

EARN THE EYE OF THE GODS

AZAZEL, PRINCE OF DAMNATION

Azazel can be taken as a Lord choice, but will also take up a Hero slot. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Azazel sees into the very hearts and souls of men, and even their deepest desires and hidden passions are plain to him. With his silvery voice Azazel whispers to his opponents, promising them all they have ever desired if they abandon the folly of opposing Slaanesh and embrace the Prince of Chaos instead.



And there are very few that can resist his temptations. All who know of him dread to face him in battle, for the cost of losing to Azazel is not only the death of the body, but the damnation of the soul as well.

At the Battle of the Moors a force of zealous Templars of Ulric had made vows before the Flame of Ulric in Middenheim that they would banish Azazel or perish trying. But before the battle ended the Templars had been reduced to gibbering imbeciles, slaves to the slightest whim of Azazel. He set collars around their necks and made them walk on all fours like dogs to amuse his patron Slaanesh. The Questing Knight, Guido de Brionne, sought out Azazel, intending to challenge him to single combat to fulfil his grail quest, but instead he knelt before the Daemon Prince, begging him to accept his undying devotion. Laughing, Azazel severed the head of the Bretonnian Knight, who stood unmoving, convinced in the justification of the act. Woe to those who face Azazel, the right hand of Slaanesh.

Azazel, Prince of Damnation

| | M | WS | BS | S | T | W | I | A | Ld |
|--------|---|----|----|---|---|---|---|---|----|
| Azazel | 6 | 8 | 0 | 5 | 5 | 4 | 9 | 5 | 9 |

Points: 575

Weapons: Daemonblade

Sorcerer: Azazel is a Level 2 Wizard, and uses spells from the Lore of Slaanesh.

SPECIAL RULES

Azazel has the following special rules:

Daemonic; Terror; Fly; Unit Strength 3

Soporific Musk:

(see p. 94 of Daemons of Chaos)

Unnatural Swiftess:

(see p. 94 of Daemons of Chaos)

Temptator:

Those who come face-to-face with the awesome presence of Azazel risk gambling with their very souls. Many who see him lose their free will and become incapable of opposing him. They are used as playthings by Azazel until he grows bored of them and disposes of them as he sees fit.

(see p. 93 of Daemons of Chaos)



Aura of Slaanesh:

The Daemon is surrounded by a mind-altering aura that befuddles the enemy. Any enemy unit in base contact with the Daemon reduces its Leadership by -1, to a minimum Ld value of 2. Effects of the Aura are cumulative if more than one Daemon with the Aura are present.

MAGIC ITEMS

Daemonblade:

Azazel wields a mighty enchanted blade, a deadly living weapon against which mortal armour is no proof. No Armour Saving throws are allowed against attacks made with the Daemonblade.

