

NEW PATRON: MAMMON

Mammon

Heretic Legion Only or Court of the Seven-Headed Serpent (Greed) Only. Mandatory for Knights of Avarice

“I will make you so poor that in the end you will have nothing but money”

Your Patron is Mammon, the Prince of Greed, the Treasurer of Hell, and the King of Fools, the greatest of all devils of Greed. He appears as a golden-skinned king on an opulent throne, with black scorch marks tarnishing his splendour. He is the most popular patron amongst mortals.

Mammon has countless titles and monikers, as befits the great Arch-Fiend who has held the Throne of Greed at the Court of the Seven-headed Serpent for untold years while other seats of power have seen his rivals rise and then topple one after another.

This Patron allows you to select one of the following when a Patron Skill rolled up on your Skill Chart:

- **Money can buy anything:** You can increase a LIMIT of any Weapon, piece of Equipment or Armour by 1.
- **Unsecured Loan:** Gain 100 ducats immediately. This Skill can only be used once, at the moment it is bought.
- **Crooked Dice:** Once per game, the model with this Skill can re-roll *all* the dice of any single dice for one ACTION or an Injury roll it makes.
- **Plutocracy:** This model may form a FIRETEAM with any one non-ELITE model of the Warband. Further, failing a RISKY ACTION will not finish the turn of either this model or the other model in the FIRETEAM.
- **Aureate Skin:** The model with this skill is granted the splendid (yet tarnished) golden skin of their Patron, and their blood turns into molten gold. Each time the model suffers a blood marker, add 5 ducats to your treasury.
- **Eternal Debt:** The Wretched of this Warband are never lost as casualties, as their heads (kept as surety by Mammo) are used to re-grow the lost bodies. All Wretched models of the Warband are considered to make a full recovery after the battle if taken Out of Action.