



# DEMONOMICON OF IGGWILV

*Yeenoghu, Demon Prince of Gnolls*

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There is nothing unique about the wanton violence of the Destroyer. All demons hunger for slaughter, and they all seek the end of all things. They all want to tear down the works of the gods and reduce all things to ruin. Where Yeenoghu differs, however, is in his ability to turn the business of killing into a breathtaking spectacle. With him, it is a form of art—if you can stomach the screams and noxious odors issuing from the dead. Yeenoghu is special because he embodies killing. He has few ambitions beyond the visceral thrill of rending the soft flesh of his enemies and drinking deep the hot blood from their bodies. He craves nothing more than the utter defeat of all those who stand against him and is relentless in his pursuit of feeding the emptiness of his existence with the frantic screams of those he slays. Butchery is the provender of Yeenoghu, and his single-minded pursuit of annihilation makes him a dangerous force in the infinite layers of the Abyss.

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**O**N A THRONE of bone, in the dim light of smoke-filled hall, surrounded by the sounds of screams and the endless grinding of the wheels far below, sits the Beast of Butchery. Yeenoghu, by those with the courage to address him as such, is a demon prince of the Abyss. As patron of the gnolls, he is worshiped as a god. As kindred to other fiends who carve out their own kingdoms in the Abyss, he is a terrifying scourge, a force of destruction, and a liability to the designs and ambitions of his rivals. Few aside from other more powerful demon lords dare challenge him or the reckless legions clambering to his banners because his forces are nigh unstoppable, and if Yeenoghu's forces could maintain coherency for more than a single campaign, he might have emerged long ago as the true master of the Abyss. As history has shown, though, Yeenoghu is his own worst enemy, and he is frequently the cause of his own undoing.

## DESCRIPTION

Yeenoghu combines the worst features of a gnoll and demon in one immense form. Standing 12 feet tall, his body is gaunt and lanky, and patches of yellow fur stained with brown spots cover him. Leprous gray skin and suppurating wounds mar his body, revealing the corruption of his flesh and spirit. His head is a large, anthropomorphic hyena's, with glowing red eyes and a toothy maw from which spills strings of drool.

Always suspicious of treachery, Yeenoghu wears armor assembled from the pieces he scavenges on the battlefield, with bits of mail and plate held together by strips of flesh collected from his victims. His pride is his *Triple Flail*, an evil weapon constructed from the bones of a god he slew during the ancient wars between the deities and the primordials. The handle is a thighbone wrapped in the god's torn flesh. Three chains extend from the top of the handle, each ending in a rusty, barbed head. When used in combat, the weapon bleeds divine ichors, splashing the field with the tears and blood of the fallen deity.

## YEENOGHU AND D&D

Yeenoghu, like Graz'zt, was one of the creations of the late Gary Gygax for the *DUNGEONS & DRAGONS* game, making him one of the first demon lords mentioned in 1st Edition. From the start, Yeenoghu was an important figure, who was described as being "one of the most powerful and feared" of the demon princes. Part of his power stemmed from the fact he enjoyed the worship of the gnolls, and he also enjoyed the support and homage of the King of Ghouls. Jeff Grubb, in the *Manual of the Planes*, implied the demon prince controlled far more than one layer in the Abyss. Of particular note, this book gave us the first look at Yeenoghu's Realm, a barren salt-waste through which Yeenoghu roamed inside his rolling fortress city pulled by legions of slaves under the watchful eyes of gnoll overseers.

Yeenoghu faded from the game for a time during the early years of 2nd Edition. In 1992 he returned to the game in Carl Sargent's *Monster Mythology*. Here, Yeenoghu remained a demon (tanar'ri) lord, and he was also a full-fledged god and member of the "giantish" pantheon. Deemed an interloper god, he was not originally part of the pantheon, but he joined it later when he subverted the gnolls from their god Gorellik. Yeenoghu remained a part of the giant pantheon, but he cared nothing for the giants themselves—he just sought the power he could steal from them as he had from fallen Gorellik.

With 3rd Edition, Yeenoghu's significance

began to fade. Although he was still favored by the gnolls, he was no longer their principal god. The coup de grace, so to speak, for Yeenoghu, was the loss of Doesain, the King of Ghouls. *Libris Mortis*, by Andy Collins and Bruce Cordell, revealed Yeenoghu lost the ability to command Doesain, implying either the King of Ghouls had ascended to true godhood (which his rank as demigod supported) or that Yeenoghu had lost so much power he was fast becoming irrelevant. *Fiendish Codex I: Hordes of the Abyss*, by Ed Stark, James Jacobs, and Erik Mona, confirms the latter explanation, describing the Destroyer as a "lesser demon lord," with few ambitions beyond seeing his chosen servants thrive in the world. Even Wolfgang Baur's and Gwendolyn F.M. Kestrel's *Expedition to the Demonweb Pits* portrays Yeenoghu as a minor player in the demonic conclave, his attendance diminished by his peers.

In the 4th Edition rules, Yeenoghu is again one of the few demon lords mentioned in the *Monster Manual*. The Beast of Butchery is the sole master of the gnolls, and packs of these feral creatures roam the world in search of raid, plunder, and victims to sacrifice on their bloody altars. Yeenoghu is still a savage and bestial figure, but he has reclaimed his place among the mighty demon lords. It's just a matter of time before the Beast of Butchery stirs in his fetid realm and brings horrific war to the planes once more.

**Yeenoghu**      **Level 28 Solo Skirmisher**  
 Large elemental humanoid (demon)      XP 65,000

**Initiative** +24      **Senses** Perception +22; darkvision, low-light vision

**Fetid Cloud (Poison)** aura 5; enemies that start their turn in the aura take 10 poison damage and are slowed until the start of their next turn.

**HP** 1,290; **Bloodied** 645; see also *bloodied wrath*  
**AC** 46; **Fortitude** 44, **Reflex** 46, **Will** 42

**Immune** disease, poison; **Resist** 10 variable (2/encounter); see *MM* glossary

**Saving Throws** +5  
**Speed** 7

**Action Points** 2

⊕ **Triple Flail** (standard; at-will) ♦ **Weapon**  
 Reach 2; +32 vs. AC; 2d8 + 10 damage, and the target is immobilized (save ends). *Aftereffect*: 15 damage.

⊕ **Bite** (minor; at-will against a target hit by Yeenoghu's *Triple Flail* attack)  
 Reach 2; +32 vs. AC; 1d8 + 10 damage, and ongoing 5 damage (save ends).

↓ **Ribbons of Flesh** (standard; at-will) ♦ **Fear**  
 Reach 2; Yeenoghu makes two melee basic attacks against two different targets. Each hit target takes a -4 penalty to all attack rolls (save ends).

### YEENOGHU'S TACTICS

A figure of incomprehensible power and possessed with an almost unmatched capacity for violence, the Demon Prince of Gnolls flings himself into every battle. He uses his fearsome *Triple Flail* to tear the flesh from his enemies and leave the mounds of the dead in his wake for his scavengers and hangers-on.

Yeenoghu begins his fights by charging his enemies and lashing them with his nasty weapon. He delights in the mayhem he creates as his weapon flays not only the flesh but also the mind, since the weapon's touch rends their courage and resolve. Yeenoghu never stays in place for long; he's always moving and attacking, and he barks through it all.

✦ **Crushing Grasp** (minor; recharge ⓂⓂⓂ) ♦ **Force**

Area burst 2 within 20; +36 vs. Reflex; 3d10 + 10 force damage, and the target is immobilized until the end of Yeenoghu's next turn. *Miss*: Half damage and the target is pushed up to 10 squares.

◀ **Filthy Curse** (minor; recharge ⓂⓂⓂ) ♦ **Psychic, Necrotic**

Close blast 5; +32 vs. Will; 1d8 + 5 psychic damage, ongoing 10 necrotic damage (save ends), and the target is stunned until the end of its next turn.

**Feint** (move; at-will)

Yeenoghu can shift 3 squares. Yeenoghu gains combat advantage against targets he ends his move adjacent to until the end of his turn.

**Hyena Strike**

If Yeenoghu moves at least 3 squares from where he began his turn, his attacks deal an extra 3d6 damage.

**Threatening Reach**

Requires *Triple Flail*; Yeenoghu can make opportunity attacks against all creature within his reach (2 squares).

**Teleport** (move; recharge ⓂⓂⓂⓂ) ♦ **Teleportation**

Yeenoghu teleports up to 12 squares.

**Alignment** Chaotic evil    **Languages** Abyssal, Common  
**Skills** Athletics +29, Insight +22, Intimidate +24, Nature +22, Stealth +27

**Str** 31 (+24)      **Dex** 26 (+22)      **Wis** 16 (+17)  
**Con** 26 (+22)      **Int** 21 (+19)      **Cha** 21 (+19)

**Equipment** piecemeal armor, *Triple Flail*

If faced with several opponents at once, he spews a *filthy curse* in Dark Speech to unman his enemies and leave them vulnerable to his assault.

Yeenoghu might lack the means of flight, but his evil will can deflect aerial attackers. If he faces airborne enemies, he pauses just long enough to wrap his opponent in bands of crushing force and then flings the foe away. The Destroyer retreats when he is injured, imprisoned, or otherwise trapped. Like his rivals, he uses teleport to escape—doing so causes him to brood and plot. When he is ready, he draws up his vast armies to mount a new assault augmented by overwhelming numbers of demons, savage gnolls, and other bestial fiends.

### YEENOGHU LORE

A character knows the following information with a successful Arcana check.

**DC 15:** Yeenoghu has many names, and each one reflects another facet of his cruel and savage nature. Most know him as the Demon Prince of Gnolls, but among the gnolls, he is called the Destroyer, and in certain circles and writings, he has been called the Beast of Butchery and the Ruler of Ruin. Yeenoghu is the undisputed master of the gnolls, and through them, he works his evil in the natural world.

**DC 20:** As a demon lord, Yeenoghu is a vehicle of destruction. Like many demon lords, Yeenoghu was once a primordial, one of the shapers of creation, but was transformed and awakened by the mysterious Chained God believed to lurk at the bottom of the Abyss. As with other demons, Yeenoghu hungers for carnage, but also craves power over his rivals and the gods themselves. To this end, he goads his mortal servants into performing appalling acts of evil in his name throughout the lands. He admonishes his servants to show no mercy in their perpetual war—they must kill all creatures they encounter and take prisoners when the beings can serve as useful thralls.

**DC 25:** The seat of Yeenoghu's power is a nameless layer deep in the Abyss. Known as Yeenoghu's Realm, it is a wasteland. Much of the area is parched savanna covered in brittle brown grass punctuated by semimobile plants with poisonous barbs and choking tendrils. The skies are a sickening shade of green, and the sun is a bloody red wound spreading its crimson stain across the horizon. Bounding this perilous realm is a vast jungle of gnarled trees with jaundiced leaves and toxic fauna. To the north runs a barren range of brown mountains, which are pocked with mines where the Destroyer's servants struggle to pull priceless ore from the monster-filled deeps. The mountains tumble into a vast sea clotted with flotillas and wreckage. Infested by ghouls, the sea also has cannibals and exiles, who have been driven

mad by their isolation and by the horrors living in the murky water's deeps. In all, Yeenoghu's Realm is a nightmare world of want and suffering, which makes it a place suited to its vile and bestial master.

**DC 30:** Yeenoghu surveys his realm from atop his fortress city. Mounted on hundreds of stone wheels and pulled by an army of demons, the enormous citadel makes its circuit of the layer, running with streams of blood and filth, and leaving in its wakes the crushed carcasses that fell in its path.

## ASPECT OF YEENOGHU

Rather than stirring up trouble in the middle world, Yeenoghu sends his aspect to deal with his mortal servants. The aspect can appear at the Destroyer's behest, serving as the demon prince's herald or messenger. As well, a select few cultists possess a foul ritual to summon the aspect and bend it, for a time, to their will. Yeenoghu is loath to bestow this power onto mortals and entrusts it only to the most powerful and worthy of his servants.

### DESCRIPTION

The aspect of Yeenoghu is a 7-foot-tall demonic gnoll that wears rusted chainmail and wields a three-headed flail, similar to the *Triple Flail* of the demon prince's true form. The aspect has the same glowing red eyes and patchy yellow fur, though where his flesh is exposed, he oozes a foul-smelling ochre slime.

**DC 30:** The aspect is a sliver of Yeenoghu and possesses many of his personality and physical characteristics. It is, however, a separate entity and for as long as it exists, it can pursue its own agenda. Aspects are bound to serve the priests who summoned them and must abide by any commands given. An aspect can resist if the orders are in some way opposed to Yeenoghu's nature, and when they do, the resulting violence is spectacular.

### Aspect of Yeenoghu Level 22 Elite Skirmisher Large elemental humanoid (demon) XP 8,300

<b>Initiative</b> +20	<b>Senses</b> Perception +19; darkvision	
<b>Fetid Cloud</b> aura 3; all enemies inside the aura take a -2 penalty to attack rolls.		
<b>HP</b> 424; <b>Bloodied</b> 212; also see <i>demonic wrath</i>		
<b>AC</b> 38; <b>Fortitude</b> 36, <b>Reflex</b> 36, <b>Will</b> 33		
<b>Resist</b> 20 variable (3/encounter); see <i>MM</i> glossary		
<b>Saving Throws</b> +2		
<b>Speed</b> 8		
<b>Action Points</b> 1		
⊕ <b>Three-Headed Flail</b> (standard; at-will) ♦ <b>Weapon</b>		
Reach 2; +28 vs. AC; 2d8 + 9 damage.		
⊕ <b>Bite</b> (minor; at-will against target hit by three-headed flail)		
Reach 2; +28 vs. AC; 1d8 + 9 damage, and ongoing 5 damage (save ends).		
◀ <b>Fetid Breath</b> (standard; recharge when aspect drops enemy to 0 or fewer hit points) ♦ <b>Poison</b>		
Close blast 5; +25 vs. Fortitude; 2d6 + 9 poison damage, and the target is pushed 1 square plus ongoing 10 poison damage (save ends).		
<b>Threatening Reach</b>		
Requires three-headed flail; an aspect of Yeenoghu can make opportunity attacks against all creatures within his reach (2 squares).		
<b>Feint</b> (move; at-will)		
An aspect of Yeenoghu can shift 3 squares. He gains combat advantage against targets he ends his move adjacent to until the end of his turn.		
<b>Hyena Strike</b>		
If the aspect of Yeenoghu moves at least 3 squares from where he began his turn, his attacks deal an extra 2d6 damage.		
<b>Demonic Wrath</b>		
When bloodied, the aspect of Yeenoghu gains a +2 bonus to attack rolls.		
<b>Alignment</b> Chaotic evil <b>Languages</b> Abyssal		
<b>Skills</b> Athletics +24, Insight +24, Intimidate +22, Nature +24, Stealth +23		
<b>Str</b> 26 (+19)	<b>Dex</b> 24 (+18)	<b>Wis</b> 26 (+19)
<b>Con</b> 28 (+20)	<b>Int</b> 20 (+16)	<b>Cha</b> 22 (+17)
<b>Equipment</b> three-headed flail		

## ASPECT OF YEENOGHU TACTICS

Yeenoghu's aspect leads the vanguard into every battle, charging ahead of the gnolls and filling them with religious frenzy with his ferocity and viciousness. The aspect weaves through its enemies, whipping its flail about to inflict as many injuries as it can.

## ASPECT OF YEENOGHU LORE

A character knows the following information with a successful Arcana check.

**DC 25:** As a reward for constant and loyal service, Yeenoghu can bestow knowledge of a dark ritual to summon his aspect.

## YEENOGHU'S AMBITION

In the centuries after the war with the gods, the Ruler of Ruin has amassed his armies. His people in the natural world feed his layer with a steady supply of slaves and victims, and his altars run red with the blood of fresh sacrifices. He hungers for vengeance against those who have defeated or thwarted him in the past, craving the chance to destroy his enemies, but the centuries of warfare taught him the value of cunning. Rather than spend his servants in a useless bid to seize the Abyss, Yeenoghu turns his attention to his servants in the natural world. There, he works to empower the gnolls, giving them the strength they need to conquer the whole of the civilized lands and make the world his own. Such a conquest would make him more powerful than any god and thus enable him to mount an unstoppable assault against his enemies, the whole of the Abyss, and, one day, the entire cosmos.

## NEZREBE, EXARCH OF YEENOGHU

Like most demon princes, Yeenoghu has a stable of exarchs to support his efforts on his own layer and see to his interests beyond it. Few exarchs remain for long, since their carcasses are crushed beneath the rolling wheels of his fortress when they invariably fail him. One exarch, though, is the exception to the rule of short-lived servants: Nezrebe, the White Knight.

### DESCRIPTION

Nezrebe stands 9 feet tall, and he has a straight back, muscled frame, and bright crimson eyes. This gnoll is an albino, with sickening white-yellow fur about his face and covering much of body. It darkens to a filthy brown at his armpits and groin.

Nezrebe disdains most armor, relying on his thick hide and inability to feel pain of any kind to carry him through battle. He wears a few pieces, which he has claimed from creatures he has slain. He wields a mighty bastard sword named *Winnower*, a grotesque weapon sporting the nicks and dings of Nezrebe's many battles, but somehow as razor sharp as a fresh-forged weapon. From *Winnower's* hilt hang a series of rotating charms—trophies Nezrebe has claimed from those opponents he has vanquished recently who were the most difficult to slay.

Although a powerful combatant, Nezrebe fights off a foul consumption that causes him to cough up bloody chunks of his lungs. His master's will allows him to survive—a fact that drives the exarch to greater and more appalling acts of violence to ensure he keeps Yeenoghu's favor.

### NEZREBE TACTICS

The White Knight surrounds himself with demons and gnoll thralls, using their bodies and strength to enhance his own assets in battle. He

surges forward, his host in tow, hammering at his foes with *Winnower*. When damaged, he flies into a rage, using rending assault to punish the enemy. He disdains cowards and spits wads of caustic phlegm at wizards, archers, and similar weak foes.

<b>Nezrebe</b>	<b>Level 25 Elite Soldier (Leader)</b>	
Large natural humanoid	XP 14,000	
<b>Initiative</b> +20	<b>Senses</b> Perception +24; low-light vision	
<b>Bloodlust</b> aura 3; all allies inside the aura gain a +2 bonus to attack rolls.		
<b>HP</b> 462; <b>Bloodied</b> 231; see <i>savage frenzy</i>		
<b>AC</b> 42; <b>Fortitude</b> 39, <b>Reflex</b> 36, <b>Will</b> 39		
<b>Immune</b> fear; <b>Resist</b> 15 acid, 10 variable (1/encounter); see MM glossary		
<b>Saving Throws</b> +2		
<b>Speed</b> 7		
<b>Action Points</b> 1		
⚔ <b>Winnower</b> (standard; at-will) ⚔ <b>Weapon</b>		
Reach 2; +32 vs. AC; 2d8 + 9 damage, and the target is marked until the end of Nezrebe's next turn.		
☞ <b>Bloody Phlegm</b> (standard; at will) ⚔ <b>Acid</b>		
Ranged 10; +30 vs. Reflex; 1d8 + 6 acid damage, and the target is blinded (save ends).		
⚔ <b>Savage Bite</b> (minor, when Nezrebe hits with <i>Winnower</i> ; recharge critical hit)		
+30 vs. Reflex; 1d12 + 9 damage, and ongoing 10 damage (save ends). <i>Aftereffect</i> : Target is dazed (save ends).		
⚔ <b>Rending Assault</b> (standard; recharge when first bloodied and/or critical hit) ⚔ <b>Weapon</b>		
Requires <i>Winnower</i> ; +30 vs. AC; 4d8 + 9 damage, and ongoing 5 bleed damage (save ends) and the target is marked until the end of Nezrebe's next turn.		
<b>Savage Frenzy</b> (free action; when first bloodied)		
Nezrebe makes a melee basic attack against each adjacent enemy.		
<b>Alignment</b> Chaotic evil <b>Languages</b> Abyssal		
<b>Skills</b> Endurance +23, Intimidate +23, Nature +24		
<b>Str</b> 29 (+21)	<b>Dex</b> 23 (+18)	<b>Wis</b> 25 (+19)
<b>Con</b> 23 (+18)	<b>Int</b> 21 (+17)	<b>Cha</b> 22 (+18)
<b>Equipment</b> <i>Winnower</i>		

### NEZREBE LORE

A character knows the following information with a successful History check.

**DC 25:** Nezrebe is Yeenoghu's favored exarch. He takes his name from his white fur and his decidedly uncouth nature. He has a special hatred for elves and spends his time hunting elves that have been dragged onto his master's layer. Inside Yeenoghu's fortress, Nezrebe has special chambers set aside for tormenting captive elves.

**DC 30:** When not attending his master, Nezrebe sees to extending Yeenoghu's Realm into the Seeping Wood, a vast forest of foul flora and toxic fauna the Destroyer once ruled. There, Nezrebe leads forays into the wilderness, ousting minor demon lords who would carve out their petty kingdoms while also dealing with spies and agents of his master's rivals. To warn off trespassers, Nezrebe crucifies elf slaves to mark lands under his control and to warn what will happen if he is crossed.

### YEENOGHU'S MINIONS

Yeenoghu's Realm is filled with despicable creatures, from packs of feral demonic gnolls to a bevy of cackling demons and bestial fiends. From the remnant ghouls infesting his mountains, to the noxious creepers lurking in the depths of the Seeping Woods, Yeenoghu's Realm is unique in its ability to spawn new embodiments of cruel and savage monsters.

By far, the most numerous of Yeenoghu's minions are those gnolls who abandoned the middle world to find new lives serving Yeenoghu. The gnoll packs are ubiquitous throughout the Dun Savannah, thinning near the shores of the Curseswallow, though they dwell near any shrines or temples to their evil master.

Demons, in all their forms and shapes, make up a close second to the gnolls, though the most monstrous and unpredictable of demonkind call this

layer home. Hordes of evistros claw and fight with each other and anything else they encounter, while barlgura demons move across the plains, smashing and killing as they go. Vrocks roost in the mountain peaks or circle the twisted towers of the few permanent settlements on the layer.

Although Doesain is no longer subject to Yeenoghu's rule, ghouls and abyssal ghouls still lurk in the defiles and slopes of the Screaming Peaks. The ghouls aren't loyal to Yeenoghu, but they have severed themselves from the King of Ghouls, making them an unpredictable lot. From time to time, Yeenoghu has had success in rousing these undead servants, but more often than not, the demonic ghouls prey on the Destroyer's other minions after descending from their mountain lairs in a white-painted tide to crash upon the gnoll tribes.

While most gnolls find their lives cut astonishingly short fighting for the Beast of Butchery, a few claw their way to the top of his armies. Just a handful of gnoll champions ever fight their way free from the sea of violence to gain positions as commanders and advisors. In addition, Yeenoghu keeps a number of courtesans to ravish, kill, and sometimes eat. His insatiable lover and stalwart servant, a filthy gnoll named Rekla, lords over the mix of races and creatures.

Yeenoghu has few allies in the Abyss. None of his peers trusts him, and few respect him. Yeenoghu does have his uses, however, and Graz'zt has maneuvered the Beast of Butchery into terrible battles with surgical precision and great cost to Yeenoghu's own forces. Whether Yeenoghu realizes he's being used or not isn't certain, but it doesn't matter since the Prince of Gnolls needs little excuse to kill.

Yeenoghu deals with lesser fiends, forming alliances when doing so suits his moods. Such



arrangements last only as long as Yeenoghu can stomach them and end in a bloody murder, with his ally's entrails spilling to the floor of the Destroyer's palace. In spite of the risks, ambitious fiends seek out the Ruler of Ruin to enlist in his service, some in the hopes of gaining power and status, others plotting to overthrow the savage demon lord and claim his demesne for themselves. Such demons might be selected to serve as exarchs for a time, but rare is the demon that can escape the dark one's wrath.

## YEENOGHU'S CULT

The greatest concentration of Yeenoghu's mortal servants comes from the gnoll tribes in the world. To them, Yeenoghu is their god and master. The Beast of Butchery was not always worshiped by the gnolls, for long ago these disparate tribes paid homage to a now almost forgotten god named Gorellik, their maker and the patron of hunting, beasts, and the wild. After murdering Gorellik during the ancient wars between the primordial and the gods, Yeenoghu absorbed the fallen god's essence and laid claim to his children, forever after staining the race with his own foul corruption.

Not all Yeenoghu's worshipers are gnolls, however. Any creature capable of embracing the beast within and who exults in killing, butchery, and slaughter can find a common purpose with this terrifying patron. Most nongnoll servants operate alone, performing obscene rituals in the light of the moon and eating the flesh of their living victims raw. A group of likeminded lunatics might gather and establish a small cult, but they soon draw attention, since their violent crimes escalate when gathered in groups.

Yeenoghu is never selective about those he accepts into his cult and has, at best, a mild interest in his servants' affairs. Indeed, many of his servants do not even realize whom they worship. The ceremonies are the same, involving the slow torture of their victims culminating in devouring their living flesh, regular blood sacrifices in moonlight, and an unflinching commitment to slaughtering one's enemies.

Among the gnoll tribes, worship follows certain customs and practices that vary from tribe to tribe. As with the solitary servants, the cultists scour the lands for fresh victims, dragging them back to hidden altars where they are strapped down and mutilated with sharp knives. The blood is collected

and distributed among Yeenoghu's high priests, which they then mix with hallucinogenic herbs and consume with relish.

Another common element is the refusal of cleanliness. Any follower of the demon prince must never bathe and must bask in his own odors, rubbing excrement, blood, and filth into his hide and vestments until he becomes a reeking heap crawling with maggots and disease. The more pungent the stench, the greater the cultist's influence.



Yeenoghu's cults are a chaotic mess. At their cores are cabals of vicious, treacherous leaders who gain their positions by murdering their predecessors in spectacular and gruesome ways. These leaders must contend with rising stars within their own ranks, butchering those showing too much promise and ambition. Thus, the actual number of leaders is small, with the rest of the cultists rounded out by the tribe, who are warriors for the most part.

Yeenoghu has a presence in the world, but has few shrines and fewer temples. His "holy" sites are bloodstained rocks in dark corners of the wilderness. Some include a single, jagged chunk of rock thrusting from the ground and scrawled with crude paintings and blistering curses smeared in blood and feces. When the cult performs a sacrifice, they hold the victim down on

*When the cult performs a sacrifice, they hold the victim down on the altar while the leader carves off bits of flesh to give to the gathered host of warriors.*

the altar while the leader carves off bits of flesh to give to the gathered host of warriors, which produces an incredible frenzy as the gnolls fight and claw to receive the sacrament of their master. The cultists save the viscera for last. Within these dripping organs, they believe they can see visions of the future and commandments from Yeenoghu, so they are careful to inspect each glistening chunk for the secrets they contain.

In Yeenoghu's Realm, the Beast of Butchery enjoys a more formalized following, and each group works in one of the three fortified cities marking the boundaries of his layer. These groups center their activities around grand temples of crimson stone—massive, six-tiered,

five-sided ziggurats, darkened by the profusion of flies hovering above the sites. On each side, a broad staircase climbs to the zenith, while the tiers themselves hold gardens of screaming and weeping victims, each tortured and left to die slow deaths. The wreckage of all races can be found here, from orcs nailed to X-shaped frames, to halflings dangling from hooked chains, to wicked cages fitted with long barbs facing inward to penetrate the flesh of the dwarves, humans, and gnolls who occupy them.

Each day, sometime after dawn, Yeenoghu's cultist leaders select a victim from those on display. They draw forth their prey from the contraptions, drag them up the stairs to the bloody altar at the top, and promptly butcher them, tossing the bits of meat to rain down on the victims waiting for their turn at the top.

Cultists of the Ruler of Ruin haven't always been relegated to the fringes of civilization and the filthy reaches of Yeenoghu's Realm, and once, not long ago, they united long enough to mount a credible threat to the established nations in the world. During the height of the last human empire, Nerath, a mortal gnoll known as the White Ruin came to power in his tribe after butchering the chieftain and all his sons in one horrific combat. With the warriors cowed, the gnoll champion swiftly turned to the other tribes stalking the forests and hills, seeking them out, one by one, to challenge their chieftains. Those who fought him died, and those who didn't vowed their service, cementing their alliance with the blood of their firstborn sons. Not long after, the White Ruin

accumulated a horde of gnolls, hyenas, goblins, orcs, and dread demons summoned from the Abyss, and in the name of his wicked master, turned hungry eyes to the lands of humans.

At this time, King Elidyr, a wise and just monarch, ruled the lands of Nerath. When word reached him of the approaching storm, he gathered his glittering knights and allies to meet the demonic host. His forces, although numerous, could not compare to the ravenous beasts under Yeenoghu's banners. Elidyr struck and fell back a dozen times, each loss finding his diminishing army deeper in his own lands, and the gnolls scouring the earth of castle, town, and city. His numerous forays bled the host, racking up appalling numbers of dead, but nothing Elidyr did could halt the tide's progress.

It wasn't until the Battle of Nine Sons, when much of Nerath drowned in its own blood, that Elidyr finally triumphed over the invaders. He and his sons, each bold knights and great champions in their own right, formed a wedge and rode their magnificent charges through the unruly ranks, driving deep to reach its monstrous heart. As they rode, their armies hit the horde from both sides, sacrificing themselves for one final attempt to halt the enemy's progress. Elidyr and his sons fought through the press, each taking grievous wounds and vanishing in the sea of blades, claws, and teeth, until only the king remained, dripping with the blood of his eldest and most beloved son. It was then that the White Ruin sought out this courageous warrior and challenged him to single conflict.

For nine days and nights, while the armies fought around them, Elidyr and the White Ruin fought, hacking and chopping at each other, neither willing to surrender. On and on they battled until the dawn of the tenth day, when the roiling dark clouds broke and the light of the gods shone down upon the embattled forces. The White Ruin, unaccustomed to the wholesome power of the enraged gods, shielded

his eyes, giving Elidyr the chance he needed to drive home his shining sword in the black heart of the terrible monster. Just as he struggled to withdraw the blade, the White Ruin loosed a tremendous screech and was pulled, along with the noble king, into the Abyss.

The victory won at the cost of a king and his sons proved bitter, for the destruction the kingdom suffered was too much and its people were too scattered to rebuild. In time, Nerath crumbled like the gnoll host, until it too passed into history. Some whisper, though, that Elidyr is not dead and lives on, fighting Yeenoghu in the Abyss. They feel that one day he will defeat the Beast of Butchery and return to the mortal world, bringing with him a new age of justice and peace as he drives back the darkness overtaking the world.

## ZAIKEN

*"His demands are simple: kill. Follow his commands and you shall know blessings beyond your dreams."* —Zaiden

Zaiden exemplifies the sort of gnoll who seeks control over more than one gnoll pack. An individual with great ambition and capable of unspeakable evil, she cleaves to a simple reading of Yeenoghu's doctrine and commits herself to tearing down the works of civilization and painting the world crimson with the blood of her enemies. Her success has established an unmatched bond with the Destroyer, enabling her to tap into the raw stuff of the Abyss and bend it to her will. A paragon of the Yeenoghu's evil nature, she is a force of chaos and evil in the land, and many adventurers have met bloody ends at her hands.



## OCCUPATION AND HISTORY

As the leader of Yeenoghu's largest gnoll pack, she is fast becoming the mortal face of all that Yeenoghu exemplifies. Her path was set soon after she was born into this world, which is when she murdered her siblings and devoured the soft flesh of their innards. When she came of age, she butchered her mother as a sacrifice and took



<b>Zaiden</b>	<b>Level 20 Elite Controller (Leader)</b>	
Medium natural humanoid	XP 5,600	
<b>Initiative</b> +14 <b>Senses</b> Perception +11; low-light vision		
<b>Fear and Loathing</b> aura 5; all enemies in the aura take a -2 penalty to damage rolls.		
<b>HP</b> 364; <b>Bloodied</b> 182		
<b>AC</b> 36; <b>Fortitude</b> 33, <b>Reflex</b> 30, <b>Will</b> 34		
<b>Resist</b> 10 psychic		
<b>Saving Throws</b> +2		
<b>Speed</b> 8		
<b>Action Points</b> 1		
⚔ <b>Cruel Barbs</b> (standard; at-will) ⚔ <b>Weapon</b>		
+25 vs. AC; 2d10 + 5 damage, and the target is dazed (save ends).		
⚡ <b>Dark Utterance</b> (standard; at-will) ⚡ <b>Fear, Psychic</b>		
Close burst 6; targets enemies; +26 vs. Will; 4d6 + 6 psychic damage, and the target is pushed 5 squares. <b>Miss:</b> Half damage, and the target is pushed 2 squares.		
🌀 <b>Whirlwind of Teeth</b> (standard; recharge [1])		
Area burst 5 within 20; targets enemies; +24 vs. Reflex; 3d8 + 6 damage, and ongoing 10 damage (save ends).		
⚡ <b>Yeenoghu's Claws</b> (minor; encounter)		
Close burst 3; all allies in the burst gain a +2 bonus to attack rolls and damage rolls until the end of the encounter.		
<b>Dark Portents</b> (immediate reaction, when hit by an attack; recharges when first bloodied)		
Zaiden gains a +4 bonus to AC and defenses until the end of her next turn.		
<b>Alignment</b> Chaotic evil <b>Languages</b> Abyssal		
<b>Skills</b> Intimidate +21, Religion +17		
<b>Str</b> 20 (+15)	<b>Dex</b> 18 (+14)	<b>Wis</b> 13 (+11)
<b>Con</b> 14 (+12)	<b>Int</b> 15 (+12)	<b>Cha</b> 23 (+16)
<b>Equipment</b> <i>Cruel Barbs</i>		

her father as her mate until she tired of him, which was an occasion marked by his execution when she read his innards for the portents they contained. Thereafter, Zaiden eliminated any other cultist seeking to usurp her position until the only ones left were those she personally had instructed in the vile ceremonies and practices of Yeenoghu's blasphemous church.

### PHYSICAL DESCRIPTION

Zaiden is a large female gnoll who stands just less than 7 feet tall and is possessed of a frame that's nearly all muscle. Stinking yellow fur covers her, except around her mouth and small blue eyes, where the fur darkens to black. She wears filthy brown robes trimmed in yellow fur on the sleeves and around the fringe of the hood covering her head. Cured leather padding covers the shoulders of her robes. All her clothing bears the tell-tale signs of her work—they are spotted with dark blood and reeking of decay, body odors, and excrement.

### ATTRIBUTES AND SKILLS

Zaiden has no better understandings of the intricacies of Yeenoghu's cult than does any other follower in his service, but what she does have is an animal magnetism—a powerful presence that allows her to cow her lessers. When her charisma fails, she's not above using her fanged flail to instruct her followers in the virtues of obedience—often a fatal lesson. Her greatest asset is her arsenal of terrifying magical powers. Calling upon the will of Yeenoghu, she can break demons she binds and rip apart her foes with terrible curses.

### VALUES AND MOTIVATIONS

Born into madness and evil, Zaiden has known nothing other than the bloodlust and carnage her master demands. She sees herself as the mortal

extension of Yeenoghu's will and exults in her status, even if it is only imagined. She demands absolute obedience from her minions and is quick to kill any who disappoint her.

### DISTINGUISHING FEATURES

Zaiden has a detached manner and a measure of self-control not found in most gnolls. When she's hard-pressed in combat, she reveals the beast within as she drools and barks with insane bloodlust. Ropes of her stinking spittle froth from her lips and broken teeth to spill onto her robes, darkening her already befouled vestments.

### USING THIS VILLAIN

Zaiden could be responsible for any number of plots and developments related to the Destroyer. She craves attention from her master and so she embarks on all sorts of depraved missions to catch Yeenoghu's eye. Although she doesn't want for power or influence, she has yet to receive a visitation from the demon lord, and until she does, she hatches more and more disgusting acts of utter depravity. One day, she's certain Yeenoghu will take her as his bride and she will rule by his side.

### CROCOTTA

CROCOTTAS ARE UNIQUE TO YEENOGHU'S REALM, and they fill a niche similar to that of the hyena in the natural world. These beasts are scavengers that have a brutish cunning and an insatiable lust for killing.

### DESCRIPTION

This predator blends the features of a wild boar and a hyena. Black-spotted brown fur covers its head. Large brown, pitted tusks emerge from its canine jaw. The rest of its body is hairless and covered with hideous, crusty sores. It has a long ratlike tail.

<b>Crocotta</b>	<b>Level 9 Skirmisher</b>
Medium elemental beast (demon)	XP 400
<b>Initiative</b> +9 <b>Senses</b> Perception +11; darkvision	
<b>HP</b> 94; <b>Bloodied</b> 47	
<b>AC</b> 23; <b>Fortitude</b> 22, <b>Reflex</b> 21, <b>Will</b> 20	
<b>Resist</b> 5 variable (1/encounter); see <i>MM</i> glossary	
<b>Speed</b> 8	
⬇ <b>Gore</b> (standard; at-will)	
+14 vs. AC; 2d6 + 4 damage.	
⬅ <b>Haunting Laughter</b> (standard; encounter) ⬆ <b>Fear, Psychic</b>	
Close burst 3; +12 vs. Will; 2d10 + 6 damage, and the target slides 1 square. <b>Miss:</b> The target slides 1 square.	
⬅ <b>Morphic Visage</b> (minor; recharge 4 5 6) ⬆ <b>Illusion</b>	
Close blast 3; +12 vs. Will; the crocotta gains combat advantage against the target until the end of its next turn.	
<b>Craven</b> (immediate reaction, when targeted by a power with the fear keyword; at-will)	
Whenever a crocotta is the target of an attack with the fear keyword, it shifts 4 squares away from the source of the attack.	
<b>Feint</b>	
If a crocotta shifts at least 1 square during its turn, its melee attacks deal an extra 1d6 damage.	
<b>Alignment</b> Chaotic evil <b>Languages</b> –	
<b>Skills</b> Stealth +12	
<b>Str</b> 19 (+8)	<b>Dex</b> 17 (+7)
<b>Con</b> 14 (+6)	<b>Int</b> 5 (+1)
<b>Wis</b> 15 (+6)	<b>Cha</b> 11 (+4)

**TACTICS**

Crocottas use pack tactics when hunting their prey. They then use haunting laughter to put their opponent into harm’s way, slashing with their vicious tusks, only to dart away if their foe returns with an attack of its own. The sounds of their queer laughter causes the target to move unbidden, so each crocotta has a chance to tear into the enemy before closing in for the kill.

**LORE**

A character knows the following information with a successful Arcana check.

**DC 15:** Crocottas are demons of the Abyss found throughout Yeenoghu’s Realm. There, they hunt escaped slaves and explorers alike, killing whatever they encounter.

**DC 20:** The crocotta is a perverse reflection of the natural hyena and employs many of the same tactics. These demons possess a curious bark that sounds like disturbed laughter. Those who hear it move against their will. In addition, crocottas can also twist their features in grotesque forms to shock and frighten their foes.

**DC 25:** Crocottas are natural cowards and flee any kind of stiff resistance. However, driving off a



pack of crocottas doesn’t mean that they’ve given up. Their hunger and hatred wins out over their fear, and they are sure to return until their victim is dead.

**ENCOUNTER GROUPS**

Most crocottas operate in small packs, and a few demons can break them of their natural independence and use them as guardians and warriors.

**Level 9 Encounter (XP 1,950)**

- ◆ 1 gnoll demonic scourge (level 8 brute)
- ◆ 4 crocottas (level 9 skirmisher)

**Level 11 Encounter (XP 3,000)**

- ◆ 1 mezzodemon (level 11 soldier)
- ◆ 6 crocottas (level 9 skirmisher)

**YEENOGHU’S REALM**

Yeenoghu’s Realm is a dire place that has all the nastiest elements of the Abyss combined into one region of depthless evil, cruelty, and wanton destruction. For all the creatures dwelling in the Realm, the layer feels empty. Great stretches of savannah lay undisturbed except for the hot wind blowing from the Curseswallows to the east. The mountains are still and quiet until pierced by the occasional shriek of the dying. Even in the vibrant forest of the Seeping Woods, nothing stirs. At night, the layer comes alive, when the hunters emerge from hidden grottos and filthy encampments to hunt. The screams of the slain, wet tearing noises, and the grunts and clashes of combat sound out, and the layer is pregnant with the coppery smell of spilt blood.

Yeenoghu’s Realm consists of five broad regions, and all are more or less ruled by the Destroyer. By far the largest is the Dun Savannah, an endless sea of dead grasses punctuated with isolated stands of gnarled trees and dimpled with pools of brackish water. Here the gnolls run the wildest.

The savannah extends north to the foothills of the Screaming Peaks, a jagged range of mountains clawing at the leprous skies. Little more than sharp rocks, slides, and scree, the mountains were once home to the realm controlled by the King of Ghouls. Even in his absence, it remains a dangerous place due to the undead dwelling here still.

The mountains give way to a great expanse of salt-wastes stretching as far as the eye can see. Little lives in these lands, though packs of ravenous ghouls or twisted demonic constructs can survive in these inhospitable wastes. Rumors hold this barren landscape marks the fall of a powerful champion of the

gods. In the deepest depths, in a black sea of death, rest the remains of the murdered champion and the salt of the lands are in fact the dried tears of the deities who mourned his passing.

The eastern extent of Yeenoghu's Realm is a yellow sea known as the Curseswallow. Since the waters are poisonous, few gnolls roam its shores and many, in fact, keep their distance because all sorts of terrible creatures lurk just beneath the surface of the ochre water. The Curseswallow is a haven of sorts for those who escape the Beast of Butchery. Flotillas of refugees, exiles, and rebels sail the seas. Foremost of these fleets is the one commanded by the Cannibal

King, a ruthless human rogue who captains the *Harvester*. He and his crew pressgang sailors to replace their fallen comrades and to serve as food for when their stores grow thin. The Cannibal King seems content to remain on the Curseswallow, but when he does brave the deeper waters of the Abyssian, his fleet returns swollen with a fresh crop of rotting hulks choked with depraved sailors.

Finally, to the west lies the Seeping Woods. By many accounts, this forest is infinite and spreads beyond Yeenoghu's layer. Here, the gnarled trees grow tall, blotting out the sun with a tangled canopy of vines and yellow leaves. The splitting bark drips green sap stinking of rot. Crawling through the shadows are armies of toxic insects, slithering serpents, and poisonous plants. The Seeping Woods is by name under the control of Yeenoghu, but the Destroyer has had little luck in maintaining a standing presence here because the forest rebels at intrusions and gobbles up those who linger overlong.

Yeenoghu's Realm is mostly untamed and savage wilderness, but a few settlements have survived in spite of the near-constant violence. Tiny logging settlements are scattered throughout the Seeping Woods, each harvesting wood and other materials to supply Yeenoghu's war machine. These encampments never last for long and vanish soon after they are first established. The cost in terms of life and labor is high, but as the sole source of timber on the layer, new settlements arise each month.

Three permanent cities are also in Yeenoghu's Realm. Least of these is Vujak-Riln. A small city compared to the others, it serves as a mustering place to mount new expeditions into the Seeping Woods. Gnoll and demon overseers round up "volunteers" and dispatch them into the forest armed with axes and dire threats. As long as timber comes out of the woods, their masters care nothing for what goes on in these darkened lands.

*Standing over 600 feet tall and packed with buildings separated by tiny, narrow streets, the entire structure weeps blood . . .*



Vujak-Sesco controls the northern extent of the realm. Behind its 300-foot-tall walls, gnolls, humans, and a bevy of other races toil for Yeenoghu, mining the mountains for iron and other metals with which they fashion the weapons of war. Corpses litter the streets, left where they are fallen to be worried by the jackals and hyenas brazenly stalking the streets.

Vujak-Kesk is the seat of Yeenoghu's cult. Here, his most fervid followers gather to perform awful rites and ceremonies in the name of their master. Blood pits serve to challenge new champions, pitting them against blooded gnolls, ogres, and others, so that the weak are winnowed out and the strong are tempered. Vujak-Kesk is also the point where Yeenoghu gathers his armies to march through the western Gathering Gate, a strange anomaly tying the Realm to numerous other worlds and planes.

Yeenoghu disdains these cities, preferring instead to relax in the stinking throne room of his rolling fortress. Standing over 600 feet tall, ringed by a half-dozen walls, and packed with buildings separated by tiny, narrow streets, the entire structure weeps blood, and effluvia from its gutters and a pall of smoke swirls about it. Demons and slaves labor to pull the monstrosity, while vrockcs circle above, cackling as they drop to feast on those crushed beneath its wheels. The fortress makes a circuit through the plane each year to remind the denizens of the realm just who rules here. 🐾

### *About the Author*

Robert J. Schwalb works as a freelance designer for Wizards of the Coast and has contributed design to such books as *Tyrants of the Nine Hells* and *Elder Evils*, and the forthcoming *FORGOTTEN REALMS Player's Guide*, *Draconomicon: Chromatic Dragons*, and *Manual of the Planes*, as well as numerous articles for **D&D Insider**. Robert lives in Tennessee with his incredibly patient wife Stacey and his pride of chaotic evil werecats.

