

## DROWNED

Medium • Undead • Neutral Evil

**Armor Class** 9

**Initiative** -1 (9)

**Hit Points** 26 (4d8 + 8)

**Speed** 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	3 (-4)	7 (-2)	5 (-3)

**Saving Throws** Con +4

**Damage Resistances** cold, necrotic

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., tremorsense 120 ft. (in water), passive Perception 8

**Languages** understands languages known in life but can't speak them

**CR** 1 (XP 200, PB +2)



**Aura of Drowning.** *Constitution Saving Throw:* DC 12 (with disadvantage if the creature is within the aura of multiple drowned), any creature (other than an Undead) that starts its turn in a 5-foot emanation originating from the drowned. Failure: The target's lungs magically fill with water, and it can't speak or form verbal components anymore. If the target is already affected by this, it instead starts to suffocate, it starts its turn outside the aura, or succeeds on the save.

**Ichor and Water.** When the drowned dies, it dissolves into water, filling the ground in a 5-foot emanation originating from the drowned. The area is difficult terrain for creatures without a swim speed and lasts for 1 minute.

**Undead Fortitude.** If damage reduces the drowned to 0 hit points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is radiant or from a critical Hit. On a successful save, the drowned drops to 1 Hit Point instead.

**Wet.** When the drowned takes cold damage, its movement speed is halved until the end of its next turn.

## DROWNED — WEAKER

**Armor Class** 8

**Initiative** -2 (8)

**Hit Points** 13 (2d8 + 4)

**Speed** 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	7 (-2)	15 (+2)	3 (-4)	7 (-2)	5 (-3)

**Saving Throws** Con +4

**Damage Resistances** cold, necrotic

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., tremorsense 120 ft. (in water), passive Perception 8

**Languages** understands languages known in life but can't speak them

**CR** 1/8 (XP 25, PB +2)



**Unusual Nature.** The drowned doesn't require air, food, drink, or sleep.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) bludgeoning damage.

**Strangle.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* The creature is grappled (escape DC 13). Until this grapple ends, the target takes 4 (1d8) cold damage plus 4 (1d8) necrotic damage at the start of each of the target's turns, and the drowned can't use Strangle.

### BONUS ACTIONS

**Murky Ick (1/Day).** The drowned magically creates a murky fog around one creature it is grappling. The creature becomes heavily obscured for creatures other than a drowned. The effect lasts 1 minute and ends early if the drowned dies or its grapple ends against the target ends.

**Ichor and Water.** When the drowned dies, it dissolves into water, filling the ground in a 5-foot emanation originating from the drowned. The area is difficult terrain for creatures without a swim speed and lasts for 1 minute.

**Undead Fortitude.** If damage reduces the drowned to 0 hit points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is radiant or from a critical Hit. On a successful save, the drowned drops to 1 Hit Point instead.

**Wet.** When the drowned takes cold damage, its movement speed is halved until the end of its next turn.

**Unusual Nature.** The drowned doesn't require air, food, drink, or sleep.

## DROWNED — STRONGER

**Armor Class** 9

**Hit Points** 112 (15d8 + 45)

**Speed** 20 ft., swim 30 ft.

**Initiative** -1 (9)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	18 (+4)	3 (-4)	7 (-2)	5 (-3)

**Saving Throws** Con +6

**Damage Resistances** cold, necrotic

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., tremorsense 120 ft. (in water), passive Perception 8

**Languages** understands languages known in life but can't speak them

**CR** 5 (XP 1,100, PB +3)

**Aura of Drowning.** *Constitution Saving Throw:* DC 14 (with disadvantage if the creature is within the aura of multiple drowned), any creature (other than an Undead) that starts its turn in a 5-foot emanation originating from the drowned. Failure: The target's lungs magically fill with water, and it can't speak or form verbal components anymore. If the target is already affected by this, it instead starts to suffocate, it starts its turn outside the aura, or succeeds on the save.

**Ichor and Water.** When the drowned dies, it dissolves into water, filling the ground in a 5-foot emanation originating from the drowned. The area is difficult terrain for creatures without a swim speed and lasts for 1 minute.

**Undead Fortitude.** If damage reduces the drowned to 0 hit points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is radiant or from a critical Hit. On a successful save, the drowned drops to 1 Hit Point instead.

**Wet.** When the drowned takes cold damage, its movement speed is halved until the end of its next turn.

**Unusual Nature.** The drowned doesn't require air, food, drink, or sleep.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) bludgeoning damage.

**Strangle.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* The creature is grappled (escape DC 11). Until this grapple ends, the target takes 2 (1d4) cold damage at the start of each of the target's turns, and the drowned can't use Strangle.

### BONUS ACTIONS

**Murky Ick (1/Day).** The drowned magically creates a murky fog around one creature it is grappling. The creature becomes heavily obscured for creatures other than a drowned. The effect until the start of the drowned's next turn.



### ACTIONS

**Multiattack.** The drowned makes two Slam attacks. It can replace one of these attacks with a Strange attack.

**Slam.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 17 (3d8 + 4) bludgeoning damage.

**Strangle.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* The creature is grappled (escape DC 15). Until this grapple ends, the target takes 7 (2d6) cold damage plus 7 (2d6) necrotic damage at the start of each of the target's turns, and the drowned can't use Strangle.

### BONUS ACTIONS

**Murky Ick (2/Day).** The drowned magically creates a murky fog around one creature it is grappling. The creature becomes heavily obscured for creatures other than a drowned. The effect lasts 1 minute and ends early if the drowned dies or its grapple ends against the target ends.