

ORCUS

D.Garry Stupack

The party paused outside the age-cracked doors. Huge doors that would belabor a giant. Doors that had, invitingly, been left wide open. The Prince of Undeath knew they were coming. He awaited his guests within. His final approach to godhood had been well planned, and this 'expected' final rally of champion mages, priests and weaponmasters at his threshold would be only a brief distraction. The Heroes exchanged a last look, hesitating, seeking reassurance. Reconsidering, perhaps? From within, a deep rumble of stone on stone mingled with primeval chanting. It urged them on, urged them forward. The time for choosing had passed. It was finally time to meet Orcus...

The Orcus scenario is for use with the Gargantuan Orcus collectable figure. In this scenario, a warband of up to 8 brave creatures tries to defeat Orcus while he is empowered within one of his lairs. One player assumes the role of Orcus and his minions, while the other controls the intrepid Heroes.

WARBAND CONSTRUCTION & MAP

MAP: The map is chosen by the player controlling Orcus. He may choose from the following list of maps: Dungeon of Blood, Temple of the Unseeing, Hailstorm Tower, Magma Keep.

WARBANDS: The creature controlling the warband challenging Orcus must construct a legal 765 point warband, containing up to 8 creatures (the Heroes). Faction and alignment rules apply. The player controlling Orcus sets up first, placing in any **victory area** on the map. The player controlling the Heroes may then set up in **either of the start areas**. During play, Orcus is not required to summon creatures from within his faction, but may not summon good creatures.

SPECIAL RULES

CHAINED CARDS: Orcus starts the game with the stat card entitled **Orcus Empowered**. When this creature becomes bloodied, end all conditions, effects and ongoing damage on **Orcus Empowered**, and replace the card with **Orcus Enraged**.

Similarly, if **Orcus Enraged** becomes bloodied, end all conditions, effects and ongoing damage on **Orcus Enraged** and replace the card with **Orcus Ensieged**. In all cases, Orcus retains his wand, unless it has previously been destroyed by the challenger's Warband.

MASSIVE: Orcus can move through walls and pit terrain, and can end his turn occupying those terrain types within his space. While Orcus occupies them, treat them as clear terrain. All creatures may ignore any thin walls that border Orcus's space.

ALTERNATE PLAY OPTIONS: *The Orcus scenario is very difficult for the Heroes to win. The Prince of Undeath is no easy target in one of his lairs. For a shorter, easier game, simply start Orcus as Enraged instead of Empowered, adjusting the size of the Heroes' warband accordingly. For a truly Epic 1000 point game, add Doresain, the Ghoul King (Against the Giants, 8/60) to Orcus, and up to 4 more undead or demon creatures, vs a Heroic band of up to 10 creatures!*

VICTORY CONDITIONS

The challengers win if Orcus is destroyed. Orcus wins if the entire enemy warband is destroyed.

ORCUS

ORCUS EMPOWERED

Level 34 ♦ Demon · Mastermind

AC 38
FORT 40
REF 36
WILL 38

ATTACKS
Ⓢ **Furious Assault:** (reach 3) +24 vs. AC; 25 damage AND push target up to 5 squares; *hit or miss, as a minor action, may repeat the attack vs. that target.*
☐ **Shadow Step:** Teleport 5 squares, then make a Ⓢ attack. ☹ when this creature destroys an enemy.

POWERS
Resist 10 All; Immune Necrotic
☐ **Create Undead:** Use at end of round. Place up to 5 new undead allies, with a total cost of 100 points or less, in any start or victory area.
Death Aura: (Aura 10) Living creatures that start their turn in aura take 10 necrotic damage.
Massive: Ignores walls and pits while moving. Can occupy walls and pits (treat as clear terrain).
Multiactivation 3: May take up to 3 turns per round.

♦ For use with Orcus Collectable Miniature

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ORCUS ENRAGED

Level 30 ♦ Demon · Mastermind

AC 37
FORT 38
REF 35
WILL 38

ATTACKS
Ⓢ **Furious Assault:** (reach 3) +24 vs. AC; 25 damage AND push target up to 5 squares; *hit or miss, as a minor action, may repeat the attack vs. that target.*
☐ **Skull Blast:** (Blast 7) +20 vs Fortitude; 20 + 20 necrotic damage AND dazed; *undead targets heal 20 HP instead.* ☹ as an attack action.

POWERS
Resist 10 All; Immune Necrotic
☐ **Call Demon:** Use at end of round. Place up to 2 new demon allies, with a total cost of 100 points or less, in any start or victory area.
Death Aura: (Aura 6) Living creatures that start their turn in aura take 10 necrotic damage.
Massive: Ignores walls and pits while moving. Can occupy walls and pits (treat as clear terrain).
Multiactivation 3: May take up to 3 turns per round.

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WAND OF ORCUS

Level 34 ♦ Object · Mastermind

AC 37
FORT 38
REF 38
WILL 37

ATTACKS
Ⓢ **Soul Draining:** (range 6) +22 vs. AC; 20 damage AND an adjacent ally heals 10 HP.
☐ **Legion's Hold:** (Radius 2 within sight) +20 vs. Will; 5 psychic damage and immobilized (save ends).

POWERS
Resist 5 All; Immune Necrotic
☐ **Symbiont:** Use at set up. Choose 1 ally as a mount for this creature. This creature is considered to be the 'rider' of that ally. While riding, this creature ignores forced movement effects, can never be dismounted, and always moves with its mount. This creature is also destroyed if its mount is destroyed.
Indominable Duo: This creature and its mount roll saving throws at the start and end of each of their turns.

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ORCUS ENSIEGED

Level 30 ♦ Demon · Mastermind

AC 36
FORT 37
REF 35
WILL 38

ATTACKS
Ⓢ **Wand Smash:** (reach 3) +24 vs. AC; 25 damage AND dazed AND immobilized.
☐ **Skull Ray:** (Sight) +22 vs Reflexes; 20 necrotic damage AND weakened. ☹ as an attack action.

POWERS
Resist 10 All; Immune Necrotic
☐ **Call Demon:** Use at end of round. Place up to 2 new demon allies, with a total cost of 100 points or less, in any start or victory area.
Death Aura: (Aura 3) Living creatures that start their turn in aura take 10 necrotic damage.
Massive: Ignores walls and pits while moving. Can occupy walls and pits (treat as clear terrain).
Multiactivation 2: May take up to 2 turns per round.

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