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Orcus prince of undeath

Edit Share Lord of the Undead[1] Prince of the Undead[1] Prince of Undeath[1] Blood Lord[1] Lord of Specters[2] Master of Vampires[2] The Shadow That Was[3] Thanatos[6] Occasionally: The Broken Scale[7][8][note 1] Orcus was a demon lord and master of the undead. I will be the last creature when I am done. The cosmos will then be perfect, free of the braying abominations that are all other living things. Description[edit] | edit source] Orcus was typically described as having the head and legs of a goat, although with ram-like horns, a bloated body, bat-like wings, and a long tail. Orcus cared for nothing save himself—not even his devotees and undead servants—and focused only on spreading misery and evil. One of his most identifiable symbols was the artifact known as the Wand of Orcus, a skull-topped wand with the power to slay any living being. Orcus also wielded a powerful artifact known as the Orcusword. Possessions[edit] | edit source] Wand of Orcus[edit] | edit source] The Wand of Orcus was a powerful artifact. This skull-topped wand had the ability to automatically slay any living creature it touched. The Wand was highly coveted across the planes, and Orcus sometimes let it fall into the hands of mortals in order to allow them to wreak chaos and evil. The wand was thought to be in the possession of a cult called the Lurkers In Shadow. The Orcusword[edit] | edit source] The Orcusword was Orcus's personal weapon when he was still a balor. It was later held in Tchian-Sumere, Orcus's fortress on the Negative Energy Plane, Realm[edit] | edit source] Orcus' realm was Thanatos, the 113th layer of the Abyss. It was a frigid and frozen layer infested with the undead. Several cities dotted the layer (most of them ruled by minions of Orcus, including a powerful succubus and Quah-Nomag himself). Orcus ruled from his palace of Everlost in the bone-meal desert of Oblivion's End, north of a vast mountain chain called the Final Hills that cut across the layer. Despite Orcus regaining control over Thanatos, Kiaransalee's taint could still be found in the city of Naratyr on the Frozen Sea south of the layer, and in the so-called Forbidden Citadel in the city of Lachrymosa, located in the Final Hills.[note 1] Worshipers[edit] | edit source] Bloated goat prince of undeath, master of vampires and lord of specters, Orcus, grant me your crushing might and the deadly power of your skull-headed wand! — The Skull King Quah-Nomog[2] The cult of Orcus was mainly composed of twisted creatures with a morbid fascination with the undead, such as necromancers, as well as creatures deliberately seeking the path to unlife, such as would-be lichs and vampires. The following beings were some of Orcus's most infamous servants: History[edit] | edit source] Like many of the most powerful demon lords who struggled for power in the Abyss, Orcus started his existence as a mortal on the Prime Plane. He was apparently a wicked spellcaster of some sort, most probably a priest to some dark deity. After his death, his soul, like the souls of all chaotic evil mortals, went to the Abyss and Orcus began his afterlife as a lowly larva.[13] Orcus proceeded to climb through the demonic ranks over the next several thousand years, going from larva to mane, from mane to dretch, from dretch to rutterkin, from rutterkin to vroock, from vroock to glabrezu, from glabrezu to nalfeshnee, and eventually a balor. From there, he ascended to the rank of demon lord, becoming the Prince of the Undead and ruling the layer of Thanatos, the Belly of Death. Even though there are other demon lords aspiring to the title of "Prince of the Undead", Orcus' claim to the title went unchallenged for the most part. Ever hungry for more power, Orcus wanted to be recognized as "Prince of Demons", a title held by Demogorgon and coveted also by Graz'zt. As a result, he became the arch-enemy of both demon lords. In time, Orcus also achieved true godhood. In –1025 DR, a human worshiper of Orcus called Thargaun became the first king of Tharos, which would later become known as Narfell. His dynasty would rule until –633 DR when the lich-king Belevan was slain by the twin sons of Graz'zt.[14] In –431 DR, Jeshthren Darakh, a half-fiendish son of Orcus and Larnaeril Darakh, was born. In –399 DR, Jeshthren slew King Orlathaun, a human descendant of Graz'zt, and ascended to the throne of Narfell. He died in –322 DR.[14] In –367 DR, Orcus fathered another son, Heldakar Darakh, on another woman of the Darakh line. This woman was sacrificed to Orcus immediately following Heldakar's birth. This would become a tradition in the Darakh dynasty. Heldakar ascended to the throne of Narfell in –322 DR, following the death of his half-brother Jeshthren. Heldakar died in –299 DR.[14] In –338 DR, Orcus fathered Yannos Darakh "the Slayer" on a woman of the Darakh line, who was sacrificed following Yannos's birth. Yannos became king of Narfell in –299 DR, after the death of his half-brother Heldakar. Yannos died in –270 DR.[14] In –310 DR, Orcus fathered Garthelaun Darakh "the Goreclaw" on a woman of the Darakh line, who was sacrificed following Garthelaun's birth. Garthelaun became king of Narfell in –270 DR, following the death of his half-brother Yannos. Garthelaun died in –235 DR.[14] In –259 DR, Orcus fathered Ilithkar Darakh on a woman of the Darakh line, who was sacrificed following Ilithkar's birth. Ilithkar became king of Narfell in –235 DR, following the death of his half-brother Garthelaun.[14] In –181 DR, Ilithkar was overthrown by his cousin Rheligaun "the Horned," a half-fiendish son of Fraz-Urb'luu.[14] Orcus stomping about. Orcus became the patron of the Red Wizard Zhengyi in the 900s DR, aiding him in his quest to become a lich. Priests of Orcus supported Zhengyi in 1347 DR, when Zhengyi created the Castle Perilous, giving the lich control over many undead creatures.[15] Zhengyi attacked Damara in 1348 DR, finally bringing it under his control in 1357 DR.[16] Zhengyi lost his power when Gareth Dragonsbane and his company banished Orcus's power from the realm by stealing his wand. Zhengyi's undead army disintegrated along with Castle Perilous and Zhengyi the Witch-King was defeated.[17] Simultaneously, Orcus was slain by the drow demi-goddess Kiaransalee, who took over rulership of Orcus' layer of the Abyss and locked his (apparently restored) wand away in the last layer of Pandemonium. Kiaransalee decreed that Orcus' name be erased from all existence. That is not dead which can eternal lie, and with strange aeons even death may die. — An unknown author from the Prime Material Plane.[18] Despite the drow demi-goddess' efforts, Orcus was restored as an undead demon lord, renaming himself Tenebrous. As Tenebrous, Orcus discovered the Last Word, an utterance so powerful that it could destroy deities. The Last Word would also eventually kill those who knew it unless the being was a true deity, and to restore himself to his lost divinity, Orcus went in search for his wand. During his search, Orcus killed several gods, including Primus, god of the modrons, and Maanzecorian.[4] Orcus' efforts were stymied by a group of adventurers and Orcus was again destroyed, this time by the power of the Last Word. A cabal of greater deities, in response to Tenebrous' predations, later nullified the Last Word. However, Orcus was resurrected by Quah-Nomag, one of his foremost high priests and thralls, in a blasphemous ritual he enacted in the Astral Plane. Orcus then reclaimed his kingdom and his original name, re-proclaiming himself Prince of the Undead, despite his hatred of undead. However, as a result of his second death and resurrection, Orcus again lost his divinity and became the demon prince he once was. Orcus' divinity thereafter existed as a vestige, named Tenebrous, and could be called upon by binders. Orcus using his power to bring back Cyrog In the late 15th century DR, Orcus found himself summoned to the Underdark, where he used his powers of necromancy to control a dead elder brain named Cyrog.[19] Appendix[edit] | edit source] Notes[edit] | edit source] Gallery[edit] | edit source] Appearances[edit] | edit source] Adventures The Mines of Bloodstone • The Throne of Bloodstone Video Games Neverwinter Nights: Tyrants of the Moonsea Gamebooks Knight of the Living Dead Further reading[edit] | edit source] References[edit] | edit source] | 1.0 1.1 1.2 1.3 1.4 Christopher Perkins, Adam Lee, Richard Whitters (September 1, 2015). Out of the Abyss. Edited by Jeremy Crawford. (Wizards of the Coast), pp. 244–245. ISBN 978-0-7869-6581-6. | 2.0 2.1 2.2 Monte Cook (Oct 2002). Book of Vile Darkness. (Wizards of the Coast), p. 71. ISBN 0-7869-0672-3. | 1 Matthew Sernett, David Noonan, Ari Marmell and Robert J. Schwaltz (March 2006). Tome of Magic 3.5. (Wizards of the Coast), p. 48. 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Community content is available under CC-BY-SA unless otherwise noted. NEWS D&D Icons of the Redins: Demon Lord - Orcus, Demon Lord of Undeath Premium Figure' Posted by Jeffrey Dohm-Sanchez on October 13, 2020 @ 10:53 am CT WizKids announced D&D Icons of the Realms: Demon Lord - Orcus, Demon Lord of Undeath Premium Figure for release in January 2021. Orcus is the Demon Prince of Undeath also known as the Blood Lord. He rewards adventurers who spread death in his name by giving them boons, such as ghouls and zombies to do their bidding. This first pre-painted figure in WizKids line of Demon Lords stands tall on a 100mm base, and will retail for \$79.99. WizKids also announced Dungeons & Dragons: Owlbear Trophy Figure, a fantasy mounted head figure, for release in January (see "Proudly Display A 'Dungeons & Dragons: Owlbear Trophy Figure' In The Gaming Room"). Click on Gallery below for full-size images! View Gallery: 1 Images To discuss this article and view comments, you must be an ICv2 Pro subscriber. Register now or sign in.MORE GAMES MORE NEWS Orcus (pronounced OHR-kuhs)[1] is the demon lord of the undead and those who practice vile necromancy.[2] but is also associated with the sin of wrath.[3] He is a major object of worship throughout the Material Plane, yet has a relatively small following on Golarion.[4] As the demon lord of necromancy, Orcus seems to call more to those who have chosen undeath freely, rather than those who acquired it by accident.[5] Appearance Orcus has a fearsome appearance, though he certainly looks more human than some of the other demon lords like Dagon and Zevgavizeb. Orcus takes the shape of a fat humanoid with the head and cloven feet of a demonic ram, the wings of a an enormous bat, and a tail ending in a stinger.[2][6][4] Orcus wields his infamous heavy mace called the Wand of Orcus.[2][4] Home Orcus' Abyssal realm is called Uligor—an entire world filled with undead, where Orcus is engaged in a war for supremacy of the realm against a number of thanatotic titans.[2][7] Cult and worshipers Orcus is one of the demon lords with the most aggressive intentions on the Material Plane, but his influence on Golarion is relatively small. The only places where Orcus has any real cults (rather than the lone madmen who typically turn to demon worship) is in Geb, and some of the isolated, backwater areas of shadowy Nidal. While his devout followers claim Orcus is merely biding his time before making some grand move on Golarion, a more realistic reason for the demon lord's powerful lichs,[7] and illitu demons.[3] His most powerful servant is the balor lord Goriath, the Soul Drinker, who has been ordered to retake a remote city-fortress in Uligor.[18] In the past, the powerful marilith Ylleshka also pledged fealty to the Prince of Undeath, although this is no longer the case.[19] References For additional resources, see the Meta page. | 1 Erik Mona et al. (2008). Campaign Setting, p. 247. Paizo Publishing, LLC. ISBN 978-1-60125-112-1 | 2.0 2.1 2.2 2.3 2.4 James Jacobs. (2010). Lords of Chaos, p. 22. Paizo Publishing, LLC. ISBN 978-1-60125-250-0 | 3.0 3.1 James Jacobs, Jonathan H. Keith, Jason Nelson, Todd Stewart, and Tanith Tyrr. (2013). The Worldwound, p. 49. Paizo Publishing, LLC. ISBN 978-1-60125-532-7 | 4.0 4.1 4.2 4.3 James Jacobs et al. (2011). The Inner Sea World Guide, p. 232. 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