



Sahuagin

Sahuagin are tall, amphibious humanoids common in the southwestern waters of the Omerian Ocean. They have wide, pitch-black eyes like a shark's and thick, colorful scales that range from emerald green to royal blue.

The sahuagin of Omeria are both well-organized and extremely intelligent. Although they have signed treaties with the nations of southwestern Omeria to avoid conflict, they aggressively defend their territory and offer no quarter to trespassers.

Sahuagin Champion

The strongest sahuagin, dubbed champions by landfolk, lead sahuagin raiding parties and war efforts. As speakers of the Common tongue, they also work as diplomats for the greater sahuagin empire. Many enjoy feigning ignorance to catch xenophobic and ethnocentric landfolk off guard.

Sahuagin Champion

Medium humanoid (sahuagin), lawful evil

Armor Class 16 (natural armor, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	14 (+2)	13 (+1)	10 (+0)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +3, Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages Common, Sahuagin

Challenge 5 (1,800 XP)

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

Brave. The sahuagin has advantage on saving throws against being frightened.

Great Weapon Master. A melee weapon deals one extra die of its damage when the sahuagin hits with it (included in the attack).

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

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

Actions

Multiattack. The sahuagin makes three melee attacks or two ranged attacks.

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

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage when wielded as a melee weapon, or 13 (2d8 + 4) piercing damage when wielded as a melee weapon with two hands.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The sahuagin adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

