

NEXGURGES

Medium humanoid (any race), any evil alignment

Armor Class 13 (hide armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 12 (+1) | 17 (+3) | 10 (+0) | 13 (+1) | 15 (+2) |

Skills Athletics +5, Deception +6, Persuasion +4

Damage Resistances cold, necrotic

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, any one language (usually Common)

Challenge 4 (1,100 XP)

Lingering Memories. If the nexgurges is exposed to an object, person or illusion that reminds it of meaningful memories of its past life, before the spirit took possession, it becomes paralyzed until the end of its next turn, the echoes of its old life flooding back in. This trait then becomes inactive for 24 hours.

Possessed Rage (Once per Short or Long Rest). As a bonus action, the nexgurges can enter a rage at the start of its turn. The rage lasts for 1 minute or until the nexgurges is incapacitated. While raging, the nexgurges gains the following benefits:

- The nexgurges has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the nexgurges gains a +2 bonus to the damage roll.
- The nexgurges has resistance to bludgeoning, piercing, and slashing damage.
- The nexgurges can't be charmed or frightened. If it is charmed or frightened when it enters the rage, the effect is suspended for the duration of the rage.

Reckless. At the start of its turn, the nexgurges can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Walking Corpse. The nexgurges's creature type is both undead and humanoid.

ACTIONS

Multiattack. The nexgurges makes two attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Grave Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 7 (1d10 + 2) necrotic damage.

Nexgurges

Sometimes, when the weight of grief is too hard to bear, it can sink you into the abyss of despair. This abyss is endless, destructive thoughts relentlessly pursue you, pushing you over the edge. One fateful day, jumping off the cliff, into the ocean, seems like a better choice than to keep on living, or was it really a life...



Vengeful Ghosts

Nexgurges are spirits that feel that they were wrongly robbed of their life, and try to get back into the world at any cost, fuelled by vengeance. They make pacts with deep sea deities that grant them the ability to return to the world if they can possess someone, in exchange for eternal servitude.

Anchored

The poor souls that have lost someone and never recovered from the grief are the primary prey of nexgurges which feed on their negative thoughts. If such a person was to end their life, the nautical spirit would spring into action, taking possession of the body right before death. The person forgets about their past life, sinking into a peaceful oblivion, as the spirit takes over.

A New Life ?

With the nexgurges now helming the body, the previous mind is completely wiped. The nexgurges is now complete, and cannot be expelled from its new body, which it will use to exact its vengeance and follow the orders of the Deep Ones. The disguise is perfect as it looks exactly like the previous person. The only way to free the soul of someone possessed by such a spirit is to kill the nexgurges. Although the body still walks, the individual is long dead.