

MGP
0006

d20
system

THE
SLAYER'S
GUIDE
TO

SAHUAGIN



This Product Requires the use
of the Dungeons and Dragons®
Player's Handbook, Third Edition,
Published by Wizards of the Coast®





Williams
2015

The
Slayer's Guide
To
Sahuagin

Andrew Boswell

Contents

- 2 Introduction
- 4 Sahuagin Physiology
- 9 Habitat
- 10 Sahuagin Society
- 20 Methods of Warfare
- 23 Role-Playing with Sahuagin
- 24 Scenario Hooks & Ideas
- 26 Sahuagin Village
- 29 Sahuagin Reference List
- 32 Licences

Credits

Editor
Matthew Sprange

Cover Art
Ralph Horsley

Interior Illustrations
Chris Quilliams, Danilo Moretti, David Griffiths,
Brent Chumley, Rick Hershey, Judy Perrin,
Nathan Webb

Production Manager
Alexander Fennell

Proof-Reading
Ian Barstow

Special Thanks
Steve Mulhern, Louis Branch

Open Game Content & Copyright Information

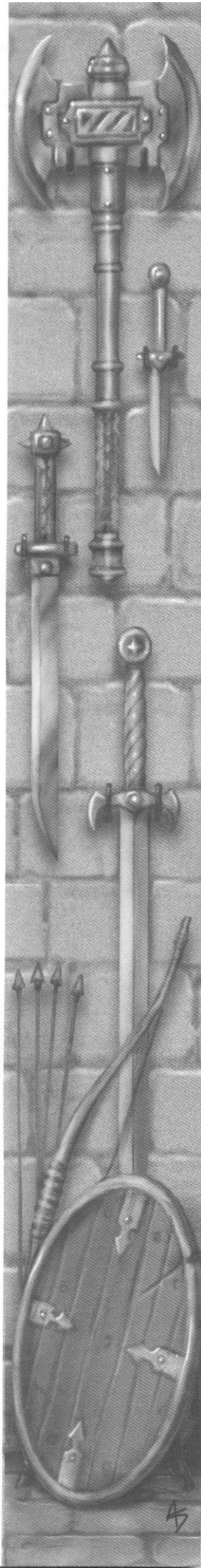
The Slayer's Guide to Sahuagin is ©2002 Mongoose Publishing. All rights reserved. Reproduction of non-Open Game Content of this work by any means without the written permission of the publisher is expressly forbidden. The Slayer's Guide to Sahuagin is presented under the Open Game and D20 Licences. See page 32 for the text of these licences. All game stats and pages so designated are presented as Open Game Content. All other significant characters, names, places, items, art and text herein are copyrighted by Mongoose Publishing. All rights reserved. 'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System Licence version 3.0. A copy of this Licence can be found at www.wizards.com. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with Permission. Printed in the UK.

MONGOOSE PUBLISHING

Mongoose Publishing, PO Box 1018, Swindon, SN3 1DG, United Kingdom

info@mongoosepublishing.com

Web enhanced - Visit the Mongoose Publishing website at www.mongoosepublishing.com for regular updates.



INTRODUCTION

For those that live far from the sea the sahuagin are unknowable creatures of the deep, used by parents as bedtime cautions to wilful children. Or perhaps they are told of around the campfires by adventurers, their tongues and imaginations loosened by mead, in electrifying deeds of bravado. These deeds are the product of an alert mind and an ear for a good story, for few away from the gentle lapping of the briny sea have ever met, let alone bested, the sahuagin and lived to tell such a rollicking tale.

What is truly known about the sahuagin must be forever limited because they live in the depths of the ocean and it is impossible to reach their domain without magical assistance. The creatures of the deep, friends such as the aquatic elves, are similarly limited in what they can learn because the two share such hatred of one another, preventing anything more than the briefest of observations usually before blood must be spilt.

Yet nations and adventurers alike must come to understand them. The world is more composed of their realm than it is of ours. They rule a domain that dwarfs any on land and they have demonstrated throughout the centuries that they hold surface dwellers in complete contempt. Sahuagin are ruled by great barons and powerful high priestesses of daunting might, creatures hidden by the depths of the sea and the legions of their followers. There are few oceanic races as organised as the sahuagin and their efforts are channelled into just one aim – the complete domination of their kingdoms. Surface-dwellers are hated with a passion inconceivable to most and so regular raids upon miles of coastline must be endured as only the greatest of heroes have the wit and courage to be able to face this race under the sea and defeat them in their own territory.

In an effort to find out more about the sea devils, the advice of an ancient holy man, a Tohunga, of an Island tribe has been enlisted. This revered adventurer came to these civilised lands to learn about the world but we can learn just as much from him. His tribe, and most of the peoples of the world who are within a short distance of the sea, must constantly face these creatures. Indeed, his own tribe treat them as their primary enemy, the warriors adorning themselves with intricate tattoos to mark each encounter they survive.

His comments and advice on the sahuagin, or the *ponaturi* in his own language, form the text of this tome, a work that may disappoint the academics who seek to know, but not those adventurers who seek to understand.

THE SLAYER'S GUIDES

This series of supplements, designed for use in all fantasy-based D20 games systems, takes an exhaustive look at specific monster races, detailing their beliefs, society and methods of warfare. Typically, these will be the races all but ignored by Games Masters and players alike who pay little heed as countless thousands get slaughtered during the acquisition of new levels and magic items.

SAHUAGIN – THE SEA DEVILS

Each Slayer's Guide features a single race, in this case the sahuagin. This supplement will describe these creatures and provide invaluable information for players and Games Masters. Unlike many other creatures, the sahuagin will rarely be encountered as single wandering monsters for they are a race with a rigidly lawful evil society, and they move in co-ordinated actions as integrated teams.

Incorporating the sahuagin into your campaign will mean your players should have a close relationship with the sea and there is every chance that the sahuagin will be the major foe the characters will meet. These monsters dwell in a light-less and airless place, hating all terrestrial life (and much of the sea life as well), and continually plotting to attack, destroy and eat those they meet.

Within this supplement you will find a description not only of their physiology and methods of attack, but also a complete break-down of their social and military structures. Most importantly you will find an analysis of their religion, for it is this that drives the sahuagin, shaping their world, outlook and behaviour.

Make no mistake; there can be no friendship with these denizens of the deep. There can be no negotiations. Every encounter with them will result in battle.

I remember it as if it were yesterday, though I was only a boy at the time. My parents shoved me in a basket and told me to be quiet. Through the wicker-work I could see them coming out of the sea toward the village. It was the ponaturi, what you call the sahuagin, all glistening and wet from the waves, slapping, clicking and grunting in their undersea language. I don't know how many there were, I couldn't count then, but there were more than should ever exist.

The battle was fierce and our warriors were strong, but the monsters were too many. With their spears tipped with shark bone, and their nets of seaweed they felled one after another. They slaughtered our men, my father amongst them. He dropped and the ponaturi fell upon him, hacking him to death. My eyes are tearful as I tell you this. But they are the tears of joy, and I'll tell you why in a moment.

They killed everything they found - dogs, fowl, all the people, including my mother. Then they dragged the bodies into the sea. They would eat them. Nets were tied around the corpses and then the beasts returned to the sea. And soon there was no trace they had been except for the signs of battle - blood on the sand, and the absence of any sound except the lapping of the waves.

In time I overturned my basket and escaped my saving prison. I wandered desolate until another tribe's hunting party found me. I told them my story and they, knowing all too well the evil of those creatures, took pity on me and made me a slave. I stayed there until I grew to be a warrior. I earned my place in the tribe.

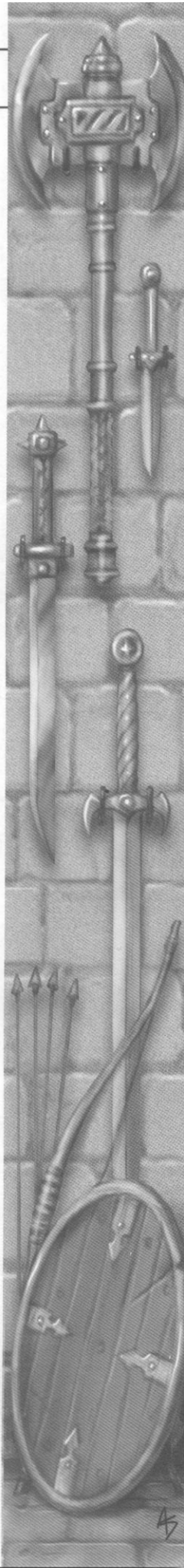
You see this moko, here on my chin? This was my first. I got this by avenging my father. I learnt of a place where the ponaturi come ashore regularly, and I waited there with some of my friends. When night came so did the beasts. They slapped up the shore and performed some ritual or other. And around the neck of the monsters were bones, human bones. Trophies, just as we take trophies. Quietly I chanted my family karakia and the bones about one of the creatures necks rattled in recognition. It was my father's spirit guiding me. We broke from the bushes and slaughtered them.

This is why I smile. My father was avenged. I earned my tattoos. I killed the ponaturi. I tell you - there is nothing sweeter than slaying the ponaturi.

Though I am now old and much less the warrior I once was, I have made it my life's challenge to not only battle the ponaturi, but to understand them as well. They are a vicious foe, easily capable of crushing any of the tribes of these islands in a single night of blood-letting and violence. It is through the vigilance of myself and others like me alone that we survive - they can be fought. They can be defeated. No matter how large and sweeping their undersea kingdom, we can keep them from destroying our shore homes and way of life. All it takes is fortitude, intelligence and a willingness to take battle to their weaknesses, rather than follow the doom of fighting their incredible strengths.

I will now try to tell you what little wisdom I have collected over the years. I know the ponaturi. I have fought them and won. I have studied the scale in which they dominate their undersea realm, and I have learnt the way they conduct war against all surface dwelling races - their murderous intent is not for our island tribes alone. I have seen their leaders and witnessed their dominance over all lesser creatures. And I have killed many of them.

Now unable to take the fight directly to the ponaturi, I teach those like you, brave warriors willing to battle this evil race in the hope of maintaining security and safety for your homes and all those who live by the great and mighty sea.



SAHUAGIN PHYSIOLOGY

Despite their close association and affinity with sharks, sahuagin share few, if any, physical similarities with those animals. While sharks have a calcified, cartilaginous bone structure, the sahuagin have true bones throughout their body. They are representatives of the group known as tetrapods, though clearly a very advanced form. This is further borne out by their having six digits on each limb, a characteristic that separates them from most other vertebrates.

Another strong difference between the sahuagin and sharks is that the former have a primitive swim bladder arrangement, whereas sharks have none at all. The sea devils have an air sac that is connected directly to the mouth allowing them to gulp air and hold it to remain buoyant. This is termed a primitive feature because most fish have an enclosed swim bladder that is regulated by chemical reaction alone. Air in this bladder plays no role in respiration and in practice need not even be

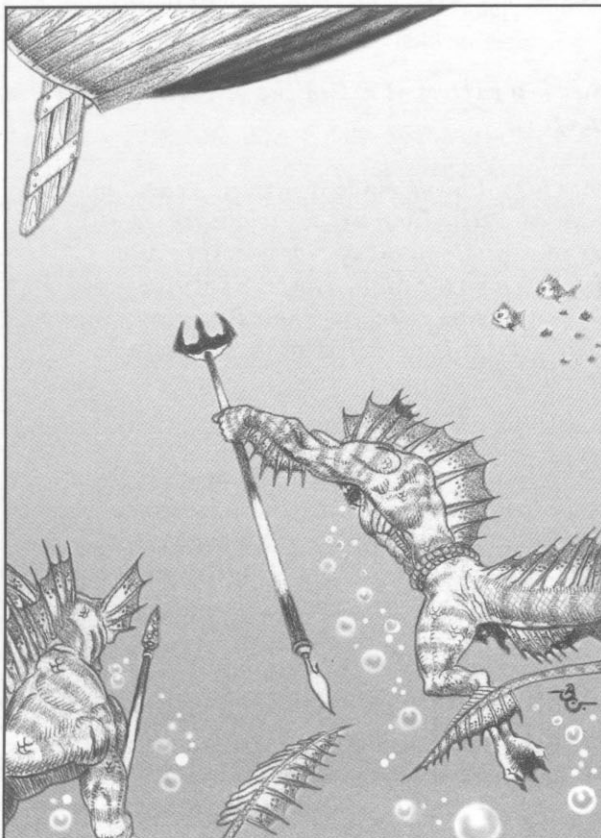
'breathable'. This feature places limitations on the sahuagin because they must remain fairly close to the surface of the sea to replenish their air supplies but it offers an advantage in that it allows the more intelligent members of the species to learn air-breathing languages and to effectively belch out words and short sentences. The irony of this dependence on the hated realm of air is something that the sahuagin do not like to think about too deeply.

Their own spoken language is composed of clicks, whistles and hoots that are similar in many ways to the language of the whales and dolphins. This language has great carrying power in the sea and conversations can be conducted over dozens of miles – though it is worthwhile noting that over such distances the communication is almost invariably a poetic performance rather than an exchange. Above water it has the carrying power of only the normal human voice.

Sahuagin Languages

The *comprehend languages* spell allows the sahuagin's natural language to be understood. Note that since the sahuagin speaking must be touched to allow the spell caster to understand what they are saying, the long-range interpretation of the so-called 'deep song' is not possible.

Some sahuagin can learn to belch the words of air breathing creatures by expelling air from their swim bladder. This skill will be known only by priestesses and then only by those of Senior Priestess rank or higher. There is a one-in-ten chance that such a priestess will have this ability.



SENSING

Like their living totems the sharks, sahuagin have excellent sensing capabilities when within their natural element. Their eyes are large and forward facing and when in the darkness and murk of the ocean can distinguish objects three times as far as a human may underwater (see *Seas of Blood* p95). This large size makes them perfect for gathering light in dim conditions, though on land it is a very real disadvantage, rendering them almost blind on clear days. The glare of the full sun reduces everything to a painful haze.

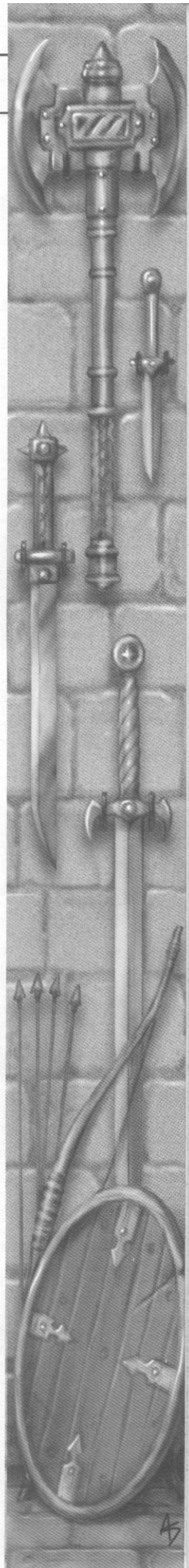
Night on land is somewhat different. Here the sun cannot blind them, though they still do not see as well as when in water, and they will usually coordinate attacks to coincide with overcast nights and new moons. They can see to around sixty feet, can distinguish colour, and are sensitive to movement. For comparison we might say they have the equivalent vision at night to an adventurer with a bulls-eye lantern.

For hearing, the sahuagin have a 'sound chamber' that is rather like a fluid filled sack. This is used both to transmit sound by strong muscular distortions, much like a drum being struck, as well as to receive sound through the dense medium of water. They have no external features like ears, receiving the transmission of sound waves directly on the sides of the face and throat. This pressured vessel is perfect for sensing sounds transmitted in the water, to the extent that the 'deep song' can be sung over dozens of miles and be heard with perfect clarity, not unlike the sounds of whales. However, outside of densely surrounding water this organ is far less effective. Hearing in the air is reduced to a fraction of normal, and conversations between members of a band on shore must take place close together to allow any communication at all.

Sahuagin compensate for this deficiency by using extensive body language to allow their messages to be understood.

Lateral lines run along both flanks of their body from the neck to the hips that collect mechanical information from the water around them. These amazing structures, completely useless out of the water, give them such detailed and sensitive information that we can barely imagine what it must be like to have them. With them the sahuagin are aware of the most subtle of water currents, meaning that any creature attempting to slip through their realm even by stealth or magical means has very little chance of actually doing so.

By far the most effective sensing organs the sahuagin possess are connected to their sense of smell, even though this too is completely ineffective out of water. Located in their snout are a number of secondary channels that serve a minor function of allowing some direct diffusion of oxygen from the water to the brain. However the major purpose is to channel liquid through a series of highly delicate organs. These organs are so sensitive they can pick up the scent of blood from no more than a few drops over distances up to two miles. So sensitive is this



SAHUAGIN PHYSIOLOGY

detection that they can tell whether the blood was spilt from another sahuagin, a beloved shark, a bony fish or from a despised air-breathing creature. This is perhaps not so unusual when it is remembered that with the normal nose we can detect a fire from a surprisingly long distance and that to the trained nose, even the kind of wood or coal may be identified. This comparison must not be carried too far however, for if a sahuagin could smell on land as well as it does underwater, it would be able to smell a match being lit over fifteen miles away.

Blood Sense

Any sahuagin within one mile of a scene where blood has found its way into the sea *will* smell it, and they will usually follow the scent if the blood comes from an air breathing creature. In this way, a great number of sahuagin may arrive at the scene of a great sea battle in a comparatively short space of time.

STALKING

These natural predators have colouring that makes for excellent camouflage in the ocean; dark on their dorsal surface and lighter on their bellies. This makes them hard to detect when stationary on the bottom, and leads them to their preferred attack mode while in the water of striking from below. When in bands it is not uncommon for them to use advanced tactics where one or two members of the team will swim high, where they are visible, while the rest lurk lower down ready to attack when the victim is looking fearfully upwards.

Movement is what gives them away when being viewed from above, but the sea's natural opacity means that in anything other than the crystalline waters from where the Tohunga hails they are virtually invisible when any deeper than around twenty feet. Again, to compensate for this when attacking boats they will often send one or two members close to the surface on one side of the boat while the others keep as low as possible until they spring in to attack on the other side.

It is a strange but true fact that if any aquatic elf community is within one hundred miles of a sahuagin egg patch, then one in a hundred of those eggs will hatch resembling an aquatic elf. These

two species are implacable foes but the biological reasons for this bizarre mutation remain unknown and it is stranger still that for a species who ruthlessly kills any hatchlings deformed in any way, these creatures are not systematically dispatched. Instead, they are treated to a mixed reception of repulsion and reverence and are given the same opportunities to grow as any other infant. However such mutants are never allowed to ascend up the official ranks of power regardless of the personal skill and honour they accrue for they are considered outsider, though privileged ones. Nearly all become spies against the offending aquatic elf community, using their form to gain the confidence of their hosts, and then feeding their true brothers vital information concerning defences. Through and through these mutants, known as *malenti*, have sahuagin sensibilities, their attitudes indistinguishable from any other of their race. Such contradictory treatment might make another creature unsure about their allegiances. But it must be remembered they are raised in the same crèches and by the same priestesses as their brothers and sisters, and that they very much have the same



patterns of thought, as any sign of independent thinking is punished quickly. Defection to the sea elves, even if it were thinkable, could never work because interbreeding is impossible and once discovered they would be executed just as quickly as by their own people.

STRIKING

Being naturally powerful creatures, the sea devils stand on land with ease and have the strength to fight in this alien realm as well. In the sea this strength is extremely pronounced, allowing them to thrust, parry and throw their weapons with

surprising force and accuracy. The muscular tail is fully capable of propelling them every bit as fast as sharks and is even capable of launching them clear into the air.

The much feared blood frenzy of the sahuagin has often been likened to a berserker rage and to a certain extent this is true. When the frenzy comes upon a sahuagin it is virtually impossible for it to stop fighting until all foes are dead. This rage can occur only once in a given day, due to the enormous mental and physical strain it puts on the body. It is often supposed that the frenzy is greatest when sahuagin blood is in the water and, much like sharks

We were fishing one day far from shore. The sea was calm and clear and we were pulling in some good-sized catches. Suddenly, like a dolphin, one of these monsters launched itself out of the water. And as it sailed clean over the boat it lanced down with its spear running through my companion and dragging him over the side as it dove once more. They hit the water with one splash and were never seen again.

That was it. It was over in less time that it takes to tell. We were fishing, and so was it.

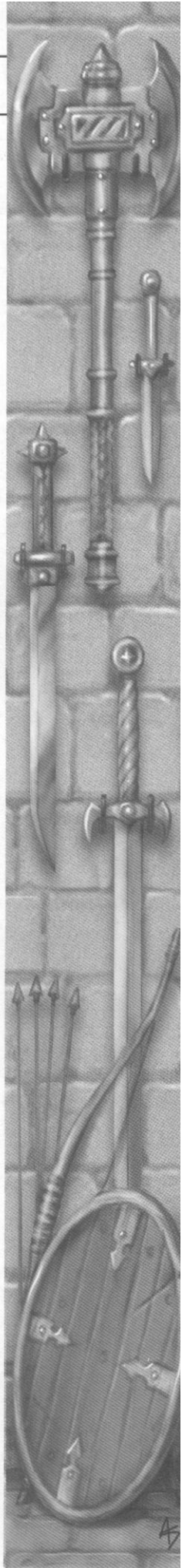
I've seen your big ships, your frigates and battleships, and have heard of your dreadnought. I tell you, a sea devil could leap out of the water right up to the deck. And that would be the first you'd know he was there.

On land or on a ship they move a lot more slowly. Man for man a ponaturi isn't up to a warrior of stout heart with at least a couple of tattoos when they're on land. But in their natural element, swimming like sharks, they are easily worth three or four men. The sea elves are the only ones who stand a chance down below, and even they have a hard time of it.

When on land they always come in groups because they are afraid of the air and they know they're vulnerable. In these groups you can tell who is in charge. It's always the largest one. Unlike us they keep growing throughout their lives. A young adult stands about shoulder height to us and a Prince... Well, a Prince is about as big as an ogre. I've never seen a king but I'd guess he'd be bigger again. Have to be.

Youngsters of their horrible kind come out of the egg shortly after being laid by their mother in common beds. They hatch at a size about half that of a dog. They've only got tiny arms and legs, but their tails and fins are well developed. Even at this size they're vicious little buggers and grow by eating each other. The mouth of such a smelt is still full of razor sharp teeth and quite capable of taking your hand off. And they will. They fight for survival and dominance amongst themselves, eating the weaklings. The priestesses collect them into crèches where they are trained, or perhaps tamed is a better word. Even here they are not safe for if any of them show any physical deformity or weakness of personality they are eaten by the priestesses without a second thought. Once their obvious fishy fins shrink and their limbs develop they are put to the test in arenas. Those that survive get a name, a horrible clicking and shrilling sounding thing - like a whale song, only sung by a shark, if you can imagine that.

Males then get a spear and are divided into 'regiments' to hunt, and females into similar sorts of organisations to get about the business of making more young.



SAHUAGIN PHYSIOLOGY

who share this kind of berserker behaviour, it is when they smell their own kind's blood they lose control. This hardly seems likely since their whole society is soaked in blood on a daily basis. If it were true then every public challenge would soon degenerate into an orgy of slaughter, and this clearly does not happen.

The triggers for the frenzy are complex but can be honed to the following factors;

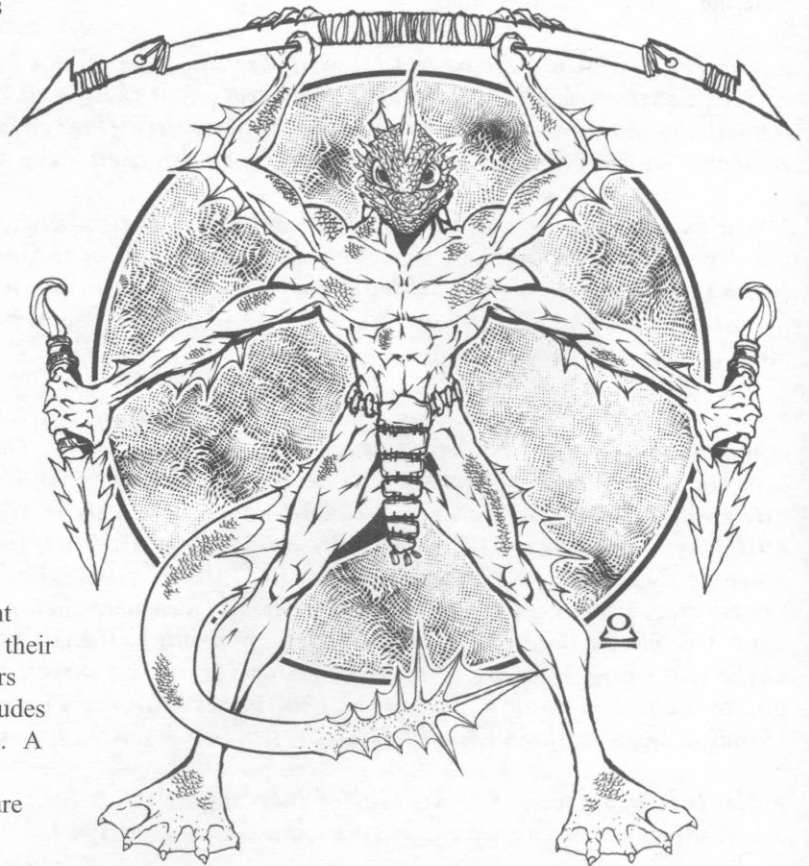
- † Blood frenzy only ever occurs when the sahuagin is submerged in water, never whilst on land.
- † The sahuagin has itself been wounded.
- † The more blood there is in the water, the greater the chance of the sahuagin losing control of itself as the lust to kill overtakes it.

In addition, about one in every ten thousand eggs will produce a specific kind of mutant that is not immediately killed and eaten by its crèche mothers. This remarkable creature has four fully functional arms allowing it, as it reaches adulthood, to manipulate four weapons as easily as any other could handle two. Such warriors make fearsome opponents and have an advantage within their society due to this enhanced combat capability. About one in two hundred adult sahuagin have this mutation, indicating their enhanced survival skills. The wonder is that the entire species has not been overtaken by this obviously advantageous mutation, and that all sahuagin are not four-armed. The answer would seem to lie in the fact that there appears to be no corresponding increase in intelligence within these mutants, so they act no more effectively than their peers. A four-armed mutant can quickly climb to certain levels in their society, but is often deposed by juniors because of an innate laziness that deludes them into thinking they are invincible. A truly intelligent mutant of this kind, though rare, is the most fearful creature to be found amongst the sahuagin.

Blood Frenzy

Once per day, a sahuagin that takes damage in underwater combat may enter a blood frenzy on the following round, clawing and biting madly until it or its opponent is dead. A wounded sahuagin must make a Will save at DC 5 to avoid going into the frenzy, if it wishes to resist its primal urges. This DC rises by +2 for every wounded enemy currently in the water.

The effect of the blood frenzy is to temporarily grant a +2 bonus to the sahuagin's Strength and Constitution, whilst inflicting a -2 penalty to its Armour Class until all opponents are slain. A sahuagin will only go into blood frenzy whilst in seawater and may not end its frenzy voluntarily.



HABITAT

Generations ago, great invasions took place along the coasts of the world and the sea devils rose in kingdom after kingdom to attack, destroy and despoil. Much of what is known about these creatures comes from that time, and these histories are still much in dispute. Scholars debate the nature and origins of sahuagin, some claiming they are the product of evil magical experimentation, whilst others say they are merely a product of natural evolution. The truth may never be known but many things have been revealed about the sahuagin, concerning their habits and choice of environments.

Sahuagin are an extremely social species. They are never found alone and their communities are always connected to a larger civilisation with a clearly defined hierarchy. Where large distances separate villages, the zones between them are constantly patrolled in a vigorous fashion. Kingdoms are continuous entities that can be mapped with considerable accuracy and this is attempted whenever these monsters are present. They never make small encampments, keeping constantly on the move like sharks when not within their villages, but saying that they are social does not in any way imply that they have cordial relations with other life. Far from it - they actively and specifically destroy the communities of any other intelligent sea life, and make it a matter of policy to bring terror and death to any land life near their territory.

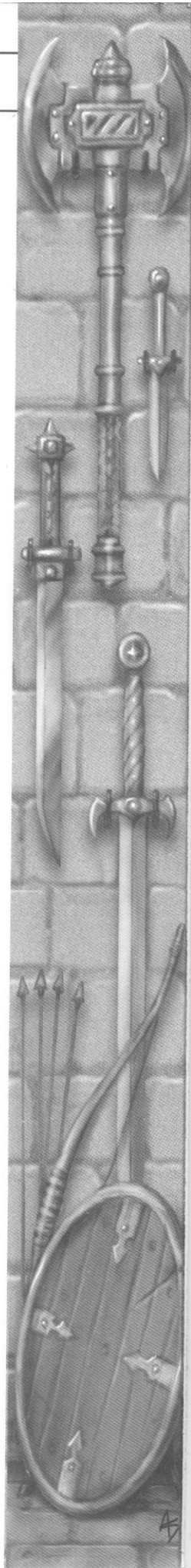
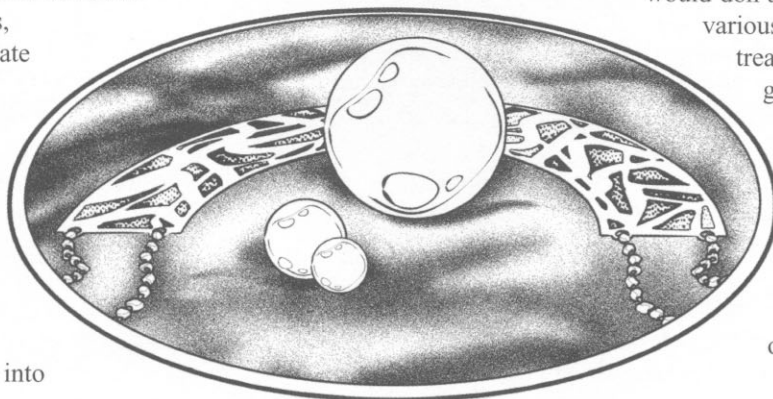
Other intelligent creatures seldom visit the sahuagin's preferred homes, some hidden so far down in the depths that the rays of the sun cannot hope to penetrate. Aquatic elf sages who have braved such expeditions tell us that in fact the kingdoms of the sahuagin are strangely beautiful. They appear to have fine artistic senses and this, coupled with their innate sense of order, makes for fine gardens and structures that are both sweeping and delicate. Any view of the sahuagin that is one of simple brutal violence and ignorance fails to take into

account the inordinately successful nature of their society. Over the centuries their civilisation has made them dominant in their domain and has given them exquisite sensibilities for the subtle, precise and beautiful.

When the great invasions took place all those centuries ago, war raged across the seas and along every coast. Many armies of adventurers penetrated the homes of the sahuagin and destroyed all they found there. Numbers of sahuagin are therefore a mere fraction of what they once were, though their population is gradually rebuilding once more. In time the multitude of devastated villages will be reoccupied and the wars may begin again. Those villages, appearing on some of the older maps of those terrible times, may even now be visited. From these dangerous excursions, we know the sahuagin built enduring monuments to their gods and that their dwellings were on a massive scale. Elaborate gardens laid in complex and mathematically entrancing configurations radiate between the buildings, and spread throughout all are the work areas where nets were made and victims eaten. Sahuagin are fond of terraces, taking advantage of the rocky ledges on the edges of land shelves, clearing and moving surprisingly large rocks and transplanting entire coral beds to further enhance this effect.

The treasures that may be recovered from these sites are not rich but they are of great scholarly interest. Coins of any fine quality metal are usually beaten into other shapes such as necklaces and bracelets and these fetch good prices as objects of art, remaining deeply fascinating to sages. By far the most common treasures are those that can be obtained from the sea such as pearls of the greatest size and richest colour, as well as gems thrown up by submarine volcanoes. Most are woven into beautiful garments the aristocratic sahuagin would don and change for various functions. These treasures are

generally kept inside the great buildings and the residence of the past barons are always the richest source of such wealth.



SAHUAGIN SOCIETY

Sahuagin are organised into kingdoms stretching along either vast lengths of a coast, or mid-sea regions including the coasts of numerous islands. Each kingdom recognises others and will generally respect the borders thereof. However, members of other kingdoms are still fair prey and the standing law of eat or be eaten is applied to others of their own kind without distinction.

The king of such a vast realm has total dictatorial authority over all of the members of his kingdom, and retains this until he is bested in battle. He and his close retinue of Royal High Priestess and Royal Guard, several Princes, Barons and the equivalent of three or four villages worth of warriors live in a vast city. This is an architectural wonder constructed from natural resources such as magnificent corals and bizarre rock outcroppings to intricately woven sea plants. In addition to these building materials, the sea devils also like to add scavengings from the world above. They prize the intricate carvings from sunken ships and put strong timbers to many uses. From raids on coastal settlements, they drag back

carved stone blocks and bricks, more prepared wood and, naturally, the bones of their victims.

All of this dressing with the products of the hated realm of air is seen as a victory over the air breathing demons; A triumph, a living testimony, to the might of the king revealed in the splendour of great utilitarian trophies.

RELIGION — CORNERSTONE OF SOCIETY

The three primary gods of the sahuagin are *It That Is Eaten*, represented by a giant jellyfish, *She Who Teaches*, symbolised by a female sahuagin (or cow), and finally *He Who Eats*, who is generally represented by a gigantic prehistoric shark. Other, lesser, deities are known but these relate to events and effects such as warm water currents, tidal disruptions, and underwater disturbances like volcanoes and so forth. Generally these lesser deities are given nodding superstition but do not enjoy any particular state patronage. Even their names will differ from sahuagin kingdom to kingdom.

This trinity of gods forms the model for the entire sahuagin view of existence. In their minds these

Sahuagin in your campaign

To place the sahuagin within your campaign, divide up coastlines into roughly 50 mile increments. Each of these is the territory of a Baron (6th to 8th level), and each of these territories will have one major village.

In each territory there will be 1d4 x 10 females and 2d6 x 10 young. For every 10 females there will be a warband of 2d4 x 10 warriors (1st and 2nd level). Each of these warbands is commanded by a Chieftain (4th to 5th level), and for every ten warriors in the warband one Lieutenant of 3rd level.

For every ten females, one will be a priestess (1st to 3rd level) and for every hundred females one will be a Senior Priestess (4th level or higher). 2d20 sharks will also call this territory home.

There are 2d10 + 10 baronial territories under the control of a Prince (9th to 10th level), and 2d6 princely regions in a kingdom. Each Prince is attended by a personal guard of 2d6 warriors (6th to 8th level), and one High Priestess (9th to 10th level) with her retinue of 1d6 Senior Priestesses.

The King, with his Royal High Priestess (both of 11th level and much, much higher) and the Royal Guard, will be found within a great underwater city, roughly in the middle of this long territory which can range to anything from 1,200 to 15,000 miles!

If you have more coastline left, or any offshore archipelagos, repeat this procedure to create neighbouring kingdoms, remembering that sahuagin cannot actually site villages in the deep sea - they are typically found on coastal shelves no greater than 400 feet deep.

three simple forces exemplify the correct mode of all things in an ordered, logical and hierarchical world. 'Good' to them means that everything fits into this model, and those that buck the model, dispute it, or avoid it by being in another realm are 'evil'. All three of the primary gods have their images used in architecture, in object d'art, weapons, and are central figures in any storytelling the sahuagin engage in. Of the three, *He That Eats* is the dominant one. His primary desires - to eat, to survive, to reproduce, to dominate - are taken as the template for society as a whole.

For the sahuagin, there is only one common right, and that is the right to strive to be more dominant in their strict structure. The group is always more

important than the individual and the individual is found wanting if they cannot defend themselves. 'Eat or be eaten' they are told from an early age, and those that cannot withstand the pressures of constant competition, infighting, and political backstabbing (literally), are sacrificed to this principle: being consumed raw and screaming by their vanquisher. The laws of the sea are written in blood. From the humble coral to the mighty shark, everything has its place in the food chain. The wise treat those below them on this inviolate ladder with contempt fit only for the contents of a larder, and those above them with debasing unctuousness, highly toned survival skills, and a burning desire to best and claw their way to that higher rank.

Sahuagin Myth of Creation

At first all was water. The water was everywhere, there was nowhere where the water was not. There was no up or down, day or night.

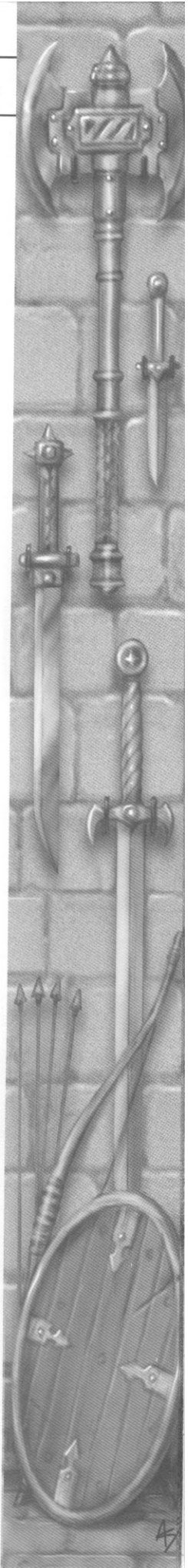
Three eggs formed in the water. The first egg cracked open and out came the first of the gods, this was *It That Is Eaten*. *It That Is Eaten* had the first form of a gigantic jellyfish, and It swam in the water and gave rise to the other creatures of the deep. *It That Is Eaten* was all the forms of life and It knew no fear and It knew no death and the seahorse didn't know it was different from the tuna and all were brothers.

The second egg cracked open and out came *He Who Eats*, the second of the gods, who took the form of a gigantic shark. *He Who Eats* had a voracious appetite and knew no satiation. He ate *It That Is Eaten* unceasingly, and *It That Is Eaten* did not understand that it was being consumed. Thus, death came into the world, and the understanding grew of the duality of nature, of life and death, eat and be eaten.

The third egg cracked open and out came the third of the gods. This was *She Who Teaches* and she took the form of a sahuagin cow. *She Who Teaches* was wiser than the other two gods that enacted their daily struggle without comprehension. *She Who Teaches* recognised the role of *It That Is Eaten* and also killed It, though she revered Its sacrifice. *She Who Teaches* attempted to avoid being eaten by *He Who Eats* and often succeeded, being reborn again when She failed. In this way the female birth and rebirth principle was introduced into the world.

One day *It That Is Eaten* came to *She Who Teaches* and asked, 'Tell us, Sister, how is that that you can avoid our brother so often. What is your secret?' And *She Who Teaches* explained to *It That Is Eaten* the role that everything played in the perfect circle of life. She went on to talk about the ways that *He Who Eats* may be avoided, by speed, by camouflage, by strong spines or teeth and so forth. Now *It That Is Eaten* was racked with conflicting desires. It wanted to be free from *He Who Eats*, but it also wanted to be part of the perfect circle of life. In Its confusion It split, and the cosmos split with It. Sky was separated from sea and for the first time free air was present. Solid earth appeared on the bottom of the sea and dry land poked out into the air. Some of *It That Is Eaten* escaped to the dry land where *He Who Eats* could never follow.

He Who Eats was thrown into confusion over the new order of the cosmos. He went to *She Who Teaches* and for the first time used language and intelligence to ask her what had happened. She explained to Him that the universe had been split, and that an evil component of their sibling, *It That Is Eaten*, had fled to an evil realm because it did not wish to be part of the natural symphony of life. She explained that He cannot go to that realm because He would 'dry'. In this way the realms of the world were differentiated between good and evil, water and land.



CULT OF THE COWS

Females provide all religious leadership in sahuagin society. They administer the ancient rites, interpret the will of the gods, conduct all teaching and hold the ancient secrets. Females alone may ascend the ranks of the religious hierarchy standing, ultimately, in power second only to the king. The position of the Royal High Priestess is a solitary role. She stands beside the king and advises him in all matters, directly issuing edicts down through the lower ranks of the priesthood and, since they are the educators of the whole society, the system is perpetuated.

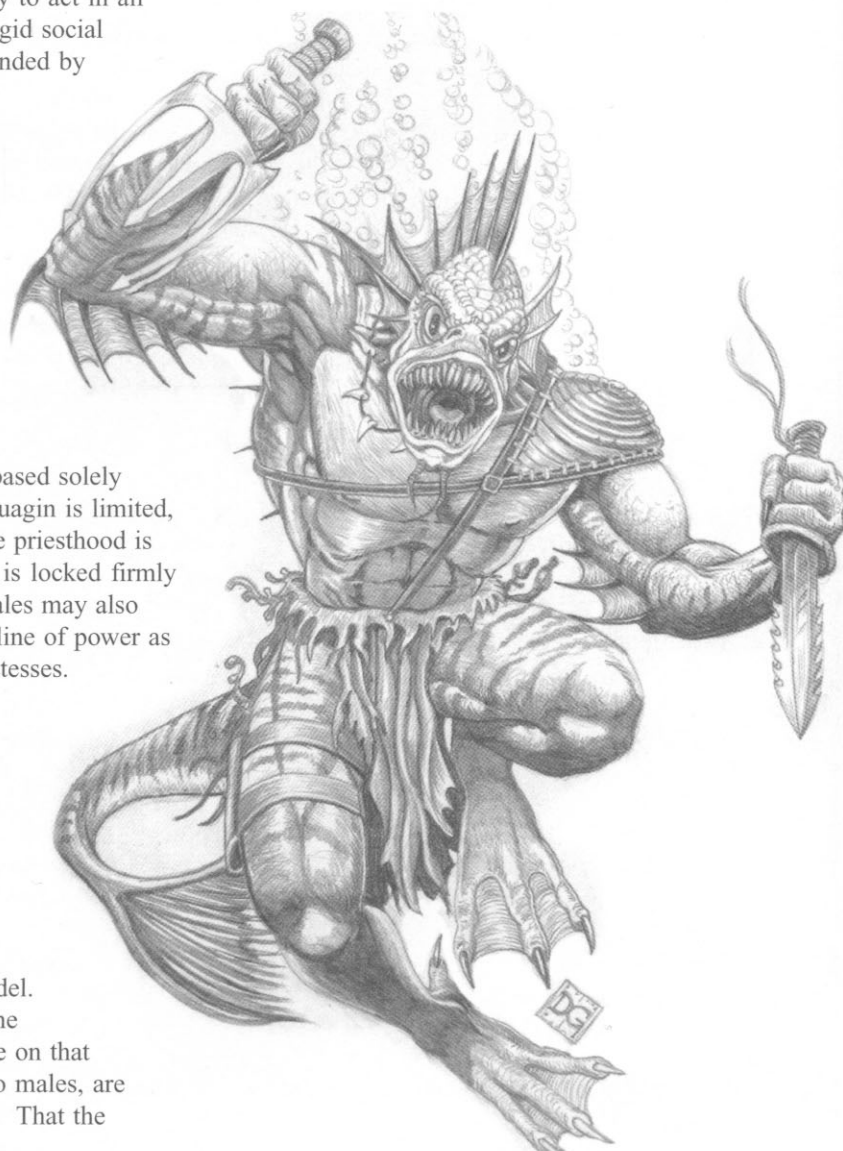
Below her are the High Priestesses. Each of these is attached to a Prince and, like their mistress, they counsel their powerful male counterparts on the historically and socially correct way to act in all matters. Down the stratified and rigid social structure, each ranking male is attended by one or more equivalently ranked priestesses.

Sahuagin society mimics their creation myth in that the males play out the role of *He Who Eats*, maintaining their positions of dominance by strength, brutality and single-mindedness. The females are always there, never safe by any means, but always present advising, directing, and correcting. Since their society is based solely upon religion, the magic of the sahuagin is limited, in the main, to the divine and as the priesthood is exclusively female, magical ability is locked firmly into their fins. It is true that the males may also acquire magic, but few pursue this line of power as it is seen as the domain of the priestesses.

This picture may tempt some to believe the society of the sahuagin is matriarchal. Certainly the females wield enormous power, without doubt far more than enjoyed in many other societies, but the cultural evolution of the sahuagin has them locked into the dominance of the *He Who Eats* model. It is a matter of eat or be eaten so the positions of power held by everyone on that society, females in equal measure to males, are only as powerful as their last battle. That the

females advise the males on how to conduct their daily activities is undoubtedly true, but even the priestesses themselves consider they are apart from the main body of government and society. They stand beside the important members of the group - the males.

Evolutionary models might suggest this cultural structure may be different in other places or may change over time. These models refer to the dominance of a female priesthood as the 'cult of the cow' and suppose this cult took control of the group mind of the species long ago. However, so far no divergence from this picture of the organisation of their religion or society has been found, and what evidence we have shows no sign of flexibility in their outlook.



Sahuagin Priestess Domains

Priestesses (clerics) may choose domains just as any other divine magic user. Priestesses are, by definition, representatives of the deity *She Who Teaches*, but many concentrate on other aspects of the great trinity formed by the sahuagin gods.

Priestesses can choose any two of the following domains, but must choose two from the same deity;

He Who Eats – Destruction, Evil, Strength, War.

It That Is Eaten – Animal, Death, Luck, Protection.

She Who Teaches – Knowledge, Law, Travel, Water.

In addition, sahuagin priestesses are known to wield powerful spells, utterly unknown to worshippers outside of their great trinity. Any priestess or female ranger of the sahuagin, no matter which domains she has, may use the two following spells.

Natural Presence

Enchantment (compulsion) [mind-affecting]

Level: Cleric 2, Ranger 3

Components: S, DF

Casting time: 1 action

Range: Close (25 ft. +5 ft./2 levels)

Targets: All living creatures within water and within area

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell has the effect of making other creatures swimming in the same area as sahuagin remain calm and not flee, similar to the field sharks and many other great predators appear to naturally create when they can swim with a school of fish.

Any creature failing a Will save may not react to any sahuagin present in any way – they may not talk to them, nor initiate combat, though they will be otherwise fully aware of the presence of the sahuagin. If the sahuagin attack whilst this spell is in effect, they will automatically catch affected opponents flat-footed. Thereafter, the effect of the spell is broken, and opponents may act as normal.

Natural presence only works when the caster and her enemies are all under water.

Threshing

Evocation

Level: Cleric 2, Ranger 3

Components: S, DF

Casting time: 1 action

Range: Close (25 ft. +5 ft./2 levels)

Area: Cone

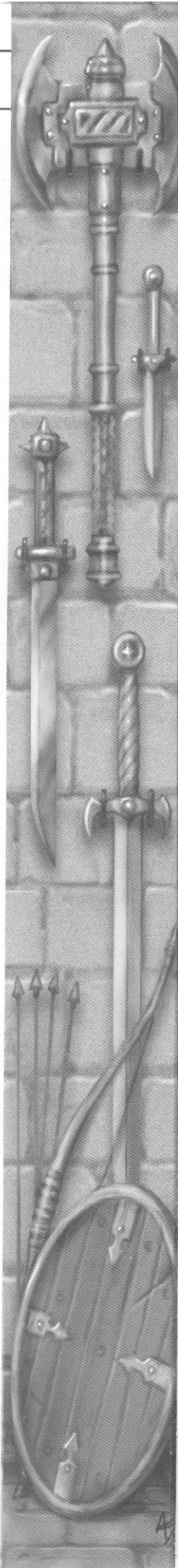
Duration: Instantaneous

Saving Throw: Fort negates

Spell Resistance: Yes

Many sharks can 'thresh' the water with their tails to stun or confuse prey. Sahuagin use this spell to mimic and amplify this affect, allowing them to stun and confuse any creature within range.

With the flick of the sahuagin's tail, an overpressured wave is directed outwards in a cone that grows to 10 ft. per caster level at its wide end. Any medium-sized creature or smaller within this cone of pressure must make a Fortitude save or be stunned for 1d4 rounds.



HIERARCHY OF DOMINANCE

Movement in the sahuagin hierarchy from warrior through to King can only occur in one way - by challenge to the next member above on the ladder of authority. These challenges typically involve battles to the death and witnesses are invited to watch in public arenas.

Females, just as males, also improve their social rank in the community by the challenge. Sahuagin cows with an aptitude for the religious teachings may challenge a member of the first tier of the priesthood. This challenge, and the subsequent ones to gradually ascend over the years to the ultimate rank of the Royal High Priestess, may very well include physical combat but it may also include elaborate recitations from the common body of religious law (that may well take days to retell), complex intelligence or predictive puzzles and even duels using divine magic. In all cases the loser of these challenges is either killed or sacrificed to *He*

Who Eats. Society as a whole lauds the winner of the challenges, accepting them immediately as the more 'worthy' to hold position, instantly dismissing the loser as an object now united with *It That Is Eaten*. The vanquished sahuagin is immediately forgotten as an individual, as if they had never existed. This system holds true right up to the King and Royal High Priestess who achieve their positions of power through the death of countless others on their climb, and who maintain their positions by besting regular challengers.

As a final observation on this outlook on life, the sahuagin are completely communal when it comes to food. They always share a kill between members of the hunting party and the community. This apparent paradox is explained in terms of the group being more important than any individual. Certainly any individual may strive and excel and climb the ladder but, ultimately, all members of the society are expendable. The sharing of food ensures that the whole body of the kingdom is kept healthy. Sahuagin who failed in this sharing behaviour would be traitors to their peers and would be challenged

My master once explained to me that the ponaturi are very religious creatures. I didn't believe it at the time but it's true. They hold certain things to be truths. One of those 'truths' is that the natural world is the sea world, and the air world where you and I live is unnatural and evil.

As for the other creatures of the deep, they treat them like you might sheep or cows. Everything in the sea has been put there for them to eat. Other intelligent creatures like sea elves and locathah are plainly a threat and they make war on them as you might make war on the goblins or the kobolds. There can never be peace and they drive these other creatures away if they cannot simply kill and eat them.

Other creatures that we'd call intelligent such as dolphins, whales and killer whales cannot abide the ponaturi and they attack them whenever they can. But these creatures, so like us in many ways, are not so stupid as to commit suicide to fulfil this goal. If you plan to enter the realm of the monsters, make yourself an ally of these creatures; They can tell you much about the location, number and weaknesses of their settlements.

Only one creature is the friend of the sea devils, and this is the shark that they communicate with easily. The shark is their most holy of animals. It is representative not only of the correct way of living in the deep; it is also a living manifestation of their great god. Sharks are strangely docile in their company, and they accompany them in hunting raids, take an equal part in their attacks, and eat with them in the same disgusting fashion. This doesn't mean that the shark resists taking a chunk out of a sea devil tail if it gets in the way. That's a sign of inadequacy anyway, so no one minds. In fact, they are glad that their living god has shown up the weakling.

They even keep sharks as pets, or living totems to their religion I suppose. In great arenas, captives of various species are let loose with great sharks to be ripped apart for the entertainment of the crowd. This is a ritual, one of their most favoured. It is a playing out of the eternal truth of eat or be eaten. Some might try to call it sport, but really it's opera. There is never any doubt in the outcome. It is the display that counts.

immediately by an endless succession of outraged onlookers until they were eliminated.

DEFENDERS OF THE FAITH

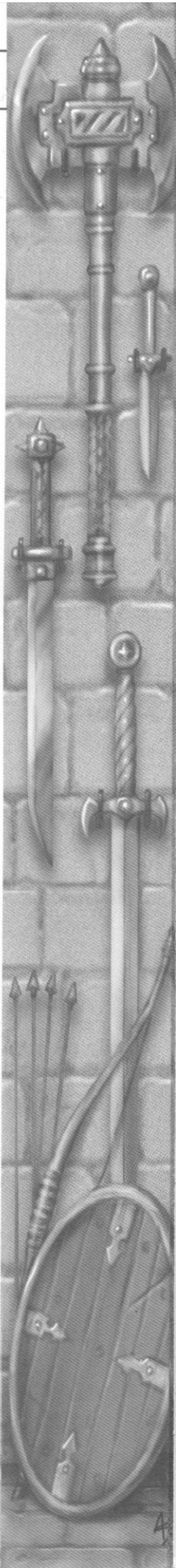
Immediately below the King and the Royal High Priestess are the Royal Guards. These powerful warriors are few in number, usually no more than a couple of dozen in each kingdom. Their primary role is to protect the royal pair – couple is too strong an association. Certainly the King and Royal High Priestess do produce offspring together, but this is seen as simply a logical outcome of the two strongest sahuagin doing their duty to the community. The King, without fail, maintains a large herd of mating cows to further his obviously superior line whilst, for her part, the Royal High Priestess may deign to produce eggs for other sahuagin, especially any member of the Royal Guard who distinguishes himself, and whose inevitable challenge to the throne could theoretically be successful - and therefore right and proper.

However, despite the fact that successful challenges to the throne could only come from the Royal Guard, this inevitable event is not seen as any form of disloyalty. Between and during these challenges the whole guard faithfully serves its superiors.

In addition to acting as proxy for the King, the Royal Guard act as the religious enforcers for the

Royal High Priestess. In sahuagin society, this strict adherence to the order and structure of the world is paramount. The guard are constantly alert to rumours of any deviance from the 'truth' - signs of independent thinking and the like that clearly indicate sickness in the mind of the individual concerned. This sickness they, and the rest of the community, are not squeamish in cutting out. Given that success in their society means aggression, ambition, and a willingness to sacrifice oneself for the greater good, the kind of behaviour they are alert for can be generally termed as weakness. This behaviour corresponds directly to all sahuagin base feeling of what is bad and undesirable, so the ministrations of these defenders of the faith are seen not only as normal, but necessary. Secrets are not only hard to keep, they are also held as universally undesirable, and pointless. Something known by one sahuagin and not shared with the group is seen as the ultimate disloyalty and a form of mental illness.

Rarely, mentally unstable individuals might flee the kingdom, voluntarily becoming exiles. These events are exceedingly rare, but clearly must occasionally happen as a part of the expansion throughout the seas of the world. Naturally, such exiles are reviled and destroyed if their new colony is too weak to defend itself but once such a colony becomes successful in terms of size and power, then it is accepted as a new kingdom. Without exception, any trace of deviant behaviour is soon eroded and,



within a short period of time, they resemble all other sahuagin kingdoms in tradition, structure, and behaviour.

REGULAR AS THE TIDE

As a deeply religious and lawful society, the sahuagin have many rituals that are performed with unflinching dedication and regularity. When eating, they always note that the eaten is an aspect of one of their gods, *It That Is Eaten*, keeping the sacrifice of this inferior life in their mind as they rip it to shreds with their magnificent teeth. The real ritual associated with food occurs when there are many sahuagin eating. All food is shared and is passed naturally up the hierarchy, juniors making way for seniors, and only when all of the superior-ranked individuals have added their bloody lacerations to the corpse does the right pass back down the line again.

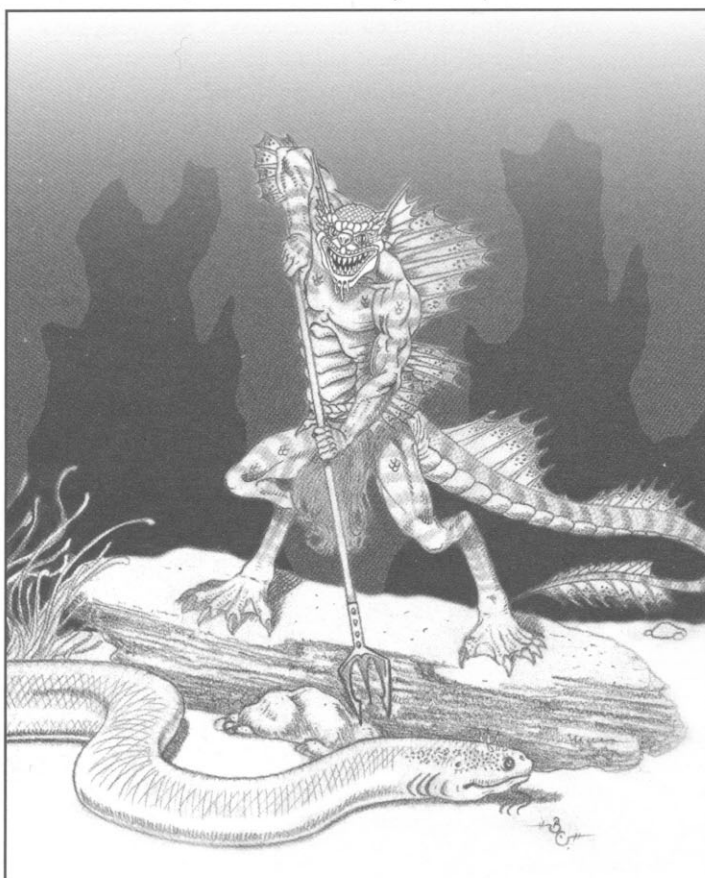
Greeting and departing are two rituals that are paramount in virtually all intelligent creatures and the sahuagin are no different. When first meeting it is a challenge to look one another in the eye. The dominant creature looks at the less dominant, who custom dictates, must avert their eyes. Any other

action is considered a challenge. When meeting a stranger the local is allowed the dominant role. They speak first, effectively challenging the interloper to identify themselves and their business. The stranger by custom averts their eyes and may even angle their body in a submissive posture, then naming themselves and the territory or kingdom they are from. Failure to adhere to these roles inevitably results in combat.

Returning allies are expected to show initial submission in the group, and then to relate in detail everything they have been doing whilst away. Thus the taboo on secrecy is dealt with, and the community as a whole absorbs the experiences and information, in theory becoming stronger. Information in but one head is at risk.

When departing it is customary to outline where the individual or group is going, what they are planning to do, and provide a general impression of how they are going to achieve their goals. This seems but a sensible wilderness precaution - to the sahuagin, however, it is a central part of recognising everyone is expendable. Those departing might never return. That loss is not a disaster but not having some general idea of their intentions and direction is. Every departing group provides vital information to the community merely by announcing their intentions.

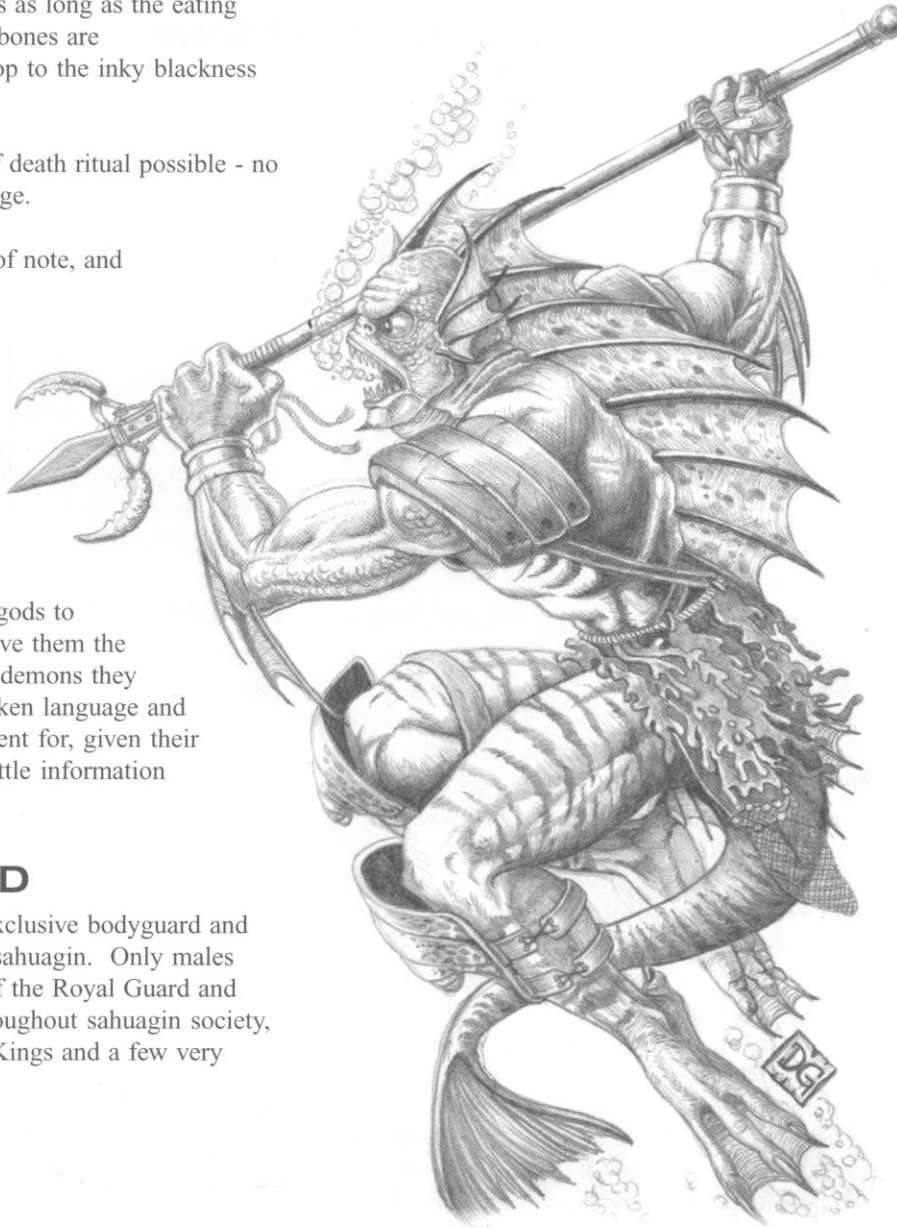
The death of an individual sahuagin is never a tragedy. They died because they were inadequate, for there is no place for sorrow or pity in the heart of the sahuagin. Where practical, the corpse will be eaten by the rest of the community in a kind of 'wake'. This cannibalism is considered natural and desirable as the body is now a thing to be eaten. Anything else would be waste. However, it would be incorrect to say there is no ceremony within this. After a challenge, those present partake of the remains in an uplifted mood. They have just witnessed natural justice being done, and they are joining in saluting the victor by tasting the vanquished's blood. Conversely, if the individual died in a battle that was not a challenge the mood is often less joyous. This typically means a hated air breather, a demon, has killed them and this can be a terrible blow. The talk around the quickly appearing bones at feasts of this nature revolves around planning the kind of revenge raid that will be necessary.



In both cases the ritual lasts as long as the eating and no more, and then the bones are unceremoniously left to drop to the inky blackness of the deep sea.

These are the only kinds of death ritual possible - no sahuagin ever died of old age.

One other ritual is worthy of note, and this is the one unfailingly performed by hunting parties as they emerge from the sea into the hateful realm of air. When first emerging onto dry land the sahuagin party stops and conducts a simple ritual designed to protect them in the evil realm. They appeal to the gods to grant them favour and to give them the strength to strike down the demons they battle. This ritual uses spoken language and some simple dance movement for, given their poorer hearing in the air, little information can actually be conveyed.



ROYAL GUARD

The Royal Guard are the exclusive bodyguard and senior warrior-class of the sahuagin. Only males can ever aspire to be part of the Royal Guard and they are well respected throughout sahuagin society, considered second only to Kings and a few very powerful Princes.

Hit Die: d10.

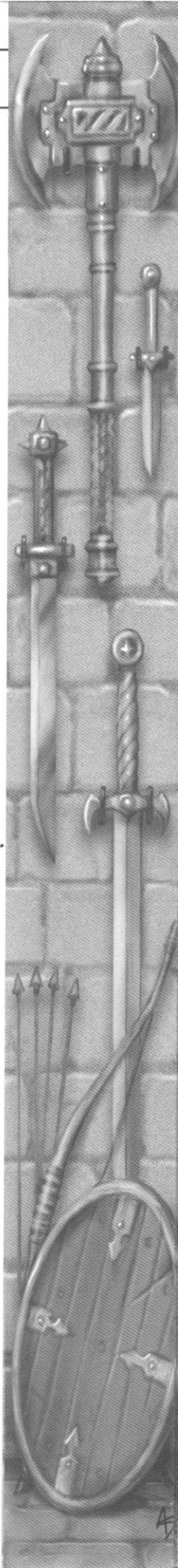
Requirements

To qualify to become one of the Royal Guard, a character must fulfil all the following criteria.

Base Attack: +7

The Royal Guard

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+1	+0	Control Blood Frenzy
2	+2	+1	+2	+0	Leaping Attack
3	+3	+1	+3	+1	Bonus Feat
4	+4	+2	+4	+1	Severing Jaws
5	+5	+2	+5	+2	Bonus Feat



The High Priestess

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+1	+1	Blood Frenzy of the Trinity
2	+1	+1	+2	+1	Deep Song
3	+1	+1	+3	+2	Divine Gift (Brew Potions)
4	+2	+2	+4	+2	Divine Gift (Craft Wondrous Item)
5	+2	+2	+5	+3	Divine Gift (Magic Arms and Armour)

Feats: Leadership, Multiattack, Resist Drying

Skills: Intimidate 8 ranks

Special: Male Sahuagin

Class Skills

The royal guard's class skills (and the key ability for each skill) are Gather Information (Cha), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), and Swim (Str).

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the royal guard prestige class.

Weapon and Armour Proficiency: Royal guard are proficient with any weapon and light armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Control Blood Frenzy: A royal guard quickly learns how to control the natural sahuagin thirst for savagery, saving his energy for when it is most needed in battle. The royal guard receives a +2 competence bonus per class level when attempting to resist blood frenzy.

Leaping Attack: At 2nd level, the royal guard learns how to combine leaping out of the water with deadly trident attacks. The royal guard gains a +1 competence bonus per class level to all trident attacks made whilst leaping from the water.

Bonus Feat: On achieving 3rd and 5th level, the royal guard may select a bonus feat from the following list; Ambidexterity, Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency, Improved Initiative, Quick Draw, Weapon Focus and Weapon Specialisation.

Severing Jaws: At 4th level, the royal guard develops huge, rending jaws and learns how to use them in combat. Whenever the royal guard scores a successful critical hit with its bite attack, in addition to normal critical damage, it will sever a small body part from its enemy, normally a hand, foot or tentacle, as determined by the Games Master.

HIGH PRIESTESS

The high priestess sits directly below the Royal High Priestess and above all other females. Only females may ever become a high priestess, for they are the spiritual leaders of the sahuagin, the direct representatives of the great trinity.

Hit Die: d8.

Requirements

To qualify to become a high priestess, a character must fulfil all the following criteria.

Base Attack: +6

Feats: Leadership, Resist Drying

Skills: Intimidate 7 ranks

Spellcasting: Divine magic of 4th level or higher

Special: Female Sahuagin

Class Skills

The high priestess' class skills (and the key ability for each skill) are Hide (Dex), Intimidate (Cha), Knowledge (religion), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), and Swim (Str).

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the high priestess prestige class.

Weapon and Armour Proficiency: High priestesses gain no proficiency with any weapon or

armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Blood Frenzy of the Trinity: High priestesses are able to channel the power of the great trinity into their blood frenzy, making them fearsome combatants. A high priestess going into a blood frenzy suffers a -2 penalty to her Armour Class as normal, but will gain a bonus to her Strength and Constitution equal to her class level +1. In addition, she may continue to cast spells whilst in the throes of the frenzy, as she has now become the very hand of the great trinity itself. In all other respects, this blood frenzy is identical to that of other sahuagin.

Deep Song: At 2nd level, the high priestess is able to draw upon the divine power of the trinity to boost the bass notes of her voice to incredible levels. She is now able to engage in the legendary deep song, projecting information across a number of miles equal to her class level multiplied by twelve. Each deep song lasts for 2d20 minutes, but the high priestess is able to communicate a great amount of information in that time, including news of attackers, their numbers, race, etc. . . In this way, an entire sahuagin kingdom can be warned of disaster in a very short amount of time, with high priestesses passing the information along to one another.

Divine Gifts: Starting at 3rd level, the high priestess, through communion with the great trinity, is able to enchant mundane weapons and other objects with great divine power. The high priestess automatically gains the bonus feats listed in parentheses.

SAHUAGIN FEATS

Sahuagin are highly intelligent creatures, fully capable of developing their own unique skills and talents to better suit their physiology and habitat. The following feats may only be taken by sahuagin who meet the prerequisites.

Leaping Attack (Sahuagin)

Sahuagin warriors often learn to perfect their attacks from the water, using their strong tails to propel themselves out of the sea to strike suddenly and without warning.

Prerequisites: Base attack bonus +3

Benefits: A sahuagin with this feat may make a special leaping attack. The sahuagin uses the full attack option and may leap from the water to a maximum height of 10 ft. and a distance of 20 ft. At any point during this leap, the sahuagin may make a single melee attack. No attack of opportunity is generated through the use of this feat, even if the leap carries the sahuagin through an enemy's threat area.

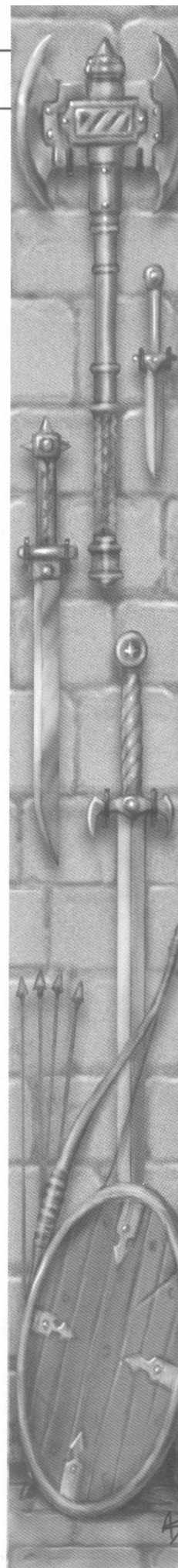
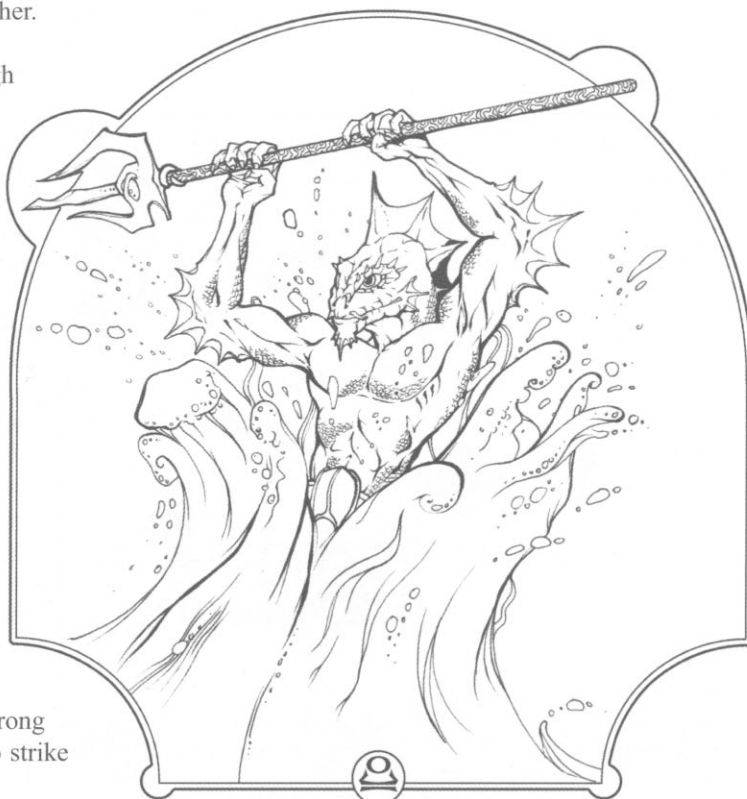
Resist Drying (Sahuagin)

Whilst death itself holds no particular fear for the sahuagin, suffocating in the alien realm of the air-filled surface world is a terrible fate. Some sahuagin learn or develop the capability to carry small amounts of water within their bodies to keep gills wet, thus prolonging their endurance when launching attacks on the surface world.

Prerequisites: Fort Save +4

Benefits: A sahuagin with this feat may stay out of water for 1 hour per point of Constitution before beginning to drown.

Normal: Other sahuagin may only stay out of water for 1 hour per 2 points of Constitution before they begin to drown.



METHODS OF WARFARE

The favoured weapon of the sahuagin across all classes and sexes is the trident. This they can throw through water as easily as air dwellers can throw a spear in air and they are also extremely adept at fencing with the weapon. Contrary to popular belief, it seems unlikely that they can create complex metalwork, being unable to create the kinds of temperatures required. The metals that they can work with are the soft ones - gold, silver and copper, which they beat to shape. Weapons are comprised predominantly of long sections of bone, sharpened corals, and the woods and vines of sea vegetation. They certainly may use metals that fall from the hated realm of air, but these obviously do not last long due to the corrosive effects of the salt seawater.

Second to the trident is the net. These are made of finely woven seaweed, weighted to allow throwing. Out of the water these dry and become hard and brittle after an hour. For longer range attacks they also use a crossbow of their own design. This uses bone as its primary construction material with toughened seaweed for string. Like their nets, these

crossbows lose their power and the strings become brittle after an hour in the open air.

The sahuagin trident is usually composed of a straight section of wood or sections of bone bound together to create a weapon approximately 8' in length. This weapon causes d8 damage and has a range increment of 10' while both in and out of the water.

Within the water treat a sahuagin crossbow as a heavy crossbow, damage 1d10 but with a range increment of only 80ft. Out of the water treat it as a light crossbow with damage of 1d8 and a range increment of 80ft.

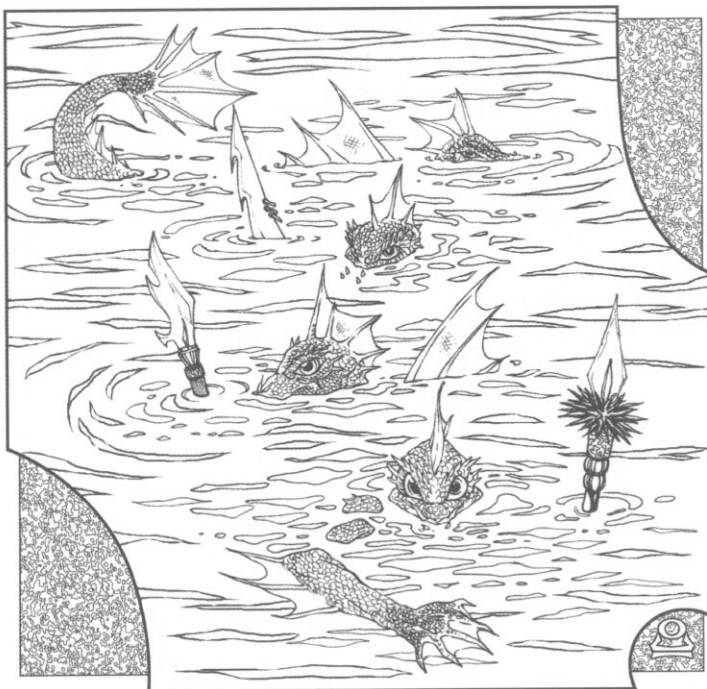
If disarmed of trident, net and crossbow, sahuagin are completely at ease conducting melee with their strong hand-claws and equally lethal foot-claws. If possible, they will claw with their arms, grasping and then kicking with their feet in a fighting style known as 'raking'. They will also tend to bite with their multi-layered, razor-sharp teeth.

Single sahuagin will seldom be found. They are a lawful species, and value the group over the individual. Lone sahuagin are likely to be either messengers, are lost, or are some kind of outcast. In all cases though, they will remain belligerent, even if they are a mentally defective member of their society who is fleeing their own village. Priestesses will almost never be found alone. They are too smart, and too valuable to the community to be risked.

THE RAIDING PARTY

A typical raiding party will be composed of four to eight warriors led by a lieutenant. These teams conduct patrolling activities in and around the baronial territory and mount quick raids onto land to collect 'trophy'. In this way the sphere of influence of the baron is maintained and young warriors are tested, thus increasing the overall strength of the community.

At sea, raiding parties have a number of standard formations they commonly assume. First and foremost is the 'two high, six low'



tactic whereby two members of the party engage the enemy initially, while the remaining six stay at a greater depth to circle behind unnoticed before attacking the enemy from the rear. Closely following this is the 'two forward, six back' tactic that resembles the first but has two junior members of the party at least fifty yards ahead, with the rest of the team fanned out. Any contact with an enemy by the leading two sahuagin allows the trailing members to effect an overlap as they come forward.

Variations on these themes would be familiar to any student of naval tactics with 'line ahead', 'line abreast' and so on being easy to identify. In all cases the purpose of these tactics is to generate the opportune overlap of their enemy, the goal being to stop the enemy and engaging with a small element of the party while the rest continue to sweep around into the flanks and rear.

Often a raiding party will include a very junior priestess. She is often part of the leading elements of these overlap formations so that she can use her powers to further confuse, disrupt and hold up contacted enemies. Upon contact with a foe she will immediately start casting spells and, like the rest of her species, she is likely to slay first and ask questions later.

THE WARBAND

Warbands will have roughly twenty warriors and a priestess under the command of a chieftain. Each warband is divided into three to five parties, as described above, each under the command of a lieutenant and, at sea, the warband uses similar tactics to the party, but on a larger scale. On land, all parties will land simultaneously along a beach, led by their lieutenants, and then conduct their dry land rituals in these groups. Once the rituals are complete they strike inland towards pre-designated targets. Military decisions concerning targets on shore are made before the sahuagin emerge from their realm. Such decisions are arrived at solely by the Baron, with some advice from his Senior Priestess and are then communicated to the chieftains, who tell their lieutenants, who tell their warriors. Deviations from these plans, unless circumstances produce extremely favourable opportunities, are not tolerated.

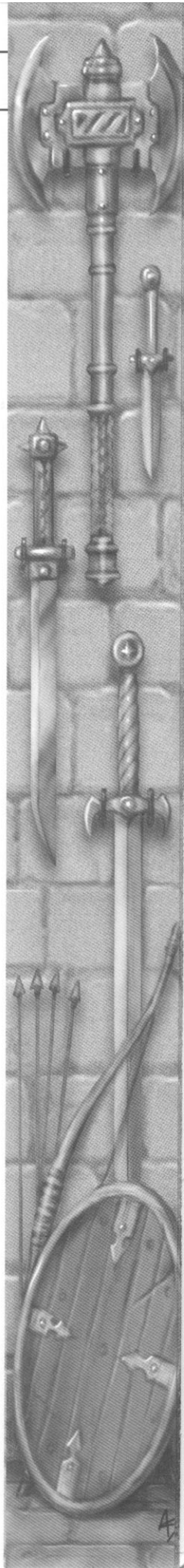
It would be tempting to believe such formations and assaults as being unwieldy and prone to failure because the reality of combat nearly always makes a



mockery of a plan. But this underestimates the combative mind of the sahuagin. Through millennia of evolution they have finely tuned their senses and sensibilities for warfare. Their plans will never call for actions that are beyond their capabilities, and they never consider any target so valuable that they willingly order their warriors to 'fight to the last fin'. By the same token they are not squeamish about creating plans that call for potential casualties, and these arouse no particular feelings of fear or recrimination. But they are cunning enough to know that whilst death is nothing to fear, death for no reason is simply a waste. If a battle is going badly for a warband, they will have a contingency plan calling for a retreat, doing so in an orderly fashion.

FIGHTING THE SAHUAGIN

The light-intolerance of the sahuagin can be exploited by perpetually having burning braziers on deck with handy brands inside so that in the event of an attack the flames can be used to blind them. On land any strong source of light such as a torch or,





METHODS OF WARFARE

better yet, a lantern will turn a determined assault into a shrieking mass. A direct beam of light into their eyes will cause them to cease what they are doing and attempt to cover their eyes, dropping their weapons. They will nearly always then turn and flee back to the sea, or where they remember the sea to be. Magical light is doubly effective in this regard. Not only is the clear white light particularly painful to them, but the knowledge that it comes from the perverse source of arcane magic fills them with dread. Even a simple light spell may cause all attackers within its area of effect to flee.

Being marine creatures, the sahuagin cannot stand fresh water. They sometimes make short excursions

into estuary zones but only at times of high tide and certainly never deeply into the river proper. Fresh water has the effect of leeching the natural mineral balance out of their skin and harming their gills, to the extent they actually experience a 'burning'. Full immersion into fresh water causes sahuagin extreme pain and they will do anything to escape it. If held in this salt-less environment for more than a few minutes they will writhe in agony, screaming, and will eventually die. Veteran sailors know this and will always tend to keep buckets of fresh water on deck for this precise purpose. When a sahuagin party boards a ship, being doused with a bucket of water is the fastest way to get them to retreat.

An attack by a group of warbands is a terrible thing to see. I've seen them stretch two hundred yards along a beach and then move inland, killing everything they find.

Near the centre is the Baron. He and his evil cow priestess stride along as part of the centre party, shouting orders in their hooting, clicking tongue. Often they throw stones at the others to attract their attention. Then they point to some building or small grove of trees and a party is sent to destroy it.

We have found two ways of dealing with the invaders. When our numbers are small we do as they do - send out a child off to one side to attract their attention and then when a small group detaches to destroy her, we ambush them, dropping from trees or leaping from behind rocks or undergrowth and run them through before they have a chance to do anything else. Is this murder? How can you ask me such a thing?

When our numbers are large we attack them boldly for it is not the way of our people to skulk and assassinate in shadows. We try to attack a flank. This disrupts their plan and doesn't allow them to build up the kind of superiority they can enjoy when they surprise us. Now a smart Baron will keep a party on each flank in reserve and leave them out to sea with orders only to come ashore when the main body of the assault has cleared the beach. We must be alert for these, but it is a good job for our younger warriors to keep a watch for this kind of sneakiness.

Next we try to take out the priestess and the Baron. Without these two personages they have reduced magical support, and their overall plan dissolves into the smaller formations under the command of lesser warriors. Then we have an advantage, for the smaller formations do not automatically operate as a co-ordinated unit - it takes the Baron to hold it all together. They will form smaller pockets we can surround and eliminate one by one.

There is a third way, though it is costly to us. We tempt them with the live bait as usual but instead of trying to pick them off as small groups we allow the whole group to come on by seeing us. There comes a time in this pursuit when they reach the limit of their inland plan of operations, then they turn as one and start to make a retreat. They are tired, they are starting to feel the effects of not being able to breathe the water. They are starting to dry. That's when we strike. We charge into them when they know that they are far from their home, lost in an inhospitable land.

Why is this costly you ask? Because everything between them and the sea at that point has been systematically destroyed in their advance. For some this is too great a cost to pay. But I say there is nothing sweeter than killing the ponaturi, and that there is no cost too great to pay for that pleasure.

ROLE-PLAYING WITH SAHUAGIN

When presenting sahuagin as foils to hardy adventurers, the crucial thing to remember is that they are not motivated by either greed or gain. They cannot be distracted by discarded treasures, nor can they be negotiated out of a course of action.

Even if the language barrier can be broken, and the sahuagin tongue is something that cannot be mastered by any air breather without magical assistance, no discussion would be entered into by these creatures as they detest all races living outside of their realm. They hate with a burning racial and cultural fire that over-rides all other considerations. Any thoughts of sympathy or yearnings for understanding about the dry land are seen as mental instabilities and are ruthlessly eliminated from their society.

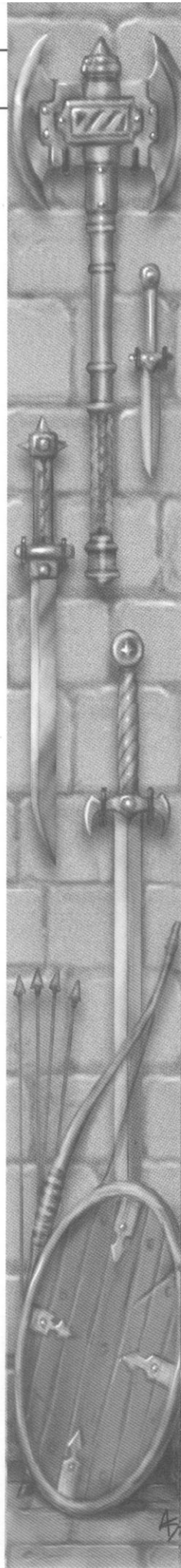
There is only one course of action available to these creatures - total devastation of the land and extermination of life that hides there. If it were within their power they would call their divine powers to flood the world, forever removing the land and they constantly conspire to do whatever they can to further this aim. Raiding parties and entire armies of Princes continually come ashore at night to kill and eat. This is part of their campaign of hatred and destruction.

Divine magic to them is the only true magic, and they use these powers to promote their rightful place as masters of the world. Spells are cast with one aim in mind, the conquest of all before them. Sahuagin priestesses will never waste time with spells that heal, befuddle or shield for they are considered weak and pointless. Instead, they inflict blights, blindness, and wounds, summoning tons of water to wash and scour the land.

The sahuagin will never desist from this course of action. They believe they are the true inheritors of the world. They are the eaters and all else are the eaten.

Defence against the sahuagin can only come in one of two forms. The first is to move far away from the sea. The second involves meeting them with force and attacking them in the same way as they attack all life. Their preference for attacks at night makes them predictable in their assaults. Similarly, their intolerance of light makes them susceptible to elements such as torches, lanterns, magical lights and fires. Their general hatred and fear of arcane magic makes the combination of simple pyrotechnics from this source particularly effective.

Below the surface of the sea, adventurers have little hope of success without powerful magical assistance. The depth they can dive to prevents casual exploration even by a trained divers and with water breathing or similar magical aid, the speed at which sahuagin can operate within their home environment makes them prohibitively formidable. Similarly, their lateral line and olfactory sensitivity means they can detect hidden and moving objects with ease. The only chance of success a party of adventurers has in penetrating to the depths where sahuagin lair is to be water-breathing, armed to the teeth and to have powerful arcane magic on their side.



SCENARIO HOOKS & IDEAS

The sahuagin may be used with parties of 3rd to 9th level and beyond, for whilst the average sahuagin warrior may not make a huge impact upon even a low level party, this race has a tendency to attack in numbers, as well as have some very high level characters within their ranks. In addition, if the fight is taken to the sahuagin's own domain, then parties may well be crippled by the restrictive underwater combat, as fully detailed within *Seas of Blood*. Presented here is a series of hooks and ideas for scenarios a Games Master may expand upon and use within his campaign to demonstrate the unique characteristics of the sahuagin and guarantee his players never forget the experience.

SHIPWRECKED

It all seemed so simple when the party headed off to explore the paradise islands and meet the fabled sea people to gain an opportunity to learn new magic and techniques with unusual weaponry. Perhaps even have the chance to fight alongside this strange community against common foes and earn one of their distinctive and prestigious tattoos. However, a tropical storm has smashed this plan apart, driving their ship onto the reef of an uncharted island. The island is no longer than a mile in length, and the central peak only a few hundred metres tall, but it has bounteous vegetation, good cover from the elements, fresh water and a sheltered bay that provides good fishing. Little equipment can be salvaged from the players' obliterated vessel and only the gear they could reasonably carry was saved.

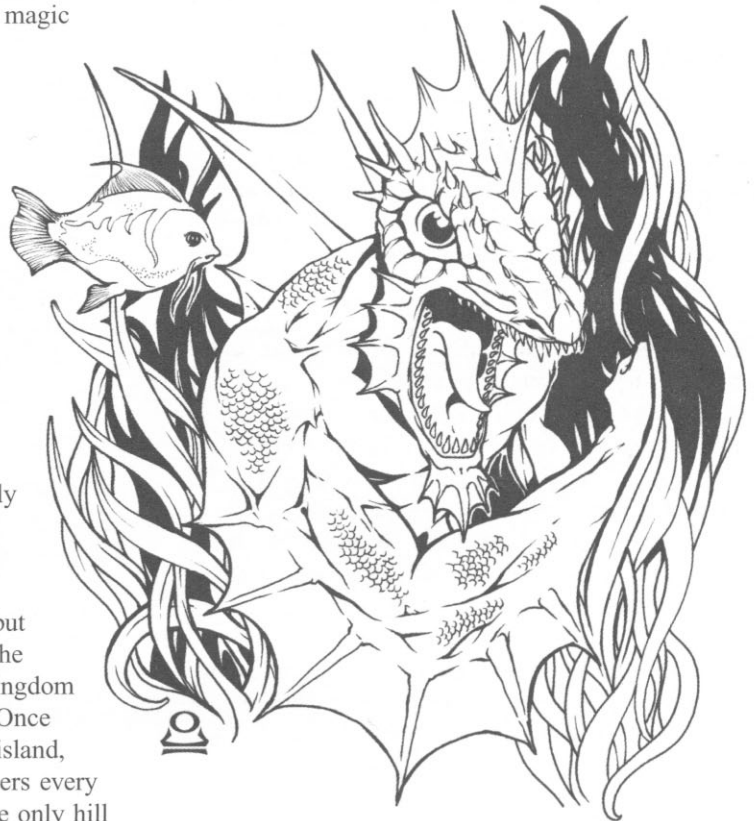
A challenging enough adventure in itself, but made more difficult by the discovery that the island lies in the epicentre of a sahuagin kingdom encompassing all islands in a long chain. Once the sahuagin discover air-breathers on the island, they will attack in increasingly large numbers every night to destroy them. Only the peak of the only hill

is far enough inland to offer natural protection. The challenge is to remain fed and watered and engineer an escape under these circumstances.

SHARK IN DOLPHIN'S CLOTHING

In a friendly kingdom, within an apparently unmolested bay, a local community of aquatic elves lives in harmonious peace. These mysterious creatures are welcomed by the land dwellers and a lot of profitable trade, for both sides, takes place. Ships heading out from port are often accompanied by aquatic elf pilots, and those with magical preparations are welcomed down to the aquatic elves' own halls to be entertained as only these strange creatures know how.

However, unbeknownst to all, an expanding kingdom of sahuagin has, over time, moved down the coastline into close proximity of the aquatic elves' home. As a result, the bizarre has begun to happen - *malenti* (sahuagin that closely resemble the hated aquatic elves) have started to appear. These horrible mutations have been nurtured to infiltrate the homes of the aquatic elves to prepare the way for sahuagin invasion.



Now some ships are starting to founder on rocky outcroppings that they previously avoided, because *malenti* are acting as pilots. The crew of these ships are killed and consumed by deep raiding parties of sahuagin. Slowly, distrust is beginning to grow between man and aquatic elf.

The agenda of the sahuagin is to destroy the relationship between the air-breathers and the aquatic elves, hopefully resulting in them going to war against one another. Once battle begins they will prey on both sides, each side suspecting the other and discounting any protestations of innocence as more evidence of duplicity.

This is the kernel of a series of related adventures involving close detective and political work, as well as daring military action involving different species - and potentially the wrong foes.

HEALTH IN THE SEA

The sea harbours many secrets and apothecaries seek out the mysteries of herbs and other ingredients used for potions, ointments and other medicinal substances. A certain marine plant known as the Sponge-Lily has recently been identified as having remarkable powers, both benign and malign.

A certain wealthy mage contacts the adventurers and hires them to obtain a reasonable quantity of this rare and precious plant - naturally the pay is substantial. The adventurers are made aware the area is known to be patrolled by sahuagin and that they will need to be alert for attack. What is not mentioned to the players is that the Sponge-Lily, whilst beneficial when treated, is poisonous in its natural state. If touched or eaten before it is boiled in certain natural oils, it will burn the exposed skin or intestines causing 1d4 points of damage per minute until neutralised, usually with copious amounts of alcohol.

Furthermore, the Sponge-Lily is a delicacy to the sahuagin, who will spare no effort to prevent such a tasty culinary delight falling into the hands of the demons from the air. The beds of the plant are actively and regularly patrolled by groups of sahuagin, including priestesses, who can be expected to move through the area once every ten minutes. Once intruders are identified in the garden beds which are a mere hundred feet down on a rocky ledge close to shore, the priestess will raise the alarm using a prearranged deep song call. Every fifteen minutes thereafter another group of sahuagin

will arrive to kill the intruders, every group becoming successively more powerful.

INTO THE GALLEY OF DEATH

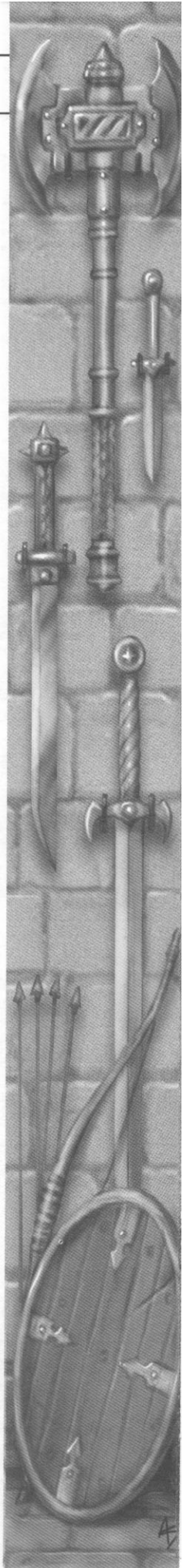
The (human) prince of a kingdom near to the activities of a sahuagin baronial territory wanted to know more about these evil creatures. He canvassed the sages of his domain and learnt many things but they admitted their knowledge was scanty about aspects of this almost unknown race. One curious account described a four-armed sahuagin and, fascinated with this mystery, the prince chartered a group of adventurers to capture one of these incredible beasts and bring it back for dissection and study.

The prince's galley was outfitted with the best of equipment and the bravest of sailors before heading off. Many weeks went by with carrier pigeons returning to tell of the adventurers' exploits. After many hardships and dangers they managed to capture, kill and preserve the remains of such a monster. Even though they had taken many casualties and were sorely beaten, they were successful and exultant.

Sadly, on the way back a fearful storm caught the unmanned ship and it was dashed on the rocks of a not too distant archipelago. The last carrier pigeon was released with the hastily penned message of the location of the wreck, and reported they were under attack even as they fought to salvage the ship. That was the last anyone ever heard of them.

Now the prince is recruiting a new team of adventurers to seek out the wreck, which still sits above water with its back broken, and retrieve the precious embalmed corpse, returning it for examination.

The wreck lies within sight of shore but is in an exposed and wind-swept section of coast. Around the wreck, a raiding party of sahuagin keep watch, waiting for sea and wind to push it into their domain. The adventurers must get to the wreck, find the corpse which is below decks in a barrel of alcohol and get it back to shore. Once alerted to the presence of air-breathers, the sahuagin raiding party will attack during the night and call for reinforcements, which will arrive every hour until the adventurers either flee or are eliminated.



SAHUAGIN VILLAGE

Sahuagin enjoy similar habitat preferences to predatory sharks such as the great white. This means they can be found in a great range of locations, ranging from temperate coastlines to tropical island chains. Naturally, where water is warmer they are more prevalent because it is here increased numbers of other species also thrive. The only regions where they will not be found in any great numbers are in arctic seas where their metabolism is unsuited to keeping up a high body temperature. Within the preferred temperature zones their distribution follows the coastlines of the land. Despite their hatred of the land above the sea, they do not settle in areas far from the detested realm, even where the seabed is within their diving range, up to 2,000 feet down. To achieve this depth, the sahuagin expel all air from their sacs and use their powerful tails to propel them down. Any sahuagin at the extreme range of their depth tolerance would appear emaciated, their bones jutting out as the fleshy parts of their bodies became shrunken.

SITING THE VILLAGE

The villages of sahuagin barons occupy a central position in the baronial territory so scouting and raiding parties have equal timings in their explorations. Villages can be at any depth from 200 to 1,000 feet below the surface for only those far from any intelligent air breathers would be close to the surface, most being around 500 feet down to ensure the evil light from the sun cannot penetrate to their domain. In all cases, the sahuagin baron will site the village to take advantage of any local topography such as sea trenches or the base of undersea volcanoes.

When establishing a village, a newly appointed baron will scout prospective territory to find a site that will allow good communication with the rest of the kingdom, adequate cover from swimming enemies, and a well-placed base for raids to the surface. All land has a so-called shelf where it starts to fall away at a faster rate away from the coastal shallows. Just over this shelf, a few hundred feet below the crest which is usually 20 to 70 feet deep,

is a typical place to establish a village. At first, such villages concentrate on subjugating and mastering the surrounding sea space and breeding sufficient warriors to defend the location. Only when the baron can field at least one warband will he start to explore and raid the surface.

Other intelligent creatures of the sea such as dolphins, sea elves, merfolk, kuo-toa, and locathah survive only by keeping out of the way of the newly arrived sahuagin. These enemies of the sahuagin, foes by virtue of the fact they are not sahuagin, may even move their settlements away from sea devil activity, preferably out of any baronial territory altogether (such as in and around the ports of humans who will be active in suppressing the sea devils) or far out to sea in areas around islands as yet unassimilated into a kingdom. When these other creatures are finally discovered, they know they must fight just to survive. Monsters such as sea lions, kracken, and rare visitors to this plane like the tojanida, are also automatically considered enemies. Any one of these monsters that is active in a baronial territory must be very tough or canny.

From the main village in a territory, the baron sends his chieftains and lieutenants with bands of various sizes to hunt and patrol. Patrolling routines are carefully considered and planned, with routes and times discussed and 'logged' with the community before leaving. The patrol routes are designed to give good coverage of the surrounding territory whilst still maintaining sufficient warriors at home to protect against any external attack.

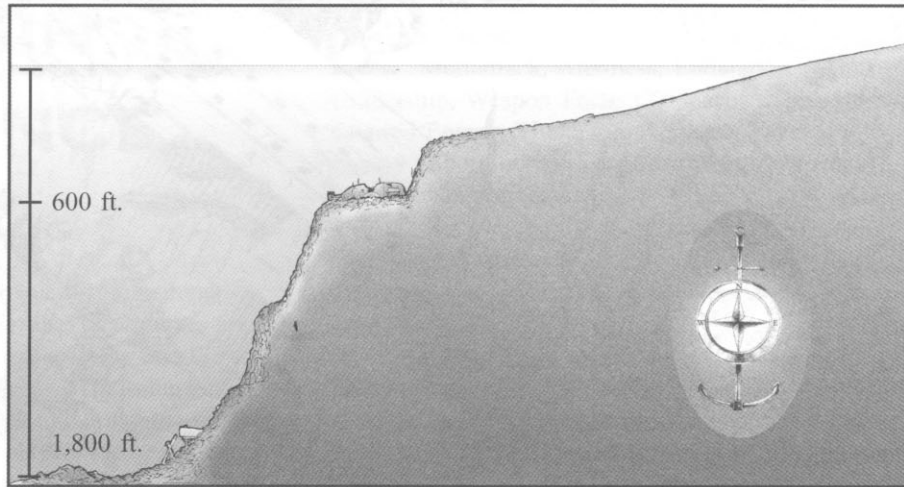
EXPLORING A VILLAGE

In the centre of this example village, baron Big-fella-bloody-spear and his senior priestess Talking-talking-talk-to-gods have their rudimentary palace. This is the hull of a sunken galleon that broke its back during a storm and settled years ago. It lies on its side but this presents no obstacle to the sahuagin. The cabins have been cleared of most of the useless objects such as paper and bedding years ago, but the furniture has been placed about in decorative sculptures - the baron and his entourage having no practical use for them.

Sharing the palace are three chieftains; Teeth-like-six-sharks, Claws-ripping-entrails, Jumps-into-hell-and-brings-back-skulls, and three priestesses, Memory-for-long-songs, Beauty-like-a-dagger, and

Clever-fins. This last priestess is the most junior and her name will grow as she does.

Radiating out in one direction is the main crèche where newly hatched young are herded and contained in, essentially, enormous pens. Each of the pens is differentiated by the age (or more accurately size) of the young contained therein, and each enclosure is up to fifty yards in diameter. There are six such pens with the one for the youngest sahuagin containing up to a hundred biting little monsters. Selection through peer cannibalism and the ministrations of priestesses reduces the population of each pen by age until the last one contains only ten. The next step these youngsters will take is out to the arena where they must undergo the final challenge, a fight to the death with their peers where only half are likely to survive to join the adult population.



In other directions are the shrines to the gods. These large structures are built from rock, coral and loot taken from the realm of air, then crafted or assembled to resemble the great gods. They appear, to the artistic eye, to resemble a giant jellyfish for *It That Is Eaten*, a giant shark for *He Who Eats*, and a reclining female sahuagin for *She Who Teaches*. To the untrained they look like mounds of junk and treasure. Gold, jewellery, and other fine and expensive booty from the world above are laid here as tributes. At all times, sahuagin are present at the shrines.

In another area are large pens reminiscent of the crèche, but these are the holding cells where captives are imprisoned before they are forced to do battle, gladiator style, before the population. Scattered throughout the rest of the arc of the village covering roughly two hundred acres are the main residences of the sahuagin. These are more often like halls where many will gather to talk, eat and sleep, rather than what might be defined as houses or dwellings. Each 'house' can be made of such diverse materials as woven seaweed, placed stone and coral, the bones from dead sea-behemoths

and even available caves. Anything from one to ten sahuagin may call one of these residences home.

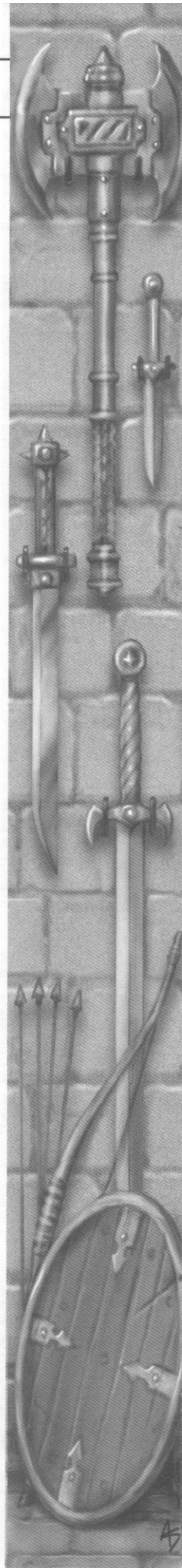
In between these key features of the village lie the gardens. To the untrained eye it looks just like a sea-bed but, to the orderly mind of a sahuagin, every starfish and sea slug, every trumpet coral and every writhing weed has its place. These are tended and harvested by both males and females when they are not performing their other duties, such as procreating and slaughtering their enemies.

In all, there are roughly 30 unranked females, 6 priestesses, 120 warriors, 3 chieftains, 6 lieutenants, and 14 sharks.

This population may seem small to surface dwellers but the sahuagin can cover the distance around their village faster than any other race could on dry land. Further, given their cannibalistic tendencies, any closer proximity would be unbearable to them and infighting would become endemic. As it is, the sahuagin spend most of the time ranging over the baronial territory, much like sharks, returning regularly to the village to pass on information and share in communal blood letting.

Big-fella-bloody-spear

Male Sahuagin Ranger 8: CR 8; Size M (6 ft., 0 in. tall); HD 2d8+2 + 8d10+16; hp 86; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft., Swim 60 ft.; AC 17 (+2 Dex, +5 natural); Attacks: Trident +12/+7/+2 melee, 2 rakes +10/+5 melee (or 2 rakes +12/+7/+2 melee, 2 claws +10/+5 melee), bite +10/+5 melee; Fort+ 10, Ref +4, Will +4; AL LE; Str 16,



SAHUAGIN VILLAGE



Dex 15, Con 13, Int 14, Wis 14, Cha 11

Skills and feats: Animal Empathy +10, Hide +10*, Intuit Direction +11, Listen +12*, Profession (hunt) +7, Spot +14, Wilderness Lore +9*; Cleave, Favoured Enemy (Elves, Humans), Improved Initiative, Multiattack, Power Attack, Track.

Spells: 1st Level: *Alarm, Resist Elements.*

Talking-talking-talk-to-gods

Female Sahuagin Cleric 7: CR 7; Size M (5ft., 11 in. tall); HD 9d8+9; hp 56; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft., Swim 60 ft.; AC 16 (+1 Dex, +5 natural); Attacks: Trident +8/+3 melee, 2 rakes +6/+1 melee (or 2 rakes +8/+3/melee, 2 claws +6/+1 melee), bite +6/+1 melee; Fort+ 9, Ref +3, Will +8; AL LE; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 11

Skills and feats: Animal Empathy +4, Concentration +11, Hide +9*, Listen +10*, Profession (hunt) +4, Spot +11, Wilderness Lore +1*; Combat Casting, Improved Initiative, Iron Will, Multiattack.

Spells (Destruction and Evil domains): 0 Level: *Cure Minor Wounds, Detect Magic, Inflict Minor Wounds x2, Resistance x2*; 1st Level: *Cause Fear, Deathwatch, Doom, Inflict Light Wounds x2, Protection from Good*; 2nd Level: *Cure Moderate Wounds, Darkness, Death Knell x2, Hold Person*; 3rd Level: *Bestow Curse, Inflict Serious Wounds, Magic Circle against Good*; 4th Level: *Spell Immunity, Death Ward.*

*Sahuagin receive a +4 racial bonus to Hide, Listen and Spot checks. Underwater, this bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their home.

SAHUAGIN REFERENCE LIST

The following is a reference list describing many 'typical' sahuagin that adventurers are likely to come across as the delve into the domain of these terrible creatures. The sahuagin presented here may be dropped into a campaign at a moment's notice, should the players start exploring areas the Games Master has yet to fully detail. Alternatively, the Games Master is welcome to use them as a basis for his own created characters as he sees fit.

Sahuagin Prince

Medium-Size Humanoid (aquatic)

10th level Ranger

Hit Dice: 2d8+8 + 10d10 + 80 (105 hp).

Initiative: +8 (+4 Dex, +4 Improved Initiative).

Speed: 20 ft., swim 60 ft.

AC: 25 (+9 *Plate Armor of the Deep*, +1 Dex, +5 natural).

Attacks: *Trident of Warning* +20 / +15 / +10 melee; 2 rakes +17 melee, bite +15 melee; or *Heavy Crossbow +1: Sea Elf Bane* +16 / +11 / +6 ranged.

Damage: *Trident of Warning* 1d8+8, rake 1d4+6 (1d4+3 when a secondary attack), bite 1d4+3; or *Heavy Crossbow +1: Sea Elf Bane* 1d10+1.

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Blood frenzy.

Special Qualities: Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity.

Saves: Fort +16, Ref +9, Will +10.

Abilities: Str 23, Dex 19, Con 19, Int 15, Wis 20, Cha 10.

Skills: Animal Empathy +3, Concentration +9, Handle Animal +5, Hide +18*, Intuit Direction +8, Knowledge (Nature) +7, Listen +18*, Profession (Hunter) +15, Ride +11, Search +7, Spot +18*, Swim +11, Wilderness Lore +16*

Equipment: *Cloak of Resistance* +2, *Gauntlets of Ogre Power*, *Heavy Crossbow +1- Bane (Sea Elf)*, *Plate Armor of the Deep*, *Ring of Evasion*, *Ring of Mind Shielding*, *Trident of Warning*.

Spells: 3 / 2; Base DC 15 + spell level.

1st Level: *Magic Fang*, *Speak With Animals*, *Summon*

Nature's Ally I. 2nd Level: *Protection From Elements*, *Snare*.

Feats: Multiattack, Alertness, Endurance, Leadership, Weapon Focus (Trident), Ambidexterity, Favored Enemy (Humanoid Aquatic), Favored Enemy (Aberrations), Favored Enemy (Outsiders), Improved Initiative, Track.

Challenge Rating: 12.

Treasure: As listed.

Alignment: Lawful Evil.

Sahuagin Royal Guard

Medium-Size Humanoid (aquatic)

3rd level Fighter, 4th Level Ranger, 3rd level Royal Guard

Hit Dice: 2d8+4 +3d10+6 +4d6+8 +3d10+6 (75 hp).

Initiative: +5 (Dex).

Speed: 30 ft., swim 60 ft.

AC: 26 (+4 Mithril Shirt, +6 Dex, +5 natural, +1 *Ring of Protection*).

Attacks: *Trident of Fish Command* +17 / +12 melee; 2 rakes +15 melee, bite +13 melee; or *Heavy Crossbow of Distance* +17 / +11 ranged.

Damage: *Trident of Fish Command* 1d8+8, rake 1d4+5 (1d4+2 when a secondary attack), bite 1d4+2; or *Heavy Crossbow of Distance* 1d10 +1.

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Blood frenzy.

Special Qualities: Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity.

Saves: Fort +13, Ref +15, Will +6.

Abilities: Str 20, Dex 22, Con 14, Int 18, Wis 11, Cha 13.

Skills: Animal Empathy +4, Bluff +8, Diplomacy +10, Gather Information +16, Handle Animal +6, Hide +11*, Intimidate +18, Listen +19*, Move Silently +11, Profession (hunt) +5, Ride +11, Spot +11*, Swim +18, Wilderness Lore +0*

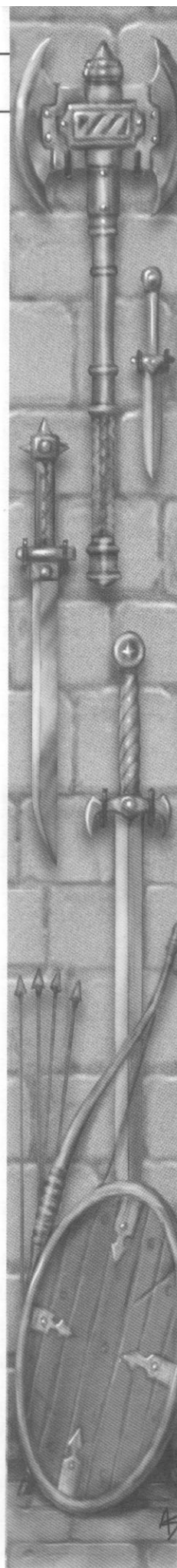
Equipment: *Cloak of Resistance* +1, *Gloves of Dexterity* +2, *Heavy Crossbow +1 of Distance*, *Mithril Shirt*, *Ring of Protection* +1, *Ring of Swimming*, *Trident of Fish Command*.

Feats: Multiattack, Alertness, Iron Will, Resist Drying, Weapon Focus (Trident), Power Attack, Cleave, Weapon Specialization (Trident), Sneak Attack (2d6), Evasion, Uncanny Dodge (Dex bonus to AC).

Challenge Rating: 12.

Treasure: Standard.

Alignment: Always lawful evil.



SAHUAGIN REFERENCE LIST

Sahuagin High Priestess

Medium-Size Humanoid (aquatic)

9th level Cleric/3th level High Priestess

(Destruction & Evil domains)

Hit Dice: 2d8+4 +9d8+18 +3d8+6 (94 hp).

Initiative: +1 (Dex).

Speed: 30 ft., swim 60 ft.

AC: 20 (+4 Studded Leather +1,+5 natural, +1 *Ring of Protection*).

Attacks: *Trident* +1: +12 / +7 melee; 2 rakes +11 melee, bite +9 melee; Heavy Crossbow +8 ranged, or *Net of Entanglement* +8 ranged.

Damage: *Trident* 1d8+4, rake 1d4+3 (1d4+1 when a secondary attack), bite 1d4+1; heavy crossbow 1d10, or *Net of Entanglement* (special; see *Rope of Entanglement*, Core Rulebook II).

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Blood frenzy.

Special Qualities: Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity.

Saves: Fort +12, Ref +6, Will +14.

Abilities: Str 16, Dex 11, Con 14, Int 15, Wis 21, Cha 10.

Skills: Animal Empathy +3, Concentration +9, Diplomacy +7, Heal +7, Hide +5*, Intimidate +12, Knowledge (Religion) +15, Knowledge (Arcana) +7, Listen +15*, Profession (hunt) +8, Spot +11*, Swim -1, Wilderness Lore +5*

Equipment: *Net of Entanglement*, *Periapt of Wisdom* +2, *Potion (Hiding)*, *Potion (Delay Poison)*, *Potion (Detect Thoughts)*, *Ring of Protection* +1, *Ring of Counterspells (Bane)*, *Studded Leather* +1, *Trident* +1 of Defending.

Feats: Multiattack, Combat Casting, Exotic Weapon Proficiency (Net), Spell Focus (Enchantment), Weapon Focus.

Spells: 6 / 7+1 / 5+1 / 5+1 / 4+1 / 4+1 / 2+1; Base DC 15 + spell level.

Orisons: *Detect Magic*, *InFLICT Minor Wounds* x2, *Read Magic*, *Resistance*, *Virtue*. 1st Level: *InFLICT Light Wounds*; *Bane*, *Cause Fear*, *Deathwatch*, *Divine Favor*, *Doom*, *Endure Elements*, *Shield of Faith*. 2nd Level: *Desecrate*; *Darkness*, *Death Knell*, *InFLICT Moderate Wounds*, *Silence*, *Summon Monster II*. 3rd Level: *Contagion*; *Bestow Curse*, *Dispel Magic*, *InFLICT Serious Wounds*, *Magic Circle Against Good*, *Searing Light*. 4th Level: *Unholy Blight*; *Divine Power*, *Greater Magic Weapon*, *Lesser Planar Ally*, *Poison*. 5th Level: *Circle of Doom*; *Break Enchantment*, *Circle of Doom*, *Righteous Might*, *Spell Resistance*. 6th Level: *Harm*; *Greater Dispelling*, *Summon Monster VI*.

Challenge Rating: 14.

Treasure: As listed.

Alignment: Always lawful evil.

Sahuagin Baron

Medium-Size Humanoid (aquatic)

8th level Ranger

Hit Dice: 2d8+4 +8d10+16 (82 hp)

Initiative: +4 (Dex).

Speed: 30 ft., swim 60 ft.

AC: 23 (+3 Leather +1, +4 Dex,+5 natural, +1 *Ring of Protection*).

Attacks: *Trident* +1: +16 / +11 melee; 2 rakes +14 melee, bite +12 melee; or Masterwork Heavy Crossbow +14 ranged.

Damage: *Trident* +1: 1d8+6, rake 1d4+5 (1d4+2 when a secondary attack), bite 1d4+2; or heavy crossbow 1d10.

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Blood frenzy.

Special Qualities: Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity.

Saves: Fort +11, Ref +6, Will +5.

Abilities: Str 20, Dex 18, Con 15, Int 17, Wis 12, Cha 14.

Skills: Animal Empathy +12, Hide +14*, Intuit Direction +6, Knowledge (Nature) +8, Listen +17*, Move Silently +9, Profession (hunt) +7, Search +10, Spot +8*, Swim +3, Wilderness Lore +11*

Equipment: *Amulet of Health* +2, *Circlet of Persuasion* +2, *Masterwork Heavy Crossbow*, *Leather* +1, *Potion (Cure Serious Wounds)*, *Potion (Heroism)*, *Ring of Protection* +1, *Trident* +1,

Feats: Multiattack, Iron Will, Power Attack, Weapon Focus (Trident).

Spells: 2; DC 12.

1st Level: *Entangle*, *Magic Fang*.

Challenge Rating: 10.

Treasure: Standard.

Alignment: Always lawful evil.

Sahuagin Chieftain

Medium-Size Humanoid (aquatic)

4th level Ranger (four-armed)

Hit Dice: 2d8+4 + 4d10+8 (44 hp).

Initiative: +3 (Dex).

Speed: 30 ft., swim 60 ft.

AC: 21 (+3 Leather +1, +3 Dex,+5 natural).

Attacks: *Trident* +10 melee; 2 rakes +9 melee, 2 claws +7 melee, bite +7 melee; or heavy crossbow +9 ranged

Damage: Trident 1d8+5, rake 1d4+4 (1d4+2 when a secondary attack), claw 1d2+4, bite 1d4+2; or heavy crossbow 1d10.

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Blood frenzy.

Special Qualities: Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity.

Saves: Fort +9, Ref +4, Will +2

Abilities: Str 19, Dex 17, Con 14, Int 17, Wis 12, Cha 10.

Skills: Animal Empathy +5, Hide +12*, Listen +11*, Move Silently +7, Profession (hunt) +3, Spot +7*, Swim +3, Wilderness Lore +8*

Equipment: *Leather +1, Trident +1, Masterwork Heavy Crossbow, Potion (Cure Serious Wounds), Potion (Detect Lie), Potion (Cure Light Wounds).*

Feats: Multiattack, Four Armed Combat, Power Attack, Multidexterity, Track, Two-Weapon Fighting.

Challenge Rating: 6.

Treasure: Standard.

Alignment: Always lawful evil.

Sahuagin Warrior

Medium-Size Humanoid (aquatic)

Hit Dice: 2d8+2 (11 hp).

Initiative: +1 (Dex).

Speed: 30 ft., swim 60 ft.

AC: 16 (+1 Dex,+5 natural).

Attacks: Trident +3 melee, 2 rakes +1 melee (or 2 rakes +3 melee, 2 claws +1 melee), bite +1 melee; or heavy crossbow +2 ranged.

Damage: Trident 1d8+2, rake 1d4+2 (1d4+1 when a secondary attack), claw 1d2+1, bite 1d4+1; or heavy crossbow 1d10.

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Blood frenzy.

Special Qualities: Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity.

Saves: Fort +4, Ref +1, Will +1.

Abilities: Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills: Animal Empathy +2, Hide +6*, Listen +7*, Profession (hunt) +2, Spot +7*, Wilderness Lore +1*

Feats: Multiattack.

Challenge Rating: 2.

Treasure: Standard.

Alignment: Always lawful evil.

Shark

Medium-Size Humanoid (aquatic)

Hit Dice: 3d8+3 (16 hp).

Initiative: +2 (Dex).

Speed: swim 60 ft.

AC: 15 (+2 Dex,+3 natural).

Attacks: Bite +4 melee.

Damage: Bite 1d6+1.

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Keen scent.

Saves: Fort +4, Ref +5, Will +2.

Abilities: Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2

Skills: Listen +7, Spot +7.

Feats: Weapon Finesse (Bite).

Challenge Rating: 1.

Treasure: None.

Alignment: Always neutral.

Smelt

Small-Size Humanoid (aquatic) – 1d8 HD creature

Hit Dice: 2d8+2 (11 hp).

Initiative: +1 (Dex).

Speed: 30 ft., swim 60 ft.

AC: 18 (+2 Dex,+5 natural, +1 size).

Attacks: 2 claws +1 melee, bite -1 melee.

Damage: claw 1d2, bite 1d4.

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Blood frenzy.

Special Qualities: Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity.

Saves: Fort +2, Ref +2, Will +1.

Abilities: Str 10, Dex 15, Con 10, Int 14, Wis 13, Cha 9.

Skills: Animal Empathy +1, Hide +11*, Listen +7*, Profession (hunt) +2, Spot +7*, Wilderness Lore +1*

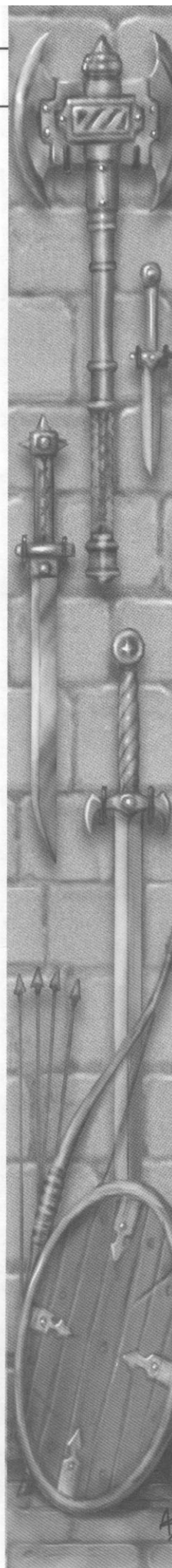
Feats: Multiattack.

Challenge Rating: 1.

Treasure: Standard.

Alignment: Always lawful evil.

* All sahuagin receive a +4 racial bonus to Hide, Listen and Spot checks. Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.



LICENCES

OPEN GAME LICENSE

THIS LICENSE IS APPROVED FOR GENERAL USE. PERMISSION TO DISTRIBUTE THIS LICENSE IS MADE BY WIZARDS OF THE COAST!

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgement or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

D20 System Rules & Content Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Open game content from The Slayer's Guide to Sahuagin Copyright 2002, Mongoose Publishing.

The d20 System® License version 3.0

By downloading the enclosed graphic files and/or by returning the Confirmation Card as presented in the file "card.pdf," the Licensee ("You") accept to be bound by the following terms and conditions:

1. Copyright & Trademark

Wizards of the Coast, Inc. retains title and ownership of the d20 System trademark logos, the d20 System trademark, and all other copyrights and trademarks claimed by Wizards of the Coast in The Official Wizards of the Coast d20 System Trademark Logo Guide version 1.0, incorporated here by reference.

2. License to use

You are hereby granted the non-transferable, non-exclusive, royalty-free license to use the d20 System trademark logos, the d20 System trademark, and certain other trademarks and copyrights owned by Wizards of the Coast in accordance with the conditions specified in The Official Wizards of the Coast d20 System Trademark Logo Guide version 1.0. (the "Licensed Articles")

3. Agreement not to Contest

By making use of and/or distributing material using the d20 System Trademark under the terms of this License, You agree not to contest the ownership of the Licensed Articles

4. Breach and Cure

In the event that You fail to comply with the terms of this License, You will be considered to be in breach of this License. Wizards of the Coast will attempt to notify you in writing by sending a Registered Letter to the address listed on the most recent Confirmation Card on file, if any. You will have 30 days from the date the notice (the "cure period") to cure the breach to the satisfaction of Wizards of the Coast. If no Confirmation Card is on file, you will be considered to be in breach of this License immediately.

5. Termination

If, at the end of the cure period, the breach is not cured, Wizards of the Coast may terminate this License without further written notice to You.

6. Effects of Termination

Upon termination, You shall immediately stop all use of the Licensed Articles and will destroy any inventory or marketing material in Your possession bearing the d20 System Trademark logos. You will remove any use of the d20 System Trademark logos from your advertising, web site, letterhead, or any other use. You must instruct any company or individual that You are or become aware of who is in possession of any materials distributed by You bearing the d20 System Trademark logos to destroy those materials. You will solely bear any costs related to carrying out this term of the License.

7. Penalty for Failure to Comply with Termination Instructions

If You fail to comply with the Effects of Termination, Wizards of the Coast may, at its option, pursue litigation, for which You shall be responsible for all legal costs, against You to the full extent of the law for breach of contract, copyright and trademark infringement, damages and any other remedy available.

8. Updates

Wizards of the Coast may issue updates and/or new releases of the d20 System Trademark logos without prior notice. You will, at the earliest possible opportunity, update all material distributed by You to use the updated and/or new version of the d20 System Trademark logos. You may continue to distribute any pre-existing material that bears an older version of the d20 System Trademark logo.

9. Changes to Terms of the License

Wizards of the Coast may issue updates and/or revisions to this License without prior notice. You will, at the earliest possible opportunity, conform in all respects to the updated or revised terms of this License. For a period of 90 days You may continue to distribute any pre-existing material that complies with a previous version of the License. Thereafter written consent should be obtained from Wizards of the Coast. Subsequent versions of this License will bear a different version number.

10. Updates of Licensee information

You may transmit an updated version of the "card.pdf" Confirmation Card at any time to Wizards of the Coast.

11. Notices to Licensor:

Wizards of the Coast
d20 System License Dept.
PO Box 707
Renton, WA 98057-0707

12. No maintenance or support

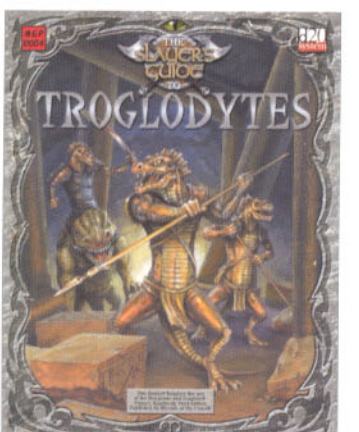
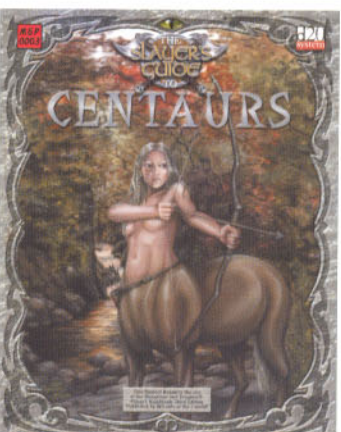
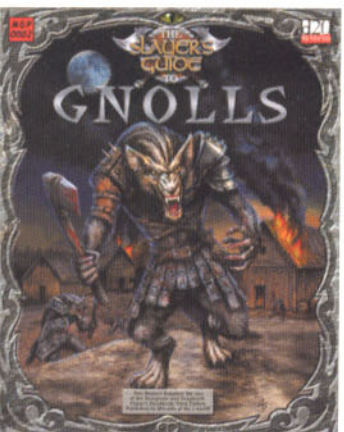
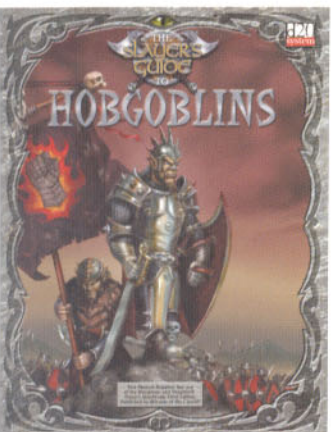
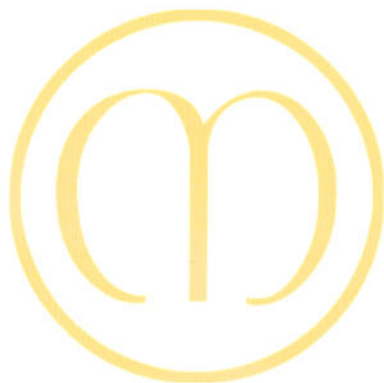
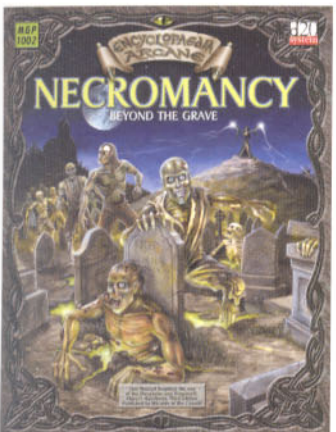
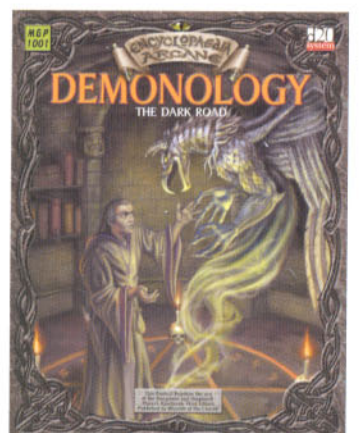
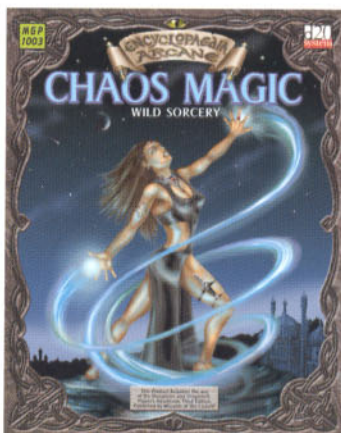
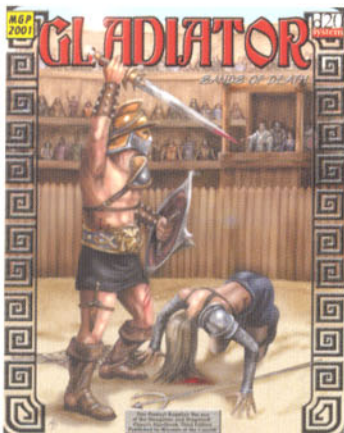
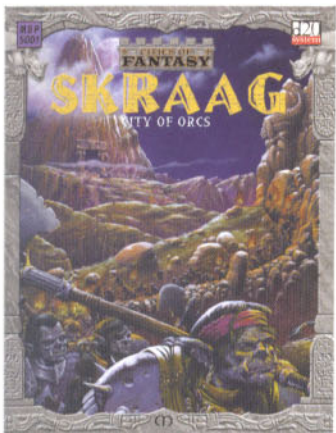
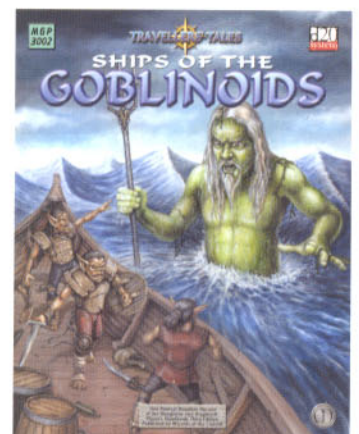
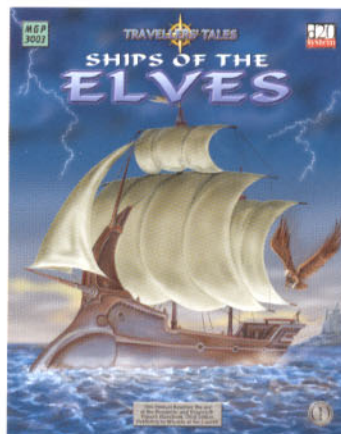
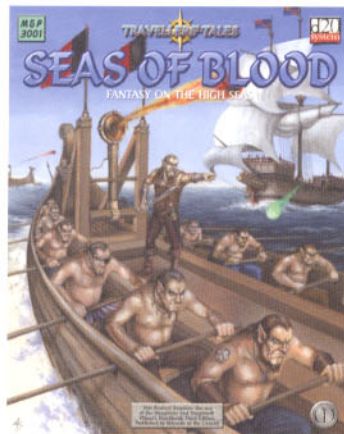
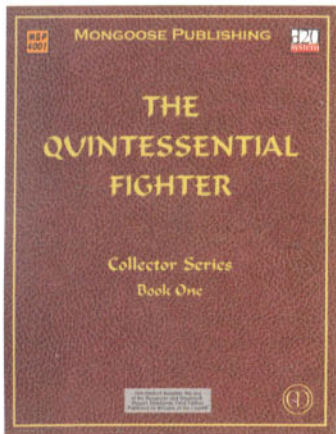
Wizards of the Coast shall have no obligation whatsoever to provide You with any kind of maintenance or support in relation to the d20 System Trademark logos.

13. No Warranty / Disclaimer

THE D20 SYSTEM TRADEMARK LOGO FILES ARE MADE AVAILABLE ON AN "AS IS" BASIS. WIZARDS OF THE COAST DOES NOT MAKE ANY REPRESENTATION OR WARRANTY, WHETHER EXPRESS OR IMPLIED, AS TO THE FITNESS FOR A PARTICULAR PURPOSE, USE OR MERCHANTABILITY. WIZARDS OF THE COAST MAKES NO REPRESENTATION OR WARRANTY THAT THE D20 SYSTEM TRADEMARK LOGO FILES ARE ERROR-FREE. MAKES NO REPRESENTATION OR WARRANTY THAT THE D20 SYSTEM TRADEMARK LOGO FILES ARE ERROR-FREE.

MONGOOSE PUBLISHING

For all your adventuring needs



www.mongoosepublishing.com

MGP
0006

d20
system

THE
SLAYER'S
GUIDE
TO

SAHUAGIN

The Sea Devils

For those that live far from the sea the sahuagin are unknowable creatures of the deep, used by parents as bedtime cautions to wilful children. Or perhaps they are told of around the campfires by adventurers, their tongues and imaginations loosened by mead, in electrifying deeds of bravado. These deeds are the product of an alert mind and an ear for a good story, for few away from the gentle lapping of the briny sea have ever met, let alone bested, the sahuagin and lived to tell such a rollicking tale.

Inside You Will Find:

Sahuagin Physiology: Discover the sahuagin's amazing natural senses and their ability to track blood scent through over a mile of ocean. Great concentrations of blood in the water drive them into an unstoppable frenzy that lays waste to their enemies.

Habitat: Delve deep into the sea to find an entire kingdom hidden from the eyes of the surface-dwellers.

Sahuagin Society: Never before seen information on how the sea devils endure day-to-day life. The religion of the sahuagin drives their culture and society, arranged into an unholy trinity dedicated to the annihilation of all life but their own. Here you will find full details on the sahuagin Royal Guard and High Priestess prestige classes.

Methods of Warfare: Though crippled by exposure to air, sahuagin are nevertheless a lethal enemy, able to lay waste to entire coastal settlements. Beneath the waves, they are truly without equal.

Role-Playing with Sahuagin: Games Masters are provided with complete information on who to portray sahuagin within their campaign, in a way players will never forget.

Scenario Hooks & Ideas: A series of jumping points to introduce sahuagin into a campaign, in a manner that reflects their unique way of life and style of fighting.

Sahuagin Village: A complete lair for sahuagin – a small part of an immense undersea kingdom, but a place lethal to any surface-dweller.

Sahuagin Reference List: A ready to go list of characters and enemies for players to face, should they ever dare venture into the domain of the Sea Devils.

FOR GAMES MASTERS AND PLAYERS ALIKE

Requires the use of the Dungeons and Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®

**MONGOOSE
PUBLISHING**

www.mongoosepublishing.com

US \$9.95

ISBN 1-903980-14-3



9 781903 980149 >