Orcus



Alignment : CE Race : Demon Prince (Tanari),Undead Class : Demon Prince , Necromancer

Lore - The mighty Orcus first of Demonkind , Orcus is the lord of the Undead , rulling from his Bone Castle of the Abyss . Orcus has ripped apart many angels , defeated other Demon Lords and even fought gods . He was at some point slain by the machinations of his Demonic rivals , but was since ressurected as an Undead monstrosity by his servants . His Wand is made from the head of a powerful Angel general which he ripped from him with his own hands.

1. Wand of Orcus - Deals 40 damage to a target , Hits Last. Those killed by this ability are raised as 20/20 Flying Specter servants and can never return to life . Melee

2. Aura of Death - Deals 10 damage to all characters at the end of each Turn , doesnt not effect Undead beings . Those killed by this ability rise as 20/20 Flying Specter Servants and can not return to life. Passive

3. Take Flight - Gains Flying for this and the next Turn . Shield

4. Gate Demons - Summons a Random Demon from the Abyss roll a 1d6

1- Vrock - 20/10 Flying Demon

2- Sloth Demon - 10/40 Demon

3- Glabrezu -30/30 Demon that can not be targeted

4 - Nalfeshne - 20/40 Demon which Gates in another Demon as per this ability at the start of each new Round of combat it is alive

5 -Marilith - 40/40 Demon , that Grapples any enemy on a successfull attack

6 - Balor - 30 /50 Flying demon , which makes 2x attacks whenever it attacks one deals Electric and another deals Fire damage

5. Lord of Death -Summons random die roll worth of Undead - 1,2 4x 10/10 skeletons , 3,4 - 3x 10 /30 Zombies , 5,6 - 2x 20/20 Ghouls that Stun a target for the next Turn if they damage him . Summoning

6. The Court of Bones - 1x per Game summons a 40/40 Doresian the Ghoul king , Doresian wears a cloack of Human skin which Grapples a target if he hits it with an attack . In addition of Doresian is alive , the Lord of Death ability always summons Ghouls instead of rolling. Summoning

\*Alt :Dimension Door - Ignores all attacks this Turn or teleports to another dimension where another character is located the second version Hits Last. Shield

\* Alt : Tail Slamm - Deals 20 damage to all enemies. Melee

Ulti : Final Vengeance - when Orcus dies he explodes in a torrent of Necrotic energy dealing 40 damage to all characters hit by this Ranged attack , this always triggers upon death but Orcus may never return to life as his body is destroyed. The battle is not over untill this ability resolves. Trigger,Ranged