

Orcus

Huge, Fiend (Demon), Chaotic Evil

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ARMOR CLASS**20****HIT POINTS****435 (30d12 + 240)****CHALLENGE****26 | 90,000 XP****PROFICIENCY****+8**

Speed Fly 40 ft., Walk 40 ft.

Initiative +3

Saving Throws Cha +15, Con +16, Str +16, Wis +13

Skills Arcana +13, Perception +13

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses Truesight 120 ft.; Passive Perception 23

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Languages Abyssal, telepathy 120 ft.

STR**27**
+8**DEX****16**
+3**CON****26**
+8**INT****20**
+5**WIS****20**
+5**CHA****24**
+7

Traits

Prince of Undeath. Undead allies within 120 feet have Advantage on saving throws against being Turned or Frightened.

Deathly Dominion. A creature damaged by Orcus's Necrotic damage cannot regain Hit Points until the start of Orcus's next turn.

Actions

Multiattack. Orcus makes three Wand of Death attacks.

Wand of Death. Melee Spell Attack: +15, reach 10 ft. Hit: 40 (6d10 + 7) Necrotic damage.

Call of the Grave (Recharge 5-6). Constitution Saving Throw: creatures of Orcus's choice within 60 feet. Failure: 126 (28d8) Necrotic damage and the target is Frightened until the end of its next turn. Success: Half damage.

Bonus Actions

Dead Command. Up to two undead allies within 120 feet may move up to half their Speed as Reactions.

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