

Daemonomicon: Demon Lord

This is Supplemental Material

Orcus, Lord of the Undead

This massive, bloated demon stands 15 feet tall, his immense frame a hideous combination of muscle and bloated flesh. His head is that of a ram with a great maw filled with tusks, and his thick-furred legs end in cloven hooves. Leathery wings and a barb-tipped tail complete the picture of the archetypal demon.

Orcus is the Demon Prince of the Undeath, known as the Blood Lord. He was a mortal man the become a demon and rose to power in the Abyss until he claim the 333rd layer, Thanatos, becoming a demon lord. He takes some pleasure in the sufferings of the living, but far prefers the company and service of the undead. Orcus rewards those who spread death in his name by granting them a small portion of his power.

After becoming complacent in his eternal war with Demogorgon and Graz'zt, Orcus was recently murdered and deposed. But then Orcus rose from the dead – an undead demon – and took the name Tenebrous from a time, hiding in the shadows of the multiverse and waiting to take his revenge. Now he has reinstated himself to his former position and reclaimed his realm Thanatos, and once again finds himself in a struggle for dominance with many other demon lords.

Orcus is no longer content to grow fat and decadent in his castle. He focuses his anger and hate on the absolute destruction of his enemies and the spread of woe and havoc among mortals. He covets Graz'zt and Demogorgon's realms above all others and commands a host of undead and demons that ravage entire layers of the Abyss to his whim.

Against Graz'zt, Orcus's tactics are fairly direct. He constantly sends wave after wave of his limitless undead armies against Graz'zt's three Abyssal layers, continuing these battles eternally since Orcus can replace fallen undead soldiers as quickly as they are destroyed. This relentless assault is inexorably penetrating deeper and deeper into Graz'zt's territory, but at nowhere near the pace that Orcus wishes.

He realizes that Demogorgon is a more powerful foe, and as a result, his actions against the Prince of Demons are more subtle. He sends small bands of nabassu, vampires, and liches into the Gaping Maw and other places Demogorgon holds sway to undertake missions of precisely calibrated assassination and sabotage.

Yet while Orcus himself might not be as powerful as Demogorgon, and his realm might be dwarfed by the size of Graz'zt's holdings, his cult on the Material Plane is in truth his greatest resource. A large number of corrupt and despicable orcs, ogres, giant, and humans worship him. His temples are usually hidden, and his worshippers form secret societies that commit atrocities and wage wars in his name. He demands living sacrifice from his cultists, and blood and skulls are important parts of the imagery used in his worship. Intelligent undead rarely serve him willingly, although many vampires, liches, and other undead are forced into his service by dark pacts or compelling magic. Of the innumerable demon lords of the Abyss, Orcus is the one most often worshiped as a god.

Clerics of Orcus have access to the domains of Chaos, Darkness, Death, and Madness. His symbol is his wand – a skull topped black mace.

Orcus's Lair

Thanatos also known as the Belly of Death, is a cold and unforgiving place without a trace of life. The black sky is always in a persistent state of a moonlit night and the thin air immediately made any breathing creature weaker. Any being that perishes here will be rise as some form of undead or lesser demon within an hour's time. Orcus makes his lair in the fortress city of Naratyr. Surrounded by moat fed by the River Styx, Naratyr is an eerily quiet and cold city, its streets often empty for hours at a time. The central castle of bone has interior walls of flesh and carpets of woven hair. The city contains wandering undead, many of which are engaged in continuous battles with one another.

Lair Action

On initiative 20 (losing initiative ties), Orcus can take a lair action to cause one of the following magical effects; he can't use the same effect two rounds in a row:

Grasp of the Dead. Orcus causes skeletal arms to rise from an area on the ground in a 20-foot square that he can see. They last until the next initiative count 20. Each creature in that area when the arms appear must succeed on a DC 23 Strength saving throw or be restrained until the arms disappear or until Orcus releases them (no action required).

Undead Servants. Orcus causes six corpses within the lair to rise as undead. Depending on the corpses the undead could be skeletons, zombies, ghouls, ghosts, specters, or wraiths. These undead obey his telepathic commands, which can reach anywhere in the lair.

Whisper of Death. Orcus's voice echoes through out his lair. His utterance causes one creature of his choice to be subjected to *Power Word Kill*. Orcus needn't see the creature, but he must be aware that the individual is in the lair.

Regional Effects

The region containing Orcus's lair is warped by his mere presence, creating one or more of the following effects:

Putrid Decay. The air becomes filled with the stench of rotting flesh, and buzzing flies from thick within the region, even when there is no carrion to be found.

Undead Corruption. Dead beasts within 15 mile of the lair periodically animate as undead. Skeletal and zombie versions of the local wildlife area commonly seen in the area.

Madness. If a humanoid spends at least 1 hour with 1 mile of Orcus, that creature must succeed on a DC 23 Wisdom saving throw or descend into madness determined by the Madness of Orcus table. A creature that succeeds on this saving throw is immune to this regional effect for 24 hours. A *Greater Restoration* spell or similar magic can cure the effects if the caster succeeds on a DC 23 spellcasting check.

Madness of Orcus

If a creature goes mad in Orcus's lair or within line of sight of the demon lord, roll on the Madness of Orcus table to determine the nature of the madness, which is a character flaw that lasts until cured. See the *Dungeon Master's Guide* for more on madness.

House rule: Any creature that critically fails a saving throw within line of sight of Orcus or is critically hit by Orcus must succeed on a DC 23 Wisdom saving throw or descend into madness determined by the Madness of Orcus table.

Madness of Orcus

d100	Flaw (lasts until cured)
01-20	"I often become withdrawn and moody, dwelling on the insufferable state of life."
21-40	"I am compelled to make the weak suffer."
41-60	"I have no compunction against tempering with the dead in my search to better understand death."
61-80	"I want to achieve the everlasting existence of undeath."
81-90	"I am awash in the awareness of life's futility."
91-100	"I will give my life for Orcus, Lord of the Undead!"

Strategy and Tactics

Orcus relies heavily on his wand in combat, much preferring to engages foes in melee. Attacks with his free claw, gore, gore, and poison tail are almost afterthoughts. If faced with numerous powerful foes, Orcus fights more carefully. He summons undead and demons to engage foes in melee while he provides support with Circle of Death, Finger of Death, Blight, and his other spell-like abilities.

Orcus, Lord of the Undead

Huge fiend (Demon), Chaotic Evil

Armor Class 18 (natural armor), 21 with the Wand of Orcus

Hit Points 405 (30d12 + 210)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	20 (+5)	20 (+5)	25 (+7)

Saving Throws Dex +10, Con +15, Wis +13

Skills Arcana +13, Perception +13

Damage Resistances Acid, Cold, Fire, Lightning

Damage Immunities Necrotic, poison; Bludgeoning, Piercing, and Slashing from nonmagical attacks.

Condition Immunities Charmed, Exhaustion, Frightened, Petrified, Poisoned, Unconscious

Senses Darkvision 60 ft., Truesight 120 ft., passive Perception 22

Languages Abyssal, Common, Telepathy 300 ft.

Challenge 27 (105,000 XP)

Proficiency Bonus +8

Demonic Regeneration. Orcus regains 10 hit points at the start of each of its turns if he starts with at least 1 hit point.

Innate Spellcasting. Orcus's spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *Create Undead*, *Detect Evil and Good*, *Detect Magic*, *Soul Cage*, *Toll the Dead* (17th level)

3/day each: *Circle of Death*, *Counterspell*, *Dispel Magic*, *Finger of Death*, *Symbol (Death)*

1/day each: *Astral Projection*, *Telekinesis*, *Teleport*, *Time Stop*

Legendary Resistance (3/Day). If Orcus fails a saving throw, he can choose to succeed instead.

Magic Resistance. Orcus has advantage on saving throws against spells and other magical effects

Magic Weapons. Orcus's weapon attacks are magical.

Master of Undeath. When Orcus casts *Animate Dead* or *Create Undead*, he chooses the level at which the spell is cast, and the creatures created by the spells remain under his control indefinitely. Additionally, he can cast create undead even when it isn't night.

Undead Rebirth (Recharges after a Long Rest). If Orcus is reduced to 0 hit points in Thanatos, his abyssal essence will reform into a shadowy undead form after 8 hours with the stat block of a Skull Lord. If a Hallow spell is cast on the ground he was killed in to bless the ground he can't resurrect in this way for 24 hours. If Orcus touches the Wand of Orcus while in this form he will immediately take his original demon lord form.

Wand of Orcus. The wand has 7 charges, and any of its properties that require a saving throw have a save DC of 18. While holding it, Orcus use an action to cast *Animate Dead*, *Blight*, or *Speak with Dead*. Alternatively, he can expend 1 or more of the wand's charges to cast one of the following spells from it: *Circle of Death* (1 charge), *Finger of Death* (1 charge), or *Power Word Kill* (2 charges). The wand regains 1d4 + 3 charges daily at dawn. While holding the wand, Orcus can use an action to conjure undead creature whose combined average hit points don't exceed 500. These undead magically rise up from the ground or otherwise form in unoccupied spaces within 300 feet of Orcus and obey his commands until they are destroyed or until he dismisses them as an action. Once this property of the wand is used, the property can't be used again until the next dawn. If the wand touches a creature with less than 15 Hit Dice it must succeed on a Constitution saving throw or instantly die.

Actions

Multiattack. Orcus can make two melee attacks.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., Hit: 3d6 + 8 slashing damage.

Gore. Melee Weapon Attack: +16 to hit, reach 10 ft., Hit: 3d6 + 8 piercing damage.

Sting. Melee Weapon Attack: +16 to hit, reach 10 ft., Hit: 3d8 + 8 piercing damage. If the target is a creature, it must succeed on a DC 23 Constitution saving throw or take 2d8 poison damage and become poisoned for 1 minute. While poisoned in this way the target can't regain hit points.

Wand of Orcus. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 3d8 + 11 bludgeoning damage plus 2d12 necrotic damage. The target must succeed on a DC 18 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Summon Demons (1/Day). As an action, Orcus can summon 1d6 vrocks, 1d4 glabrezu, or 1 nabassu. A summoned demon appears in an unoccupied space within 60 feet of Orcus. It remains for 1 hour, until it or its summon dies, or until its summoner dismisses it as an action.

Bonus actions

Control Undead. Orcus can target one undead with 30 feet of him to make a DC 23 Wisdom saving throw. On a failed save, the target must obey Orcus's commands for the next 24 hours. An undead that succeeds on the saving throw is immune to this effect for the next 24 hours.

Legendary Actions

Orcus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Orcus regains legendary actions at the start of his next turn.

Taste of Undeath. Orcus casts *Blight* from the Wand of Orcus.

Wand. Orcus make one melee attack with his wand.

Creeping Death (Costs 2 Actions). Orcus chooses a point on the ground that he can see within 100 feet of him. A cylinder of swirling necrotic energy 60 feet tall and with a 20-foot radius rises from that point and lasts until the end of Orcus's next turn. Creatures in that area have vulnerability to necrotic damage.