



MONKEYDM

SUNKEN CITY



5TH EDITION ADVENTURE

EXPLORE THE RUINS OF A LONG LOST CIVILIZATION

MONKEYDM

SUNKEN CITY

SUNKEN CITY IS A SEAFARING ADVENTURE FOR 5E DESIGNED FOR 3-6 LEVEL 8 CHARACTERS, FOR USE WITH THE 5TH EDITION RULESET.



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BACKGROUND

A long, long time ago, before the current age of man, when the sea is seen as treacherous and unyielding, there was an era of harmony with the waters. The entire civilization of the Comboro Isle built temples to the gods of the depths, and these gods rewarded them with wealth and great luck. And then, through events unexplainable even to the most intelligent of scholars, the Comboro Isle sank to the bottom of the waters, and the Evermist arose. Since then, the Evermist has veiled the seas, sinking any ships that dare venture far from the shore. But now, a daring explorer has begun looking into the ruins of the Comboro Isle. And he requires aid.

PLOT HOOK

The adventuring party has received a strange metallic box, showing no signs of a lock and or opening. Alongside the box, they received a note that says "Hello, adventurers! I've heard of you. Try your Hand at this for me, Will you?" It's up to them to see how to open it.

NOTE

The starting box serves as a unique plot hook for high-level adventurers, as well as a means of characterization for their quest giver, who is paranoid, as well as eager to test those he works with. The mechanics of it are pretty basic but must not remain so. If you have better ideas for puzzles, I encourage you to try them out and design a more complex puzzle box. It is entirely up to your creativity.

CHAPTER 1. THE DARING EXPLORER

In which the party follows the leads placed by an archeologist.

1.1. WHAT'S IN THE BOX

Read this:

'You find yourselves gathered around a large round table, with a small box in front of you. Its contents are beyond your knowledge, but one thing's for sure, they, or parts of the box, are magical. Its glow and arcanic components can be felt at the slightest touch. Next to the box, you see the small note you were presented with. The question is, how can you open it?'

If you are playing this adventure as a one-shot, not as part of an ongoing campaign, and the player characters don't know each other, add the following:

'And more importantly, is it meant for you in particular, or just for one of you? You look around with restlessness, your mind racing.'

If you read the second portion, now is the perfect time for the party to introduce each other. After they've all introduced themselves both physically and by name, you may proceed with the box's deciphering.

1.1.1. OPENING THE BOX

GM NOTE: If you are playing face-to-face, it is highly encouraged that you give the party a physical note. This will help them visualize it and may lead to them figuring out the clues faster. Write the capitalized letters the same as in the Plot Hook section.

If a *detect magic* spell is cast on the box, or it is examined with a **DC 16 Intelligence (Arcana) check**, it will reveal two enchantments. While *detect magic* will also reveal their school, a simple arcana spell will not.

First of all, the box is enchanted with a spell that protects it against aberrations, fiends, and undead. If any aberration, fiend or undead touches the box, they must make a **DC 20 Charisma saving throw**. On a failure, they take 6d6 lightning damage and are pushed back 15 feet. On a success, they take half damage and are not pushed. This enchantment can be detected via a *detect magic* spell as abjuration. It can be dispelled with a 4th level *dispel magic*.

Second, the box's unlock mechanism is a divination enchantment. This enchantment activates once a creature of any neutral or good alignment places its hand on the bottom of the box for 10 straight seconds. Once this is done, a small slit will open on the top of the box, revealing a tiny bit of paper, which is stuck to the chest. If the enchantment is detected via a *detect magic* spell, they will notice the divination aura on the bottom of the box. It can be dispelled with a 5th level *dispel magic*.

The box's material and outer build can be examined via a **DC 16 Intelligence (Investigation) check**. On a success, they'll notice the box has a small slit on the top and a different material on the bottom, but most of it is lead and cannot be broken into normally. However, if the party wishes to break it open, they can do so with a **DC 25 Strength (Athletics) check**. The box can also be opened with a **DC 25 Thieves' Tools check**.

Once the box's slit is revealed, the party will need to write down the word "Will." If they write anything else, it will not activate but rather instantly erase itself, awaiting a new word. Once they've written down "Will," the box will open. Proceed to the next chapter.

To have an easier time deciphering the box, the party can look at the note they've been given. The "10" hidden in the "hello" stands for the number of times they need to place their hand on the bottom. The capitalized "Hand" and "Will" also serve as hints.

GM NOTE: Depending on how savvy your party is, you might want to guide them a different amount. For a party that loves puzzles, let them loose and don't influence the amount they look at the note. For a party that's not too keen on puzzles, allow them to make **DC 15 Intelligence (Investigation)** or **DC 17 Wisdom (Insight)** checks on the note to find anything of note. The amount of hints you give your party is entirely up to you.

1.1.2. THE BOX IS OPEN

Once the box is open, the party will find 2 rings of water walking, alongside a note. The note has the following written on it. "i do apologize for the Riddles. It is a means of Gatherring the decent folk. The good kind. Well, After you've picked up aLL the items. do know i aPpreciate yoU loadS, but tHat's it!" The capitalized letters in the letter spell out "RIGHT WALL PUSH".

If any party member pushes on the inner right wall of the box, its bottom will open as a false bottom, revealing another smaller compartment. Inside that compartment is 1000 platinum, alongside another note and a map.

The note has the following written: "I swear, that's the end of the riddles, adventurers. This map should lead you to the proper spot. If you're interested in tripling the money, you've just made, join me there. I'll explain in more detail. These precautions were merely a test. Hope to see you on the spot! Everything will be explained there."

With that, the party is encouraged to go in search of this mysterious benefactor. Once they begin their journey, proceed to the next chapter.

1.2. A SHORT JOURNEY

Once the party begins their adventure, they must decide upon a person to wield the map and lead them forward. The chosen navigator must make a **DC 16 Wisdom (Survival) check** to follow the map correctly. On a success, the party is lost for a brief period, causing them to make a **DC 15 Constitution saving throw**, receiving 1 point of exhaustion on a failure.

GM NOTE: As is the case for most one-shots, overland travel cannot be overextended to further an exciting story. If you want to prolong this adventure, feel free to add additional encounters, fights, and the like within the party's travels. For inspiration, you can roll on the encounter table extra time. If you wish to add more encounters, just consider the party is traveling in a coastal area.

After the party has started following their track, they will find one encounter on their path, determined by a die roll on the following table.

d4 Encounter

1 The party encounters a married couple, made up of a tortle by the name of Sadon and an aarakocra by the name of Ef. They are newly married and are extremely happy but have nothing to offer.

2 The path is filled with algae and dead fish. A tsunami/tornado/storm has recently devastated the surrounding area. Some villagers are trying to salvage their possessions.

3 A half-orc excentric trader named Ghurub welcomes the party to spin his wheel of goods for 100 gold. For each spin, the party must roll a d20. On a 10 or lower, they get nothing. On an 11 or higher, they can pick any uncommon or rare item, and he'll make it appear on the spot with the magical powers of his wheel. He himself is not magical at all.

4 The party encounters a beached sea creature that looks hurt. If it is aided, it reveals itself as a fey spirit and grants the party a *potion of speed*.

After dealing with the encounter (or straight-up ignoring it), proceed to the next chapter.

1.3. ABOVE AND BELOW

Read this:

'It does not take you too long since departing from your home that you finally arrive on the shores where you were instructed to come. There, you see it. Not too far off, maybe 15 minutes or so of walking, a collection of 2 or so large, marble buildings, with a design, unlike anything you've seen before. Through your years of adventuring and making it up and down these coasts, you've never been able to see these buildings before. And just now, it occurred to you as to why. The map you are holding in your hand glows brightly, and you see a brief shimmer in front, like a spectral veil being lifted. An illusion spell, clearly strong enough to hide an entire building IN THE MIDDLE OF THE SEA, which can be lifted when the map is close enough. And, as you begin to step towards the water, you witness a series of marble platforms begin to take form, at first illusory, but as the map gets closer and closer, the illusions become real. And you step on them, taking the path offered towards the distant building marked on your map. You walk on these platforms until finally arriving on the smaller of the two buildings. Underneath the roof of the larger one, reading a book, you observe a small figure, halfling by the looks of it, with a mop of ginger hair. He lifts his head and smiles towards you. "Ah, finally! Top of the mornin to ya!" And the figure stands up, dusting itself off.'

The party now arrives on map 1 (area 1). In area 3 is Waverly Voss Junior, who begins speaking to them from afar. He instructs them to stay there, as the fish aren't too kind. He also tells them they'll have to reach them either by flying, teleporting, or walking amongst the lily pads, which he calls "most fun." If the party wants to reach him by the lily pads (area 2), they must make **DC 16 Dexterity (Acrobatics) checks**. On a failure, they fall into the water and instantly draw the ire of the fish, who will chomp them for 4d8 bludgeoning damage before spitting them on area 3. The fish will not damage them further, as they are peaceful, just territorial.

WAVERLY VOSS JUNIOR

Information: The son of an inventive archeologist and an adventurer mother, Waverly Junior is the perfect mix of the two. He is a scholar, an inventor, archeologist, historian, AND adventurer in training. But, since he is still in training, he's sent out for aid from 6 different adventuring groups, giving each of them one of the thousand-year-old maps he's bought. The only adventuring group to show up is the party, so he's pretty keen on keeping them happy.

Waverly will start by telling the party that they're the only ones to show up, and he'll explain that he's been waiting here for the past 5 days, despite the storm that has been going on. On his, he only has a *bag of holding* filled with stuff and a *necklace of adaptation* to breathe inside it when he needs to. He'll explain to the party that he's a wealthy scholar and explorer in need of aid. For the past 6 years, he's been looking into what happened with Comboro, and he's finally found a way to get below. However, he requires aid. He's not strong enough to face what hides down there, but the party might be.

GM NOTE: Based on how interested your players may be in lore, be sure to introduce some plot hooks regarding Comboro. Have Waverly Junior describe how their priests worshipped water elementals and how they could speak to the fish and other such animals. Have Waverly also explain their excellent knowledge as mages and their powerful illusions that kept them safe, hiding spots such as this "station" of sorts. However, if your party is not interested in lore elements, simply skip the lore and allow them to continue on their adventures.

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MAP 1: THE MARBLE



He'll continue by saying he's sent the same box to multiple parties, but none of them have come back, meaning that this party is the only one smart enough and brave enough. He'll offer them an additional 2000 platinum if they go to the depths below and find what his books detail as the "Temple of the Great Tide." Once there, they are to see what dragged the city downward and hopefully find a way to bring it back above water for further exploration, in case that is even possible. Out of his *bag of holding*, he'll pull out the book he was reading before, as well as 2 *cloaks of the manta ray*, and hand them to the party in case the party can't breathe underwater.

Once the party agrees to come to his aid, he'll transport them to the back of the large station building, next to a wall with an old language.

Once there, read this:

'Waverly Junior looks at the incantations on the wall, taking out another book from his bag of holding. "See," he starts explaining. "I've broken the code, but it's quite odd. It's a dialect of Primordial, Aquan, most likely. And, as far as I can tell, it summons up the creatures of the sea, who we're supposed to ride to the island. The issue with that is that the island has been under the waves for thousands of years. So, in theory, it should work, but, I must say, the evermist has corrupted the waters in such a way that this might come with its drawbacks. Don't say I didn't warn you!" And with those words, he begins his incantations, hoping to summon the fish to his aid.'

The party now enters a combat encounter. As the chant starts, every marked lily pad (areas 4), begins to glow, and water forms onto it, a small, floating orb. Out of the sphere, then, mist begins to sprout, engulfing it. In one round, on each lily, an **evermist elemental** forms, totaling to **5**. Once defeated, the watery orb continues floating where the elemental dissipates. If looking at such an orb, a party member can make a **DC 16 Intelligence (Religion) check** to figure out they must return it to any lily pad. Once all spheres have been returned to the lily pads and freed of the **evermist elementals**, the encounter ends.

Throughout the encounter, Waverly Junior is reading the incantation and can't help in combat.

Once the encounter is over, read this:

'You watch as the watery orbs on each lily float higher and higher before finally drifting towards each other. Finally, they connect into a humanoid form yet watery. It speaks a language of the waves, but one which you understand. "Ah, travelers! For the first time in so long. Thank you for freeing me! I am the Spirit of Ebb and Flow. Where to?" The spirit smiles, awaiting your commands.'

The Spirit of Ebb and Flow, once under the command of the Comborois, is now at the party's aid. He'll tell the party a short recounting of how the waters used to be worshiped until the citizens were corrupted one day. Once the party asks to be led below, they will be asked to step in the mouth of the fish. Each party member will be taken by one fish and led below. Right before the last party member leaves, Waverly Junior will hand them a cipher book.

Once all party members step within a fish and are lead below water, proceed to the next chapter.

CHAPTER 2. REMNANTS OF COMBORO

2.1. RUINS GALORE

Read this:

'The silence of the fish's belly transforms in the blink of an eye as they spit you out. Water rushes into you, and you find yourself at the bottom of the waters, amongst the sea life and the sand, with a few shipwrecks surrounding you. Yet, as far as the eye can see, you see the remnants of an isle now sunken completely. The shadows of a civilization once grand. Great buildings: an amphitheater, a colosseum, a library, a town hall, temples, all gone. A large isle, with the strength and structure to become a bastion of society, now stuck below waters. Unmatched beauty and grace, now in ruin. Right next to where you've been left, you observe a few broken bits of stone and coral, as well as some statues. Next to you, the Spirit of Ebb and Flow speaks the same unexplainable tongue. "This used to be above water, the entrance to the Temple of the Great Tide..." The spirit's voice is saddened as if gazing upon a long-lost lover.'

The party may now briefly explore the ruins as the Spirit of Ebb and Flow retreats, giving them space.

AREAS OF THE UNDERWATER RUINS

1 - FALLEN STATUE

Read this:

'You approach the broken statue, that of a woman, the side of humanity. Out of the corner of your eye, you find the statue of a mermaid, signaling the sea. Once in harmony, now only humanity has fallen, while the mermaid still stands tall. You see, though broken, the statue's eyes glow like that of a wounded horse.'

If any party member makes a **DC 16 Intelligence (Investigation) check** on the statue, they'll find a small plaque with writing in common, which spells out, "As the world turns, so does the sea. But humanity remains loyal."

A **DC 18 Intelligence (Arcana) check** or a *detect magic* spell will identify that there's a spell connecting the statue to one of the four metallic pillars.

2 - MERMAID STATUE

Read this:

'Just as the other statue, this one displays a powerful feminine figure, but this time it's a mermaid, whose eyes shine even brighter, but look towards the sky, towards the world above, where she'll never reach again. The plaque next to it has writing in that strange language.'

With a **DC 16 Intelligence (Investigation) check**, the party can decipher the plaque, which reads simply, "Humanity stands in harmony with the sea, as above, so below. Two halves of the same coin."

A **DC 18 Intelligence (Arcana) check** or a *detect magic* spell will identify that there's a spell connecting the statue to another of the four metallic pillars.

3 - GIANT CLAMS

Read this:

'As far as you can tell, the only path to the temple, considering it was built to reach below the water level, should be through here, but the large clams are blocking the way.'

These clams hide the entrance to the temple and can be opened by the puzzle in area 4. If any party member tries to pry them open, they will only succeed with a **DC 24 Athletics (Strength) check**. Once the clams are opened, proceed to the next chapter.

While next to the clams, a party member can also make a **DC 18 Wisdom (Perception) check** to listen. On a success, they hear noise from inside one of the clams.

4 - ENCHANTED PILLAR BASES

Read this:

'Surprisingly, though all four of the four main pillars of this structure seem broken, their bases still have a subtle glow and look unbothered by time, almost as if they themselves are enchanted. You also observe as two of them glow slightly, same as the eyes of the statues.'

To open the gate, two of the four pillars must be given different inputs, hinted at by the plaques.

The one closest to the mermaid must be pulled up with a **DC 14 Strength (Athletics) check**. Once this happens, it will activate and start glowing brighter.

The one closest to the woman's eyes must be spun around, requiring no check. Once this is done, it will activate and start glowing brighter.

The other two require no further input but will activate once the previous two have been activated. Once all four are activated, the clams on area 3 will start to open. Proceed to the next chapter.

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MAP 2: UNDERWATER RUINS



2.2. WHAT DRAGGED THEM DOWN

Read this:

'You observe as the clams begin to open, slowly but surely, and you now see the entrance passage to the temple. From below, however, you see the bodies of a few dead priests, then you watch as one of their hands begins to scratch at the floor before suddenly rising, along with the rest of the body. This sunken being, returning to life, filled with the energy of the evermist and the years of anguish. "The priest! It is he who dragged us below!" They shout before rushing towards you. "You! You are on his side!" They shout through waterlogged lungs. Roll for initiative!'

The party must now fight **3 sunken warriors**, who believe them to be on the side of a so-called priest. As the party encounters them, describe how water rushes below, into the tunnels, where before there had been no water. The tunnels will slowly begin to fill with water, so they should run!

Once the party has defeated all the warriors, and they proceed into the tunnels, proceed to the next chapter.

2.3. A WAY IN

Read this:

'With no time to waste, you start making your way into the tunnels, hopeful that at the end of them, you shall find this temple you're looking for.'

If any party member has a passive Perception of 18 or higher, also read the following:

'What you also notice is that alongside you, a small cloud of green mist seems to follow, coming below.'

As the party rushes in, they will have to make a **DC 16 Dexterity (Acrobatics) check** to weave through the tunnels and dodge rubble. On a failure, they will suffer 3d8 bludgeoning damage. They will have to make 3 subsequent checks and will take damage for each failed check.

GM NOTE: Though this part of the adventure should be short, feel free to pepper it with narration and raise the tension, thus providing a stronger sense of urgency. You can even place more obstacles in front of the party if you want to.

After the three checks, the party arrives within the temple (map 3). Proceed to the last chapter.

CHAPTER 3. STILL BREATHING

In which the party uncovers the truth.

3.1. CORRUPTED

Read this:

'You make it through the last bit of the tunnel and arrive into a massive chamber, the main hall of the temple, with water flowing and falling all around. In the middle, confused and old, you see a priestly type, looking at the waters. He turns back towards you with a terrified look in his eyes. "NO! NO! WHY DID YOU OPEN THE GATE! THE CORRUPTION WILL MAKE IT IN. NO, NO!" He rushes towards you with a gaze of concern before a streak of greenish mist enters his nose and mouth. For a second, he goes catatonic. Then you watch his eyes glow with the greenish energy of the Evermist. His body contorts, and the mist forms a shell akin to a naga, as a few bits of water are also corrupted and join in his side. The evermist creature looks towards you, angry and defensive. Roll for initiative!'

The party must now fight a **spirit naga** alongside **2 evermist elementals**. Once the naga is defeated, it will fall and turn to mist, but the priest's body will remain on the ground.

Each round, the water will rise by 5 feet, slowly getting higher and higher. If the fight isn't finished in 10 rounds, the water fully submerged the temple. If this happens, the naga will start healing 30 hit points a round from the corrupted waters.

Once all enemies are defeated, proceed to the next chapter.

3.2. BREATHE AGAIN

Read this:

'The corruption fades, and the priest falls to gets up to his knees, with tears in his eyes. He lets out a whisper. "All these years... The corruption. The temptation. So many years. Thank you!" He lets out a few magic words and you hear the distant closing of the door. The water stops. He smiles and begins his story.'

The priest will introduce himself as Syim. He's been alive 5000 years, using the waters of life, which are in the middle pool. If they ever get corrupted by the Evermist, their powers will be gone. He's used his strong magic to conjure himself food and water and continue praying, hoping one day he'll be saved. He was the only survivor, and he chose to drag the temple below to stop the evil plan of the evil being behind the Evermist. If he brings the temple above water again, the mist will attack it again. He can, but if he does so, someone must preserve the waters of life. So he offers to bring the entire island back with the power of his water god, but only if each party member takes a vial of the waters of life and swears to protect it for the rest of their energy from the Evermist. If this is done, he'll use the last of his magic to destroy all water, but that from their vials, they will be able to create a new Pool of Life somewhere far from the Evermist.

Once the party agrees, they will have to swear a vow. After that, they'll be given a vial each, and then Syim, with his great force, will bring the island above water. During this, he will cast *create or destroy water* and destroy the pool. He will begin crying as he does this, but he knows it's right. The island will rise above the waves. Together with Waverly Voss Junior, Syim will travel it for the next few years, looking for any survivors and searching for relics while fending off the Evermists' corruption with Syim's holy magic.

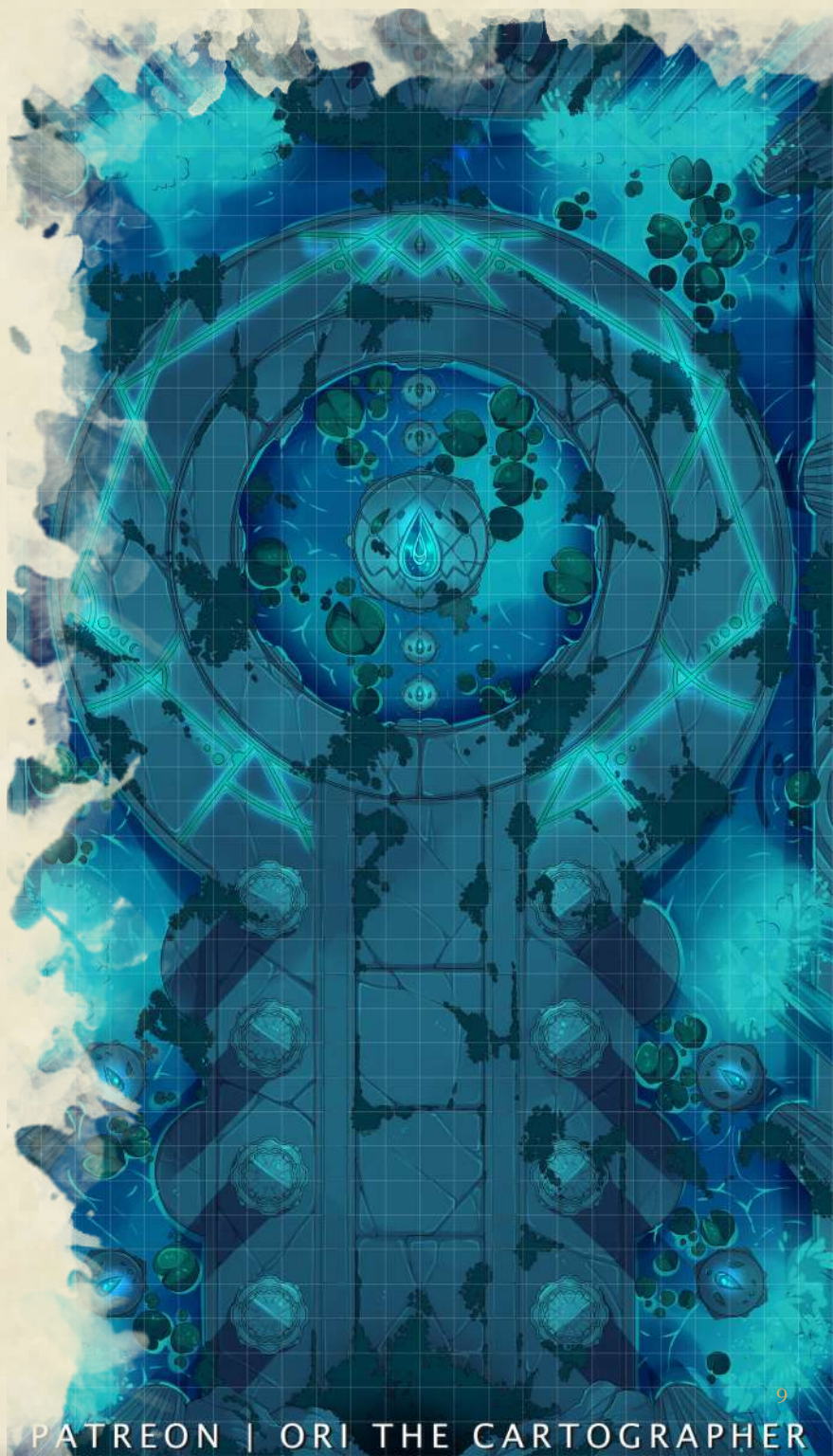
As for the adventurers, they will be given their promised money from the city's treasure, as in truth, Waverly had no more funds. And here ends their journey.

The end.

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MAP 3: WATERS OF LIFE



APPENDIX: MONSTERS

EVERMIST ELEMENTAL

Large elemental, neutral evil

Armor Class 13

Hit Points 52 (8d10 + 8)

Speed 0 ft., fly 30 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	13 (+1)	8 (-1)	10 (+0)	6 (-2)

Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Deep Speech

Challenge 3 (700 XP)

Evermist Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. If the elemental moves through a creature's space, the creature must make a DC 13 Constitution saving throw. On a failure, they are affected by the *charm person* spell. On a success, the creature is immune to this ability for 24 hours.

Actions

Evermist Lash. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is charmed, they suffer an additional 7 (2d6) psychic damage and are stunned until the start of their next turn.

SUNKEN WARRIOR

Medium undead (humanoid), neutral evil

Armor Class 15 (scale mail)

Hit Points 102 (12d8 + 48)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	5 (-3)	11 (+0)	5 (-3)

Skills Athletics +6

Damage Resistances cold

Damage Immunities poison

Senses darkvision 120 ft., passive Perception 10

Languages Common, Deep Speech

Challenge 4 (1,100 XP)

Creature of the Deep. The sunken warrior can breathe air and water and is immune to the pressure and cold effects of the deep ocean.

Fortitude Beyond Death. If damage reduces the sunken warrior to 0 hit points, it must make a Constitution saving throw with a DC of 7 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the sunken warrior drops to 1 hit point instead.

Light in the Depths (Recharges on a Short or Long rest). As a bonus action, the sunken warrior unleashes a surreal blaze for 1 minute. It emits bright light in a 10-foot-radius and dim light for an additional 20 feet. All creatures within the light must succeed on a DC 14 Wisdom saving throw. On a failed save a creature is drawn to the sunken warrior, compelled by the light. For the duration, for the duration, the creature has disadvantage on creatures others than the sunken warrior, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from the sunken warrior; if it succeeds on this saving throw, this ability doesn't restrict the target's movement for that turn; if it fails its speed becomes 0 for the rest of the turn. If a creature ends its turn outside the light, the effect ends for it.

Actions

Multiattack. The sunken warrior uses its grasp of the depths followed by two axe attacks.

Axe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Grasp of the Depths. The sunken warrior manipulates the water around a creature that it can see within 60 feet of it. If a creature is Large or smaller, it must succeed a DC 14 Strength saving throw, or be pulled up to 20 feet closer to the sunken warrior and be restrained by the water until the end of the sunken's warrior turn. If a target isn't in a body of water of 5-foot-cube or larger, or under heavy rain, this ability doesn't work.

THANK YOU !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

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Maps created by [Ori The Cartographer](#).

And now onto the next project...

Cheers !

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A MASSIVE THANK YOU TO ALL MY PATRONS !