

AZI DAHAKA

Azi Dahaka is an ancient demon, a primordial horror that personifies the relentless destruction of the elemental chaos. It has been worshipped by a few desert dwelling human civilizations, and is often linked with deserts, wastelands, and the fierce storms that plague these regions. However, Azi Dahaka is, in truth, only concerned with destruction and chaos for their own sake. It seeks to tear down and destroy all that has been carved from the primal chaos through the eons. This includes the works of mortals and even the domains of its fellow demon lords.

Azi Dahaka appears as a great, three-headed dragon-like creature. Its body is immense, serpent-like, and armored in thick scales that cover its body in riotous hues of black, red, green, and blue. Its three heads are nightmarish; covered with horns and spikes, and armed with gaping reptilian jaws lined with teeth the size and shape of daggers. Its six eyes burn red, green, and blue, oozing with the power of the primal chaos. Azi Dahaka rarely speaks, but when it chooses to do so, its tripartite voices rumble and howl like the center of the elemental maelstrom itself.

Unlike other demon lords, Azi Dahaka has no realm of its own, and in general, views even the tenuous order of the Abyss as an affront to the primal chaos. Enraged by the expansionist ambitions of many Abyssal rulers, it has been known to invade the realms of other demon lords, destroying and slaying at will. These invasions are not simply undirected aggression; Azi Dahaka has personally slain more than a dozen lesser demon lords, returning their essence and domains to the primal chaos. Such rampages, of course, have earned Azi Dahaka the enmity of powerful Abyssal rulers such as Orcus, Pazuzu, Demogorgon, and the like. However, these mighty demon lords cannot abandon their own personal ambition to join forces, even momentarily, to bring Azi Dahaka to heel, and are not foolish enough to face the might of the storm demon alone.

Azi Dahaka has few mortal worshippers, as it views even its own temples as an insult to the purity of true chaos. However, it is not foolish enough to spurn all who would seek to venerate it. Perhaps more than anything, Azi Dahaka seeks to bring destruction and chaos to the Prime Material Plane, and to do so, it needs foolish mortals willing to sacrifice all in the name of chaos.

AZI DAHAKA'S TACTICS

Woe betides those unfortunate enough to meet Azi Dahaka in direct combat. The Demon Lord of Destruction is often encountered with a retinue of powerful elementals, eager to wreak destruction in the name of their master. Azi Dahaka begins combat by charging into melee range, letting its *maelstrom aura* burn, blast, and wither its enemies before it even strikes a blow. It then uses storm *demon's fury* to unleash three bite attacks, using *painful bite* against a potent melee opponent, and *withering bite* and *unmaking bite* against spellcasters. If any of its foes are still standing at this point, Azi Dahaka unleashes its breath weapon, choosing an energy type that will be most harmful to its opponents. It follows its breath weapon by spending an action point and blasting its foes with *desert's rage*, maintaining the power for the duration of the combat. It saves its remaining action point for when its breath weapon recharges. Azi Dahaka does not flee from combat, viewing even its own destruction as ultimately serving chaos.





Azi Dahaka

Level 30 Solo Soldier

Gargantuan elemental magical beast (demon) XP 95,000

Initiative +23 **Senses** Perception +27; darkvision, low-light vision, truesight 10

Maelstrom Aura (Acid, Fire, Lightning, Necrotic) aura 5; creatures that enter or start their turns in the aura take 5 acid damage, 5 fire damage, 5 lightning damage, and 5 necrotic damage.

HP 1,400; **Bloodied** 700

AC 48; **Fortitude** 48, **Reflex** 42, **Will** 33

Immune disease, poison; **Resist** 10 variable (3/encounter)

Saving Throws +5

Speed 10; fly 10 (hover), overland flight 15

Action Points 2

⬇ **Excruciating Bite** (standard; at-will)
Reach 4; +37 vs. AC; 3d8+12 damage, and the target suffers a -4 penalty to attack rolls and all defenses (save ends).

⬇ **Withering Bite** (standard; at-will) ♦ **Necrotic**
Reach 4; +37 vs. AC; 3d8+12 damage, and the target takes ongoing 15 necrotic damage (save ends).

⬇ **Unmaking Bite** (standard; at-will)
Reach 4; +37 vs. AC; 3d8+12 damage, and the target loses the ability to use encounter or daily powers until the end of Azi Dahaka's next turn.

⬇ **Storm Demon's Fury** (standard; recharge ⓁⓂⓂⓂ) ♦ **Necrotic**
Azi Dahaka makes three bite attacks, using any combination of the three bite attacks listed above.

⬅ **Breath Weapon** (standard; recharge ⓁⓂⓂ) ♦ **Acid, Fire, Lightning, or Necrotic**
Close blast 5; +33 vs. Reflex; 5d10+11 acid, fire, lightning, or necrotic damage, and the target takes ongoing 10 acid, fire, lightning, or necrotic damage (save ends). *Miss:* Half damage, no ongoing damage.

✱ **Desert's Rage** (standard; sustain minor; recharge ⓁⓂⓂ) ♦ **Zone**
Area burst 3 within 20; this power creates a zone of howling wind and flesh-scouring sand that remains in place until the end of Azi Dahaka's next turn. The zone blocks line of sight for all creatures except Azi Dahaka. Any creature entirely within the area (except Azi Dahaka) is blinded and deafened, and any creature that enters or starts its turn in the zone takes 10 damage.

Threatening Reach

Azi Dahaka can make opportunity attacks against all enemies within its reach (4 squares)

Alignment Chaotic evil

Languages Abyssal, Common

Skills Arcana +27, Intimidate +28, History +27, Religion +27

Str 34 (+27)

Dex 22 (+21)

Wis 24 (+22)

Con 32 (+26)

Int 24 (+22)

Cha 27 (+23)

Description *This mammoth beast resembles a colossal three-headed dragon with scales of red, green, blue, and black covering its body in a riotous chaos of color. It has two massive wings that seem to blot out the sun when unfurled, and each of its three heads is horrific vision of horns, teeth, and glowing red, green, and blue eyes. A maelstrom of energy and howling wind shrouds the mighty demon's body, withering, blasting, and burning everything in sight.*



AZI DAHAKA LORE

A character knows the following with a successful Arcana check.

DC 15: Azi Dahaka is the Demon Lord of Storms and Destruction. It is worshipped by a few human cultures that see it as the personification of the wild storms that plague their homelands. In addition, a few small cults venerate Azi Dahaka in his true role of chaos and destruction incarnate; they pursue the demon lord's goals in secret temples spread throughout the world.

DC 20: Azi Dahaka has no ambitions or goals beyond returning everything in existence to the primal chaos. It views all order, even the chaotic and tumultuous Abyss, as a blasphemous affront. It believes that its role in the multiverse is to destroy everything, and once this is accomplished, it will add its own destruction to the eternal chaos.

DC 25: Azi Dahaka has no realm of its own, and considers the wild maelstrom of the elemental chaos its only home. Because of this, it has few demonic vassals to call upon, and relies upon the various types of elementals when it requires the service of lesser creatures.

DC 30: The few times that Azi Dahaka has visited the Prime Material Plane have resulted in nearly impossible levels of destruction. Cities are destroyed, continents sink, and seas boil away to nothing when the Demon Lord of Destruction unleashes his rage. Many of the legendary catastrophes that can be found in the histories of all races and cultures can be traced to an appearance of Azi Dahaka; or at the very least, can be attributed to the actions of its cultists.

DC 35: Azi Dahaka commands the forces of the elemental chaos and can smite its foes with acid, fire, lightning, or deadly necrotic energy. It is said that each of Azi Dahaka's three heads can inflict a dreadful curse to those bitten, and its mere presence destroys and corrupts everything near it.

Aspect of Azi Dahaka Level 21 Elite Soldier Huge elemental magical beast (demon) XP 6,400

Initiative +16 **Senses** Perception +19; darkvision, low-light vision, truesight 5

Lesser Maelstrom Aura (Acid, Fire, Lightning, Necrotic)
aura 5; creatures that enter or start their turns in the aura take 10 acid, fire, lightning, or necrotic damage, determined randomly.

HP 404; **Bloodied** 202

AC 39; **Fortitude** 37, **Reflex** 33, **Will** 32

Immune disease, poison; **Resist** 10 variable (3/encounter)

Saving Throws +2

Speed 8; fly 8 (hover), overland flight 12

Action Points 1

⚡ **Bite** (standard; at-will)
Reach 3; +28 vs. AC; 2d8+9 damage.

⚡ **Triple Fury** (standard; recharge ☼☼☼☼) ♦ **Necrotic**
The aspect of Azi Dahaka makes three bite attacks. If a target is hit by two bite attacks, it takes ongoing 5 necrotic damage (save ends) and suffers a -2 penalty to all attack rolls and damage rolls until the end of the aspect of Azi Dahaka's next turn. If a target is struck by three bite attacks, it suffers the effects listed above and it loses the ability to use encounter powers (save ends).

⚡ **Breath Weapon** (standard; recharge ☼☼☼) ♦ **Acid, Fire, Lightning, or Necrotic**
Close blast 5; +24 vs. Reflex; 3d10+6 acid, fire, lightning, or necrotic damage, and the target takes ongoing 5 acid, fire, lightning, or necrotic damage (save ends). *Miss:* Half damage, no ongoing damage.

Threatening Reach
An aspect of Azi Dahaka can make opportunity attacks against all enemies within its reach (3 squares)

Alignment Chaotic evil **Languages** Abyssal, Common
Skills Arcana +19, Intimidate +20, History +19, Religion +19

Str 28 (+19) **Dex** 18 (+14) **Wis** 18 (+14)
Con 26 (+18) **Int** 19 (+14) **Cha** 21 (+15)

ASPECT OF AZI DAHAKA

An aspect of Azi Dahaka is summoned with an immensely powerful ritual known to only a handful of cultists. Because an aspect is dangerous to everything in its immediate vicinity, cultists of Azi Dahaka only summon one when there is dire need. Like all aspects, an aspect of Azi Dahaka will obey the commands of its summoner, but this makes it no less dangerous.

Azi Dahaka occasionally dispatches an aspect to wreak destruction upon the Prime Material Plane, especially in areas that have become overly lawful or structured. It is apparently the only demon lord capable of sending forth an aspect of its own volition: likely due to its stronger connection to the elemental chaos. In addition, Azi Dahaka can assume control of an aspect summoned by another; yet another reason its cultists are loath to summon one.

ASPECT OF AZI DAHAKA LORE

A character knows the following with a successful Arcana check.

DC 25: Powerful cultists can summon an aspect of Azi Dahaka to bring almost immediate destruction upon their enemies. In addition, the demon lord itself can dispatch an aspect to further its goals on the Prime Material Plane.

DC 30: An aspect of Azi Dahaka is a sentient manifestation of the demon lord. It is capable of independent action, although Azi Dahaka has been known to assume control of its aspects, and command them as it sees fit.

ASPECT OF AZI DAHAKA TACTICS

An aspect of Azi Dahaka excels at one thing: destruction. It attacks its foes with relentless aggression, biting with its three heads, and spewing elemental energy across the battlefield. Like Azi Dahaka itself, an aspect is surrounded by a fierce maelstrom of elemental energy that can cause immense damage to any creature nearby. An aspect of Azi Dahaka fights to the death, especially if controlled by Azi Dahaka itself.



CULTS OF AZI DAHAKA

Cults venerating Azi Dahaka are rare, and those that do choose to worship such chaotic and destructive creature are often on the verge of mental collapse or an outright homicidal rampage. Of course, both of these conditions suit Azi Dahaka just fine, and it often makes contact with such individuals through one of its aspects, pushing them toward great acts of mayhem and destruction.

As rare as cultists are, actual organized cults of Azi Dahaka are almost unheard of. The level of cooperation and order required for even a small enclave of cultists to exist is the direct antitheses of all that Azi Dahaka stands for. For this reason, most "cults" are little more than a single priest and perhaps two or three acolytes. Azi Dahaka grants its cultists considerable power, but expects them to use this power for the sole purpose of sowing destruction and discord wherever they go. As one might expect, the lifespan of a cultist of Azi Dahaka is extremely short.

Beyond its cultists, Azi Dahaka is sometimes worshipped in its aspect as a storm demon, especially among certain desert cultures that believe it is Azi Dahaka that drives the fierce sand storms that destroy all in their path. However, this worship only goes so far as attempting to appease the demon lord, and keep his attentions elsewhere. Azi Dahaka pays little heed to these pleas, but does use the energy gained from mortal worship to further its own goals.

Doomhammer of Azi Dahaka

Level 6 Brute

Medium natural humanoid (human)

XP 250

Initiative +5

Senses Perception +4

HP 88; **Bloodied** 44

AC 18; **Fortitude** 19, **Reflex** 17, **Will** 16

Speed 5

⬇ **Doomhammer** (standard; at-will) ⬆ **Weapon**

+9 vs. AC; 2d6+5 damage, the target is pushed 1 square, and suffers a -1 penalty to its AC defense (save ends). The penalties to AC are cumulative until the target makes a saving throw.

⬇ **Unmaker's Fury** (standard, only while bloodied; at-will)

The doomhammer of Azi Dahaka makes two *doomhammer* attacks, and all saving throws to negate the AC penalty resulting from such attacks suffer a -2 penalty.

Alignment Chaotic evil

Languages Abyssal, Common

Skills Athletics +12, Intimidate +8, Religion +8

Str 20 (+8)

Dex 15 (+5)

Wis 13 (+4)

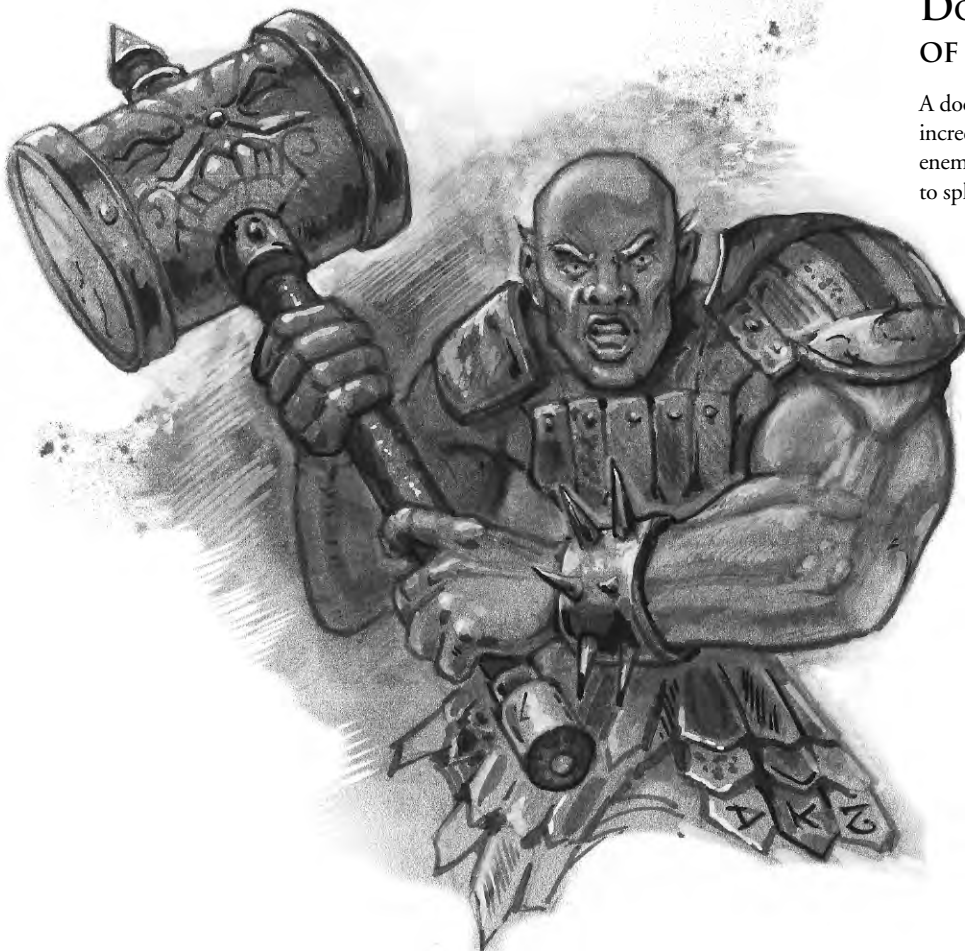
Con 18 (+7)

Int 10 (+3)

Cha 10 (+3)

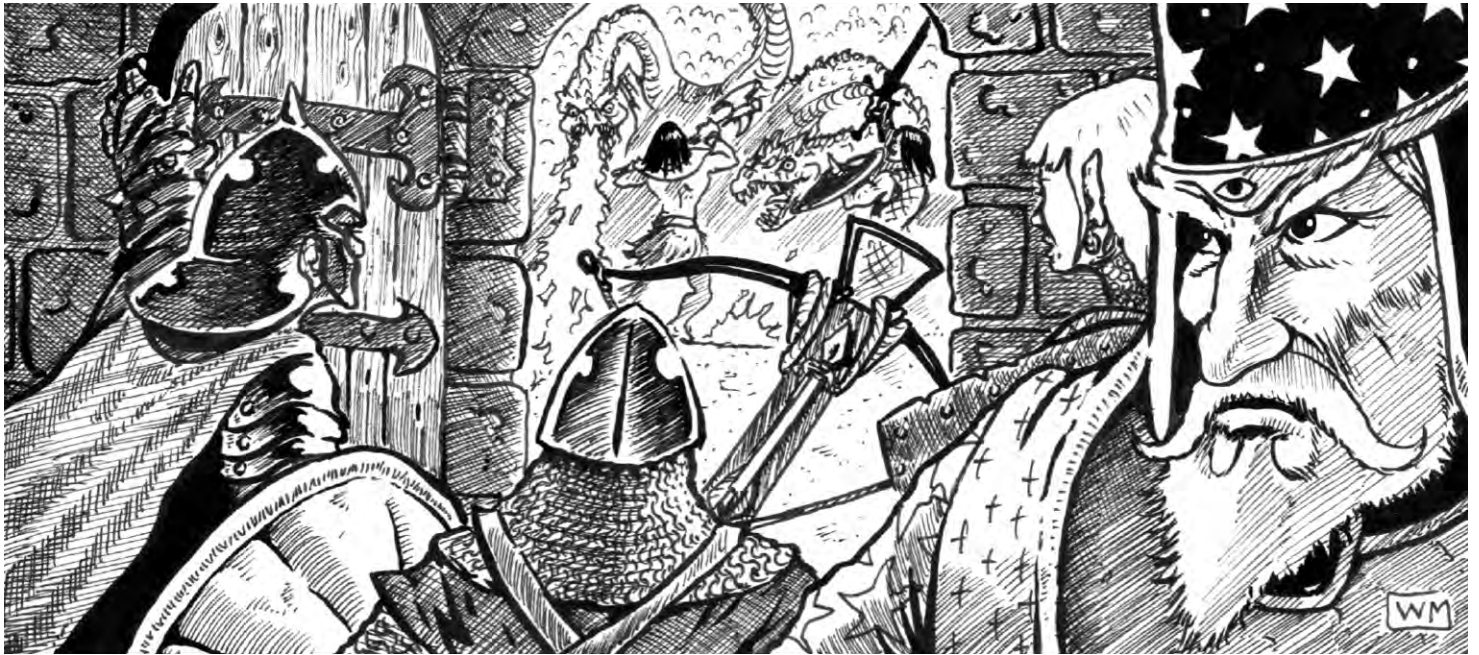
Equipment scale armor, maul

Description *This hulking human man is heavily muscled and armored in scale armor dyed in a chaotic riot of colors. He hefts a truly massive hammer over one shoulder, and appears to be spoiling for a fight.*



DOOMHAMMER OF AZI DAHAKA TACTICS

A doomhammer of Azi Dahaka is unsubtle, brutish, and incredibly effective in combat. Its only tactic is to pound enemies relentlessly with its maul, reducing their armor to splinters, and their flesh and bones to red paste.



Unmaker of Azi Dahaka Level 8 Controller (Leader)
Medium natural humanoid (human) XP 350

Initiative +5 **Senses** Perception +7

HP 87; **Bloodied** 43

AC 23; **Fortitude** 19, **Reflex** 17, **Will** 20

Speed 5

⚔ **Morningstar** (standard; at-will) ♦ **Weapon**
+13 vs. AC; 1d10+3 damage.

⚡ **Maelstrom Blast** (standard; at-will) ♦ **Acid, Fire, Lightning,**
or **Necrotic**
+12 vs. Reflex; 1d10+3 acid, fire, lightning, or necrotic damage,
and the target takes ongoing 5 acid, fire, lightning, or necrotic
damage (save ends).

⚡ **Curse of Unmaking** (standard; encounter) ♦ **Necrotic**
Close burst 3; targets enemies; +11 vs. Fortitude; 3d6+3 necrotic
damage, and the target suffers a -2 penalty to attack rolls and
AC until the end of the encounter. *Miss:* Half damage, no penalty
to attack rolls or AC.

Alignment Chaotic evil **Languages** Abyssal, Common

Skills Arcana +10, Intimidate +11, Religion +10

Str 16 (+7) **Dex** 13 (+5) **Wis** 18 (+7)

Con 15 (+6) **Int** 12 (+5) **Cha** 15 (+6)

Equipment scale armor, morningstar

Description *This tall human man wears scale armor dyed in confusing patterns of green, black, blue, and red. He grips a morningstar in both hands, and wears a strange pendant – a silver trident, pointing down – around his neck.*

UNMAKER OF AZI DAHAKA TACTICS

An unmaker of Azi Dahaka relishes combat, and does not shrink from even the most brutal melee. It begins combat with *curse of unmaking* to weaken its enemies and reduce their effectiveness in combat, and then either supports its allies with *maelstrom blast*, or rushes into combat with its morningstar.

ENCOUNTER GROUPS

Azi Dahaka is usually encountered alone, although it does occasionally consort with powerful creatures of the elemental chaos. Azi Dahaka's cultists often make alliances with elemental creatures as well.

Level 8 Encounter (XP 1,700)

- 1 unmaker of Azi Dahaka (level 8 controller)
- 3 doomhammers of Azi Dahaka (level 6 brute)
- 2 hell hounds (level 7 brute)

Level 21 Encounter (XP 16,000)

- 1 aspect of Azi Dahaka (level 21 elite soldier)
- 2 fire archon ash disciples (level 20 artillery)
- 2 rockfire dreadnaughts (level 18 soldier)

Level 33 Encounter (XP 149,000)

- Azi Dahaka (level 30 solo soldier)
- 3 thunderblast cyclones (level 26 elite artillery)