marching path. Note: Legions that fly to capture a Place of Power but then cannot find a valid adjacent hex are destroyed and removed from the game even if victorious in battle.

Legion Level Up Rules: If a Legion destroys its opponent in combat, it has a chance to level up. For each Legion the game maintains a level-up number between one and 100. This number is increased randomly in proportion to the level of the opponent defeated (i.e., the higher the enemy level, the greater the experience value). Upon defeating an opponent, a second random number between one and 100 is generated. If the second number is less than the unit's internal level-up number, this Legion is promoted to the next level, and a turn log message is created that allows the controlling player his pick from a menu of upgrades. Afterwards, the unit's internal level-up number is reset to "1".

Scavenging Artifacts: If a Legion destroys an opponent who possesses an Evil Artifact then that Legion has a chance to recover this artifact. Upon recovery, the game will notify the player through the Turn Log Tab of the Ministerium Interface.

Prestige Gained: If a Legion destroys an opponent, the player is awarded Prestige Points equal to twice the level of the destroyed Legion. If a Place of Power is captured, he gains Prestige Points equal to twice the level of the Place of Power.

Battle Example

The screenshot to the right (Battle Round 1) shows the first round of combat between two Legions. Notice that the combat data for each attribute flows inward from the outside. On the left, the Iron Maidens show a Ranged challenge attribute of five (their base attribute) and six (their base plus any bonuses due to adjacent Legions, Combat Cards, etc.). The Bloody Hands have values (again, outside in) of four (base) and five (base plus bonuses). The hit points are displayed above and below each challenge. The number above indicates the hit points before the comparison; the one below indicates the hit points after the challenge's resolution. Since the Iron Maidens have six Ranged points and the Bloody Hands have five, one point of damage is inflicted on the Bloody Hands.

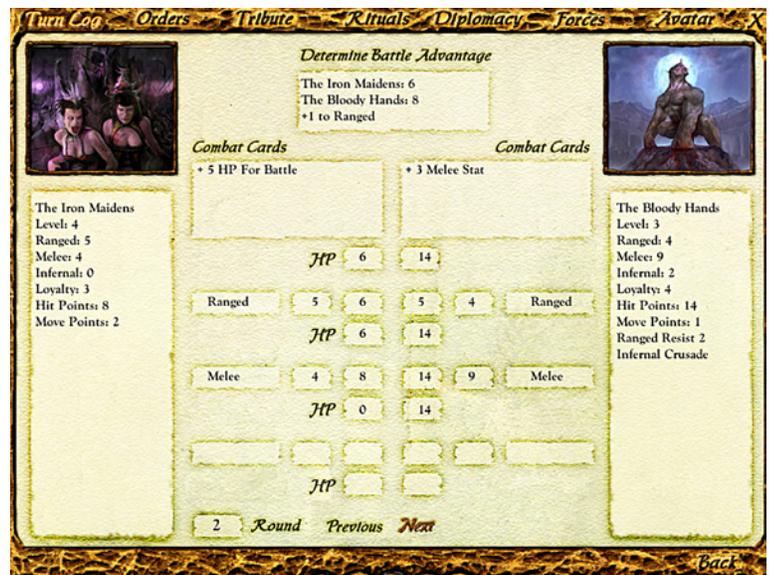


Battle Round 1

The next challenge, however, is far worse for the Iron Maidens. The Iron Maidens have a modified Melee of eight, and the Bloody Hands have 14. Thus, six points of damage are assigned to the Maidens.

At the end of this first round of combat the Iron Maidens have six remaining hit points and the Bloody Hands have 14.

Since neither Legion was destroyed, a second and (in this case) final round of combat occurs (Battle Round 2). The same challenges unfold since neither Legion has special abilities or Artifacts that might alter the challenge results. At the end, the Bloody Hands destroy the Iron Maidens during their Melee challenge.



Battle Round 2

4.17 SINGLE COMBAT

Single Combat occurs whenever two Praetors meet to defend their Archfiend's honor in the Infernal Arena of Pandemonium. The impetus can be the resolution of a Vendetta, a challenge against Pandemonium's reigning Champion, or a Grand Tournament sponsored by the Infernal Conclave.

General Concept: In addition to level and hit points, all Praetors have three combat attributes: Attack (Skulls), Defense (Shields), and Infernal (Orbs). (This stuff was in 4.6.) Praetors may also gain special combat moves through Manuscripts, which may augment the four basic combat moves we will see below. Combat moves are increased by Skulls, Shields, and Orbs so they may more effectively damage or shield damage from a corresponding attack. Each Praetor has six numbered Combat Slots to be filled by combat moves. Duels are resolved by starting at the first Combat Slot, comparing their combat moves, then assigning damage to hit points. In general, Skulls do damage, Shields block Skulls, and Orbs commit damage that cannot be blocked by Shields. This process of combat continues until one Praetor (or both) is reduced to zero hit points.

Luck: All Praetors have a Luck attribute, which is a single digit number used for a Luck Roll. A Luck Roll is a random number between zero and the Luck attribute. (For example, a Luck of 2 can generate a random number between 0 and 2.) Luck Rolls are added to any combat moves based on Skulls or Shields. Combat moves based on Orbs do direct damage and are not affected by Luck.

Basic Combat Moves

All Praetors have access to four basic combat moves. Combat moves are assigned through an in-game menu, where Skulls, Shields, and Orbs may be allotted to these moves. The four basic moves are:

Melee Attack: This move may be augmented by one to five Skulls. When compared to the opponent's move in their corresponding Combat Slot, this move may do hit point damage against the opponent. The hit point damage is equal to the number of allotted Skulls plus a random roll of the aggressing Praetor's Luck subtracted by the sum of the defender's allotted Shields and a random roll of the defending Praetor's Luck. In other words:

Damage = (Number of Skulls by aggressor + aggressing Praetor's Luck Roll) - (number of Shields by defender + defending Praetor's Luck Roll)

Melee Defense: This move may be augmented by one to five Shields. When compared to the opponent's move in their corresponding Combat Slot, this move may block hit point damage against your Praetor. The blocked hit point damage is equal to the number of allotted Shields plus a random roll of your Praetor's Luck.

Guarded Attack: This move may be augmented by one to four Skulls as well as one to four Shields. It is a hybrid move that acts just like a Melee Attack and Melee Defense.

Infernal Burst: This move must be allotted three Orbs for execution. It does 1d6 damage directly to your opponent's hit points. No Luck can mitigate this damage, however some exotic combat moves can block or absorb the damage from Infernal Bursts.

Exotic Combat Moves

Praetors can learn other, more powerful combat moves by training with Manuscripts. Some Manuscripts require a single piece for training, although -- as you recall -- the more powerful moves require you to collect two or three matching pieces for their completion. Exotic combat moves follow the same rules with Skulls, Shields, and Orbs as do their basic move counterparts, although special bonuses may apply bonus damage or grant special advantages during that combat round. Consult Appendix C for a full list of these moves.

Note: Some combat moves grant added damage when certain conditions are met. This damage CAN be blocked by unused Shields and Luck working on behalf of the defender. When successful, the bonus damage granted by the combat move acts as a virtual bonus Skull because it adds damage yet costs nothing extra to perform.

Level Up

The winning Praetor is automatically given a level-up advancement, except in the Grand Tournament where a special title is given to the sole surviving Champion at competition's end. The game determines these random bonuses based on the Praetor's current level, and it offers these choices to you on the following turn through your turn message log. You must select one level-up bonus to proceed.

Banishment

The losing Praetor is banished to the Abyss (i.e., Tartarus) and removed from the game.

Single Combat Example

In the above example of Single Combat, Furfur has emerged victorious over Decarabia. You can see the six Combat Slots that compose a single round of combat. Each Praetor fills these slots with combat moves according to his abilities.

First Slot

In the first Combat Slot Furfur has chosen an exotic combat move called Impale that he has acquired through training. If the Shields assigned to his Impale move exceed the Skulls (if any) assigned to the combat move by Decarabia, Furfur does extra damage. This extra damage is equal to the difference between the Shields of Furfur and the Skulls of Decarabia. Decarabia has chosen a five Skull melee attack so the difference is only one.

The Impale combat move and the melee attack of Decarabia are resolved simultaneously for the slot. Furfur's Impale move is three attack



Single Combat

Skulls plus the two Luck points that were randomly rolled between zero and three (Furfur's Luck is three). This score is compared to the Shields and Luck of Decarabia, who, in this example, has no Shields but has rolled a Luck of two (Decarabia's Luck is two, so this was the maximum possible roll). The difference is calculated as $5 - 2 = 3$ damage points, and with the one additional damage point that Impale awards, the new total is now four. As you can see, Decarabia's hit points have reduced from nine to five.

The Melee attack for Decarabia is resolved simultaneously with Furfur's Impale combat move. The melee attack has been assigned five Skulls plus two Luck points, totaling seven. Furfur has six Shields assigned to Impale plus the two Luck points, which totals eight. The difference is calculate as $7 - 8 = -1$, so no damage is applied; all has been blocked.

Second Slot

In the second slot both Praetors have chosen the guarded attack combat move. The Skulls and Luck of each move are compared to the Shields and Luck of the other. The difference is applied as damage.

For Furfur's guarded attack he uses three Skulls plus his Luck Roll of three to total six. Decarabia has three Shields and one Luck. The difference is $6 - 4 = 2$ damage.

For Decarabia's guarded attack, two Skulls plus a Luck roll of one totals three. Furfur has one Shield and three Luck. The difference is $3 - 4 = -1$. No damage is applied since all has been blocked.

Third Slot

For the third slot both Praetors have again chosen like combat moves. Here, it's Infernal Burst. This move costs three Orbs and it does direct damage (1d6 roll) to the opponent. According to the results for each Praetor, Furfur rolled a two (the hit points of Decarabia went from three to one) and Decarabia rolled a four (the hit points of Furfur went from 16 down to 12). No one is dead, thus combat continues.

Fourth Slot

In the fourth and last slot, Furfur has chosen the basic melee attack while Decarabia has chosen the guarded attack. As before, the Skulls and Luck of each attacking move are compared to the Shields and Luck of the other. The difference is applied as damage.

For Furfur's melee attack, four Skulls plus a Luck Roll of two totals six. Decarabia has two Shields and one Luck. The difference is $6 - 3 = 3$ damage. Decarabia has been defeated.

For Decarabia's guarded attack, two Skulls plus a Luck Roll of one totals three. Furfur has only two Luck points. The difference is $3 - 2 = 1$ damage. Furfur still has 11 hit points, and he is declared the Victor.

4.18 CHAMPIONS OF PANDEMONIUM

During the course of the game, players may challenge the Champions of Pandemonium to Single Combat in an attempt to win Prestige for their house. There are four Champions of Pandemonium who must be defeated in increasing order of difficulty. Once a Champion of Pandemonium is defeated by any player, the next champion fills his place. If the last (4th) Champion of Pandemonium is defeated by a player's Praetor then the winning Praetor is declared the new reigning Champion of Pandemonium, which endows him a special title and allows the player bonus Prestige Points. Afterwards, other players may still challenge the new Champion of Pandemonium to Single Combat (which he is obligated to fight in the Grand Arena). Victories are rewarded with Prestige; defeats result in permanent banishment and (if needed) a new Champion of Pandemonium.

Qualification

For eligibility to challenge the Champion of Pandemonium, a Praetor must win at least one Single Combat. You may enter the arena by clicking Manage Praetors on the Orders Tab of the Ministerium Interface. From there you select the Praetor who meets these qualifications.

4.19 GIVING ORDERS

The primary way to accomplish things in Solium Infernum is to create orders by placing them into one of your six Order Slots, which is found in the Orders Tab of the Ministerium Interface. You can also click a Legion's icon then select the appropriate order from its corresponding pop-up window. Likewise, orders for bidding in the Infernal Bazaar can be placed via the Infernal Bazaar Interface (if you wish the convenience, the hotkey is 'b'). If not, visit the Orders Tab of the Ministerium.

Order Categories

You may issue any of the below orders on most given turns:

Demand Tribute: Use this order to demand Tribute Cards from your minions. A sub-category offers you the option to seek out Manuscripts or to consolidate Tribute Cards.

Bid on Legion: Use this order to bid on a Legion in the Infernal Bazaar.

Bid on Praetor: Use this order to bid on a Praetor in the Infernal Bazaar.

Bid on Artifact: Use this order to bid on an Artifact in the Infernal Bazaar.

Bid on Relic: Use this order to bid on a Relic in the Infernal Bazaar.

Bid on Manuscript: Use this order to bid on a Manuscript in the (yes) Infernal Bazaar.

Give Legion Orders: Use this order to March, Fly, Dismiss, or Train a Legion.

Create a Combat Card: Use this order to create a Combat Card that attaches to a Legion or Place of Power.

Make a Diplomatic Effort: Use this order to make a Demand, hurl an Insult, claim Vendetta or Blood Feud, send an Emissary, or petition to be a Blood Vassal.

Play an Event: Use this order to play an Event Card that you drew when you were Regent.

Manage Objectives: Use this order to draw Secret Objectives or to assemble the final pages of Manuscripts for Rites and Machines that have become Secret Objectives. (See Manage Manuscripts below for its counterpart.)

Manage Praetors: Use this order to transfer Praetors to a target Legion, Place of Power, or your vault. Training and challenging the Champion of Pandemonium may also be accomplished here.

Manage Artifacts: Use this order to transfer Artifacts to a target Legion or your vault.

Manage Relics: Use this order to transfer Relics to a Place of Power, a Ritual Slot, or your vault.

Manage Manuscripts: Use this order to assemble Manuscripts dealing with Rites and Machines for which you do not currently have a secret objective.

Increase Attributes: Use this order to increase your attributes. Remember: only attributes less than level six may be increased.

4.20 TURN LOG

The turn log keeps you informed of all major events in Hell. The following items will show in your turn log: decrees from the Infernal Conclave, diplomatic messages, notification of battles and Single Combats that involve you, tribute brought to you by your minions, the news of catastrophic events and misfortunes, and the drawing of event and secret objective cards.

Response Required

Many messages in the turn log are accompanied by a wax seal button with the imprint of a pen. These messages can and often MUST receive your response before you may end your turn. The most common of these involves the notification of your tribute arrival. Clicking the aforementioned button lets you select which tribute you will keep.

Response Exceptions

Some messages do not require a response but simply offer you the opportunity to respond. If you fail to respond, there may be consequences such as the loss of Prestige. The following types of messages do not require response before ending your turn. Behind them lie their respective consequences.

- Response to Single Combat (no response means forfeit).
- Response to Infernal Conclave Decrees (no response means non-compliance and [usually] loss of Prestige).
- Response to Durational Rituals (no response means that the Ritual will NOT continue on the following turn).
- Response to some Events (no response means non-compliance or non-participation).

4.21 A SECTION 4 AFTERWORD

The concepts above are not necessarily hard, though their volume and the potential of their interactions can be. We've decided that the best way to present this manual is by dividing it into mechanical pieces so you may ingest them individually. Take this explanation, read it once. Play the game and refer to the sections as they draw your questions.

5. MULTIPLAYER GAMES

That was the hard part. Here's the easy part.

There are two modes for multiplayer games: Hot Seat and Play By eMail.

Hot Seat

In Hot Seat games, players alternate inputting turns on the same computer. After each human player clicks the End Turn button, a screen appears which prompts the next player to begin their turn.

Play By eMail (PBeM)

In PBeM games, players create their turns on separate computers and send the appropriate turn file to the player designated as host. The host player consolidates each player's turn in a designated game folder and then he processes the turn to finish the round. In response, the game creates a new file which is sent to each of player's email. Here is a detailed view of this process:

1. The Host creates the game on his computer via the Start New Game menu. He sets all game parameters. A unique name is assigned to the game, which becomes the name for the main game file as well as the folder where the file is located. Multiplayer save games are stored in:
Windows: My Documents\Solium Infernum Game\MultiPlayerSaves\
The Host also enters his own and each player's email address or identifying name.
2. The Host then invites the players to join by clicking the Invite button. Individual invitation files are created, and these are named after the players' email addresses/names then placed in the folder identified above. The host player sends the invitation files via email to the players. These invitation files have .inv file suffixes.
3. The receiving players then place their .inv invitation files in the "_NewGameStarts" folder, which is located in their MultiPlayerSaves folder. Each player starts Solium Infernum, selects Multiplayer, then selects Load Game. The name of the new game appears as a file in the File Select Screen, and these players should then left-click the appropriate name and then press Load. The game prompts them to select a pre-existing Avatar. Afterwards, the game prompts a dialogue box that suggests sending their .trn file to the host. Clicking OK dismisses the dialogue.
4. Each player now finds a new folder named after this game within their MultiPlayerSaves folder. Here, a newly created file -- which is named after the player's email/name and ends with .trn -- is stored. The player emails this file to the host.
5. After receiving each player file the host places all .trn files in the game's named folder. The host then starts Solium Infernum, selects Multiplayer, then selects Load Game. He clicks the game's name and then clicks Load. A Host Control Interface appears which lists the status of all players. If all .trn files are present, the Start Game button is activated. The host clicks the Start Game button to (of course) start the game.
6. The Host now sees his view of the map and he is able to create his turn orders. He may either do so now or simply save the game, exit, and return later. Before the next turn can be processed, the host emails the main game file to the other players and then receives their completed .trn files in return. The name of the main game file will be the game's name followed by the word "main." Its suffix is .sav.
7. Players receive the main game file from the host via email and then place this file in the folder identified above. They load the game via their multiplayer load interface. They complete their orders. To finish, they click End Turn to save. Afterwards, the players exit and then email their .trn file (which has been newly created, and which resides in the named game folder) back to the host.
8. Once the host receives all turn files, he puts them into the game folder then clicks Process Turn under the Host Control Interface. The host should ensure that he has finished issuing orders and responding to any turn log message before clicking this button, else: he loses his chance.
9. The game creates a new main turn file. The host distributes this through email to the players.
10. This process continues until the game is finished.

Note: Players may be turned over to the control of the AI by clicking on the "Human Player" label/button next to the player's name. This process is final though once the turn is processed and CANNOT be undone later during the game.

Note: In the case that the host player is eliminated from play, the host player will still need to collect process and disseminate the game files. The host will simply be unable to create any orders for his own eliminated position but may view the game board.

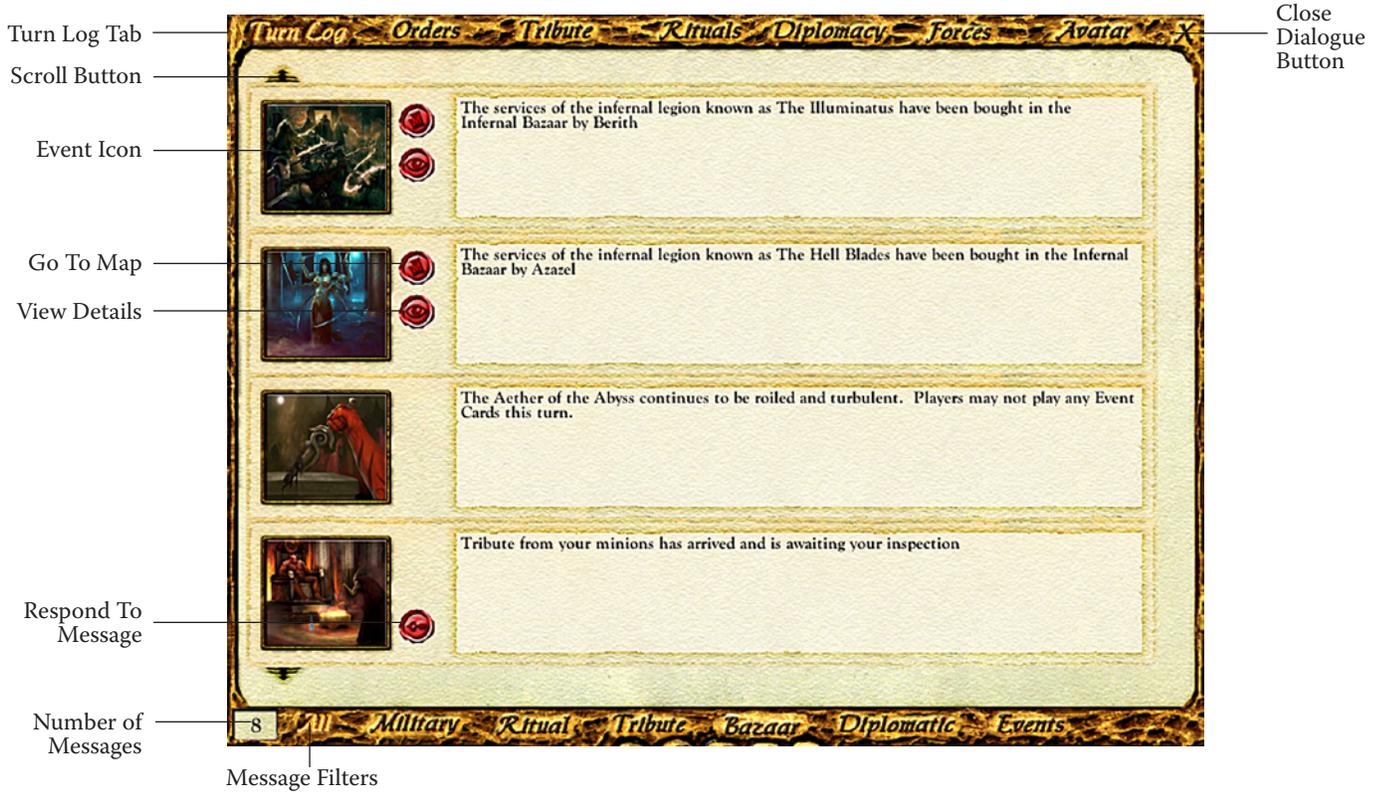
APPENDICES

A. USER INTERFACE OVERVIEW

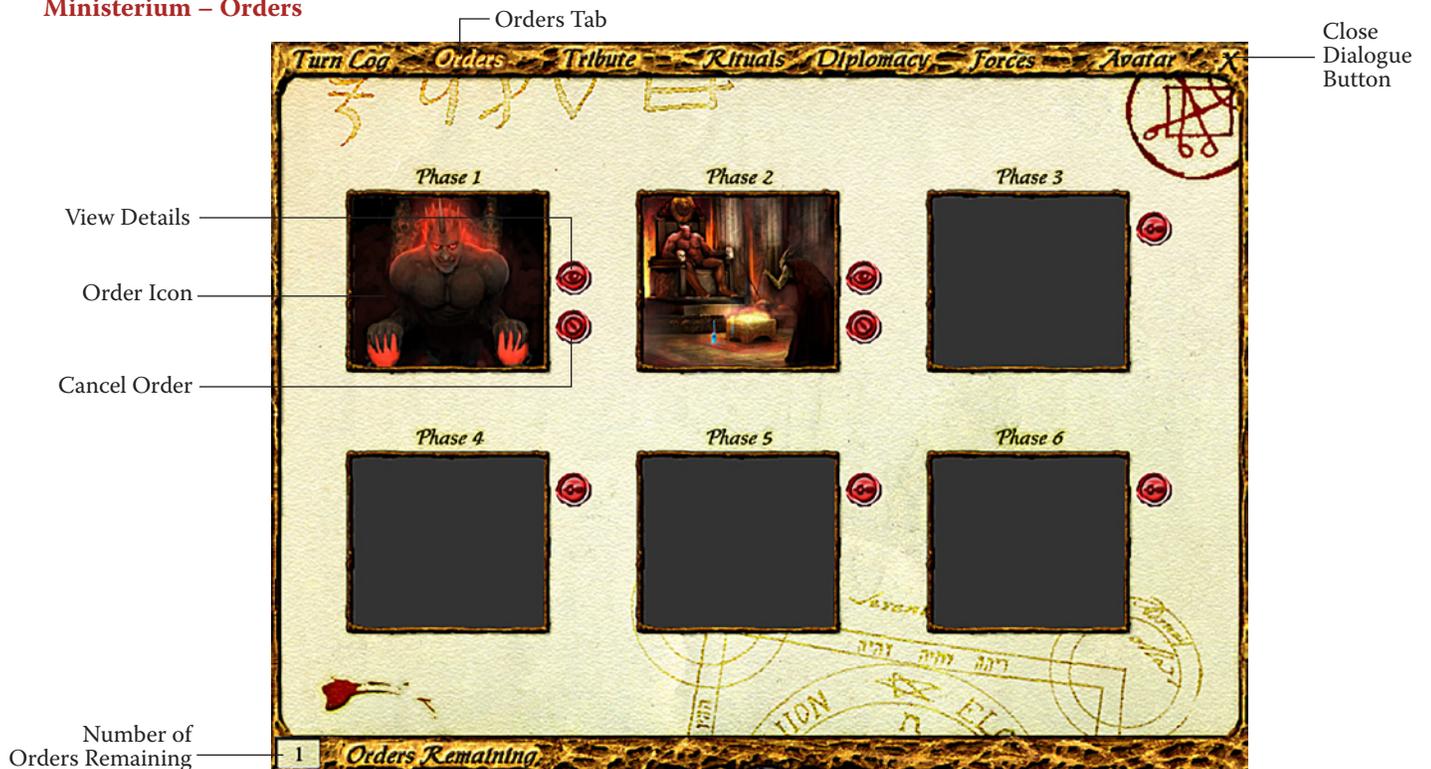
Tokens and Resources Indicators



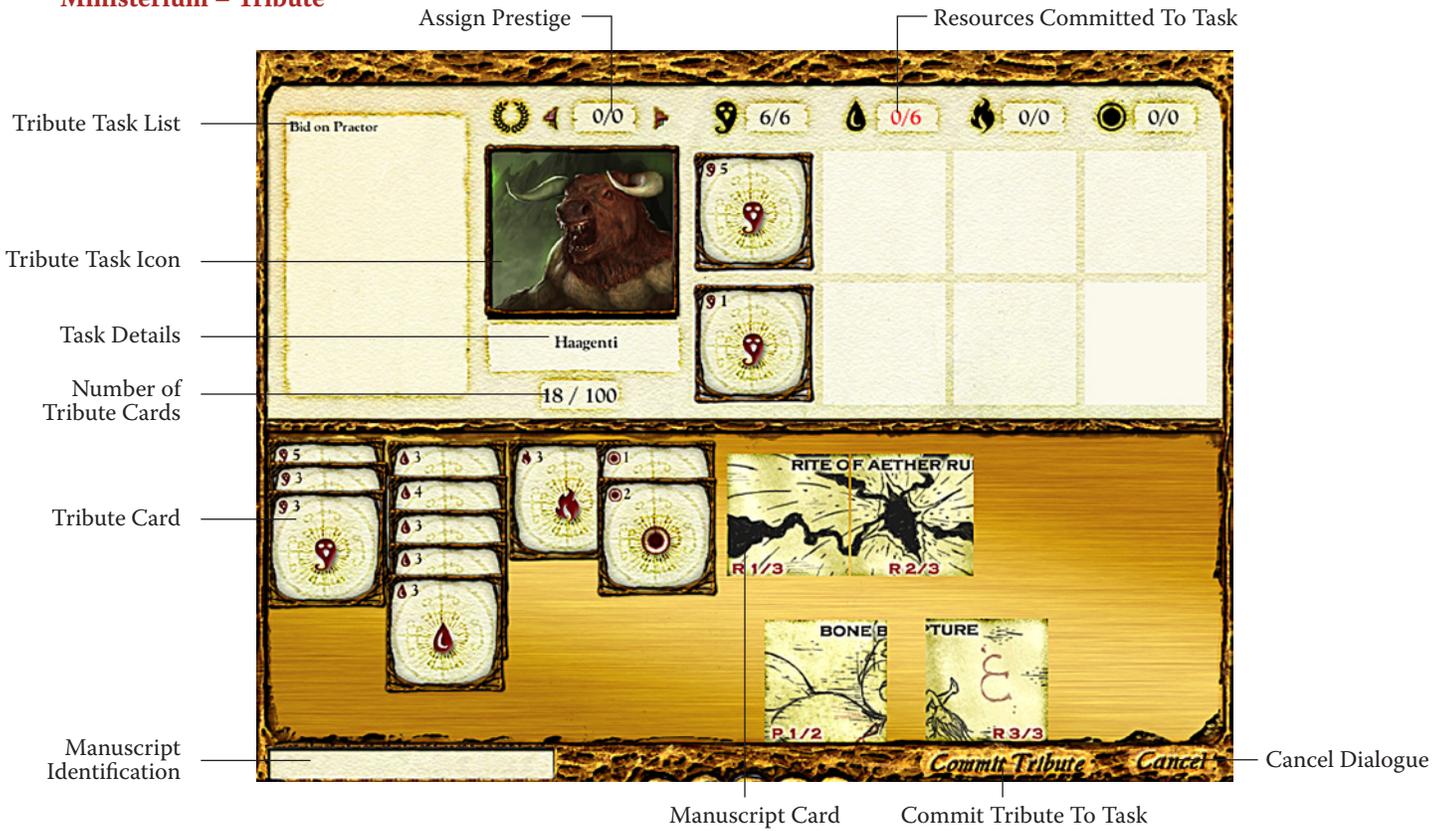
Ministerium – Turn Log



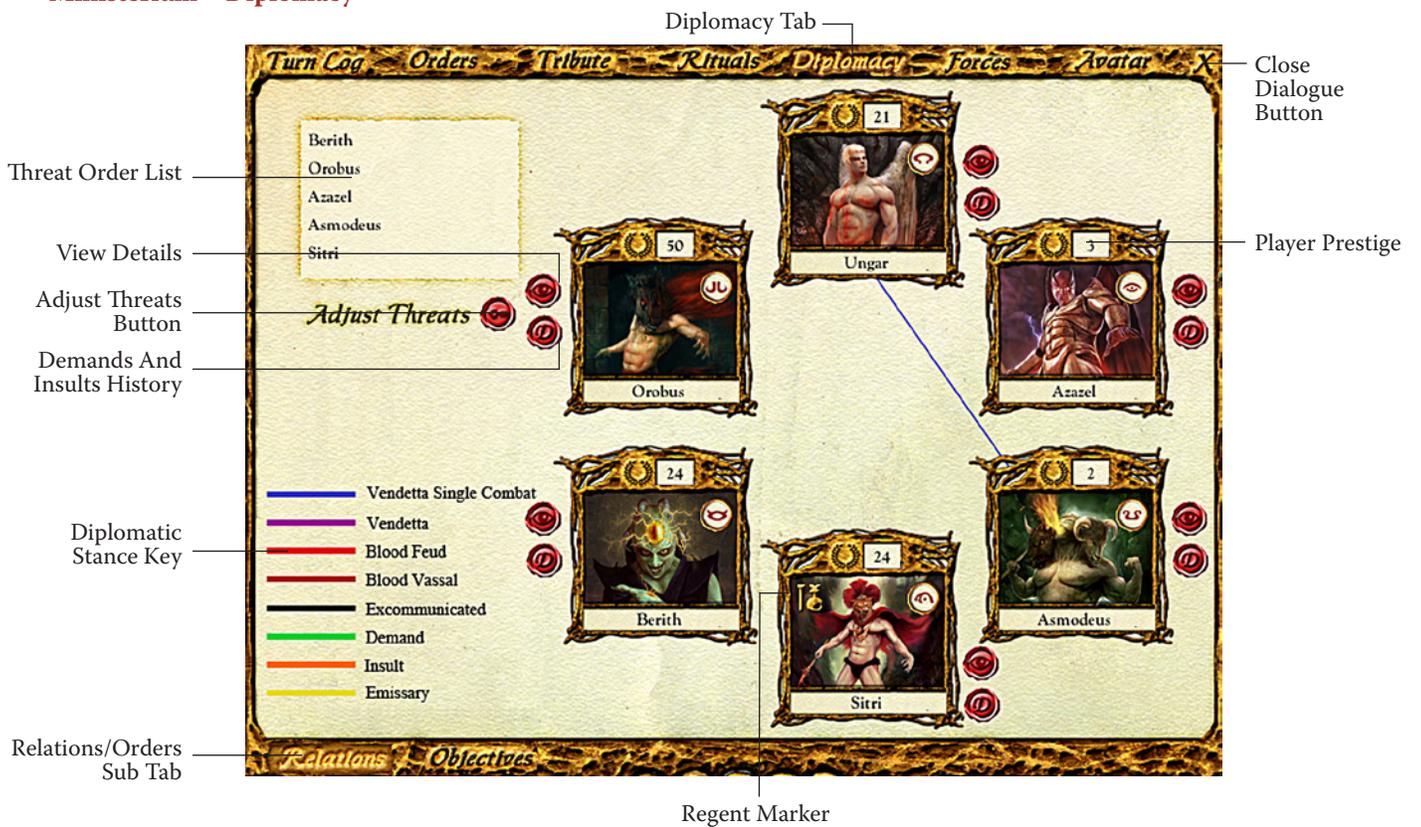
Ministerium – Orders



Ministerium – Tribute



Ministerium – Diplomacy



Ministerium – Forces

Forces Tab

Close Dialogue Button

Item List

Item Icon

Item Details

Flavor Text

Attachment Slot

Upkeep

Item Filters

Abyssal Striders
Level: 2
Ranged: 4
Melee: 3
Infernal: 0
Hit Points: 8 / 8
Loyalty: 2
Move Points: 3

It is said that a Strider exists for each prideful human. They dwell the excavated mountains north of the river Styx. Striders are small, brawny creatures who show no capacity to learn from others. They are known for ritual dances that often lead to the letting of each others' blood. Even though they are Hell-dwellers, Striders carry this raw smell of the sea a scent of fish aging out of water. -Encyclopedia Infernal

Legions 0 Orders 0 Tribute 0 Rituals 0 Diplomacy 0 Avatar 0

Ministerium – Avatar

Avatar Tab

Close Dialogue Button

Player Portrait

Avatar Details

Attributes

Order Increase Attribute

Powers

Roll Modifier For Power

Stats/Powers Tab

Ungar
Marquis of Hell
Prince of Lies
Command Rating: 3 Legions
Healing Rate: 2 Points per Turn
Tribute Roll Modifier: +2
Prestige Per Turn: +0
Number of Cantons: 11

	Base		Power Level	Power Roll Modifier
Martial Prowess	1	▲	Wrath	1
Cunning	2	▲	Deceit	6
Intellect	3	▲	Prophecy	3
Wickedness	1	▲	Destruction	1
Charisma	2	▲	Diabolism	2

Turn Cog Orders Tribute Rituals Diplomacy Forces Avatar X

Legions Places of Power Praetors Artifacts & Relics Events

Infernal Bazaar



B. HOT KEYS

Spacebar: Open Ministerium Interface

"B": Open Bazaar Interface

"Z": Toggle Map Zoom

"N": Cycle next friendly Legion

"M": Cycle next friendly Place of Power

“, ”: Cycle next enemy Legion

“. ”: Cycle next enemy Place of Power

"Q": Open Save/Load/Quit Interface

Arrow Keys: Scroll the map

C. PRAETOR SPECIAL ABILITIES

Collector of Artifacts: After a victory in battle, the chance to recover enemy Artifacts is 100%.

Block Combat Cards: The enemy may not use Combat Cards during battle.

Infernal First: The Infernal round occurs first in battle.

Melee First: The Melee round occurs first in battle.

Ranged Last: The Ranged round occurs last in battle.

Melee Last: The Melee round occurs last in battle.

Ranged Twice: The Ranged round occurs twice in battle.

Melee Twice: The Melee round occurs twice in battle.

Infernal Twice: The Infernal round occurs twice in battle.

Ranged +X: Add X to the Ranged attribute of the Legion or Place of Power commanded by this Praetor.

Melee +X: Add X to the Melee attribute of the Legion or Place of Power commanded by this Praetor.

Infernal +X: Add X to the Infernal attribute of the Legion or Place of Power commanded by this Praetor.

Level Roll +X: Add X to the level of the Legion or Place of Power commanded by this Praetor during the following: combat and Resistance Rolls, and determining the number of attachment slots.

Loyalty +X: Add X to the loyalty of the Legion or Place of Power commanded by this Praetor.

Mind Burn (Combat Move): Do 1d6 damage to opponent. If your Praetor's Infernal power is greater than your opponent's Infernal power, do an additional 1d6.

Blood Boil (Combat Move): Do 1d6 damage to opponent. Do an additional point of damage for each level of your Praetor.

Veil of Smoke (Combat Move): Block 1d6 + 1 per Praetor level of damage from opponent during the remaining combat phases in this round. (This includes the same phase that Veil of Smoke is used.)

Piercing Lunge (Combat Move): In addition to normal combat damage, do 1d6 in damage to opponent if your assigned Skulls exceed your opponent's assigned Skulls. You must do combat damage for the bonus to trigger.

Crippling Strike (Combat Move): If your Praetor's level exceeds your opponent's assigned Shields for the phase in which Crippling Strike is used, remove 1d6 + 1 per Praetor level of assigned Skulls from your opponent's combat moves in all subsequent phases for the rest of the round.

Impale (Combat Move): In addition to normal combat damage, do one additional point of damage to your opponent for each assigned Shield that exceeds your opponent's assigned Skulls in the same combat move phase. You must do combat damage for the bonus to trigger.

Bleeding Wound (Combat Move): In addition to normal combat damage, do one point of damage to your opponent for every assigned Skull that exceeds your opponent's assigned Shield. This effect lasts for all subsequent combat move phases in the current round.

Bone Breaker (Combat Move): In addition to combat damage, do one additional point of damage to your opponent for each Shield he assigned during both his current combat phase and its preceding phase. You must do combat damage for the bonus to trigger.

Sinew Slice (Combat Move): In addition to combat damage, do 1d6 in damage for every two assigned Skulls in your opponent's current combat phase. You must do combat damage for the bonus to trigger.

Lava Orb (Combat Move): Do 2d6 points of damage to opponent.

Obsidian Skin (Combat Move): Block 2d6 points of damage for the remaining combat phases in this round. (This includes the same phase that Obsidian Skin is used.)

Impenetrable Stance (Combat Move): Block two points of damage for every Shield that you assign. (This includes the same phase that Impenetrable Stance is used. It lasts for the rest of the round.)

Demonic Trance (Combat Move): There is a 20% chance plus 5% per level of your Praetor that this combat move will negate each subsequent combat move of the opposing Praetor for the remaining combat phases in this round.

Oath of Retribution (Combat Move): If the opposing Praetor's combat move inflicts damage, the opposing Praetor receives triple the damage inflicted; you receive none.

Rain of Brimstone (Combat Move): Do 3d6 points of damage to opponent.

Tentacle Rupture (Combat Move): Do three points of damage to opponent for each combat move you have already performed.

Vile Oath of Consumption (Combat Move): Do 1d4 points of damage to opponent for every level of your Infernal power.

Bloody Laurel: Upon this head rests the Order of the Bloody Laurel for victory in the Great Games of Pandemonium. (Note: This gives +4-6 HP, +3-6 Loyalty, +1-4 Attack, +1-4 Defense, +1-4 Infernal, +1 Luck.)

Crimson Skull: This Praetor carries the Order of the Crimson Skull for dreadful deeds. (Note: This gives +4-6 HP, +1-3 Loyalty, +1-4 Attack, +1-4 Defense, +1-4 Infernal, +1 Luck.)

Anointed of Ash: This Praetor has been anointed by ash. (Note: This gives +2-4 HP, +1-3 Loyalty, +1-3 Attack, +1-3 Defense, +1-3 Infernal, +1 Luck.)

D. ARTIFACT SPECIAL ABILITIES

Sound of Doom: After each round starts, the enemy must roll 1d6 and add its level. If the number is less than 10, any “action” special abilities (such as those given by Artifacts and Praetors) are blocked for the entire round. Special abilities that grant attribute bonuses are not affected.

Stunning Blow: A successful Melee attack does double damage and reduces the opponent’s attributes to zero for the rest of that combat round.

Oblivion: If the Legion possessing this Artifact is destroyed in battle, the enemy has a 100% - 5% per enemy level chance of being destroyed as well.

Power of Damnation: If the Legion or Place of Power deals Infernal damage to an enemy, the damage is doubled.

Panic: Before the battle starts an enemy Legion must roll 1d6 and add its level. If the number is less than 10, it takes 1d6 damage and lowers each combat attribute by 1d6. (Note: Places of Power are not affected by Panic. The enemy Legion may receive damage equal to exceeding their starting hit points.)

Infernal Dissipation: Upon inflicting Infernal damage to the enemy, the enemy rolls 1d6 and adds its level. If the number is less than 10, the assigned hit point damage is permanent (i.e., may not be healed.)

Vampiric Reaping: Upon inflicting Melee damage to an enemy, the enemy rolls 1d6 and adds its level. If the number is less than 10, the enemy is damaged and the attacking unit is healed an equal amount.

Center of Evil: Combat support granted by this unit is at full-strength, not halved.

Seat of Command: Any attribute bonuses granted by a Praetor who is also attached to this unit are tripled.

Trample: Upon inflicting Melee damage to the enemy, add half of the attacking unit’s hit points as bonus to the total damage.

Infernal Burst: Upon inflicting Melee damage to the enemy, add the attacking unit’s Infernal attribute as bonus to the total damage.

Totem Power: When damaged by enemy Melee, the enemy rolls 1d6 and adds its level. If the number is less than 10, the enemy takes damage equal to this unit’s Infernal attribute.

Leper King’s Curse: Upon inflicting Melee damage to the enemy, the enemy rolls 1d6 and adds its level. If the number is less than 10, the enemy takes damage equaling half of this unit’s loyalty. This continues at the beginning of every subsequent combat round.

Sulfurous Burns: All damage from Ranged attacks is doubled.

Flesh Rend: Upon inflicting Melee damage to the enemy, the enemy rolls 1d6 and adds its level. If the number is less than 10, 1d6 is deducted from each of the enemy’s non-zero attributes for the duration of combat.

Demonic Salve: All hit point damage is restored at the beginning of every game turn and every combat.

Siege Engine: All damage toward enemy Places of Power is doubled.

Dark Aura: All damage from Ranged attacks towards this unit is negated.

Wall Ram: Melee damage toward enemy Places of Power is doubled.

Hit Point Bonus 10: A bonus of 10 hit points is temporarily applied before battle.

Ranged Resistance 5: Up to five points of Ranged damage are negated against this unit whenever it loses a Ranged challenge in combat.

Melee Resistance 5: Up to five points of Melee damage are negated against this unit whenever it loses a Melee challenge in combat.

Swift +1: Add one to this Legion’s move points.

Ponderous: The Legion possessing this Artifact is limited to one move point; it cannot fly.

No Fly: The Legion possessing this Artifact cannot fly.

Ranged +X: Add X to Ranged attribute.

Melee +X: Add X to Melee attribute.

Infernal +X: Add X to Infernal attribute.

Level Roll +X: Add X to Legion’s level for the following purposes: combat and Resistance Rolls, and determining the number of attachment slots.

Loyalty +X: Add X to Legion’s loyalty.

Half Infernal Damage: Any damage sustained by an Infernal challenge is halved.

E. RELIC SPECIAL ABILITIES

- Prestige +1:** This Relic grants +1 Prestige Point per turn to its owner if placed in a Stronghold's or Place of Power's attachment slot.
- Prestige Bonus +30:** This Relic grants +30 Prestige Points to the Archfiend who controls it at game's end. However, each turn that passes until the end of the game will cost you a prestige point in upkeep.
- Wrath +1:** Add 1 to the Wrath level of the Archfiend controlling this Relic.
- Deceit +1:** Add 1 to the Deceit level of the Archfiend controlling this Relic.
- Prophecy +1:** Add 1 to the Prophecy level of the Archfiend controlling this Relic.
- Destruction +1:** Add 1 to the Destruction level of the Archfiend controlling this Relic.
- Diabolism +1:** Add 1 to the Diabolism level of the Archfiend controlling this Relic.
- +X Deceit Roll:** Add X to any rolls using the Deceit power of the Archfiend who controls this Relic.
- +X Prophecy Roll:** Add X to any rolls using the Prophecy power of the Archfiend who controls this Relic.
- +X Destruction Roll:** Add X to any rolls using the Destruction power of the Archfiend who controls this Relic.
- +X Diabolism Roll:** Add X to any rolls using the Diabolism power of the Archfiend who controls this Relic (i.e. Diabolism Rituals, Burnt Offerings, and Demands of Supplication).
- +X Resist Deceit:** Add X to any rolls of the Archfiend who controls this Relic when defending against the Deceit power of another Archfiend.
- +X Resist Prophecy:** Add X to any rolls of the Archfiend who controls this Relic when defending against the Prophecy power of another Archfiend.
- +X Resist Destruction:** Add X to any rolls of the Archfiend who controls this Relic when defending against the Destruction power of another Archfiend.
- +X Command Rating:** Add X to the Command Rating of the Archfiend who controls this Relic.
- +X Healing Rate:** Add X to the Healing Rate of the Archfiend who controls this Relic.
- +X Loyalty Bonus:** Add X to the Loyalty of every Legion of the Archfiend who controls this Relic.
- +X Tribute Roll:** Add X to the tribute roll of the Archfiend who controls this Relic.
- +50% Manuscripts:** Increases the chance that your minions will bring you Manuscripts when directed to search for them.
- +1 Order Slot:** The Archfiend who controls this Relic gains an additional Order Slot (to a maximum of six).
- +1 Ritual Slot:** The Archfiend who controls this Relic gains an additional Ritual Slot (to a maximum of five).
- Dimensional Gate:** The Archfiend who controls this Relic gains the ability to perform the Dimensional Gate Ritual. This Relic must be placed in a Ritual Slot inside the Ritual chamber to activate.
- Evil Sanctuary:** The Archfiend who controls this Relic can never lose attribute points. This Relic must be placed in a Ritual Slot inside the Ritual chamber (it may also be attached to a Place of Power) to activate.
- Demonic Flesh:** The Archfiend who controls this Relic gains the ability to perform the Demonic Flesh Ritual. This Relic must be placed in a Ritual Slot inside the Ritual chamber to activate.
- Anointed of Ash:** The Archfiend who controls this Relic gains the ability to perform the Anointed of Ash Ritual. This Relic must be placed in a Ritual Slot inside the Ritual chamber to activate.
- +1 Diplomacy Rank:** The Archfiend who controls this location uses the next highest Infernal Rank for any diplomatic actions. (The maximum rank is Prince.)

F. LEGION SPECIAL ABILITIES

Flying X: Legion may jump over Cantons (even impassable ones) to a maximum range of X.

Mountain Walk: Legion may enter mountainous Cantons.

Swamp Walk: Legion may enter marshy Cantons.

Charge: Add three to Melee damage during the first round of combat challenges if the Legion is able to inflict Melee damage on its opponent.

Rage: Add 1d6 to Melee damage during the second round of combat challenges if the Legion has lost HP in combat and if the Legion is able to inflict Melee damage on its opponent.

Fierce: Add 1d4 to Melee damage if the Legion is able to inflict Melee damage on its opponent.

Black Lightning: Add 1d4 to Ranged damage if the Legion is able to inflict Ranged damage on its opponent.

Flame Aura: Add 1d4 to Infernal damage if the Legion is able to inflict Infernal damage on its opponent.

Ranged Resist X: Negate X points of Ranged damage whenever this Legion loses a Ranged combat challenge.

Melee Resist X: Negate X points of Melee damage whenever this Legion loses a Melee combat challenge.

Infernal Resist X: Negate X points of Infernal damage whenever this Legion loses an Infernal combat challenge.

Black Ring: Upkeep for this Legion is reduced to zero. There is only one Order of the Black Ring. (Note: This also gives +4-8 HP, +5 Loyalty, +1-4 Ranged, +1-4 Melee, +1-4 Infernal.)

Infernal Crusade: The Order of the Infernal Crusade is awarded to any Legion that returns from an Unholy Crusade against Heaven's Ramparts. (Note: This gives +3-8 HP, +2 Loyalty, +1-4 Ranged, +1-4 Melee, +1-4 Infernal.)

Ranged Vul. X: Inflict X additional points of Ranged damage whenever this Legion loses a Ranged combat challenge.

Melee Vul. X: Inflict X additional points of Melee damage whenever this Legion loses a Melee combat challenge.

Infernal Vul. X: Inflict X additional points of Infernal damage whenever this Legion loses an Infernal combat challenge.

Recovery Specialists: After a victory in battle, the chance to recover enemy Artifacts is doubled.

+1 Combat Round: Any battle that involves this Legion adds an extra round of combat.

-1 Combat Round: Any battle that involves this Legion is shortened by one round of combat.

Melee Last: The Melee round occurs last in battle.

Ranged Last: The Ranged round occurs last in battle.

Melee Twice: The melee round occurs twice in battle.

G. PERKS

Perks carry special historic significance and represent training or innate abilities that define your Archfiend from the masses. Below is a list of Perks, their cost for purchase during Avatar creation, and their description (in that order). Perks with negative costs represent stigmas. They offer you more Fiend Points with which to build your character.

Master Archer (+9): Your mastery of Ranged combat gives all Legions under your command a +X bonus to their Ranged attribute, where X is your Martial Skill.

Master of the Sword (+8): Your mastery of Melee combat gives all Legions under your command a +X bonus to their Melee attribute, where X is your Martial Skill.

Sorcerer (+7): Your mastery of Infernal energy gives all Legions under your command a +X bonus to their Infernal attribute, where X is your Wickedness.

Inspirational Leader (+7): An aura of command emanates from you, giving all Legions under your command a +X bonus to their loyalty, where X is your Charisma.

Fiendish Energy (+13): You are infused with an unnatural demonic spark. All Legions under your command receive one additional movement point (the maximum is five).

Slothful (-8): You are prone to delay and distraction. All Legions under your command receive one less movement points (the minimum is one).

Monumental Vanity (+13): Places of Power are more important when you possess them. You gain an additional +1 Prestige Points per turn for every Place of Power you control.

- Infernal Cardinal (+8):** As Cardinal, minions bring more tribute to you. You gain +2 to all Tribute Rolls when requests for tribute are made.
- Obscure (-8):** As an obscure member of the Infernal Conclave, minions bring you less tribute. You have a -2 modifier to all Tribute Rolls when requests for tribute are made.
- Devoted Minions (+8):** Your minions and cultists zealously search their provinces for your tributes. You gain an additional tribute choice (i.e. an additional offering) each time you demand tribute.
- Collector of Curiosities (+7):** You have a deep and abiding interest in the arcane. When you order minions to bring you rare Manuscripts as tribute, their chances for discovery is doubled.
- Glory in Battle (+8):** You seek glory in the carnage and chaos of battle and your peers are impressed. Each time one of your Legions earns Prestige through battle, it gains 1.5x the normal amount.
- Arena Gambler (+8):** Your skill as a gambler within the Grand Arena of Pandemonium brings many eyes to notice you. Prestige gained by your Praetor's victory in Single Combat is doubled.
- Bully (+8):** Your presence weighs more than your mass. When another player concedes to your demands, you receive a +5 bonus to the Prestige you risked when making the demand.
- Infernal Warlord (+6):** Scholars have written of your penchant for violence, and the Legions of Hell desire service under your banner. You gain +2 to your Command Rating.
- Ichor of Rejuvenation (+6):** The black ichor flowing through your veins can rejuvenate the wicked and the lame. You gain +2 to your Healing Rate for Legions and the garrisons of your Stronghold and Places of Power.
- Voice of Command (+13):** Your tongue stings worse than fire, and your natural disposition to command will drive even the slothful into service. You gain an additional Order Slot each turn.
- Debauched (-10):** Your self-indulgence may please your senses yet it does not serve your authority. You receive one less Order Slot each turn.
- Unnatural Prescience (+8):** Time is for the self-indulgent. You see into the future and may temper it against your whims. You may keep one additional Event Card.
- Marked with Evil (+8):** All who serve you carry your brand and, thus, are protected by its powers. When making Challenge and Resistance Rolls, Legions under your control add a +2 modifier to their level.
- Saturated Ichor (+9):** Infernal Energy permeates your ichor and binds you to the Aether. When performing a Ritual, you gain a +2 roll modifier.
- War Master (+9):** Your adherence to academia and the disciplines of warfare allow you insightful logistics and strategy. When constructing Combat Cards, you gain the ability to add an additional modifying item.
- Prince of Lies (+6):** Even your own ears are fooled by your tongue. All Deceit Rituals that you perform gain a +4 roll modifier.
- Seer (+6):** You are gifted with Dark Sight. The Aether speaks directly to you, much like a friend. All Prophecy Rituals that you perform gain a +4 roll modifier.
- Harbinger (+6):** This breath blackens flesh and these feet chap the ground beneath you. All Destruction Rituals that you perform gain a +4 roll modifier.
- Paranoid (+5):** Everyone wants your head. You gain a +4 roll modifier against all Deceit Rituals directed towards you or your minions.
- Iron Tower of the Mind (+5):** You are gifted with a sharp, clairvoyant mind that is insulated with abstractions. You gain a +4 roll modifier against all Prophecy Rituals directed towards you or your minions.
- Toughness (+5):** If killed, your skin could be used to craft a war machine. You gain a +4 roll modifier against all Destruction Rituals directed towards you or your minions.
- Playing For Keeps (+6):** Others anger you, and it's your position to silence them with speed. You require one less successful Vendetta to claim Blood Feud.
- Master Administrator (+6):** Chaos undermines progress, and you can see this, particularly when distributing resources across your ledgers. All Places of Power that you control gain an additional attachment slot up to a maximum of four.
- Power Behind the Throne (+15):** For every clenched fist there is an open mouth that speaks. If you are the Blood Vassal to a Blood Lord who wins the game, you win instead.
- King Maker (+20):** Some were born courtiers, some were born kings. At the beginning of the game you chose an opponent. If that opponent wins the game by Prestige, you win instead.

H. DISCIPLINES AND POWERS TABLE

Black = Key Ability Bonus

Blue = New/Enhanced Secondary Ability

Green = Combat Card Ability

Red = Ritual

LEVEL	WRATH	DECEIT	PROPHECY	DESTRUCTION	DIABOLISM
6	+3 CR Prestige Bonus For Victories (x2.0) Infernal Juggernaut	PCB: Legions Fiendish Bureaucracy	Keep 2 Event Cards Unholy Revelation	Dire Dissipation	Draw 7/Keep 4 Burnt Offerings
5	+1 Orders 3 Combat Card Elements Max Combat Tactic Alter Combat Rules	Ritual Masking PCB: Relics Strategic Deception	+1 Ritual Slots Forbidden Lore	Planar Lock	Draw 6/ Keep 4 Demand of Supplication
4	+2 CR Prestige Bonus For Victories (x1.5) Combat Tactic Diabolical Vigilance	+1 Orders PCB: Praetors Secret Manipulation Looting the Vaults	+1 Orders Draw 2 Event Cards Infernal Eye	+1 Orders Banish	Draw 5/keep 3
3	+1 Healing 2 Combat Card Elements Max Combat Tactic HP Shield	PCB: Artifacts Pilfer, Coerce & Bribe Lies & Rumors	+1 Ritual Slots +1 Healing Infernal Negotiations	Pain & Punishment	Draw 4/Keep 3
2	+1 CR Combat Tactic Enemy Stat Decrease	Strategic Confusion	+1 Ritual Slots Demonic Premonitions	Corruption of Essence	Draw 3/Keep 2
1	1 Combat Card Element Max Combat Tactic Stat Boost	Combat Deception	+1 Ritual Slots Dark Augury	Infernal Affliction	Draw 2/Keep 2

I. RITUALS

Wrath Level 6: Infernal Juggernaut

The selected Legion gains tremendous combat bonuses, though at the end of four turns the Legion is exhausted, so its movement rate as well as all combat attributes are reduced to zero. This effect lasts for four turns. (Note: This exhaustion only affects a Legion's natural attributes, so bonus granted by Praetors, Artifacts, etc. will still produce their bonus.)

Deceit Level 1: Combat Deception

Select an enemy Legion and decrease one of its attributes for a set number of turns if that Legion fails its Ritual Challenge. The strength of this Ritual increases with each additional level of Deceit for the caster.

Deceit Level 2: Strategic Confusion

Select a player's Legions to disrupt their command and control. You may target one Legion at Deceit level two, and you receive an additional target (Legion) of the same opponent for each level above this. Legions which fail the Ritual Challenge are unable to move for the rest of the turn.

Deceit Level 3: Pilfer, Coerce, and Bribe

Select any player's Praetor, Artifact, Relic, or Legion. If the target fails its Ritual Challenge, it becomes the property of the player casting the Ritual. Artifacts may be targeted at Deceit level three, Praetors at level four, Relics at level five, and Legions at six.

Deceit Level 3: Lies and Rumors

Select a Legion you control then place a duplicate, dummy icon on a Canton you control. For each level above three in Deceit, you gain an additional faux icon. This Ritual may last multiple turns, though tribute must be paid in maintenance.

Deceit Level 4: Secret Manipulation

If it fails the Ritual Challenge, and if it has not already moved in a previous phase, you may move an enemy Legion for one turn.

Deceit Level 4: Looting the Vaults

Select a player then conduct a challenge versus his Prophecy level. You steal Tribute Cards from his tribute pool upon success. The number of cards depends on the caster's level in Deceit.

Deceit Level 5: Strategic Deception

All friendly Legions are hidden from view unless they are adjacent to an enemy. This Ritual may last multiple turns, though tribute must be paid in maintenance.

Deceit Level 6: Fiendish Bureaucracy

You may claim or assign ownership of any border Canton on the map. Vendetta or Blood Feud does not have to exist between the previous and new owners. The Canton must be bordered by the receiving player, and it may not contain a Place of Power or Legion.

Prophecy Level 1: Dark Augury

Use this Ritual to acquire information about your opponents. At Prophecy level one, basic stats will be revealed. Enemy vaults may be viewed at level two. Ritual chambers at level three. Perks at four, and Secret Objectives at five.

Prophecy Level 2: Demonic Premonitions

When cast, all friendly Legions receive a loyalty bonus equal to the player's Prophecy level. Challenge Rolls against enemy Deception Rituals also receive a bonus equal to the casting player's Prophecy. This Ritual may last multiple turns, though tribute must be paid in maintenance.

Prophecy Level 3: Infernal Negotiations

When competing against another player in the Bazaar (that is, when bidding on Legions, Praetors, Artifacts, and Relics), you receive a bidding bonus. This bonus increases with each additional Prophecy level above the base, which is three. The player may also receive a two point bonus to rank when taking diplomatic actions. When a diplomatic action is brought before the Infernal Conclave that does not involve the player, the player receives the equivalent in prestige points equal to the average of the two players' ranks. This Ritual may last multiple turns, though tribute must be paid in maintenance.

Prophecy Level 4: Infernal Eye

View Combat Cards of enemy Legions. If an enemy is performing a Strategic Deception Ritual, the game conducts a secret Challenge Roll to see if his hidden Legions are spotted (which is done by adding your Prophecy level to a Challenge Roll.) This Ritual may last multiple turns, though tribute must be paid in maintenance.

Prophecy Level 5: Forbidden Lore

Your Places of Power double their Prestige generation. This Ritual may last for multiple turns, though its tribute cost must be paid in maintenance. Note: Prestige generated by Unholy Relics that are attached to a Stronghold or Place of Power is not doubled.

Prophecy Level 6: Unholy Revelation

Discard a Secret Objective card or attempt to force another player to do the same.

Destruction Level 1: Infernal Affliction

Target an enemy Legion of a player with which you are in Vendetta or Blood Feud. If the Legion fails its Ritual Challenge, then Infernal Affliction damages its hit points. This damage may be restored as if it were inflicted in combat. The amount of damage is random, although based loosely on the Destruction level of the caster.

Destruction Level 2: Corruption of Essence

Target a player with which you are in Vendetta or Blood Feud then destroy some of his Tribute Cards that are not assigned to Rituals or other activities. The maximum number of destroyed Tribute Cards depends on the Destruction level of the caster. In addition, a random Ritual Slot of the target is blocked from hosting Rituals until the end of the turn. If a Ritual is already active in this slot, it is canceled. An additional Ritual Slot (also chosen at random) is affected for every two additional Destruction levels above the base (two).

Destruction Level 3: Pain and Punishment

Target an enemy Legion of a player with which you are in Vendetta or Blood Feud. If the target fails its Ritual Challenge, destroy all of its Combat Cards and return any attached Artifacts or Praetors back to the player's vault.

Destruction Level 4: Banish

Target an enemy Praetor of a player with which you are in Vendetta or Blood Feud. If the target fails its Ritual challenge, remove it from the game.

Destruction Level 5: Planar Lock

Target a player with which you are in Vendetta or Blood Feud. If the target fails its Ritual Challenge, decrease the number of available Order Slots by two. If the caster reaches level six in Destruction, decrease the target's Order Slots by four. The Ritual may last multiple turns, though tribute must be paid in maintenance.

Destruction Level 6: Dire Dissipation

Target an enemy Legion belonging to a player with which you are in Vendetta or Blood Feud. If the target fails its Ritual Challenge, the unit takes damage to its hit points and attributes. These effects are permanent and cannot be restored.

Diabolism Level 5: Demand of Supplication

Your minions will only present the best tribute for your pleasure, although you may not demand tribute during the following turn.

Diabolism Level 6: Burnt Offerings

You may convert Tribute into Prestige. If the Ritual is successful, ten Prestige Points will be generated from one Tribute Card. This can only be performed once per turn.

Relic Ritual: Dimensional Gate

You may move a Legion under your control to any valid, passable Canton on the game board.

Relic Ritual: Demonic Flesh

Heals battle damage to all Legions that you control.

Relic Ritual: Anointed of Ash

Significantly increases the Single Combat abilities of a Praetor under your control. It can only be used once per Praetor

J. MANUSCRIPTS – RITES & MACHINES

Machine of Vengeance – Decrease all opponents' Martial Skill Attribute by two points.

Machine of Despair – Decrease all opponents' Cunning Attribute by two points.

Machine of Omens – Decrease all opponents' Intellect Attribute by two points.

Machine of Agony – Decrease all opponents' Wickedness Attribute by two points.

Machine of Gluttony – Decrease all opponents' Charisma Attribute by two points.
Note: A player's Blood Lord or Vassal is not affected when the machine is completed.

Rite of Infernal Awe – Increase your Martial Skill Attribute by two points.

Rite of Flesh Rapture – Increase your Cunning Attribute by two points.

Rite of Aether Rupture – Increase your Intellect Attribute by two points.

Rite of Blood – Increase your Wickedness Attribute by two points.

Rite of Impure Sacrifice – Increase your Charisma Attribute by two points.

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Rite of Aether Rupture – Increase your Intellect Attribute by two points.

Rite of Blood – Increase your Wickedness Attribute by two points.

Rite of Impure Sacrifice – Increase your Charisma Attribute by two points.

K. EVENTS

WARNING: POSSIBLE SPOILERS. Events represent great, possibly grave changes within the course of a game. Such suspense can often enhance one's playing experience. For the curious, (which, if you didn't know, could be considered a vice [Curiosity is only vanity. -Pascal]) here's the meat:

A Paladin in Hell: Send a lone Paladin against a random player. In addition to losing some Prestige, the target player will lose a random Relic to the Paladin's ire. If the player does not possess a Relic then Tribute Cards are lost instead.

Tournament of Champions: Call a Tournament of Champions at Pandemonium two turns from now. Those who do not send a champion will lose Prestige.

Great Unholy Crusade: Call an Unholy Crusade against Heaven's Ramparts. Each player must designate a Legion for the expedition, which lasts three to six turns. Legions which survive will be greatly strengthened. The more Legions that embark, the better the chances of survival.

A Great Fissure: Erupt one or two passable Cantons into fissures. Any Legion occupying the Canton must successfully roll versus destruction or be removed from the game.

The Harrowing of Hell: All players lose half of their Tribute Cards that contain the Soul resource.

Angelic Host Incursion: Unleash an Angelic Host bent on punishing the most evil Archfiends of Hell (i.e., the ones with the most Prestige).

The Beast is Loose: Unleash the Beast, who will strike once against any player who controls a Place of Power.

Blackest Insurrection, Targeted: Cause an opponent's Place of Power to rise in rebellion against its owner.

Blackest Insurrection: Cause a random player's (including yourself) Place of Power to rise in rebellion against its owner.

Capricious Wrath, Targeted: Select an enemy and destroy one of his Legions at random. Even though the choice is random, it will not be a personal guard.

Capricious Wrath: Destroy a random player's (including your own) Legion on the board. The targeted Legion is chosen randomly, though it cannot be a personal guard.

Infernal Monsoons: Prevent all Legions from flying, and reduce all Legions' movement points to one for three to six turns.

Infernal Corruption: Make every player discard up to 2d6 random Tribute Cards.

Ritual Corruption: Prevent all players from performing any Rituals for three to six turns.

Rumors of Weakness: Cause a random opponent to lose 2d6 Prestige Points.

Rumors of Greatness: Cause a target player to appear to have more Prestige over the course of five to ten turns.

False Modesty: Cause a target player to appear to have less Prestige over the course of five to ten turns.

Catastrophic Intel Failure: Cause each player's Prestige from everyone else for three to six turns.

Unexpected Tribute: Gain a random windfall of Tribute.

Infernal Promotion: Gain a super promotion for a Legion you own.

In Dreadful Deeds Fearless: Gain a super promotion for a Praetor you own.

A Wealth of Tribute: Add 1d6 to all players' Tribute Rolls for three to six turns.

A Dearth of Tribute: Subtract 1d6 from all players' Tribute Rolls for three to six turns.

Death Takes A Holiday: Stop the flow of Tribute to all players for three to six turns.

Infernal Tax: Reduce the number of Tribute Cards that all players may choose to keep by one. This lasts three to six turns.

Infernal Entitlement: Reduce by one the number of Tribute Cards that all players with the Infernal Rank of Marquis or greater may choose from. Conversely, all players of rank Baron and below receive an extra Tribute Card choice. This lasts three to six turns.

Infernal Aristocracy: Increase by one the number of Tribute Cards that all players with the Infernal Rank of Marquis or greater may choose from. Conversely, all players of rank Baron and below receive one less Tribute Card choice. This too lasts three to six turns.

Increase Minimum Bids: Increase all minimum bids in the Infernal Bazaar for two to eight turns.

Decrease Minimum Bids: Decrease all minimum bids in the Infernal Bazaar for two to eight turns.

Master of the Bazaar: Playing this event assigns you the title "Master of the Infernal Bazaar" for two to eight turns. Half of all Tribute Cards spent in the bazaar are awarded to you, though you may not bid on anything in the bazaar.

Close the Bazaar: Close the Infernal Bazaar for three to six turns.

Traitors Everywhere: Prevent all players from using Combat Cards for three to six turns.

Increase Ritual Costs: Increase the cost of everyone's Rituals for two to eight turns.

Legion Tax: Levee a tax on all players who have hired Legions. Players must either pay one Tribute Card for each Legion or lose Prestige.

Level 3 Ritual Cap: Prohibit all Rituals above level three for two to eight turns.

Targeted Level 3 Ritual Cap: Prohibit a target player from performing Rituals above level three for three to six turns.

Ritual Ban: Prohibit a target player from performing any Rituals for three to six turns.

Conclave Manipulation: Immediately cancel any ongoing Conclave Decrees. Decrees which last a single turn and cause a specific effect are not affected; thus, they cannot be undone with Conclave Manipulation.

Infernal Perfidy: Force all Legions to make a loyalty check of seven or better. If a Legion fails, it and all of its attachments are banished to the Abyss.

Infernal Cabal: Force an opponent's Legions to make a loyalty check of seven or better. If a Legion fails, it and all of its attachments are banished to the Abyss.

Test of Loyalty: Force all players to sacrifice a Praetor, Relic, or Artifact to the Infernal Conclave. If a player refuses or cannot comply, he loses Prestige.

Fill the Coffers: Require that all players pay three to six Tribute Cards to the Infernal Conclave. If a player fails to pay, he loses Prestige.

Evil Tax: Require that a player pays three to six Tribute Cards to the Infernal Conclave. If the player fails to pay, he loses Prestige (of course).

Wrath of God: Remove one point in a random attribute from all players.

Torment: Remove one point in a random attribute from a target player.

Evil Bides its Time: Prevent all players from playing Event Cards for three to six turns.

Infernal Aether Flux: Force all players to discard any Event Cards that they hold.

Evil Revanchism Random: Reassign control of border Cantons from one random player (including you) to another random player who abuts the first. The reassigned Cantons may not contain a Legion or Place of Power.

Evil Revanchism Target: Reassign control of random border Cantons from an adjacent player to you. The reassigned Cantons may not contain a Legion or Place of Power.

Expel the Heretic: Call for a vote of excommunication against a random opponent. Each player may vote once per their Infernal Rank (i.e. a Prince receives five votes), and the player must wager 20 (or all remaining) Prestige Points to participate. If the vote succeeds, the players voting Yes have their Prestige returned. If the vote fails, those who voted No have their Prestige returned plus a 10 point bonus. To play this event, there must be at least three active players in the game.

Dangerous Bickering: Immediately end all Vendettas and ban their existence for three to six turns. All Prestige is returned to the involved parties. All demands and insults are reset as if the game had just started.

Unequaled in Wrath: Gain additional Prestige during Legion combat for three to six turns.

Favorite of the Conclave: Prevent other players from either hurling insults against you or making demands of you for the next three to six turns.

Evil Sleeps: Block the Prestige generated by all Places of Power (including Relics attached to Places of Power) for three to six turns.

Power of Evil: Award a triple Prestige bonus for all Destruction Rituals performed during the next three to six turns.

Evil Amplified: Double the damage for Infernal Affliction and Dire Dissipation (both Destruction Rituals) for three to six turns.

General Amnesty: Force the Infernal Conclave to announce a general amnesty, returning one Praetor from the Abyss to each player who has lost one.

Amnesty Manipulation: Manipulate the Infernal Conclave to announce an amnesty, granting you the return of one Praetor that has been banished to the Abyss.

Writ of Rescindment: Manipulate the Infernal Conclave to announce a general amnesty, reinstating all players who have been excommunicated but do not currently occupy Pandemonium.

Infernal Census: Force the Infernal Conclave to conduct a Shadow Census. Each player is awarded a Prestige Point for each Canton he controls.

Back Room Dealing: Force the drawing of a Conclave token on the next turn.

Unfit for Office: Target a player to be skipped as Regent during their next eligibility.

Neutralize Schemers: Target a player and reveal to all players whether the target possesses the Power Behind the Throne Perk. If the player has the Perk, it is stripped of that player.

Unveil King Makers: Publicly reveal all Kingmakers to the Infernal Conclave.

K. ADDITIONAL TABLES

Below are the numerical values for Infernal Ranks and the Threat Order List. The game uses these values when calculating things such as the Prestige cost to send an Emissary or the quantity of Tribute Cards that one may demanded.

Infernal Ranks

INFERNAL RANK	VALUE FOR CALCULATIONS	PURCHASE COST DURING AVATAR CREATION
Prince	5	12
Duke	4	9
Marquis	3	6
Baron	2	3
Lord	1	0

Threat Order List

THREAT	VALUE FOR CALCULATIONS
Highest	1
Second highest	2
Third highest	3
Second lowest (if exists)	4
Lowest (if exists)	5

The first list shows an Archfiend's Attributes and their corresponding Disciplines. The second table lists how many points you must spend to increase these Attributes during Avatar Creation. Remember: Once the game starts, you may increase your Avatar's Attributes by paying Tribute Cards through the corresponding order under the Orders Tab of the Ministerium Interface.

Attribute and Corresponding Discipline

ATTRIBUTE	DISCIPLINE
Martial Prowess	Wrath
Cunning	Deceit
Intellect	Prophecy
Wickedness	Destruction
Charisma	Diabolism

Purchase Cost for Attributes During Avatar Creation

ATTRIBUTE LEVEL	COST
0	0
1	2
2	6
3	14
4*	30

* Although six is the highest level for attributes, you can only raise a single attribute to four during Avatar creation since it costs all 30 (i.e., 2 + 4 + 8 + 16) of your creation points.