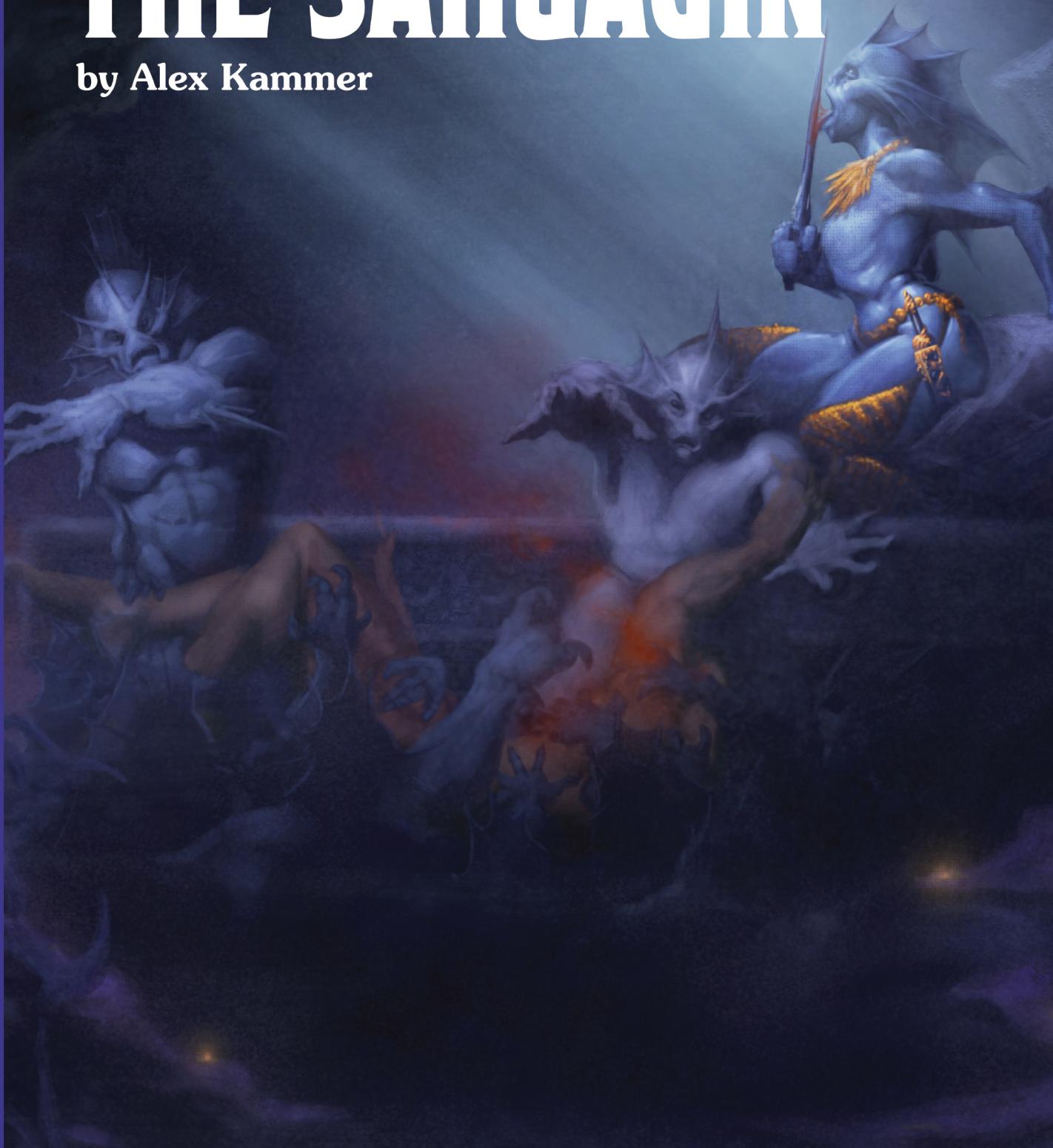




FROG GOD GAMES ADVENTURES

ECOLOGY OF THE SAHUAGIN

by Alex Kammer



SWORDS &
WIZARDRY
COMPATIBLE



5TH EDITION
COMPATIBLE

ECOLOGY OF THE SAHUAGIN

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ECOLOGY OF THE SAHUAGIN



THE SAHUAGIN

The life of the sailor is not easy. It is a high-risk life full of occupational hazards. Beyond the backbreaking work, the poor pay, and the harsh treatment at the hands of ships' officers, a vast array of sudden dangers attend a life at sea. With little warning, a crushing storm can blow in and swamp a ship despite the best of preparations. The winds can die at any time and leave a ship to drift listlessly on the vast blue brine. And any number of terrible creatures that live underneath the waves can assault a ship at any moment.

With all that said, very few sea hazards stir more apprehension than the prospects of a raid by the terrible sahuagin, or “sea devils” as they are more commonly known. Sahuagin are a predatory, piscine race that emerge from the ocean’s deepest trenches to prey on ships and seaside communities. The sahuagins’ world view is such that they believe the entire aquatic realm is theirs to rule and that it is only a matter of time until their shark god delivers every living creature, both on land and at sea, to their toothy maws.

Among all the dockside temples, shrines, and chapels, there is no more common supplication uttered than a sailor praying for sanctuary and deliverance from the sahuagin. Such is the universal nature of sahuagin raids while at sea. Their ferocity and appetites are legion.

SOCIETY

Sahuagin society is quintessentially predatory. Strength is their loftiest virtue and domination of the weak is seen as their right and understood to be the duty of each and every sahuagin. Strength is glory. Weakness is death. Sahuagin weltanschauung is just that black and white.

The concept of personal strength pervades far more than mere physical prowess. Being self-sufficient and capable in about any conceivable fashion is very much seen as a form of strength. The capable and strong rule. Those less so serve. Birth status is an utterly foreign concept to the sahuagin. Boiled down to its essence, sahuagin society is a cruel and unforgiving meritocracy.

With the importance of the undergirding precept of personal strength in sahuagin society understood, it does not mean that the sahuagin are mindless savages attacking anything and everything they see. While it may seem that way to their victims, they are actually quite calculating and tactical in their decisions. While the complete eradication of everything not sahuagin is their goal, the sahuagin do not conduct themselves in a reckless or wasteful manner. For example, before commencing a raid on a ship or a sea elf community, the sahuagin raiders consider their odds for success. They will not needlessly throw their lives away simply for the sake of battle. True strength is reflected in victory, not in thoughtless defeat.

Moreover, next to only strength, their most prized virtue is obedience. Sahuagin society is highly organized and structured. Virtually every aspect of their society is driven by an explicit chain of command. Not surprisingly, an individual's place on that chain is determined by their own merit. As a result, every sahuagin has a place in their world and they should not covet the position of another unless their abilities demand that they should.

As further corollaries to their "might makes right" chain-of-command ethos and the directive that every sahuagin respect this hierarchy, advanced age and achievement are also highly prized in sahuagin society. The first, advanced age, is a self-validating indication of success and accomplishment for the sahuagin. Simply put, long life proves that an individual sahuagin is powerful and capable because they would not have lived to advanced years otherwise. The weak and incapable are ruthlessly weeded out. Only the strongest and smartest sahuagin survive the rigors of everyday sahuagin society.

While advanced age is a pretty straightforward indication of success in sahuagin society, achievement is a bit more of a nuanced subject. It is a matter of very high risk for a sahuagin of lower status to attempt anything that could in any way upset one of their superiors. Even a brilliant suggestion conceived by an inferior sahuagin rarely gets voiced for fear of reprisal. That said, there are apocryphal tales of lowly sahuagin who dared to brazenly articulate a plan that directly contradicted the views of a superior, but who not only survived the experience, but were also elevated in society due to the brilliance of their successful strategy. Such stories have become part of popular sahuagin lore.

So, while a rigid, caste-based society, room for upward mobility exists in sahuagin society. Moving up in the world is accomplished by challenging and defeating one's superior. Most commonly, these trials are sorted out through individual combat. However, these contests are not always to the death and can involve nonviolent challenges. For example, challenges involving net weaving, hunting, or tactics are not unheard of.

A sahuagin who loses such a challenge and survives the experience is expected to accept their lower position immediately without complaint or further thought. In a culture where success is a virtue, failure is the abyss and is absolutely not a subject to dwell on. A necessary corollary to a merciless meritocracy is the express acknowledgment of one's place in it. If you fail, you are inadequate.

However, the nuances of sahuagin society do not reach their regard of anything non-sahuagin. All other life is simply meat, and meat is to be consumed. The more meat a sahuagin consumes, the higher the regard and esteem from their cohorts.

Abstractions such as sentimentality are completely unknown and incomprehensible to the sahuagin. Their ruthless pragmatism pervades every aspect of their society. Squeamishness about breeding, gore, where meat came from, or death are all alien concepts to them.

Sahuagin society is brutal. Each sahuagin has its clearly defined place in this tiered and caste civilization. As a direct result of this ordered world, a necessary component of every sahuagin community is that each individual sahuagin knows his or her exact place in the overall sahuagin societal lattice and that they each accept it absolutely and utterly without rancor or resentment. In fact, if it were possible to inquire of a sahuagin about any doubts concerning the fundamental fairness of this reality, they would respond with nothing but abject confusion. Sahuagin accept this hierarchical culture and also fiercely defend it, regardless of their respective position on the great sahuagin societal ladder.

With this structure in mind, when looking outward from sahuagin society at virtually any other form of intelligent life, sahuagin deeply believe that even the lowliest sahuagin is of greater value and ranks above even the mightiest king of any other society. This axiomatic

belief is not born from sentiment or any notion of seeing their fellows as kindred spirits working together to make a better world for them all. No, it is a coldly calculating view of the world in which, from the sahuagin point of view, the objective value of any sahuagin is higher than that of any other lifeform.

So while the sahuagin are known for the fierceness in battle and their blood frenzy, they are far from reckless or foolhardy when it comes to raids. In fact, the opposite is true. The sahuagin are exceedingly cunning in their approach to conquest. They carefully select targets that they are confident they can quickly overwhelm with the minimum risk of sahuagin casualties. Needlessly losing warriors is unthinkably foolish in the eyes of the sahuagin. As the sahuagin view all other life as merely a food source, no effort of energy is wasted on concepts like respecting their opponents or honorable combat. Swift and brutal victory is the only acceptable outcome in every engagement.

This deeply defined chain-of-command approach is mirrored in all aspects of sahuagin life. It is most easily identified in the parallel governmental and military arenas. Because rule is so intimately related to strength in arms, rank in one is rank in the other. They are two sides of the same coin. The king sits at the very top of sahuagin society. A sahuagin king is the absolute commander and final arbiter of all things, including military matters, within the territory of that ruler's kingdom. Downward in the chain of hierarchy from the king sit the dukes, then the barons, and then finally the chieftains. Below that are various rankings of sahuagin soldiers. A most noteworthy exception to this rigid structure is the sahuagin priestess that is discussed below.

Above the common sahuagin soldier is a rank of sahuagin fighters known as the "Elites." These warriors are among the strongest, most vicious, and most capable fighters in sahuagin society. These creatures commonly lead the coastal and maritime raids that terrestrials so dread. Little do most land dwellers appreciate that there are far worse under the waves and in the depths.

The highest level of sahuagin warrior are the four-armed brutes known as the "King's Guard" that survived the rigors of sahuagin youth and clawed their way, literally, through the ranks of sahuagin fighters. These massive and terrible creatures are most commonly assembled as the private guard or militia of the most powerful rulers in sahuagin society. So valued are these creatures that they are very rarely seen outside of the depths. The sahuagin kings and dukes that command them jealously keep them close as they are instrumental to their grasp of power. As rare as these four-armed monsters are and as infrequently as they leave the sahuagin strongholds and fortresses in the depths, their very existence is doubted by most land dwellers. Further, given that the vast majority of terrestrials who encounter a King's Guard sahuagin does not survive the experience, most talk of them is quickly dismissed with a nervous laugh as being fanciful and "sailors' tales."

Chieftain, barons, dukes, and kings most commonly are King's Guard sahuagin who challenged their superiors in combat, defeated them, and assumed their position. Such is the nature of the upward mobility in the cruel world of sahuagin society. Note that, despite the translations of the names into Common, both male and female sahuagin may work their way up the warrior hierarchy. Only females are part of the religious hierarchy.

ECOLOGY

Sahuagin enjoy piscine features including large, black, glossy eyes, scales, and an array of fins with the most prominent being the dorsal fin. Their hands and feet contain webbed digits that terminate with long and cruel claws.

Most sahuagin bear scales that are some shade of green. The sahuagins' coloration is lighter on their bellies and under their arms. Sahuagin young tend to favor brighter green shades with darker green

spots and/or stripes. These spots fade as they age, and their general hue changes to darker shades of green. Older sahuagin often darken to the point of looking gray or even black.

A typical adult male sahuagin stands roughly six feet tall and weighs about 200 pounds. Female sahuagin are slightly smaller, but otherwise indistinguishable. Interestingly, and unlike most humanoids, a sahuagin never stops growing. So its size is nearly invariably a function of its age. For example, the most venerable of sahuagin kings and priestesses can live to be more than 600 years old and grow to more than nine feet tall and weight in excess of 300 pounds.

Sahuagin are humanoids that have adapted to an aquatic existence. While they can breathe air, this ability is limited and uncomfortable for them. A few hours out of water is about all the sahuagin can tolerate. This reality keeps inland communities safe from the depredations of the sahuagin. Unless the sea devils can strike and quickly return to the salty embrace of the sea, they move on in search of more agreeable quarry.

It is a commonly held belief that the sahuagin are afraid of the sun. Veteran seafarers appreciate the fallacy of this assumption.

Sahuagin are quite comfortable in sunlight, but much prefer enjoying it while underwater. The only real threat that the sun poses to them is its potential for dehydration. Sahuagin anatomy is not equipped to deal with dry conditions. In circumstances of intense dry heat, the sahuagin are loath to leave the water for any reason. It is for this reason that the sea devils are more likely to attack either at night or under the cover of fog or cloud cover.

As cold-blooded creatures, the sahuagin much prefer the waters found in the warmer tropical regions of the world's oceans and seas. While sahuagin settlements do exist in colder waters, those are much rarer. A permanent sahuagin settlement found in higher latitudes is almost invariably due to the presence of warm currents. This fundamental biological fact concerning the sahuagin is why so many merchants and traders prefer shipping routes that veer to the north and away from equatorial waters that are rich in the predatory sea devils.

As deeply social creatures, the sahuagin most commonly reside in large communities. The great sahuagin cities located in the ocean's trenches and valleys are typically at depths from approximately 500 feet to 1000 feet. That said, it is not uncommon to find smaller communities and villages at shallower depths.

SENSES

Sahuagin enjoy excellent vision. Unlike most other humanoids, sahuagin eyes do not have a visible pupil. Their large black eyes are well adapted for their aquatic environment. Their thicker-than-usual corneas protect their eyes and also correct for distortions caused by underwater light refraction. Their darkvision of 120 feet helps them pierce the shadows and gloom commonly found in the depths.

As to their auditory perception, sahuagin enjoy a biology similar to terrestrial hearing in that they have ears and can perceive sound about as well as the average humanoid. However, when submerged in water, their hearing is far superior to that of land dwellers. This is due to the fact that the sahuagin are sensitive to sonic vibrations in the water. Their entire bodies act as receivers for these vibrations, and their brains have the unusual capacity to translate these inputs to help them pinpoint the source of the sound. The result of this unusual auditory system is that the sahuagin can perceive and translate underwater sounds from thousands of yards away.

Sahuagin communicate through a spoken language, but it differs significantly from most other humanoid verbal communication. Sahuagin anatomy includes a cartilage-filled larynx that through the flexion of supportive musculature can expand and contract to produce a series of pops, clicks, and grinding noises. These sounds travel well underwater and comprise the sahuagin language. Because of how well these sounds carry underwater, the sahuagin can communicate over much longer distances than the vast majority of terrestrial speakers. Many of these sounds are too high pitched for surface dwellers to even perceive.

Finally, the sahuagin's most acute sense is their sense of smell. Similar to that of a shark, their olfactory system can pick up the scent of blood from up to a mile away. As a further similarity to their shark brethren, the sahuagin are also sensitive to weak



electrical fields that most lifeforms radiate. The combination of these two attributes allows them to track even lightly wounded prey with uncanny accuracy. Blood does not suffuse water nearly as quickly as either light or sound though. So the wounded adventurer has more time to stop the flow of blood from a wound and leave the area before any sahuagin pursuers are alerted.

As a corollary to their sense of smell, sahuagin are driven into a frenzy by the smell of fresh blood. Because their blood frenzy feature gives the sahuagin advantage on attacks against any opponent who has taken damage already, a sahuagin is quick to press this advantage, continuing to attack any enemy they've bloodied rather than switch targets, even for opportunistic reasons.

HABITS

A common question among land dwellers is whether or not sahuagin ever sleep. Because air breathers rarely, if ever, visit sahuagin settlements and cities and return alive to be able to report what they witnessed, very few terrestrials have ever seen a sahuagin sleep. However, over the years, a few sahuagin specimens have been captured by land dwellers and observed while in captivity.

Definitively, sahuagin do sleep. Their sleep just does not look like the sleep of most humanoids. In large part, this is due to their lack of eyelids. Because their eyes remain staring even during rest, the sahuagin do not look like they are sleeping, at least consistent with normal land-dwelling sleep standards.

Like just about every lifeform, sahuagin respire and burn energy from consumed kilocalories. As a result, like the vast majority of all life, they must rest. It's a period when activity and metabolism slow way down as a way to conserve energy and restore their bodies. When

observed, the sleeping sahuagin looks as if it is in sort of a daydream-like state. They twitch with small movements while resting.

Even though they are asleep, sahuagin are still alert for danger. Because of the many-fold threats that are constant companions in the sea, the sahuagin are much lighter sleepers than most terrestrial humanoids and are very easily and quickly roused from slumber. To take a sleeping sahuagin unaware requires the highest level of stealth and quiet.

As to their personal habits, the sahuagin are surprisingly fastidious. Their salutary habits though go beyond mere hygiene. As respect for one's superiors is such a bedrock principle in sahuagin society, being clean before a superior or when entering the residence of another sahuagin is paramount. Being in any way soiled under these circumstances is considered a grave insult and almost certainly results in an attack. They take special care to frequently cleanse by wiping themselves with seaweed or by rubbing themselves with sand.

Sahuagin life is deeply ritualized. Even common greetings between familiars are ritualized. These rituals are designed to recognize the might- and strength-based hierarchy which undergirds all of sahuagin life. Virtually every task, no matter how mundane, is launched with a ritual. Again, this is to pay homage to the chain of sahuagin life and to pointedly avoid giving offense to any superior.

DAY-TO-DAY LIVING

Everyday life for the sahuagin is naturally deeply influenced by their greater world views. Their basic understanding that almost all other non-sahuagin life is prey and that the sahuagin, by divine fiat, sit at the top of the food chain as the world's ultimate hunters, color many of the sahuagins' daily activities. Barely secondary to the "all is



prey" precept is the sahuagin concept that the strong and capable rule.

If these axiomatic views are combined with the fact that the sahuagin obtain the majority of their sustenance through hunting, hunting is likely their most important and central daily task. Proficiency at hunting is inexorably intertwined with the sahuagin self-perception as well as how their fellow sahuagin view them.

The vast majority of hunts are informal affairs involving either solitary sahuagin swimming off to spear a few fish or a small group of sahuagin assembling to hunt for a sahuagin village. For the sahuagin, these events are no more momentous than a human farmer stepping out into their garden to harvest produce. But even with these discrete events, the sahuagin silently compete with each other to score the most and best kills.

More significant hunts often involve a larger group of sahuagin led by a sahuagin baron or prince and can take the hunting party into the gloomy depths in search of worthwhile prey such as giant squid or sea serpent.

The unifying feature of all of these hunts beyond their central importance to sahuagin life is the rituals that surround them. If two or more sahuagin are about to head out on a hunt, they invariably engage in a detailed discussion planning the details of the hunt that covers matters such as the expected location of the prey, the route the hunters will take, and how the actual kill or kills will be executed. This discussion is conducted with deference to the might-based hierarchy that pervades virtually every aspect of sahuagin life. This means that the strongest and most capable hunters make and explain the plans for the hunt.

In similar fashion and for the exact same reasons, at the conclusion of the hunt after the hunters return, the hunters regale the community with tales of every detail of the hunt. This retelling and recitation of a successful hunt reaffirms the successful hunter's position in the overall sahuagin hierarchy and also serves as a vehicle of passing on knowledge and experiences to the greater sahuagin community.

Another extremely important and frequent sahuagin activity is conducting raids. Very few activities strike closer to the sahuagin identity of self than the efficient and vicious prosecution of raids on sahuagin enemies, with the hated sea elves being on the top of that list. That said, the sahuagin do not discriminate when it comes to targeting intelligent races to attack. If any intelligent community is located within striking distance of a sahuagin city or settlement, the sahuagin relentlessly pursue the destruction of that community.

As noted in previous sections, while the sahuagin doggedly prosecute raids against an established foe, they do not act foolishly or recklessly. The sahuagin prize fellow sahuagin life above nearly all other things and do not needlessly risk losing valuable sahuagin soldiers in ill-conceived raids. Raids are carefully planned affairs, and each participating sahuagin appreciates his or her role in the attack and attempts to carry out the orders to the best of their ability.

Successful raids provide many important resources for the sahuagin. Raids provide slaves, loot in the form of finished and manufactured goods, and of course food. The victims of fruitful raids nearly invariably end up in sahuagin stomachs.

The size of the quarry determines the size of the raiding party. These forays range from massive engagements involving hundreds of sahuagin regulars, dozens of elites, a handful of priestesses including possibly a Daughter of the Shark, and of course a commander, usually a duke or baron. As with virtually every other aspect of sahuagin life, the chain of command for any raid is absolute. Even much-smaller raids undertaken by a handful of sahuagin have a clearly identified leader who plans all the details for the attack.

Though raids on surface communities are well ballyhooed, the sahuagin rarely attack humanoid shore communities. The reason is that the risk of unacceptable losses is too great in contrast to the potential

gains. Simply put, unless some extremely compelling reason to attack a large terrestrial settlement exists, the sahuagin prefer softer targets.

That reality noted, if the sahuagin do elect to attack a community on land, their usual tactics are to strike at night with overwhelming ferocity. They well know that the terror inspired by a night raid is one of their greatest allies when attacking any humanoid settlement. The rank-and-file sahuagin raiders are the first to engage supported by the sahuagin priestesses. The ranking and commanding sahuagin then wade in. The raid has predetermined objectives such as seizing treasure and metal as quickly and efficiently as possible before the sahuagin melt away back into the sea.

Regardless of the outcome of the raid, the sahuagin retreat and escape pursuant to a pre-agreed upon plan. Usual tactics involve splitting up in order to confound potential pursuit. It is hard to conceive of a more terrible sin among the sahuagin than allowing an enemy to track you back to the sahuagin community. Sahuagin too badly injured to flee are quickly slain. Further, the sahuagin leave the body of a dead fellow behind only if it is absolutely necessary to do so. The sahuagin are notorious for spiriting away their fallen following a raid or larger military action.

Finally, it is a well-accepted truism that the sahuagin never take prisoners. For the vast majority of their purposes, meat is meat and dead meat is much easier to handle than fodder capable of resisting. That said, there are terrible rumors of sahuagin taking live captives under the waves as subjects for gruesome sacrifices made to their insatiable shark god, Dajobas. These sorts of rituals are prosecuted only by the most zealous and rabid of the terrible shark god's followers. And to this point, no such incidents have been satisfactorily verified to be able to move this nightmare scenario from rumor to established fact.

COMMERCE

The warlike and aggressive sahuagin are certainly not known as artisans and crafters. And it is unquestionably true that the primary source of durable goods for the sahuagin are items captured in raids or more involved military actions. That said, the sahuagin do create things and they do engage in trade.

Being limited from a resource and technology standpoint, the finished products made by the sahuagin are usually created from materials at hand, including coral, stone, and shells. The sahuagin have become proficient in the production of quality weapons. These weapons are usually spears and tridents with coral shafts and stone tips. The sahuagin are also capable of producing limited forms of armor. There are numerous confirmed sightings of sahuagin warriors bearing upper torso or breastplate armor made from large shells.

Somewhat incongruously, the sahuagin are also known to craft statuary, religious idols, and other art pieces from shells, corals, and other pearlescent materials. These objects can be of surprising quality and beauty given the unrelentingly aggressive nature of the sahuagin.

Trading partners are generally limited to other sahuagin communities and a handful of other acceptable and worthy trading partners, including the merrow and wereshark communities. Most transactions are in the form of a barter. The most frequently bartered items are weapons, jewelry, and other durable goods acquired in raids.

Currency is rare among the sahuagin. Generally speaking, it is found only in the largest sahuagin settlements and cities. It takes a sahuagin ruler of enough power and influence to convince their subjects to honor a currency directly mandated by that potentate. In those rare instances, the currency is designed by that specific ruler and can be in the form of coral bars or pearls fashioned in some other shape. The idea of currency does not come naturally to the sahuagin and, as a rule, the sahuagin view the entire concept with a high degree of distrust.

POSSESSIONS

Because of the rigidly caste feudal system that governs sahuagin society, lower-ranked sahuagin technically do not own anything. They are allowed to retain basic possessions at the sufferance of their superiors. A noble among the sahuagin “owns” all the property and possessions held by their sahuagin subjects. The same hierarchical approach to property exists among sahuagin priestesses. The High Priestess has the right to claim any object possessed by any of her subordinates at her whim with no explanation or recompense offered.

This may seem to be a highly burdensome arrangement and one that likely would foster a great many disputes. However, the reality is that the sahuagin are not particularly possession oriented as are most other humanoid races. The vast majority of things desired by the sahuagin are objects coveted for their utility. For example, sahuagin desire quality weapons. This desire is directly in line with the desires of their superiors as the ruling class certainly wishes their subjects to be capable fighters and productive raiders.

Problems flowing from disputes over possessions happen only as a byproduct of the sahuagin predilection for collecting spoils of war. Objects such as fine jewelry, works of art, and pearls often lead to flashes of resentment. However, like all things in sahuagin society, the hierarchy supersedes everything, which results in those of higher rank claiming the fruits of sahuagin raids. The expectation and reality among all sahuagin are that that those of lower rank accept this circumstance utterly without complaint or objection.

REPRODUCTION

Sahuagin mating relationships are quite different than those commonly associated with most terrestrial humanoids. For example, rarely, if ever, do male and female sahuagin mate for life as is common in other humanoid societies. The sahuagin take a rather pragmatic approach to reproduction where males and females rotate mates without respect to class or status to ensure that no distinct bloodlines are formed. Doing so secures uniformity, a bedrock tenant of sahuagin society. While this may seem licentious or wanton to surface dwellers, it is an example of the pragmatic and unsentimental natures of sahuagin.

Following fertilization, sahuagin females produce eggs one at a time, once every four to six weeks or so. A sahuagin female rarely produces two eggs in a single laying, but it is known to happen. These eggs, similar to other reptilian eggs, have tough and leathery shells. Each oblong egg varies in size, roughly from four to six inches in diameter.

Sahuagin eggs are routinely and regularly gathered and placed in a communal incubator. These incubators are typically stone and range widely in size. In larger communities, incubators accommodate hundreds of sahuagin eggs at one time. Eggs hatch approximately three months after they are laid. Only eggs laid at roughly the same time are placed into an incubator together to keep sahuagin hatchlings from eating unhatched eggs. By that same token, no food is provided to the hatchlings to force them to consume each other. Through this most brutal selection process, only the strongest and most vicious sahuagin hatchlings — fewer than 10% overall — survive.

SAHUAGIN YOUNG

Sahuagin hatchlings that survive the brutal incubators are not exactly welcomed into the world with warmth and succor. The merciless selection process that underlies virtually all parts of sahuagin society continues as soon as the hatchlings are released from the incubators. As a group, a clutch of sahuagin hatchlings is offered its first non-

cannibalistic food usually in the form of humanoid flesh if available or fish if not. However, it is not that simple. These young must fight each other to earn their share.

Once this crucial initial feeding process is complete and the supervising sahuagin witness enough ferocity and savage disregard for each other among the hatchlings, the local priestess inspects each hatchling for defects. Very few variations, including even the subtlest such as mild deviations in expected coloration, are tolerated. Any unacceptably defective young are immediately and remorselessly destroyed.

Those young that are sufficiently vicious and acceptable are then subject to a short ritual performed by a priestess asking the dread shark god to recognize his new children and offering these hatchlings as lifetime servants to the terrible shark god.

From this point, sahuagin young are subjected to endless training as well as cultural and religious indoctrination. Sahuagin young do not live with their biological parents. In fact, they likely will never know their actual parents. Instead, sahuagin young are housed in prison-like barracks where they endlessly toil on the core skills valued by the sahuagin, including individual combat, hunting, and tactics.

After six months or so, most female young are separated from males in order to receive religious instruction as well as to undergo testing for possible ascension into the ranks of the priestesses.

The sahuagin upbringing is hard to imagine when viewed through the lens of typical humanoid values. For most humanoid races, common experiences and even shared hardships help to form collegial bonds. These shared experiences usually result in deep and lasting relationships. This mechanism is fundamental to the cohesion of most humanoid societies.

The very opposite is true for the sahuagin. Every activity that sahuagin young experience, whether it be formal training and education or more prosaic pursuits such as meal times or play, are forms of contests where defeat is the worst kind of failure. Every sahuagin lives in a stark binary state with respect to their fellows. Each individual sahuagin is either someone to obey or to dominate. There is absolutely no room for equivocation when it comes to one's place in the sahuagin pecking order.

There is no such thing as harmonious collaboration among the sahuagin. There is no “family unit” as such. There is nothing that even resembles sibling love. There are only the needs of the greater sahuagin society and the constantly upward-looking struggle for individual sahuagin to find their place in it.

This is the harsh reality of sahuagin upbringing. Either one succeeds in this endlessly competitive environment or one does not survive childhood. And the sahuagin would have it no other way, for this is the crucible through which strong sahuagin are forged.

MUTATIONS

Given the slavish devotion the sahuagin have to the concept of uniformity, two distinct mutations are tolerated. The first is the mutation that results in a sahuagin hatchling looking exactly like a sea elf, the mortal enemies of the sahuagin. However, this odd mutation is tolerated as these mutants, called malenti, make excellent spies and agents for the sahuagin in their endless clashes with the sea elves. Make no mistake though that in the harsh caste of sahuagin society, the malenti rank at the very bottom and are considered no better than mildly useful tools rather than appreciated members of the sahuagin community.

While malenti mutations are merely tolerated, the other acceptable mutation is one that rarely affects hatchling sahuagin but results in

their having four arms instead of just two. This specific mutation seems to be more common in male sahuagin than in females. In any event, this mutation is commonly considered a great boon among the sahuagin. This rare mutation affords those sahuagin gifted with four arms two extra sets of claws with which to battle their fellows and enemies alike. As prowess in battle is the among the highest virtues for the sahuagin, this mutation provides an advantage on the social ladder of sahuagin society.

As a result, despite the rarity of the mutation, it is quite common to find four-armed sahuagin occupying the highest positions of power in sahuagin society. As a consequence of their frequently elevated status driven by their heightened prowess in battle, the four-armed sahuagin also tend to live longer and to grow larger than the average sahuagin male. Of the few reported contacts with the four-armed brutes, they universally describe them as being dark green to dark gray in color, approximately seven feet tall, and in excess of 250 pounds.

ENEMIES

The sahuagin view the vast majority of other life with the same cruel indifference that any unmindful creature does of its food sources. However, the sahuagin harbor a special and profound level of hatred and enmity for the sea elves, their mortal enemies and primary challengers for supremacy of the oceans. Sea elves and sahuagin have clashed since time immemorial. These conflicts run the full gamut of battles from small raids undertaken by a handful of warriors to full-scale wars involving thousands of combatants on either side.

While it is easy to lay the blame for this endless strife at the clawed feet of the sahuagin, a deeper analysis of the etiology of this eternal warfare reveals that the most consistent cause of these clashes is the desire on the part of both races to master the aquatic realm. The sahuagin are relentlessly territorial and view sea elf existence itself as a threat to their desired hegemony. While more beneficent in nature, the sea elves also wish to master the seas and oceans of the world. They view themselves as stewards of the watery world and seek to mold it to conform with their ethos and worldview.

The ripples from these clashes are felt far afield. They can become so intense and so wide ranging that these wars sometimes disrupt maritime commerce and trade. Merchant cabals know well enough to steer well clear of any hot zones where these conflicts rage. Consistent with most wars, other aquatic species are often drawn into these contests — merfolk and tritons for the sea elves while merrow and koalynth often ally with the sahuagin.

Despite the lack of any concrete evidence to support this position, it is believed that the malenti mutation among the sahuagin is somehow born of some combination of the sahuagins' intense hatred for the sea elves and their frequent close proximity to them as a result of the endless clashes with their fiercest rival.

Whatever the actual cause of this bizarre mutation, the sahuagin are quick to capitalize on the advantage a sahuagin that looks identical to a sea elf brings. The malenti are often deployed as spies, assassins, and agents provocateur in sea elf colonies and cities. The existence of the malenti poses a formidable challenge to sea elf society. The conditions for paranoia and mistrust are ripe when at any moment your most hated enemy can be among you. In a very real way, the malenti may be the sahuagins' greatest weapon against the hated sea elves.

WRITTEN LANGUAGE

Beyond their audible language discussed above, the sahuagin do enjoy a form of writing that is a simplified and bastardized version of elven. Its use is extremely limited and is the sole province of the sahuagin priestesses. Over the years of conflict with the hated sea elves, sea elf writings were occasionally captured. Over the ages, sahuagin priestesses cobbled together their own version of the sea elf written language. This written language is employed by the sahuagin priestesses only for religious and spellcasting purposes. It is unknown if any male sahuagin can read this language or not. It is strongly supposed that males are strictly forbidden from learning this written language.

RELIGION

The sahuagin are a pragmatic race. They contentedly take the world as they find it. For the sahuagin, this reality is a world wherein virtually every other lifeform is a food source. It would then seem unlikely that such a singular and utilitarian race would be deeply religious. Surprisingly, most sahuagin are not only religious but they are also deeply so to the point of fanaticism.

Sahuagin worship the terrible shark god Dajobas. The philosophy of the cruel and ever-hungry Dajobas is not particularly nuanced. This ghastly deity represents the elemental forces of uncaring viciousness and brutality. He drives his children — the sharks and the sahuagin



— to plunder, slaughter, and dominate all other life. Dajobas demands uncompromising ferocity of his followers and offers the promise of domination and the Red Feast, an orgiastic consumption of all non-sahuagin life, as the divine reward for fealty and devotion.

Only female sahuagin are permitted to channel the ravenous god's power. As a result, sahuagin priestesses hold tremendous power and influence in sahuagin society. Collectively among the sahuagin, sahuagin priestesses are known as members of the Cult of the Shark God.

Priestesses who demonstrate particular power, cruelty, and fanaticism for the insatiable Dajobas are admitted into an order called Daughters of the Shark. Short of only a Sahuagin High Priestess, the Daughters of the Shark are the most powerful and feared of the sahuagin priestesses. It is rumored that their very touch causes great pain and injury.

Finally, at the very top of the sahuagin religious hierarchy sit a very few Sahuagin High Priestesses. These ancient and terrible creatures are centuries old and are so fanatical in their veneration of terrible Dajobas that they cannot even countenance the sight of any non-sahuagin. It is believed that these monsters fly into a murderous rage in the presence of any non-sahuagin humanoid. It is rumored that there is a spectator sport among the sahuagin involving the occasional captured sea elf being brought before a High Priestess. The resulting frenzied carnage is considered great fun among the sahuagin.

In fact, there exist no known firsthand sightings of one of these creatures. Everything known about them comes secondhand from captured sahuagin priestesses who whisper of them in reverential tones and who absolutely refuse to reveal anything substantial about these creatures, regardless of the severity of the interrogation.

SCRIPTURE

While most humanoid religions feature some sort of central holy book or text, such a core tome does not exist among the sahuagin. At least not in the form most terrestrial humanoids would recognize. At the outset, a saltwater environment is far from ideal for a book of any construction, but beyond that, the sahuagin do not enjoy a literary tradition that would make the existence of such a holy book likely.

Instead, in the place of the more common land-dwelling forms of scripture, the sahuagin priestesses employ a unique combination of oral tradition and scattered etched bits of shells and limestone engraved in the sahuagins' bastardized version of elven, to document, memorialize, and propagate their religious traditions. The result is an odd blending of sacred scripture and non-sacred — but cherished — traditional writings and commentaries spun together to create the core of sahuagin religious ethics.

In the vast majority of terrestrial religions, there exists a clear distinction or dividing line between sacred scripture that is purported to be of divine origin, and cherished traditional composition that usually is identified with a known author. No such distinction exists in sahuagin religious thinking. Sahuagin priestesses are the sole font of spiritual guidance in sahuagin society, so their pronouncements on religious matters, be they supported by a writing or not, carry the exact same weight.

The best translation for this amalgamation of etched and oral traditions is called *The Sanguine Pact* among the sahuagin. The details of the core tenants and beliefs from *The Sanguine Pact* are difficult to know given the outright hostility the sahuagin show all other forms of humanoids as well as the absence of any acknowledged single authoritative writing. The best that scholars pursuing the subject have been able to accomplish is to assemble a series of salvaged, seized, or simply found sahuagin engravings, translate them, and arrange them sequentially based on their content. Different sahuagin priestesses possess different versions of this scripture. However, the central themes remain the same.

THE SANGUINE PACT

What follows is the most complete version of The Sanguine Pact known to exist outside of sahuagin society and control:

It began with hunger. Pure hunger. Dajobas the Devourer was pure hunger. Hunger ate all. Everything feared hunger. Even nothing feared hunger. The apostate elves especially feared hunger because the infidel had nowhere to hide. The elves learned that their deceits and lies could not resist the hunger. They quivered in cowardice as Dajobas consumed all. Sand, stone, green lands, mountains, all fell to hunger's jaws. In his glorious frenzy, Dajobas ate everything. Even the gods of the airbreathers trembled before pure hunger. These imposter gods realized the truth: Dajobas would consume them as well.

The gods of the airbreathers and the elves then conspired against mighty Dajobas and sought to imprison him. These efforts failed because hunger is far mightier than mere things. Dajobas ripped free and began the Red Feast to punish the unbelievers. The seas, sands, mountains, green lands, were all bathed in their own delicious blood as Dajobas feasted on their lies and insults.

Trembling in fear, the gods of the airbreathers and the elves sought to undo the great work of Dajobas. Again, they conspired against mighty Dajobas. Through their fell magics, the false gods caused the world to grow faster than even mighty Dajobas could feed. This confused Dajobas for only a moment, but in that moment, the trickster land dwellers and elven gods seized their chance. They banished mighty Dajobas to the deepest trench in the sea bound in their lies.

In this prison, the mighty Dajobas could not feed. And in their arrogance, the sands, mountains, and green lands felt safe. Even the coward elves felt safe. As in all things, the elves were wrong. The hunger grew in Dajobas as he remained bound by the lies of the airbreathers and the pathetic elves. To get revenge, he birthed his children into the world: sharks and his chosen, the sahuagin. The chosen were to inherit the seas and command, guide, and teach the rest of the children of Dajobas.

From his prison of elven deceit, Dajobas commanded that his children fill the seas and lands with infidel blood. When the blood flows thick and true, Dajobas will return to resume his feast until time itself is consumed. The Red Feast will mark the end of days for the liar elves and the false air breathers. The children of Dajobas will celebrate a slaughter so devastating that the seas of the world will run red with spilled blood. Even the sun worshipers who foolishly believed they were safe from the devastation and glory of Dajobas' gory maw as they splashed in the shallows will suffer the apocalypse of his raging hunger and will despair.

The unbelievers will drown in their own blood. As they gasp their last breath, mighty Dajobas will consume them unto oblivion. Only will the children of Dajobas remain to enjoy the world free of the hated. The world will be a feast set for the children of Dajobas. The children of Dajobas will rule all.



HISTORY

The vast majority of sahuagin are illiterate. Literacy is simply not a valued skill in sahuagin society. The quintessentially pragmatic sahuagin struggle to see enough benefit to literacy to justify the effort necessary to learn to read and write. Except in rare occasions, the ability to read and write is the sole province of sahuagin priestesses.

As a result, when it comes to relating or retelling any past event, it is based on an oral tradition limited by the memory of those who are describing the subject past event. To boil this down to its core then, sahuagin history is limited by what the sahuagin remember. If the sahuagin do not remember something specific happening, the event that is forgotten never happened. Their thinking on this subject is summarized by the query, "How could it have happened if no one remembers it happening?" Thus, any recitation of any historical event by the sahuagin is apocryphal at best. Beyond that, tales of historical events vary widely based on the teller. Two sahuagin describing the same historical event can vary so widely to the point where it can seem impossible that they are describing the same occurrence.



5E SAHUAGIN STAT BLOCKS

DAUGHTER OF THE SHARK SAHUAGIN

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	14 (+2)

Skills Perception +5, Religion +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin, Aquan

Challenge 5 (1,800 XP)

Limited Amphibiousness. The daughter of the shark sahuagin can breathe air and water but begins to suffocate if not submerged at least once every four hours.

Blood Frenzy. The daughter of the shark sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Saltwater Sensitivity. While completely submerged in saltwater, the daughter of the shark has advantage on Wisdom (Perception) checks that rely on hearing.

Shark Telepathy. The daughter of the shark sahuagin can magically command any shark within 120 feet of her using a limited telepathy.

Innate Spellcasting. The daughter of the shark sahuagin's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: command, create or destroy water

3/day each: control water, darkness, hold person, water walk

1/day each: lightning bolt, dispel magic

Actions

Multiattack. The sahuagin makes one Bite attack and one attack with her Claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.



Touch of the Shark (recharge 5–6). Melee Spell
Attack: +5 to hit, reach 5 ft., one creature. Hit: 27 (5d10) piercing damage.

HIGH PRIESTESS SAHUAGIN

Medium humanoid (sahuagin), lawful evil

Armor Class 17 (natural armor and staff of Dajobas) (20 with *mage armor*)
Hit Points 97 (13d8 + 39)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	18 (+4)	15 (+2)	14 (+2)

Skills Arcana +8, History +8, Perception +6, Religion +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 16
Languages Sahuagin, Aquan
Challenge 9 (5,000 XP)

Limited Amphibiousness. The high priestess sahuagin can breathe air and water but begins to suffocate if not submerged at least once every four hours.

Blood Frenzy. The high priestess sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Saltwater Sensitivity. While completely submerged in saltwater, the high priestess sahuagin has advantage on Wisdom (Perception) checks that rely on hearing.

Shark Telepathy. The high priestess sahuagin can magically command any shark within 120 feet of her, using a limited telepathy.

Spellcasting. The high priestess sahuagin is a 13th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The high priestess sahuagin has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *dancing lights*, *mending*, *message*, *ray of frost*

1st level (4 slots): *alarm**, *mage armor**, *magic missile*, *shield**

2nd level (3 slots): *arcane lock**, *invisibility*

3rd level (3 slots): *counterspell**, *dispel magic**, *lightning bolt*

4th level (3 slots): *banishment**, *stoneskin**

5th level (2 slots): *cone of cold*, *wall of force*

6th level (1 slot): *flesh to stone*, *globe of invulnerability**

7th level (1 slot): *symbol**, *teleport*

*Abjuration spell of 1st level or higher

Actions

Multiattack. The sahuagin high priestess makes one Bite attack and one with her Claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 2) slashing damage.

KING'S GUARD SAHUAGIN

Large humanoid (sahuagin), lawful evil

Armor Class 16 (breastplate)

Hit Points 76 (9d10 + 27)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +5, Con +6, Int +5, Wis +4

Skills Perception +4

Senses darkvision 120 ft., passive Perception 17

Languages Sahuagin, Aquan

Challenge 5 (1,800 XP)

Blood Frenzy. The king's guard has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The king's guard sahuagin can breathe air and water but begins to suffocate if not submerged at least once every four hours.

Saltwater Sensitivity. While completely submerged in saltwater, the king's guard sahuagin has advantage on Wisdom (Perception) checks that rely on hearing.

Shark Telepathy. The king's guard sahuagin can magically command any shark within 120 feet of it using a limited telepathy.

Actions

Multiattack. The king's guard sahuagin makes one Bite attack and four Claw attacks; or the guard makes one Bite attack, two Claw attacks, and one Trident attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.



SAHUAGIN ELITE

Medium humanoid (sahuagin), lawful evil

Armor Class 16 (breastplate)
Hit Points 65 (10d8 + 20)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	11 (+0)

Skills Intimidation +2, Perception +3, Stealth +6, Survival +3
Senses darkvision 120 ft., passive Perception 13
Languages Sahuagin, Aquan
Challenge 3 (700 XP)

Blood Frenzy. The sahuagin elite has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin elite can breathe air and water but begins to suffocate if not submerged at least once every four hours.

Saltwater Sensitivity. While completely submerged in saltwater, the sahuagin elite has advantage on Wisdom (Perception) checks that rely on hearing.

Shark Telepathy. The sahuagin elite can magically command any shark within 120 feet of it using a limited telepathy.

Actions

Multiattack. The sahuagin elite makes one Bite attack and one with its Claws or Trident.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

SAHUAGIN KING

Large humanoid (sahuagin), lawful evil

Armor Class 18 (+2 breastplate)
Hit Points 142 (15d10 + 60)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +6, Con +7, Int +5, Wis +4
Skills Perception +5
Senses darkvision 120 ft., passive Perception 15
Languages Sahuagin, Aquan
Challenge 9 (5,000 XP)

Blood Frenzy. The sahuagin king has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin king can breathe air and water but begins to suffocate if not submerged at least once every four hours.

Magic Resistance. The sahuagin king has advantage on saving throws against spells and other magical effects.

Saltwater Sensitivity. While completely submerged in saltwater, the sahuagin king has advantage on Wisdom (Perception) checks that rely on hearing.

Shark Telepathy. The sahuagin king can magically command any shark within 120 feet of it using a limited telepathy.

Actions

Multiattack. The sahuagin king makes one Bite attack and four Claw attacks; or makes one Bite attack, two Claw attacks, and one Trident attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 14 (2d8 + 5) piercing damage.

SAHUAGIN, YOUNG

Small humanoid (sahuagin), lawful evil

Armor Class 12

Hit Points 5 (2d6 – 2)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	9 (–1)	8 (–1)	7 (–2)	8 (–1)

Senses darkvision 60 ft.

Languages Sahuagin, Aquan

Challenge 1/8 (25 XP)

Limited Amphibiousness. The sahuagin young can

breathe air and water but begins to suffocate if not submerged at least once every four hours.

Saltwater Sensitivity. While completely submerged in saltwater, the sahuagin young has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

S&W SAHUAGIN STAT BLOCKS

Daughter of the Shark: HD 5; AC 5[14]; Atk 2 claws (1d6), bite (2d4); **Move** 12 (swim 18); **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** spells (4/2/1). (*Monstrosities* 407)

Spells: 1st—*charm person, detect magic, magic missile, sleep*; 2nd—*invisibility, phantasmal force*; 3rd—*lightning bolt*.

Elite Guard: HD 4; AC 5[14]; Atk trident (1d8); **Move** 12 (swim 18); **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none. (*Monstrosities* 407)

Equipment: trident.

High Priestess of Dajobas: HD 7; AC 5[14]; Atk weapon (1d6) or 2 claws (1d6), bite (2d4); **Move** 12 (swim 18); **Save** 9; **AL** C; **CL/XP** 7/600; **Special:** spells (4/3/2/1). (*Monstrosities* 407)

Spells: 1st—*charm person, detect magic, magic missile, sleep*; 2nd—*detect invisibility, invisibility, phantasmal force*; 3rd—*dispel magic, lightning bolt*; 4th—*dimension door*.

King's Guard (Four-Armed Sahuagin): HD 6; AC 4[15]; Atk +1 trident (1d8+1) or 4 claws (1d6); **Move** 12 (swim 18); **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** none. (*Monstrosities* 407)

Equipment: +1 trident.

Sahuagin Malenti: HD 4; AC 5[14]; Atk weapon (1d8); **Move** 12 (swim 18); **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** deceptive appearance (malenti appear to be sea elves). (*Monstrosities* 407)

Note: The malenti often have character classes that better allow them to blend in with sea elf communities.

Priestess of Dajobas: HD 4; AC 5[14]; Atk mace (1d8); **Move** 12 (swim 18); **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** spells (2/1). (*Monstrosities* 407)

Spells: 1st—*cure light wounds, detect magic*; 2nd—*hold person*.

Equipment: mace, ceremonial sacrificial dagger.

Sahuagin: HD 2; AC 5[14]; Atk weapon (1d8); **Move** 12 (swim 18); **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none. (*Monstrosities* 407)

Note: These are the rank-and-file sahuagin who might be found in their underwater cities or as part of invasion forces.

Sahuagin King: HD 8; AC 2[17]; Atk weapon (1d8+2) or 2 claws (1d6), bite (2d6); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 8/800; **Special:** none. (*Monstrosities* 407)

Sahuagin Young (10): HD 1; AC 5[14]; Atk 2 claws (1d4) or spear (1d6); **Move** 12 (swim 18); **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none. (*Monstrosities* 407)

Equipment: spear.

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ECOLOGY OF THE SAHUAGIN

by Alex Kammer

The ocean is perilous.

Powerful winds die can die, leaving sails limp and ships drifting listlessly on the vast blue brine. Yet in less than an hour a sailor can be torn from the doldrums by a violent tempest ripping the ship apart. Should a lifeboat survive the storm, the great waves in its wake will spray mists of chill and fear on huddled survivors. Current and wind will be the only hope left for a safe destination. As the small craft is jostled north, south, east and west; the little boat will end up in the one direction that is certain — down.

Down where terrible creatures underneath the waves await. There the mythological monsters and inhuman horrors thrive amidst liquid poison and steel-crushing pressure but delight in assaulting the ships, boats and rafts which skirt surface of their domains. The most feared of these are the sea-devils. The Sahuagin.

Sahuagin are a predatory, piscine race that emerge from the ocean's deepest trenches to prey on ships and seaside communities. The sahuagins believe the entire aquatic realm is theirs to rule. They are taught that it is only a matter of time until their shark god delivers every living creature, both on land and at sea, to their toothy maws.



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