

Warforged

The Submerged

A New Warforged Subrace

by Cameron Day



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Additional Images: Wikimedia

Commons, Textures.com

bulky, industrious looking, with large tools always replacing one of their arms. Some carry massive drills, others harpoon rifles, and even occasionally a flamecannon. They do not speak, but rather groan or call akin to whales. They are entirely creatures, no longer sentient or conscious.

Monsters from the Trenches

"What would an ocean be without a monster lurking in the dark? It would be like sleep without dreams."

— Werner Herzog

Legends of the Sunken

From the Records of Ignys Byr, Leader of the Arbiters:

The submerged...little is known of them. I know I begin many entries in our library with these words, but it seems that the more and more warforged subraces we find, the less we truly know of ourselves.

Our brothers and sisters amongst the waveforged, along with our own Arbiters, have done what they can to connect with the submerged, trying to form treaties or negotiations. What we have come to learn in these few short months is that the submerged have no leader, have no commander, no one who leads them.

They are solitary beings, wandering the depths of the oceans of Eberron without any direction. We do not know their purpose - they are

Denizens of the Deep

The submerged appeared several months ago, the first report from a large whaling ship off the coast of Darguun. They spoke of a being towering above them, having pulled its way to deck and lighting the ship aflame with a flamecannon that replaced its left arm before cutting the whale the ship had been hauling free.

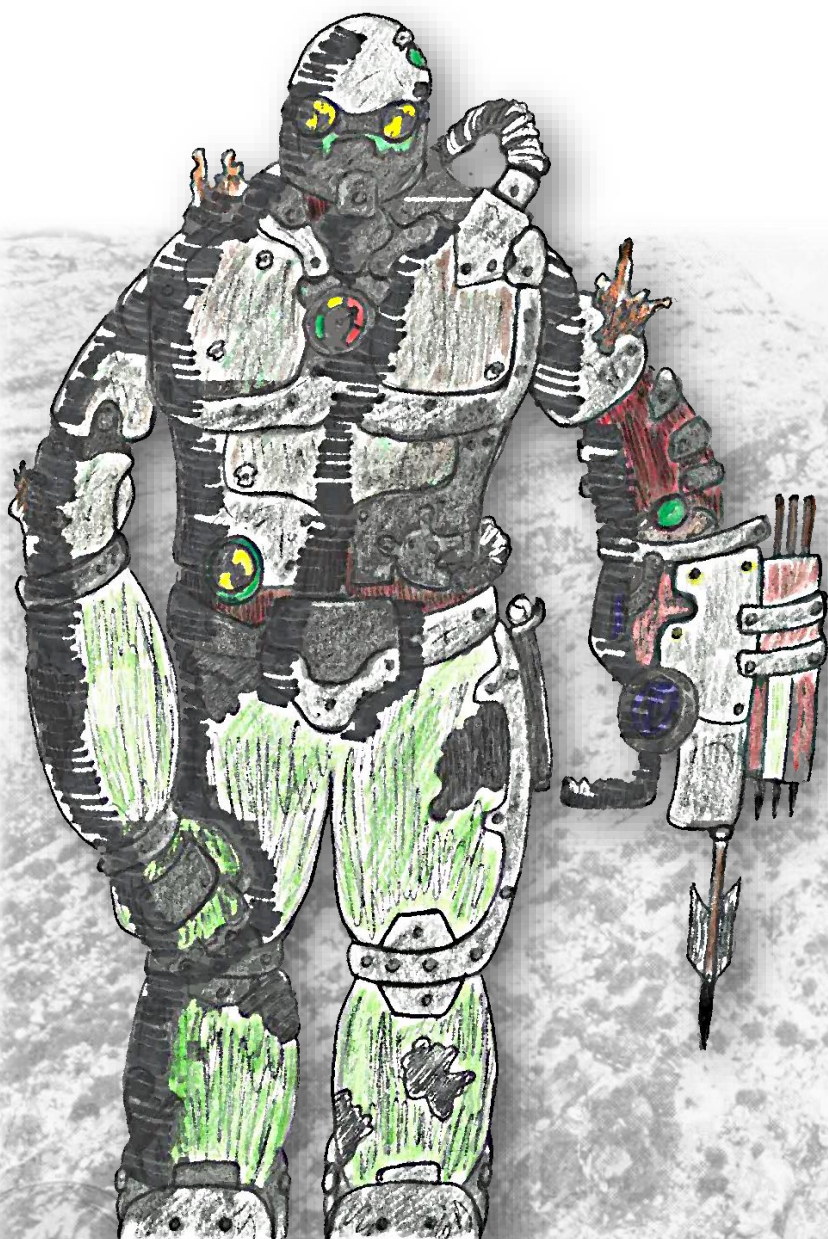
Otherwise, most see submerged beneath the waves during scientific expeditions, or deep within subterranean caverns near underground seas or lakes. As collected by the Arbiters in their archives in Icon, the submerged are unknown as to whether or not they are sentient.

However, to the submerged, it is others that they see as being nonsentient and stuck in the old ways. Most often, submerged were once specialized warforged working on old warships or destroyers during the Last War who were thrown from their posts and sunk to the bottom of the sea. It was here their transformation began.

You retain all racial abilities from the base warforged, with these additions due to your subrace.

Weaponized Arm

Given their aquatic nature and use on battleships of old, the submerged only have one manipulative arm, with the other being replaced by a large tool or weapon. This is a remnant from the Last War, a scar from a conflict that should have never been. A submerged player must pick one from the table in Appendix A.



Amphibious Augmentation

Submerged are immune to rusting or any other deteriorative affects from being underwater. They also have a base swim speed of 30, and do not treat water as difficult terrain.

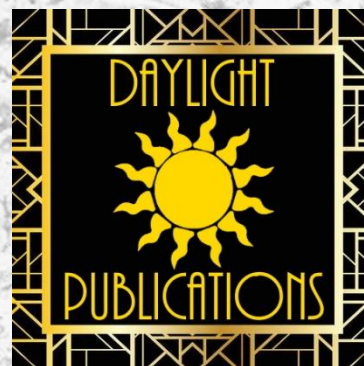
Additionally, their eyes have been modified into massive searchlights, powered by their powerful dragonshard core. They have darkvision up to 120 feet.

Deep Sentience

The submerged do not speak through normal means but are instead powerful empathths and telepaths. They communicate in emotions rather than words, and are powerfully aware of the emotional state of others, often bonding with injured sea creatures and nursing them back to health, or with injured adventurers who help them.

Additionally, submerged have advantage on all Charisma-based checks when interacting with aquatic beasts or humanoids.

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Appendix A

Tool/Weapon	Damage	Abilities and Details
Drill: The drill is a powerful tool used by the submerged to wander across the ocean floor and deep subterranean lakes they have been found in. Traditionally it was used for boring holes in enemy ships.	1d8	The drill contains four charges that recharge at dawn, which when spent deals an extra 1d4 damage. On a critical, the submerged may perform a drill dash. This expends all charges and boosts their damage by 2d8. Their target is knocked prone, and the submerged is stunned for one round.
Harpoon Rifle: Originally built for hauling in whales and other massive prey at sea in the northern most oceans of the world, the harpoon rifle became a powerful weapon of naval combat to pull ships closer and even take out high priority targets from a distance.	1d8 (range 60 ft.)	The harpoon rifle carries clips of four harpoons and is loaded with a fifth. They can be connected to a piece of rope and fired as a grapnel. This takes one minute to prepare, load, and spool. With a rope harpoon, a submerged may perform a pull attack, where the target must roll a Strength save. Should they fail, they are pulled to the submerged who then may make a bonus attack. They must complete a short rest before using this ability again.
Flamecannon: Often called dragon's breath, flamecannons spew molten fire, used by submerged to heat ore or once to burn enemy ships. However, they were and are highly experimental technology.	1d12 (range 30 ft. cone)	Flamecannons are powered by small pods containing captured fire elementals. These pods contain four shots before the pod ruptures and the elemental escapes. When a pod is spent, roll percentile. If below 90, the pod breaks and the elemental flees quickly. If above 90, the pod breaks and deals 2d8 fire damage to everyone in a 10 ft. radius as the elemental exacts its revenge before fleeing.
Bolter: The bolter is another tool turned weapon, firing needle-sharp screws once used to help repair the plating of warships.	1d6/4d6 (range 20 ft.)	A bolter fires clips containing 40 rivets. You can chose to fire in bursts of four or singular rivets. If you fire a burst of four, roll percentile. If below 50, the bolter remains fine, but if above 50 the bolter jams which requires one round to clean and empty. If it jams more than four times in one day, the bolter is rendered unusable and will require repair.
Boomtube: A devastating weapon, the boomtube fires burning shrapnel at its targets but can often backfire on its wielder, turning them into mush.	4d4 (range 10 ft.)	A boomtube is extremely dangerous to both enemy and wielder. It fires four large shells - one at a time - containing superheated shrapnel, warmed and propelled by an imprisoned fire elemental. When you roll a critical, roll percentile. On a 60 or above, the boomtube works as planned. On a 59 or below, the boomtube will malfunction. The fire elemental chamber will rupture, dealing 2d8 fire damage to the wielder and all those in a 20 ft. radius. They will then have to roll a Dexterity save. If they fail, they take 2d6 piercing damage as one of the shells ignites and explodes. The boomtube is rendered unusable, and must be repaired.