Yenoghu



Alignment : Chaotic Evil Race : Demon Prince ( Tanari) Class : Demon Prince , Overlord

Lore - Yenoghu the Lord of Slaughter , is the creator deity of the Gnolls , he is the most violent and bloodthirsty of the already violent and bloodthirsty race of Tanari . His packs roam the earth , his Hyenas cackle in delightful glee , giving blood and praise to their master , knowing that the time of His arrival is soon to come . Soon the Lord of the Hunt himself will join the Fray.

1. Flail of Yenoghu - this epic flail has three heads and can deal 25 damage to up to 3 targets to each target hit apply a different effect :

a) If this dealt damage it deals 2x that damage

b) the target rolls a 1d6 on a 1 or 2 the target is Stuned this Turn

c) the target hit is Confused and uses random abilities instead of choosing abilities untill the end of this Round

Melee

2. Packmaster - Summons 1d6 5/5 Gnolls and 1d3 20/20 Ghouls if the Ghouls hit the target damaged is also Stuned during its next Turn. Summoning

3. 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

4. Magic Missile - fired from the eyes deals 4d4 + 4 damage to a target this attack can not be ignored or negated , it can not Exaust and can be used any number of times per Round but once per Turn . Ranged

5. Disspel Magic - Negate all non-Weapon Ranged attacks from your enemies. Counter

6. Aura of Fear - All melee attacks that would hit Yenoghuu deal 10 damage less that Turn (this is not absorbtion). Passive

Ultimate : Lord of the Hunt 1.+2.+3. all of Yenoghuus servants that did not attack this Turn instantly attack , this Ultimate is usable from Round 1. Melee Attack(s)