

Daemonomicon: Demon Lord

This is Supplemental Material

Yeenoghu, The Beast of Butchery

The beast of Butchery appears as a great battle-scarred gnoll, towering 14 tall. Yeenoghu the Gnoll Lord is covered in matted fur and taut, leathery hide, his face like a grinning predator's skull. Patchwork armor made of discarded shields and breast plates is lashed onto his body with heavy chains, decorated by the flayed skins of his foes. He wields a triple-headed flail called the Butcher, which he can summon into his hand at will, although he is likely to tear his prey apart with his bare hands before ripping out its throat with his teeth.

Yeenoghu wants nothing more than slaughter and senseless destruction. He takes pleasure in causing fear before death, and he sows sorrow and despair through destroying beloved things. He doesn't parlay; to meet him is to do battle with him—unless he becomes bored.

The Gnoll Lord created gnolls in his twisted image when hunted across the Material Plane with packs of hyenas following his wake. Those that ate of the great Yeenoghu's kills become gnolls, emulating their master's ways. Few of others worship the Beast of Butchery, but those who do tend to take on a gnoll-like aspect, hunched over, and filing their teeth down to points.

One of Yeenoghu's greatest desires is to see to the prosperity of his creations, the gnolls. He envisions a Material Plane dominated by his children, where elves, dwarves, halflings, humans, and all other civilized people are slaves at best and food at worst. Yet he realizes that all the gnolls in the Material Plane could not achieve this such a goal—as a result, he actively supports cultists of other races who turn to him for support. The enigmatic leader of the Maure family once represented his most powerful cult among humanity at the time, yet internal strife caused by rival demon lord Malcanthet saw to the ruin of the resource. Today, Yeenoghu counts the Queen of Succubi as one of his greatest enemies and periodically raids her realm. He is always turned back by her defenses, but one day he hopes to gain enough allies to see her ruin.

Only Yeenoghu's eternal war with Baphomet nears the level of his hatred for Malcanthet. The source of the conflict between the Gnoll Lord and the Lord of Beasts is unclear, likely forgotten even by the two demon lords themselves, yet they show no signs of ceasing their eternal hostilities.

One of Yeenoghu's greatest and earliest triumphs was the subjugation of Doresain, the King of the Ghouls. Once a vassal of Orcus, the King of the Ghouls controlled his own layer of the Abyss until Yeenoghu's army invaded and conquered the layer and its undead ruler. The King swore fealty to Yeenoghu and continues to pay him homage to this day, ruling the White Kingdom as a sworn ally to the Gnoll Lord. Orcus's attention has been elsewhere, and so far, has not acted against the Beast of Butchery for the theft of his subjects.

Yeenoghu demands living sacrifices in remote wilderness regions on altars of crude stone. His faithful wear dark brown robes accented by mangy yellow furs. They are not allowed to clean these robes, and in time they grow horrific with clotted blood and foul odors.

Clerics of Yeenoghu have access to the domains of blood, death, madness, and savagery. His symbol is his triple-headed flail.

Yeenoghu's Lair

Yeenoghu is one of the lesser demon lords, yet he still commands a large empire on the 422nd layer of the Abyss is called the Death Dells, consisting of barren hills, sickly yellow forests, ravines, wide savannas with poisonous and parasite filled waters. His realm serves as one great hunting ground, where he pursues captured mortals in a cruel game. Yeenoghu's lair is place of blood and death, populated by gnolls, hyenas, and ghouls. There are few structures or signs of civilization in his realm but one of these structures is his lair, where he idly plots assaults on the holdings of powerful demonic entities. A giant mobile fortress-city, pulled by legions of slaves and demonic creatures on hundreds of stone wheels.

Lair Action

On initiative 20 (losing initiative ties), Yeenoghu 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:

Bloody Impalement. Yeenoghu causes an iron spike—5 feet tall and 1 inch in diameter—to burst from the ground at a point he can see within 100 feet of him. Any creature in the space where the spike emerges must make a DC 24 Dexterity saving throw. On a failed save, the creature take 6d8 piercing damage and is restrained by being impaled on the spike. A creature can use an action to remove itself (or a creature it can reach) from the spike, ending the restrained condition.

Flesh Pit Birth. Yeenoghu can summon a gnoll of any kind from any flesh pit within his line of sight.

Lord of Ghouls. Yeenoghu can target a humanoid corpse within his line of sight to immediately rise as a ghoul. Alternatively, he can target the corpse of a gnoll to within his line of sight to immediately rise as a witherling.

Regional Effects

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

Depraved Trophies. Within 1 mile of the lair, large iron spikes grow out of the ground and stone surfaces. Yeenoghu impales the bodies of the slain on these spikes.

Ravenous Predation. Beasts and plants within 6 mile of the lair become unusually savage, killing far more than what they need for food. Carcasses of prey are left to rot in an unnatural display of wasteful slaughter.

Madness. If a humanoid spends at least 1 hour with 1 mile of Yeenoghu, that creature must succeed on a DC 18 Wisdom saving throw or descend into madness determined by the Madness of Yeenoghu 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 18 spellcasting check.

Madness of Yeenoghu

If a creature goes mad in Yeenoghu's lair or within line of sight of the demon lord, roll on the Madness of Yeenoghu 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 Yeenoghu or is critically hit by Yeenoghu must succeed on a DC 18 Wisdom saving throw or descend into madness determined by the Madness of Yeenoghu table.

Madness of Yeenoghu

d100	Flaw (lasts until cured)
01-20	"I get caught up in the flow of anger and trying to stoke others around me into forming an angry mob."
21-40	"The flesh of the other intelligent creatures is delicious."
41-60	"I rail against the laws and customs of civilization, attempting to return to a more primitive time."
61-80	"I hunger for deaths of others, and am constantly starting fights in the hope of seeing bloodshed"
81-90	"I keep trophies from the bodies I have slain, turning them into adornments."
91-100	"I truly believe myself to be a gnoll in the service of the Beast of Butchery. Hail Yeenoghu!"

Strategy and Tactics

Beastial and straightforward, Yeenoghu is more likely to charge into melee growling and screaming epithets before doing anything more subtle, although he is more than capable of being subtle. His first action when faced by a small group or an individual of great strength is to cast power word stun on them, then leaping into battle. If faced with large number of foes he'll summon as many gnolls, ghouls, and demons as possible to support him.

Yeenoghu, The Beast of Butchery

Huge fiend (Demon), Chaotic Evil

Armor Class 20 (natural armor)

Hit Points 375 (25d12 + 200)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	16 (+3)	26 (+6)	16 (+2)	24 (+7)	16 (+3)

Saving Throws Dex +10, Con +15, Wis +14

Skills Intimidation +10, Perception +14, Stealth +10, Survival +14

Damage Resistances Acid, Cold, Fire, Lightning

Damage Immunities 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, Giant, Gnome, Telepathy 300 ft.

Challenge 25 (75,000 XP)

Proficiency Bonus +7

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

Innate Spellcasting. Yeenoghu's spellcasting ability is Charisma (spell save DC 18, +10 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*, *Vicious Mockery*, *Wrathful Smite*

3/day each: *Blight*, *Dispel Magic*, *Fear*, *Fly*, *Invisibility*, *Power Word Stun*, *Symbol (Hopelessness)*

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

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

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

Magic Weapons. Yeenoghu's weapon attacks are magical.

Mass Feral Rampage. When Yeenoghu reduces a creature to 0 hit points with a melee attack on his turn, he, and any fiend (demon), gnoll, hyena, and undead within 30 feet of him can use its reaction to move half its speed and make a melee attack. Additionally, all fiends (demon), gnolls, hyenas, and undead within 30 feet of Yeenoghu gain resistance to bludgeoning, slashing, and piercing damage till the start of his next turn.

Pack Leader. All fiends (demon), gnolls, hyenas, and undead within 10 feet of Yeenoghu have advantage on attack rolls.

The Butcher. Yeenoghu possesses a magical three-headed flail known as the Butcher, that bleeds ichor when swung in battle. It was constructed from the thighbone and torn flesh of an ancient god he slew, with three chains ending in rusty barbed heads. This weapon is bonded to Yeenoghu, who can summon and dismiss it as a bonus action. The butcher has a +3 magic bonus to attack and damage rolls. When creature is hit by one of the flail heads, Yeenoghu can have the flail create an additional effect of his choice or at random (each effect can be used once per turn):

1. The attack deals an extra 2d12 bludgeoning damage.
2. The target must succeed on a DC 17 Constitution saving throw or be paralyzed until the start of Yeenoghu's next turn.
3. The target must succeed on a DC 17 Wisdom saving throw or be affected by the *Confusion* spell until the start of Yeenoghu's next turn.

Actions

Multiattack. Yeenoghu can make three melee attacks.

Bite. Melee Weapon Attack: +16 to hit, reach 10 ft., Hit: 2d10 + 9 piercing damage.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., Hit: 2d6 + 9 slashing damage.

The Butcher. Melee Weapon Attack: +19 to hit, reach 15 ft., Hit: 1d12 + 12 bludgeoning damage.

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

Summon Ghouls (1/Day). As an action, Yeenoghu can summon 1d6 + 6 Ghouls. A summoned undead appears in an unoccupied space within 60 feet of Yeenoghu. It remains for 1 hour, until it or its summon dies, or until its summoner dismisses it as an action.

Summon Gnolls (1/Day). As an action, Yeenoghu can summon 5d6 Gnolls or 2d6 Gnoll Pack Lords. A summoned gnoll appears in an unoccupied space within 60 feet of Yeenoghu. It remains for 1 hour, until it or its summon dies, or until its summoner dismisses it as an action.

Bonus actions

Profaned Speech. Yeenoghu casts *Vicious Mockery* at a creature, as he hurls profane insults and curses that weaken the target.

Reactions

Vengeful Strike. In response to a gnoll or fiend being reduced to 0 hit points within 30 feet of Yeenoghu, he can make a melee attack.

Legendary Actions

Yeenoghu 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. Yeenoghu regains legendary actions at the start of his next turn.

Sudden Rush. Yeenoghu moves up to his speed.

Swat Away. Yeenoghu makes a flail attack. If the attack hits, the target must succeed on a DC 24 Strength saving throw or be pushed 15 feet in a straight line away from Yeenoghu. If the saving throw fails by 5 or more, the target falls prone.

Butchering Bites (Costs 2 Actions). Yeenoghu makes a bite attack against each creature within 10 feet of him.