

GRIMOIRE OF THE GRAVE

PROMO:
NECRYBDIS



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Necrybdis



Towering over the tallest mast like a necrotic tsunami is the unspeakable horror known as Necrybdis. From within the fathomless depths of the ocean's darkest pits, this horrific anomaly surges forth. Its rotting, bloated body is an indescribable mass of necrotic flesh burgeoning with fetid seawater. It is all dead, all rotten, and every inch of it seeks new flesh to add to its horrifying mass. Over the centuries, Necrybdis has assimilated the meat and bones of whatever beings were unlucky enough to cross its path, amassing a ghastly conglomeration of body parts held together by forces unknown. Should one be so unfortunate as to witness Necrybdis up close, one would first observe its glowing yellow eyes, amassed from a dozen different sea monsters. Then the tentacles of a kraken, the maw of a megalodon, the head of a giant octopus, and countless other unidentifiable limbs would spring forth. By then, it's too late. Once you're this close, you are dragged screaming into the briny deep.

Profile

Personality: Territorial

Craving: Necrybdis craves the physical might of the living due to the echoes of its instincts as an apex predator and the nature of its death—it was once a harmless sea beast that lacked the power to protect itself, and it died at the hands of those who sought to exploit it. Those who display great physical prowess, particularly with violence by way of natural weapons, fills the undead with an inescapable craving that cannot be sated.

Dread: This anomaly experiences supernatural terror at the prospect of being on land. The souls of the sea creatures it comprises leave an instinctual impression on Necrybdis that dry land spells certain doom. The creature experiences complete dread any time it can perceive enough stone, earth, or land upon which it could stand.

Memento: "The Fathomless Terror," as Necrybdis is known, maintains the territory of the sea creature it once was. Its behavior is nearly identical to how it acted in life, save for when it experiences cravings and dread. Marking and patrolling its boundaries are common acts one might witness Necrybdis perform, though in a twisted and foul manner owing to its necrotized body. Any threats to its territory are met with an extreme response, while those who manage to appear nonthreatening and weak may pass by unscathed. Shrewd sea captains have studied the recorded patterns to safely navigate these waters, though even a nonviolent encounter with a patrolling Necrybdis is far from harmless.

Legend: Sea monsters have always been a menace, but rarely do they venture far from their hidden lairs to more populated waters. However, for every rule there is an exception, as one kingdom of unfortunate sea elves discovered many centuries ago when their realm become the lucrative hunting grounds of an oceanic terror. The nature of this monster is lost to time, but what is known is how the elves decided to kill it. The nation's greatest wizards captured an innocent sea beast and contaminated it with a vile infection through the power of necromancy. Baited by the sickly victim, the sea monster eagerly devoured it, becoming infected itself and retreating back to its lair to die in agony. The celebrations of victory soon turned to cries of regret, as the elves discovered that while their ploy had succeeded in slaying the monster, it had given rise to a new, even more horrific entity. The necromantic energies had merged the forms of both creatures into a loathsome whole, combining the sea monster's ravenous hunger with the beast's vengeful fury at its unjust fate. Dubbing their creation Necrybdis, the elves abandoned their kingdom in search of safer waters. Forever would they endure the shame at what they had done and bear responsibility for the countless atrocities the Fathomless Terror has wrought ever since.

CLASSIFICATION: Brute

FAVORS: Attacks (ranged), mobility (high), speed (swimming), teleportation; rangers, warlocks, wizards

FOILS: Attacks (melee), hit points (high), Strength (high); barbarians, fighters, paladins



Like so many undead, Nergbdis's story is a tragic one. I understand people's fear of this being—even I'll admit it's a teensy bit scary. But I bet if we could get close enough to have a conversation with it, we could learn a thing or two about vengeance and forgiveness. And think of the possible scientific applications of its bile! Consider the potential utilities of its antimagic capabilities! Even a small sample of the water from its lair would be an incredible specimen. Hmm... maybe it's time I invest in some aquatic exploration technology.



Necrybdis's Lair



Within the Fathomless Terror's territory is a great pit that descends to a yet unmeasured depth. It is in this foul hole that Necrybdis lies, polluting the surrounding waters with an endless stream of necrotic bile. No living creature dwells here nor dares venture close. The air is silent and the waters calm, as if nature itself dares not disturb the quiet solitude of the anomaly. On the rare occasion a storm rolls through, the wind howls with the fury of sea beasts. Flashes of lightning illuminate the ghostly remains of those lost at sea, begging for someone to save them. The approach of Necrybdis is always betrayed by the glow of its sickly, yellow eyes, unblinkingly fixed upon any who dare trespass. None have reached the bottom of Necrybdis's pit and returned, nor has any magic proved effective at divining what exactly lies at the bottom. Sailors believe the lair to be truly fathomless, so that if one were to be dragged below, they would drown forever but be unable to die, sinking for all eternity.

Regional Effects



The region containing Necrybdis's lair is warped by its necrotic energy, creating the following effects within 20 miles of the lair.

Deathly Waters. The water within the region is heavily polluted by Necrybdis's rot. Effects that would purify the water and make it drinkable automatically fail. Additionally, the entire area is lightly obscured by bits of dead organic material. Creatures other than Necrybdis that ingest or breathe this water for the first time on a turn immediately take 1d4 necrotic damage.

Gaze of the Abyss. When a creature enters the water in the area for the first time within 24 hours, a magical illusion of Necrybdis's eyes appears in an unoccupied space in the water within 60 feet of the creature and lasts for 1 minute. Necrybdis can perceive through this eye as if it were one of its own. During a 24-hour period, this effect cannot occur again within a 1-mile radius of where it last occurred.

Rotting Influence. Nonmagical objects, structures, and vessels in contact with the water in the affected area have their hit point maximum halved as necromantic rot takes hold. When anything affected in this manner loses contact with the water in the area, this reduction mysteriously ends.



Lair Actions



On initiative count 20 (losing initiative ties), Necrybdis takes a lair action to cause one of the following effects. Necrybdis can't take the same action twice in a row.

Drag Down. A creature of Necrybdis's choice within the lair that it is aware of becomes afflicted with a terrifying curse. The target must succeed on a DC 20 Charisma saving throw or be cursed for as long as it remains within 20 miles of the lair. While cursed in this manner, a creature in water sinks 30 feet straight down at the end of each of its turns. If a creature succeeds on the saving throw or the curse ends for it, it becomes immune to the effects of this curse for 24 hours.

Extinguish. A source of light Necrybdis is aware of within the lair is mantled in darkness. If the target is a nonmagical source of light, it is extinguished. If the target is magical, the radius of the light it emits is reduced to 10 feet.

Maelstrom. A whirlpool appears in a 30-foot radius centered on a point in the water within the lair, which lasts for 1 minute or until Necrybdis uses this action again. For the duration, the area is difficult terrain, and when a creature enters the affected area for the first time on a turn or starts its turn there, it must succeed on a DC 20 Strength saving throw or take 14 (4d6) bludgeoning damage and be pulled toward the center of the maelstrom.

NECRYBDIS

Gargantuan undead (anomaly), chaotic evil

ARMOR CLASS 12 (natural armor)

HIT POINTS 511 (31d20 + 186)

SPEED 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	6 (-2)	23 (+6)	8 (-1)	16 (+3)	19 (+4)

Saving Throws Str +16, Con +13, Wis +10

Skills Perception +10, Survival +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities drain, exhausted, poisoned, unconscious

Senses darkvision 120 ft., passive Perception 20

Languages –

Challenge 21 (33,000 XP)

Proficiency Bonus +7

TRAITS

Devour Strength. When Necrybdis inflicts one or more levels of drain upon a creature, it feeds upon the drained Strength and magically regains 22 (5d8) hit points.

Fetid Bloat. When Necrybdis takes 40 or more damage for the first time on a turn, its body erupts in a burst of necrotic flesh and fluid in a 15-foot-radius sphere centered on it. Each living creature in the affected area must succeed on a DC 21 Constitution saving throw or take 14 (4d6) poison damage plus 14 (4d6) necrotic damage, or half as much damage on a success.

Mythic Resistance. When Necrybdis fails a saving throw, it can expend one of its unspent legendary actions to succeed instead.

ACTIONS

Drain Strength. Each creature in physical contact with Necrybdis must succeed on a DC 21 Constitution saving throw or suffer one level of Strength drain. A creature that fails this saving throw by 5 or more instead suffers two levels of Strength drain.

Maw. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one creature grappled by Necrybdis. *Hit:* The target is swallowed by Necrybdis. A swallowed creature is blinded and restrained, has total cover from everything outside Necrybdis (and vice versa), and at the start of each of the swallowed creature's turns, it takes 13 (2d12) acid damage plus 13 (2d12) necrotic damage. A creature reduced to 0 hit points by this damage dissolves into fluid.

At the end of each of its turns, a swallowed creature that is not incapacitated can use its action to attempt to struggle, forcing Necrybdis to attempt a DC 23 Constitution saving throw. On a failure, Necrybdis regurgitates all swallowed creatures, which fall prone in unoccupied spaces within 10 feet of Necrybdis.

Spellbreaker. Necrybdis attempts to shatter the magic of a spell it can perceive within 60 feet of it. When it does so, it makes a melee weapon attack (+16 to hit) versus the spell's spell save DC. On a hit, the spell immediately ends.

Tentacles. *Melee Weapon Attack:* +16 to hit, reach 60 ft., up to four targets. *Hit:* 36 (5d10 + 9) bludgeoning damage. If the target is a Huge or smaller vessel or creature, it is grappled (escape DC 24). Necrybdis can have up to ten targets grappled in this manner.

Vile Torrent (Recharge 5–6). Necrybdis projects a torrent of disgusting bile in a 120-foot line that is 15 feet wide. Each creature in the affected area must succeed on a DC 21 Dexterity saving throw or take 35 (10d6) acid damage plus 35 (10d6) necrotic damage, or half as much on a success. Any creatures swallowed by Necrybdis are regurgitated, automatically fail this saving throw, and appear prone in unoccupied spaces at the end of the line.

LEGENDARY ACTIONS

Necrybdis can take three 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. Necrybdis regains spent legendary actions at the start of its turns.

Move. Necrybdis moves or swims up to half its speed.

Tentacles. Necrybdis uses its Tentacles action but may only attack one target.

Drain Strength (Costs 2 Actions). Necrybdis uses its Drain Strength action.

Maw (Costs 2 Actions). Necrybdis uses its Maw action.

Vile Torrent (Costs 3 Actions). Necrybdis uses or recharges its Vile Torrent action.

New Condition: Drain

Many undead feed upon the living, with particular cravings for certain aspects of life. When undead do so, they may inflict a condition called drain, which represents a creature having its vital essence sucked away. Drain is measured in four levels. However, an effect that afflicts drain is associated with one or more ability scores, which gives levels of drain for only those associated scores. For example, it is possible to have two levels of Strength drain and one level of Dexterity drain at the same time. An effect can inflict one or more levels of drain, the details of which are found in its description.

DRAIN EFFECTS	
LEVEL	EFFECT
1	When a creature rolls a 16 or higher on an attack roll, saving throw, or ability check using the drained ability, it instead rolls a 15.
2	When a creature rolls an 11 or higher on an attack roll, saving throw, or ability check using the drained ability, it instead rolls a 10.
3	When a creature rolls a 6 or higher on an attack roll, saving throw, or ability check using the drained ability, it instead rolls a 5.
4	When a creature rolls a 2 or higher on an attack roll, saving throw, or ability check using the drained ability, it instead rolls a 1.



If a creature suffering from one or more levels of drain suffers an effect that causes drain of an affected ability score, its current level of drain increases by the amount specified in the effect's description.

An effect that would remove one or more levels of exhaustion (including finishing a long rest) may instead remove an equal number of levels of drain.

