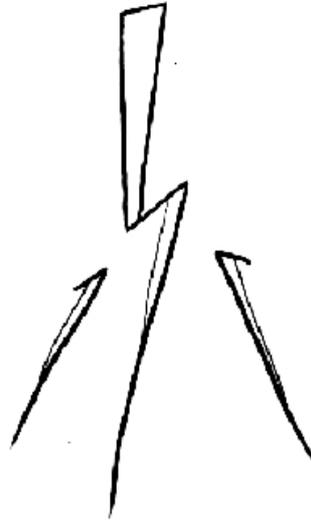


This document lists the specifics and tenets of Azi Dahaka and his faith, along with the details considering his clerics.



## **Azi Dahaka's Promise**

*The winds and dust are all*

*Only the storm holds sway*

*Repent and grovel before you're swept away*

**Description:** Azi Dahaka, the Demon Prince of Storms and Waste, the Lord of Desolation is a primal deity, representing the cruel and unforgiving unpredictability of unbridled nature. His worship was much more prolific among the primitive tribes of the past, before technology and sophistication allowed man to control their environment and living conditions: it was better to appease the relentless whims of harsh weather with sacrifice and self-debasement than to suffer the full brunt of nature's wrath.

As a primal demonic deity, Azi Dahaka takes many forms, but most commonly appears either as a three-headed infernal hydra, or a towering djinn formed from a roiling sandstorm. The three heads of the hydra represent the three woes of man: drought, storm and famine, while the djinn-eidolon signifies the primal, bone-stripping wrath of a desert tempest.

Azi Dahaka's worshipers in this modern age have often suffered the unbridled power of nature at its harshest, and carry the scars of the encounter both within and without. His faithful have taken it upon themselves to bring others back to the old ways, for they fervently believe that the only way for mankind to survive the inevitable coming storm is to yield to the severe wrath of nature, and beg for permission to exist in the desolate wild brought about by their lord.

**Aligned deities:**

Creostrax, the Goddess of Excess

Pelagia, the Bitch Lady of the Sea

**Opposing deities:**

Melniscar, the Infinite Order

Daentharr, the Mountain Lord

**Services of the Church:** Azi Dahaka's cult consists of starved, stark-eyed madmen. It offers no services to those outside the cult, and not much more to those who are sworn to his service.

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## Cleric description<sup>1</sup>:

**Symbol:** One of Azi Dahaka's symbols is the Three-Headed Bolt. His worshipers often have it tattooed or branded upon their body, and some of them swear that the scars they bear are not self-inflicted, but rather the result of some cruel encounter with the forces of nature.

**Weapon proficiencies:** Axes, daggers and swords, spears and polearms, whips and any bladed exotic weapons imaginable. Clerics of Azi Dahaka may use shortbows, longbows and slings for ranged combat.

**Special:**

- Followers of Azi Dahaka often fast and dehydrate themselves to be closer to their god. The follower may roll a DC 15 Will save for each day spent in this type of ritual denial: success indicates that they have reached a trance-state, gaining a +1 bonus to all checks on the following day, and failure causes all of their rolls to be at -1d the following day due to exhaustion. Effects of continued fasting and dehydration are left up to the Judge's discretion.
- In addition to spells from the cleric spell list, Azi Dahaka may grant his clerics access to his patron spells (*Invoke patron: Azi Dahaka, Snake Trick, Kith of the Hydra* and *Reap the Whirlwind*, pg. 330+ of the DCC rulebook).
- Lay on hands checks from clerics of Azi Dahaka bring desolation upon those receiving the effect. For each die of healing received the character suffers 1 point of damage to one of their physical stats (STR, AGI, STA) as the deity's cruel power drains and emaciates their body.

**Turn unholy:** Angels, paladins, Lords of Law, Lawful Primes and law-aligned humanoids; mundane animals and monsters, and followers of opposing deities.

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<sup>1</sup> Note that in my campaign Azi Dahaka is borderline neutral, and accepts both chaotic and neutral clerics and worshipers.

**Disapproval Table:** Clerics of Azi Dahaka use the following disapproval table.

<b>Table A – Azi Dahaka’s Disapproval</b>	
<b>Roll</b>	<b>Disapproval</b>
1 or less	The cleric must atone for their sins. They cannot partake of any food or drink for the remainder of the day. Should they do so (even by accident) their disapproval does not reset the following day.
2	The cleric must pray for forgiveness as soon as they’re able. They must spend a full hour in meditation and self-flagellation starting as soon as they are out of immediate danger; self-flagellation requires them to suffer 1 point of damage to one of their physical stats (STR, AGI, STA). Failure to complete the prayer within 120 minutes incurs a -1 penalty to all spell checks until prayer is complete.
3	The cleric incurs an immediate -1 to all spell checks until they fast and dehydrate for at least one full day (see <i>Special</i> above).
4	The cleric must increase Azi Dahaka’s power with a new follower. They incur a -1 penalty to spell checks until they convert a new follower to the faith.
5	The cleric incurs Azi Dahaka’s ire: a -1 to spell checks for a day, and they are constantly thirsty for the duration of the effect (DC 15 Will save to resist drink).
6	The cleric loses access to one randomly determined spell until they fast and dehydrate for at least one full day (see <i>Special</i> above).
7	The cleric undergoes the test of humility. For the remainder of the day they must treat all chaotic characters and creatures as their superiors. Failure to do so results in loss of all spellcasting ability including healing for the remainder of the day.
8	The cleric immediately incurs a -4 penalty to the spell or ability that caused the disapproval. This lasts until the next day. Additionally, they are ravenously hungry for the duration of the effect (DC 15 Will save to resist food).
9	The cleric immediately incurs a -2 penalty to all spell checks until they fast and dehydrate for at least one full day (see <i>Special</i> above).
10	The cleric must endure the test of understanding. One of their physical stats (STR, AGI, STA) is reduced to 1. The damage heals at the normal rate, but cannot be healed by other means. Additionally, they are ravenously hungry and thirsty for the duration of the effect (DC 15 Will save to resist food or drink).
11	Azi Dahaka is not pleased. The cleric’s disapproval does not reset the following day. The next day things reset as normal.
12	The cleric loses access to two random spells until they’ve spent a day fasting and dehydrating (see <i>Special</i> above).

13	The cleric is temporarily disowned by Azi Dahaka. They cannot gain EXP until they've spent a full day fasting and dehydrating (see <i>Special</i> above).
14	Calculate the cleric's net worth in gold pieces. The cleric incurs a permanent -4 penalty to spell checks, which persists until they have rid themselves 40% of this value; each 10% increment drops the penalty by -1. The wealth has to be squandered to the wind, for what is gold to a storm?
15	The cleric is ordered to meditate upon the power of the storm to come and the desolation after. The cleric incurs a -2 penalty to all spell checks. The only way to lift the penalty is to meditate: each full day of meditation the cleric can make a DC 15 Will save to remove the penalty. Also, their visage becomes permanently windworn and emaciated.
16	The cleric is temporarily unable to turn creatures, the effect persists for 2d7 days. Additionally, food tastes like ash in their mouth for the duration, and they permanently lose 20% of their body mass.
17	The cleric's ability to lay on hands is restricted for 2d7 days. For the duration drink is like dust in their throat and their body starts to permanently resemble that of a mummy.
18	The cleric loses access to all of their spells until they've spent a day fasting and dehydrating. Also, they become forever thirsty (DC 15 Will save to resist drink, effect is permanent).
19	Azi Dahaka withholds the cleric's healing powers until they've spent a day fasting and dehydrating (see <i>Special</i> above). Additionally, they are forever hungry (DC 15 Will save to resist food, effect is permanent).
20 or more	Azi Dahaka deems the cleric weak and unworthy. A merciless desert wind rises, and envelops the character: reduce all of their stats to 3. To replenish their life force they must bring new souls to Azi Dahaka, either through conversion or sacrifice. Each new convert or successful sacrifice replenishes the character's stats by 1.