

RACE

SAHUAGIN

Nowhere in the world dwells a race as savage as the devil men of the deep. Artless and unlettered, bereft of the fruits of society, the sahuagin live in continual fear of violent death. Only the equally voracious sharks can befriend them. Indeed, a sahuagin would seem to possess the worst characteristics of both sharks and humans.

- The Sea Devils

The sahuagin, with their webbed, clawed hands and feet and dozens of dagger-like teeth, are among the most ferocious and terrifying water-dwelling creatures. Their insatiable goals to conquer the seas and surrounding coasts are perfectly exemplified by the shark-like manic state they enter at the sight and smell of blood. The cut-throat, even cannibalistic, nature of their society unquestionably yields one of the most brutal, yet effective meritocracies in Faerun.

DEEP SEA DEVILS

While the sahuagin claim no true fiendish lineage, they are frequently referred to as “sea devils.” This name is most notably attributed to their strict, hierarchical society and violent, diabolical schemes most comparable to devils. To the sahuagin, law and order are second only to their desires to claim the entire aquatic realm as their kingdom.

Each sahuagin clan is ruled by a baron—a massive, four-armed sahuagin mutant that commands its people in battle and via autocratic governance.

SERFS OF SEKOLAH

Also contributing to the devil moniker is the fact that their patron deity, Sekolah, resides on the devils’ home of the Nine Hells. Clerics of Sekolah serve a paramount role in sahuagin society, preaching the “Way of the Shark” in all aspects of life.

Despite representing the pinnacle of sahuagin culture and religion, Sekolah—also known as the Great Shark or the Shark-Father—does little to intercede for his worshippers. Instead, he prefers to encourage self-sufficiency and a lifestyle of dominance and perseverance.

SAHUAGIN NAMES

Male Names: Bruinen, Ceth, Ch’lect, Dagani, Denton, Gar, Irwin, Kawai, Neahgataa, Neres, Paio, Rasbor, Shad, Soraan, Timin, Yuval

Female Names: Aahlequah, Ianthe, Kalexix, Kelde, Meena, Mora, Muiress, Nerissa, Nunvuht, Pelagia, Rona, Seki, Talya, Voyesh, Zhahira

SAHUAGIN TRAITS

Your character shares a number of traits with all sahuagin.

Ability Score Increase. Your Constitution score increases by 1.

Age. Sahuagin reach physical maturity by the age of 6 and can live for over 300 years, though their violent way of life typically prevents most from living past about 40 years of age.

Alignment. Sahuagin have a very regimented and structured way of life guiding most toward a lawful alignment. Their near-indiscriminate, destructive nature typically inclines them toward evil, though sahuagin who break away from their tribe may lean toward neutrality or even good.

Size. On average, sahuagin grow between 6 and 7 feet tall and can weigh anywhere from about 80 to well over 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a swimming speed of 40 feet.

Darkvision. Accustomed to life in the dark depths of the sea and executing coastal raids under the cover of night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

Limited Amphibiousness. You can breathe air and water, but you must consume twice as much water as normal if you are not submerged in water for at least 1 hour each day.

Blood Frenzy. When you miss with an attack roll against a creature that doesn’t have all its hit points, you can reroll the attack with advantage. You can use this trait a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Shark Telepathy. All sharks recognize you as an ally and are friendly to you unless you harm them. You can cast *beast bond* an unlimited number of times with this trait, but you can target only sharks with it. When you use this version of *beast bond*, it has a range of 120 feet and does not require your concentration.

Languages. You can speak, read, and write Common and Sahuagin.

Subrace. Sahuagin are prone to mutations, which serve various roles in their society. Choose one of these subraces.

BRACHIAN

As a brachian, you were born with four functional arms. The fiercest and strongest of this mutation go on to become barons—commanders of the sahuagin in battle and rulers of their society.

Ability Score Increase. Your Strength and Charisma scores both increase by 1.

Four Arms. You can wield a versatile or two-handed melee weapon that lacks the heavy property using only two of your four hands, though you cannot wield two weapons in this way simultaneously. Melee weapons with the heavy property and two-handed ranged weapons re-

quire all four of your hands to properly manipulate. Shields require the use of two hands for you, as does performing the somatic components of a spell.

In addition, on your turn, you can interact with up to two objects or features of the environment for free, during either your move or your action, rather than one.

MALENTI

Malenti are sahuagin who are born with a mutation that gives them the appearance of their nemeses, the sea elves. In all respects, a malenti identically resembles a sea elf with the only exceptions being that they lack the additional set of gills that ripple down sea elves' ribcages, and their skeleton—like all sahuagin and sharks—is composed of cartilage rather than bone, causing them to be unusually lightweight and fast as compared to true sea elves.

Ability Score Increase. Your Dexterity score increases by 2.

Impostor. You have proficiency in the Deception skill. In addition, whenever you make a Charisma (Deception) check when interacting with elves, your proficiency bonus is doubled.

Trance. You don't need to sleep. Instead, you can meditate deeply, remaining semiconscious for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises—practice for planning your next infiltration or ploy. After resting in this way, you gain the benefits that a human does from 8 hours of sleep.

Extra Languages. You can speak, read, and write Elvish and Aquan.

PROSELYTE

As a proselyte, you possess an exceptional versatility to adapt to whatever role is most needed. Proselytes may serve their clan as warriors, medics, shark tamers, scouts, or any number of other vital positions.

Ability Score Increase. Two ability scores of your choice, other than Constitution, increase by 1.

Blood-Crazed. You gain two additional uses of your Blood Frenzy trait (minimum of 3 uses).

Sahuagin Specialization. Refining your role in sahuagin society, you have proficiency in one of the following skills of your choice: Animal Handling, Medicine, Perception, Religion, Stealth, or Survival.

SACROSANCT

The sacrosanct are sahuagin who have been granted an enhanced ability to channel their shark god's divine power. Willingly or not, they most often are pressed into serving a role as priests and priestesses in sahuagin society.

Ability Score Increase. Your Wisdom score increases by 2.

Sekolah's Blessing. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast *bless* once with this trait. When you reach 5th level, you can also cast *tongues* once with this trait, targeting only yourself. You

regain the ability to cast these spells with this trait when you finish a long rest. Wisdom is your spellcasting ability for these spells.

SEKOLIN

The sekolin are an exceedingly rare mutation of shark-like sahuagin said to be touched by Sekolah himself and blessed with a voracious appetite for power. They often lead elite strike teams and special operations task forces in the sahuagin wars against the aquatic elves, kuo-toa, and tritons.

Ability Score Increase. Your Strength score increases by 2.

Apex Predator. You have proficiency in the Intimidation skill.

Bite. Your razor-sharp maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Electroreception. As a bonus action, you can instantaneously sense the current location of all creatures within 15 feet of you. If a creature you sense is invisible or otherwise unseen by you, you learn its location, but you are still subject to those conditions and effects.