

# The Drowned

## They Do Not Need to Breathe

*“I swear on my life, we sank the boat. They shouldn't be here. They shouldn't be here.”*

Many years ago, when the first signs of the Blight appeared, the people of Faulmoor sought ways to contain it. **They thought water would be its tomb.**

They were wrong.

The **Drowned** are the remains of those who were thrown into Faulmoor's rivers, lakes, and coastal waters, weighted down with chains or cast overboard from doomed vessels. Some were criminals, some were the infected, some were simply **sacrifices in the name of survival**. But rather than finding peace in the depths, they **rose again**.



They **do not float**. They **do not drift**. They remain beneath the surface, waiting, their **bodies bloated and split from prolonged decay**. Their mouths hang open, endlessly dripping with

blackened water, their movements eerily slow—until they strike.

The Drowned are not creatures you fight in the open—they are creatures you **never fight at all**. If they drag you into deep water, **you will not escape**. The key to survival is **staying out of their reach**. Never fight them while in or near deep water, and never assume that **still waters are empty**. They are slow and sluggish on dry land—**lure them ashore if you must engage**. Once out of the water, they become vulnerable to **fire**, which dries them out and weakens them. If caught, **do not struggle directly against their grip**—instead, **strike their arms or fingers to break free before they pull you under**. Above all, if you hear water moving when the wind is still, **leave immediately**.

The worst part of the Drowned is that **they never let go**. When they take hold of a victim, they do not claw or bite—they **drag them down**, deeper and deeper, until their thrashing stops. Their fingers clamp like iron, their bodies press downward, and their victims are left to drown in the same fate they once suffered.

Should you ever need to cross the waters of Faulmoor, do so **quickly**. The dead are waiting below, and they are **always hungry**.

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## Stat Block

*Medium Undead, unaligned*

<b>Armor Class:</b>	<b>14</b>
<b>Hit Points:</b>	40 (5d8 + 15)
<b>Speed:</b>	30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	8 (-1)	8 (-1)	8 (-1)

**Damage Resistances:** Fire

**Damage Immunities:** Poison

**Condition Immunities:** Poisoned, Exhaustion

**Senses:** Darkvision 60 ft., Passive Perception 8

**Challenge:** 1 (200 XP)

## Traits

- **Aquatic Predator:**

Advantage on attack rolls while in water; can breathe underwater indefinitely.

- **Dragging Grasp:**

If a Drowned successfully grapples a target, the target is pulled 5 feet toward water or deeper into it.

## Actions

- **Lunge.**

Melee Attack: +5 to hit, reach 10 ft., one target.

Hit: 7 (1d8 + 3) bludgeoning damage; the target must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by the Drowned's Strength (Athletics) or be **grappled** (escape DC 14).

While grappled, the Drowned may use its **next action** to attempt a **Bite**.

- **Bite.**

Melee Attack: +5 to hit, reach 5 ft., one grappled target.

Hit: 7 (1d8 + 3) piercing damage and the target must make a **DC 14 Constitution saving throw** or become **infected**.

Underwater, this bite automatically inflicts the **poisoned** condition until the end of the target's next turn due to necrotic sludge entering the wound.

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