



SAHUAGIN

NEVER HAVE I SEEN SUCH FRIGHTFUL SPLENDOR as when I was held in the city of Gla'kooldora. Enormous spires made of coral perfectly balanced against the currents, orderly streets that flowed as if they were a part of the water itself, and every building blending seamlessly into the marine rock to form an impregnable bastion of simple beauty. What I've seen is truly a testament to their terrible genius, their minds are as sharp as their fangs. They are far from the savages that their viciousness would have you believe, and you would be a fool to take them as such.

– Account of an escaped merfolk prisoner of the Sahuagin.

Sahuagin, often referred to as sea devils, are a race of sea-dwelling humanoids, who settle deep beneath the many oceans of the world, they are muscular, their skins covered in scales ranging from light blue to deep green, their webbed hands and feet are tipped by sharp claws, and their long, somewhat reptilian maws are filled with rows of blade-like teeth. They are both cunning and brutal, with an insatiable hunger for conquest, they seek to unify every ocean under their rule, seeing themselves as the rightful rulers of the sea, guided by their faith in the great shark god Sekolah.

THE RULE OF THE SHARK

Sahuagin live in an extremely competitive society with a great emphasis in law and order. Sahuagin eggs are placed in hatcheries, and once they are born hatchlings are set on a violent struggle against one another for food, the strong often eating the weak, from their first moments into the world they learn the importance of strength, cunning, and the packing order, and their adherence to law as well as their ruthlessness is only emphasized as they grow older. Sahuagin have no concept of family for they never meet their parents, instead their group identity comes from the bands they form from the surviving hatchlings, these bands act as the basic unit of the

Sahuagin societal structure. Sahuagin society makes no separation between church, army, and state, everyone is part of a militant theocracy dedicated to their mysterious and violent shark-god Sekolah. At the top of the hierarchy are the priestesses of Sekolah, then there's the military leaders, who can be either male or female known as Barons; after which there's a cast of nobility, and finally the rank and file soldier and citizens with their respective bands. Some city states replace the matriarchal structure of the church for a system of kings and nobles.

THE NEVER ENDING CONQUEST

Sahuagin live in a constant warring state with other aquatic races, for in their eyes, they are the superior species and the rightful rulers of the ocean and everything above it, this enmity extends not only to good-aligned races but also other evil races of the depths such as Mero, yet of all their enemies they have a special and intense hatred for the Sea Elves who constantly interfere with their plans, and whom they see as embodiments of everything they despise. Despite their militant attitude Sahuagin are an intelligent species, and they can be reasoned with, they hold no particular distaste for the surface world and their inhabitants, they simply find it alien and strange, but individual Sahuagin may be prone to dialogue, and loose bands of Sahuagin have been known to lead nomadic lifestyles as mercenaries.

ORGANIZED AND VIOLENT

Deeply aware of their vicious nature, Sahuagin have a set of social conducts meant to channel their innate aggression and limit violence to dedicated instances, such conducts include things such as: always quoting the source of something they reference, in order to ensure the veracity of their statements; when meeting an equal they avoid eye contact at first, as it could be construed as one sizing up the other;

and when meeting a superior swimming upwards or stepping sideways with their arms crossed to allow for passage and show respect is customary; always announcing what they are about to do when starting an activity, and stating what they have done once it's finished, so that their actions may never be misinterpreted. The titles people of the surface use such as Baron have no real meaning to Sahuagin, yet their hierarchy is perfectly ordered and makes complete sense to them, they usually refer to those above their station as "honored one", those above that as "more honored one" going all the way to "most honored one". Any disputes and power struggles are solved in arranged gladiatory matches, so the strong are always at the top of any societal structure.

MUTATIONS AND THE MALENTI

For some unexplained reason, perhaps even to them, Sahuagin are very prone to develop mutations, it's not uncommon for particularly strong individuals to grow a second set of arms, or for those that live in the depths to develop bioluminescent lures. One notable mutation is the one known as Malenti, who despite being born from the Sahuagin and internally being the same as them, externally are identical to Sea Elves, the birth of these creatures only occurs when a Sahuagin settlement is in close proximity to a Sea Elf community, and due to the Sahuagin's hatred for the Elves they view the Malenti as loathesome freaks, despite this they are not killed outright, instead being claimed as the property of the nearest baron or noble, they are brought up separately from the rest of their culture and are then used as spies against the elves. Some Malenti have even fled Sahuagin society forming their own communities who fiercely oppose their progenitors.



SAHUAGIN NAMES

Sahuagin have no lungs, they instead have a specialized sack-like organ that accumulates gases, as a result of this they have no control over the tone of their voice outside of water and their names sound monotonous and hushed, much like the rest of their speech. Malenti tend to have multiple Elven aliases which they use when undercover amidst Elves.

Male Sahuagin Names: Glathun, Hougluth, Klimm, Troklan, Scleran, Ultoss, Goksta, Corthenn, Liescos, Voulect, JIunn, Lagoss, Alghan, Sloanth, Behual, Huast, Vluoth, Gerunn.

Female Sahuagin Names: Klista, Huanii, Fluenn, Glaina, Luthe, Hilanna, Jilun, Oulthe, Kraina, Selran, Couska, Houlienn, Kaina, Rule, Liados, Glitha, Uleth, Cirann.

SAHUAGIN TRAITS

Sahuagin all share certain traits in common, in spite of their tendency to mutate, even the Malenti share in these traits.

Ability Score Increase. Your Strength, Constitution, and Intelligence scores all increase by 1.

Age. Sahuagin develop extremely fast, reaching adulthood in the span of just 6 months, in spite of this they live very long lives if they aren't killed, with no known maximum age, individuals can live upwards of 500 years. Malenti and breeding females only live to be about 200.

Alignment. The strict adherence to laws enforced by their society makes most Sahuagin lawful, while their innate savagery and the cruelty that their society fosters in them makes most of them evil, however lone Sahuagin may behave in a neutral fashion, and there are even some individuals who are good aligned.

Size. Sahuagin never stop growing in their long lifespans, but most individuals are between 6 and 7 feet tall. Your size is Medium.

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

Superior Darkvision. Accustomed to living in the depths of the ocean you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colors in darkness only shade of gray.

Daylight Sensitivity. Your eyes are ill-suited for life on the surface. You have disadvantage on Wisdom (Perception) checks that rely on sight, while you, or what you are trying to perceive is in direct sunlight.

Partially Amphibious. You can breathe both air and water, but you must drench yourself with at least 1 liter of water every 4 hours or begin to suffocate.

Natural weapons. Your claws and fangs are natural weapons which you can use to make unarmed strikes. They deal damage equal to 1d4 + your Strength modifier in slashing damage for your claws, and piercing damage for your fangs, instead of the normal bludgeoning damage for unarmed strikes.

Blood Frenzy. The smell of blood drives you into a berserker rage. As an action you can enter a Blood Frenzy, for 1 minute you have advantage in melee attack rolls you make against targets who are at, or below half their hit point maximum. Once you use this feature you can't use it again until you finish a long rest.

Shark telepathy. You can telepathically communicate ideas and commands to sharks out to a range of 120 feet, and they are friendly to you unless you hurt them.

Languages. You can speak, read, and write Common, Aquan, and Sahuagin. Sahuagin is a deep guttural language and is the equivalent of Undercommon for sea races.

Mutations. As a Sahuagin you are used to your body being in a constant state of mutation. At 1st level you can choose one of the following mutations, at 7th level you can choose one additional mutation from an expanded list, or another one from the original list. The Malenti mutation can only be chosen at 1st level.

BARON STATURE

You have grown into the size fit for a Baron. You gain the **Powerful Build** trait. Additionally you have advantage in Strength checks made to grapple or restrain a creature.

MALENTI

You have been born with the visage of a Sea Elf, and you are indistinguishable to all but the most keen of observers. As a Malenti you lose your **Partially Amphibious** trait and your **Daylight Sensitivity** trait, and you become fully **Amphibious** instead, but your darkvision is reduced to a range of 60 feet, and your swimming speed is reduced to 30 feet. Additionally you learn how to speak, read, and write Elvish.

DEEP DIVER

Having lived in the abyssal depths of the ocean for a long time you have developed your own bioluminescent to attract prey. You can turn your lure on and off at will, when lit it casts bright light on 30 foot radius centered around you and dim light out to an additional 20 feet. As an action you can target one creature that you can see within 30 feet of you, the target must succeed in a Wisdom saving throw, DC = 8 + your Intelligence modifier + your proficiency bonus, on a failure it is charmed by you until the end of its next turn, or until you or your allies hurt it. Once you use this feature you can't use it again until you finish a long rest.

EXPANDED MUTATIONS

Starting at 7th level you can choose one of the following mutations.

FEARSOME JAWS

Your fangs have become sharper and more vicious. The damage dice of your bite increases to a d8. Additionally whenever you land an attack using your bite you can attempt to grapple the target of your attack as a bonus action.

ADDITIONAL ARMS

You have developed an extra set of arms, these arms function as normal, but you can't use them to wield shields or provide somatic components for spells, and weapons you wield with them must have the light property. When you take the attack action on your turn, you can make two additional attacks using weapons you are wielding with your extra arms, these attacks are always made at a disadvantage, and without adding any modifiers to the roll unless those modifiers are negative.

ART CREDITS

Wizards of the coast and Lootcrate.

