

# Yeenoghu

Huge, Fiend (Demon), Chaotic Evil

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**ARMOR CLASS**

20

**HIT POINTS**

385 (30d12 + 190)

**CHALLENGE**

24 | 62,000 XP

**PROFICIENCY**

+7

**Speed**

Walk 50 ft.

**Initiative**

+4

**Saving Throws**

Cha +13, Con +14, Dex +11, Str +16, Wis +11

**Skills**

Perception +11

**Damage Resistances**

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

**Damage Immunities**

Poison

**Condition Immunities**

Charmed, Frightened, Poisoned

**Senses**

Truesight 120 ft.; Passive Perception 21

**Passive Perception**

21

**Languages**

Abyssal, Gnoll, telepathy 120 ft.

**STR**

28  
+9

**DEX**

18  
+4

**CON**

24  
+7

**INT**

16  
+3

**WIS**

18  
+4

**CHA**

22  
+6

## Traits

**Beast of Butchery.** Yeenoghu has Advantage on attack rolls against creatures below half their Hit Points.

**Gnoll Father.** Allied gnolls and demons within 60 feet deal 7 extra damage on their first melee hit each round.

## Actions

**Multiattack.** Yeenoghu makes three Butcher Flail attacks.

**Butcher Flail.** Melee Attack Roll: +16, reach 15 ft. Hit: 33 (4d12 + 7) Bludgeoning damage plus 22 (5d8) Psychic damage.

**Savage Feeding Cry (Recharge 5-6).** Wisdom Saving Throw: creatures of Yeenoghu's choice within 60 feet. Failure: 108 (24d8) Psychic damage and the target is Frightened until the end of its next turn. Success: Half damage.

## Bonus Actions

**Rampage.** Yeenoghu moves up to half his Speed toward a creature below full Hit Points.

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