



Sahuagin Temple

Written by Nineto82

Sahuagin Temple is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 3, 5, 8, or 11**. This document offers a general guideline on scaling the adventure for each level. A group of overzealous sahuagin have assaulted the Sunken Temple, a mysterious location on the ocean floor rumored to hold great and terrible power. The party is sent to stop the sahuagin and regain control of the temple.

SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
3	3rd-Level	Hard
4	3rd-Level	Medium
5	5th-Level	Hard
6	5th-Level	Medium
7	5th-Level	Easy
8	8th-Level	Hard
9	8th-Level	Medium
10	8th-Level	Easy
11	11th-Level	Hard
12	11th-Level	Medium
13	11th-Level	Easy



Adventure Hooks

The Sahuagin Temple Adventure Hooks table offers some ideas if you don't have a reason for the characters to investigate the Sahuagin Temple. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

Background

The Deep Dwellers, a radical faction of aquatic creatures, view themselves as the true inheritors of Port Haven. The Dwellers' leader, a fierce merrow warrior named Kaela, has sent a force of sahuagin to seize control of the Sunken Temple, an ancient site of incredible power.

With the temple's power, Kaela seeks to flood Port Haven, driving out the "air-breathers" and claiming the town for the Dwellers.

The sahuagin force expected minimal resistance from the temple's single protector, but Nami has proven to be a serious problem and has slowed them down enough to give the party sufficient time to stop the sahuagin's plans.

The sahuagin have activated two of the temple's four focus chambers. In desperation, Nami has destroyed a third, but with the activation of the fourth and final chamber, the zealots will have all the power they need to flood Port Haven.

The Sunken Temple

The Temple was created centuries ago by an ancient being to help the local populations control the tides and protect seafarers. The temple's power was misused, and the being used its might to sink the temple beneath the waves.

The temple became a site of pilgrimage for many aquatic creatures. However, such creatures have no use for the temple's power, which was never used again.

SAHUAGIN TEMPLE ADVENTURE HOOKS

d8	Patron	Adventure Hook
1	Academy	A nearby mage academy wishes to discover the source of the temple's power.
2	Adventurer's Guild	The sahuagin's attack has drawn the ire of the temple's creator. This being shows the party the desperate situation unfolding within the temple through a vision.
3	Ancient Being	Having heard rumors, the temple's protector, Nami, has raised a bounty with the Adventurer's Guild.
4	Aristocrat	A sea-elf lord has learned the sahuagin are on the move. Fearful of what they might do, he sends the party to investigate.
5	Criminal Syndicate	The temple is fabled to hold great power. Such power tends to be worth plenty of gold; go get it!
6	Military Force	The local militia is not equipped to drive out the entrenched sahuagin, so they seek powerful adventurers to aid them.
7	Religious Order	Fearful of what the sahuagin might do with the temple's power, the clergy sends the party to investigate.
8	Sovereign	The Aquatic Assembly recently received a garbled message that the Sunken Temple was attacked by its protector, Nami. Since then, they have been unable to reach her. The party is sent to investigate.



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Reaching the Sunken Temple

The sahuagin have already begun activating the temple's power, and the waters around Port Haven have become extremely violent, forcing the majority of the locals to seek shelter.

As its name suggests, the temple is beneath the waves in a partially submerged ward of Port Haven. To reach the temple, the characters must be able to breathe underwater for at least 10 minutes. Due to its unique situation, several shops in Port Haven sell *potions of water breathing* for only 10 gp each.

Approaching the temple takes a character 10 minutes of swimming (halved for a character with a swimming speed). Characters can quickly locate the primary entrance (the portico) into area 1. By whatever means they arrive, read or paraphrase the following text as the characters approach the temple.

Through the murk comes the warm blue glow of a hemispherical bubble that encases a circular portico building.

The small, domed roof is held aloft by eight stone pillars, each intricately carved with images. Moreover, no water exists within the magical bubble.

The Portico

If a character touches the bubble, they will feel a slight pressure but can force their way inside with little trouble. No liquid can pass the barrier, so a character that passes through it is instantly dried. (This does not include any liquids held within a container, such as potions or drinking water.)

The portico is a simple structure surrounding a staircase leading down into the seabed. Images on the pillars depict the eight phases of the moon.

Alternative Entrance

If a character spends at least 10 additional minutes searching the seabed and succeeds on a DC 15 Wisdom (Survival) check, they can also locate a tunnel that leads into area 5. Traversing this tunnel requires an additional 10 minutes underwater.

Encounter: Sharks. The sahuagin used this entrance to enter the temple and left a rearguard to cover any possible retreat. The nature of the encounter depends on the level of the adventure, as shown in the Alternative Entrance Encounter table.

ALTERNATIVE ENTRANCE ENCOUNTER

Adventure Level	Encounter
3rd	2 hunter sharks
5th	1 giant shark and 1 hunter shark
8th	2 giant sharks
11th	3 giant sharks



General Features

Unless stated otherwise, the Sunken Temple has the following features.

Activation Nodes. Until recently, the temple housed four nodes used to activate and control the temple's power. Nami destroyed one of these to stop the sahuagin from claiming it. Activating or deactivating a node requires the same process, which can be discovered with a successful DC 10 Intelligence (Arcana) check. A creature must be in contact with a node for 1 minute and either expend a spell slot equal to one-third their character level (rounded up) or reduce their current hit points and hit point maximum by an amount equal to three times their character level (their hit point maximum returns to normal when they finish a long rest). Touching each node activates an additional effect noted in each area.

Architecture. The temple is carved into the rock of the seabed. Every wall is carved in intricate designs or holds murals venerating a god or goddess of the sea or powerful sea creatures. Most of these images have flaked away.

Doors. Doors in the temple are made of 3-inch-thick stone. They are unlocked but heavy, requiring an action and a successful DC 10 Strength (Athletics) check to open.

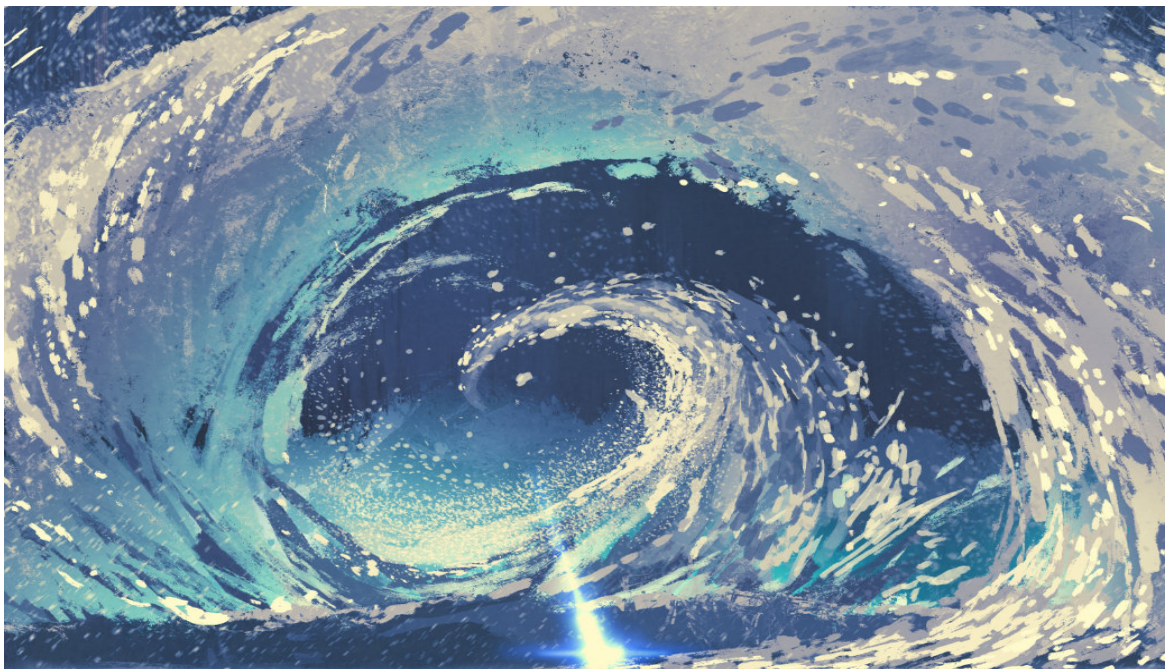
Illumination. Usually, the temple is lit with magical flames, but Nami deactivated these in the hopes of slowing down the invaders. Areas are dark, and any read-aloud text assumes the characters have darkvision or a light source.

Enhanced Sahuagin. The sahuagin shaman has used magic to enhance some of his warriors. Whenever a sahuagin is presented with an alternative stat block (such as an **ogre**), it retains its walking and swimming speeds, darkvision, ability to speak Sahuagin, and Blood Frenzy, Limited Amphibiousness, and Shark Telepathy traits, and it loses any additional traits that stat block has.

Partially Submerged. Parts of the temple are partially filled with seawater. This water is 3 feet deep and is murky enough to be considered lightly obscured.

Keyed Locations

The following locations are keyed to the map of the Sunken Temple on page 8.



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01 – Entrance Chamber

A beautiful mosaic that depicts the relationship between the goddess of the sea and the god of the moon covers the central portion of this area. Two statues representing these two deities stand at the northern and southern ends of the room. A pool of 3-foot-deep seawater surrounds this mosaic.

Encounter: Elementals. The sahuagin have left elementals to guard this area against invaders. The nature of the encounter depends on the level of the adventure, as shown in the Area 1 Encounter table.

AREA 1 ENCOUNTER

Adventure Level	Encounter
3rd	8 steam mephits
5th	3 steam mephits and 1 water elemental
8th	2 water elementals
11th	3 water elementals



Western Door. This door was sealed shut by Nami's magic and is impossible to push open but can be blasted clear. The door has AC 17, 50 hit points, and immunity to poison and psychic damage as well as all nonmagical damage.

Statue of the Moon God. This statue resembles a monstrous creature holding a trident in its left hand. Two orbs float on either side of the right hand; one globe resembles the sun, the other the moon. Any character with proficiency in the Arcana skill will notice that the placement of the orbs will match the respective distances of these celestial bodies from the planet.

02 – East Antechamber

This small area leads to two of the focus chambers and is used to channel the power from these chambers into the central chamber (area 1). The floor is inlaid with spirals made of jade that are alight with a green glow. This illumination is created by the energy that passes through the chamber.

Hazard: Noxious Gas. Once they had activated the northern focus chamber, the sahuagin detonated an ether explosive, collapsing the doorway into area 3. This explosive has left a poisonous gas present in the area.

The gas is invisible, but a character with a passive Wisdom (Perception) score of at least 13 will notice a sharp smell of ammonia. If a creature inhales this gas, it must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the creature falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

Additionally, this gas is flammable. If an open flame comes into contact with the gas, it explodes, consuming the remaining gas. All creatures within the room must succeed on a DC 15 Dexterity saving throw or take fire damage and be knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone. The amount of damage dealt depends on the level of the adventure, as shown in the Explosive Gas table.



EXPLOSIVE GAS

Adventure Level	Fire Damage
3rd	10 (3d6)
5th	17 (5d6)
8th	28 (8d6)
11th	38 (11d6)

Collapsed Doorway. The entrance into area 3 is blocked with rubble. The rubble has AC 15, 25 hit points, and immunity to poison and psychic damage. Clearing enough debris by hand to enter the room requires 1 hour of hard labor. Alternatively, the wreckage can be blasted away with sufficient damage.

Hidden Entrance. A 5-foot-cube section of the eastern wall that separates this area from area 2a is an illusion. This can be found with a successful DC 20 Intelligence (Investigation) check.

02a – Hidden Treasury

This small area is used to hold offerings. The offerings are stored in a large chest. Nami carries a key to this chest on her person. Alternatively, the chest can be picked open with a successful DC 15 Dexterity check using proficiency in thieves' tools.

The nature of the treasure depends on the level of the adventure, as shown in the Area 2a Treasure table.

AREA 2A TREASURE

Adventure Level	Treasure
3rd	Assorted coins with a combined value of 118 gp and 5 gems worth 10 gp each
5th	Assorted coins with a combined value of 418 gp and 5 gems worth 25 gp each
8th	Assorted coins with a combined value of 718 gp and 5 gems worth 50 gp each
11th	Assorted coins with a combined value of 1,018 gp and 5 gems worth 100 gp each

03 – Full Moon Chamber

This chamber is used to activate one aspect of the temple's power. In its heyday, this chamber was used to imitate the full moon's effects, increasing the size of the local tides.

If characters enter this area, read or paraphrase the following text.

This circular room is ringed with ornate pillars, two having collapsed. The chamber floor is a mural of green spirals, and in the very center is an obsidian obelisk that hums gently.

Node: Obsidian Obelisk. The obelisk is the focal point of the energy created by this



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Sahuagin Temple

1 square = 5 feet



chamber; it is also the activation node. The sahuagin shaman has already activated this node. If a character touches the obelisk (when trying to deactivate it, for example), they trigger the additional effect. The character temporarily gains a +1 bonus to all attack rolls, ability checks, and saving throws using one ability score (determined randomly). This effect lasts for 1 hour. Once this effect is triggered, it can't be triggered again for 1 hour.

04 – Bloodied Cavern

This chamber is used to activate another aspect of the temple's power. In its heyday, it was used to imitate the effects of the spring tide, increasing the frequency of the local waves. If characters enter this area, read or paraphrase the following text.

This circular room is ringed with ornate pillars, two of which are missing. The floor of the chamber is a mural of green tendrils that resemble those of an octopus. In the middle of the room is a bush of vibrantly-colored coral that glows in a kaleidoscope of hues and patterns.

Standing guard by the southern entrance is a massive sahuagin who raises its weapon and charges towards the party.

Encounter: Sahuagin Brute. This sahuagin has been enhanced with magic into a massive, ferocious warrior. The nature of the encounter depends on the level of the adventure, as shown in the Area 4 Encounter table.

AREA 4 ENCOUNTER

Adventure Level	Encounter
3rd	1 sahuagin brute (ogre)
5th	1 sahuagin brute (hill giant)
8th	1 sahuagin brute (stone giant)
11th	1 sahuagin brute (fire giant without immunity to fire damage)



Node: Rainbow Coral. The coral bush is the focal point of the energy created by this chamber; it is also the activation node. The sahuagin shaman has already activated this node. If a character touches the bush (when trying to deactivate it, for example), they trigger the additional effect. A good-aligned character that touches the bush is immediately infused with positive energy, gaining the benefits of the *bles* spell for 1 hour; an evil-aligned character who touches the bush is instead burned by this energy, instantly taking radiant damage. Once this effect is triggered, it can't be triggered again for 1 hour. The amount of damage dealt depends on the level of the adventure, as shown in the Rainbow Coral table.

RAINBOW CORAL

Adventure Level	Radiant Damage
3rd	7 (2d6)
5th	14 (4d6)
8th	21 (6d6)
11th	28 (8d6)

05 – The Rift

This otherwise empty area is partially submerged. A deep rift that leads outside the temple is hidden beneath the murky water.

Sahuagin Guards. Unless the characters approach this area stealthily (such as through the rift), the sahuagin in area 6 will attempt to ambush them by submerging themselves beneath the murky water.

The Rift. The sahuagin know about the rift. If the characters encounter the sahuagin in areas 5 or 6, they will attempt to drag weaker-looking characters into the rift to drown them.

06 – Aquatic Quarters

This area comprises several small rooms. Many pilgrims who visit the Sunken Temple are aquatic creatures, so these rooms would typically serve as a resting place for visitors. This area is subdivided for ease.

06a – Sahuagin Guardposts

The sahuagin have guards stationed near the rift to protect their escape route and look after their shark mounts.

Encounter: Sahuagin Guards. Both of these rooms house the same number of sahuagin guards. In the 5th-level version of the adventure or higher, if the sahuagin lose half their numbers, they will attempt to free

their shark mounts in area 6b and flee. The nature of the encounter depends on the level of the adventure, as shown in the Area 6a Encounter table.

AREA 6A ENCOUNTER

Adventure Level	Encounter
3rd	3 sahuagin
5th	2 sahuagin guards (merrow) and 2 sahuagin
8th	2 sahuagin veterans and 2 sahuagin guards (merrow)
11th	3 sahuagin veterans and 3 sahuagin guards (merrow)

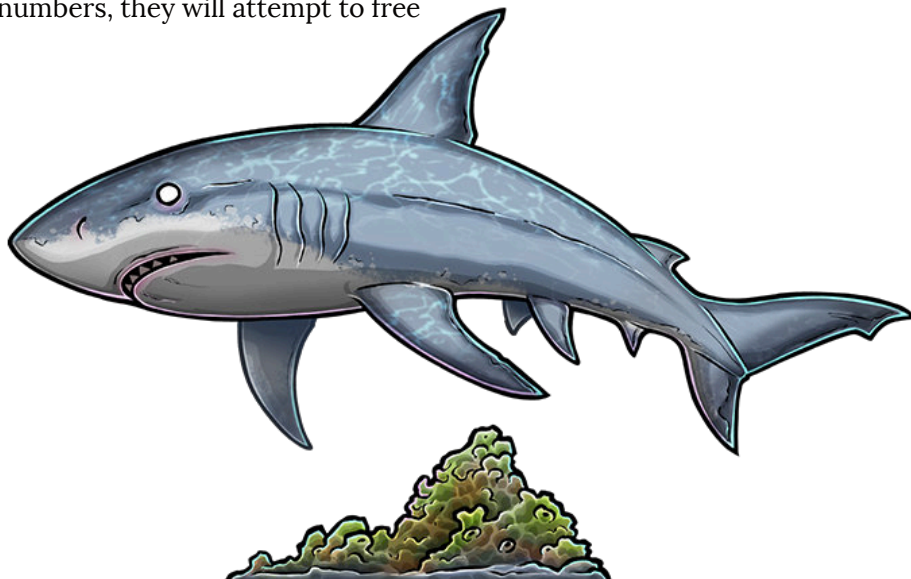
06b – Shark Pens

The sahuagin's underwater mounts are kept in these rooms.

Encounter: Shark Mounts. In each of these areas is the same number of shark mounts. The nature of the encounter depends on the level of the adventure, as shown in the Area 6b Encounter table.

AREA 6B ENCOUNTER

Adventure Level	Encounter
3rd	1 Large reef shark
5th	2 Large reef sharks
8th	1 Large reef shark and 1 hunter shark
11th	3 hunter sharks



06c – Hidden Shrine

This shrine is dedicated to a minor sahuagin deity of the sea and was kept hidden to avoid upsetting other pilgrims—just one more reason that the Dwellers sought to seize control of the Temple. The sahuagin removed the deity’s statue from the shrine and placed it in area 7.

Hidden Entrance. A 5-foot-cube section of the western wall is an illusion. This can be found with a successful DC 20 Intelligence (Investigation) check.

Encounter: Ooze. The sahuagin have left a nasty surprise for anyone entering this secret shrine. An ooze hides above the entrance to the shrine, ready to drop down onto any unsuspecting intruder. The nature of the encounter depends on the level of the adventure, as shown in the Area 6c Encounter table.

AREA 6C ENCOUNTER

Adventure Level	Encounter
3rd	1 gray ooze
5th	1 ochre jelly
8th	1 black pudding
11th	1 black pudding with 130 hit points

06d – Hidden Stash

The temple’s protector, Nami, keeps a stash of valuable items hidden in this area for emergencies.



Hidden Entrance. A 5-foot-cube section of the eastern wall is an illusion. This can be found with a successful DC 20 Intelligence (Investigation) check.

Hidden Cache. The cache is kept in a small waterproof pouch hidden under the water. The bag can be found with a successful DC 15 Intelligence (Investigation) check. The nature of the treasure depends on the level of the adventure, as shown in the Area 6d Treasure table.

AREA 6D TREASURE

Adventure Level	Treasure
3rd	A <i>potion of healing</i> , a <i>potion of water breathing</i> , and a <i>spell scroll of invisibility</i>
5th	A <i>potion of greater healing</i> , a <i>potion of water breathing</i> , and a <i>spell scroll of haste</i>
8th	A <i>potion of superior healing</i> , a <i>potion of water breathing</i> , and a <i>spell scroll of cloudkill</i>
11th	A <i>potion of supreme healing</i> , a <i>potion of water breathing</i> , and a <i>spell scroll of heal</i>

07 – Chapel

This area is a secondary chapel used to venerate a lesser deity. The sahuagin have destroyed the statue of this being and replaced it with the one they took from area 6c.

Encounter: Sahuagin Guard. Mounted sahuagin guard the chapel. The nature of the encounter depends on the level of the adventure, as shown in the Area 7 Encounter table.

AREA 7 ENCOUNTER

Adventure Level	Encounter
3rd	1 sahuagin mounted on 1 Large reef shark
5th	1 sahuagin guard (merrow) mounted on 1 hunter shark
8th	2 sahuagin guards (merrow) mounted on 2 hunter sharks
11th	2 sahuagin veterans mounted on 1 giant shark

Treasure. The sahuagin carry gems pried from the statue they destroyed. The nature of the treasure depends on the level of the adventure, as shown in the Area 7 Treasure table.

AREA 7 TREASURE

Adventure Level	Treasure
3rd	5 gems worth 10 gp each
5th	5 gems worth 25 gp each
8th	5 gems worth 50 gp each
11th	5 gems worth 100 gp each

08 – Protector Nami’s Chambers

The temple’s protector, Nami, typically uses this chamber. There is a small bed, a desk containing religious texts, and shelves holding numerous romantic novels. There is also an orb made of a silvery blue metal that hovers above the ground.

Encounter: Nasty Surprise. Unable to use the orb, the sahuagin shaman left a nasty surprise here for any intruders. The nature of the encounter depends on the level of the adventure, as shown in the Area 8 Encounter table.

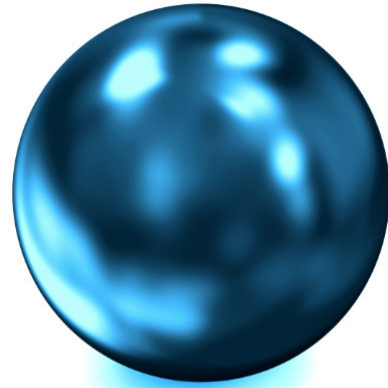
AREA 8 ENCOUNTER

Adventure Level	Encounter
3rd	1 giant scorpion
5th	1 invisible stalker
8th	1 cloaker
11th	2 invisible stalkers

Orb of Augury. The orb is a magical device that allows a creature to contact the gods. Once per day, the sphere can be used to cast the *contact other plane* spell. Nami used this to send for aid when the sahuagin attacked, so the device will need time to recharge.

09 – Cleansing Chamber

This ornate antechamber is used for cleansing. Pilgrims are expected to enter this area and ritually cleanse in the tidal waters of the region. There is nothing of interest here.



10 – Tomb of the Guardian

This cold, dark chamber holds the remains of the temple’s previous protector, a merrow warrior known as Ss-shtak. The guardian’s name is carved in Aquan on the lid of the otherwise unadorned sarcophagus.

Treasure. In addition to the remains of Ss-shtak, the coffin contains the merrow’s magical weapon. The nature of this weapon depends on the level of the adventure, as shown in the Area 10 Treasure table. Taking this weapon will dishonor the tomb and gain Nami’s hostility, should she witness a character wielding it.

AREA 10 TREASURE

Adventure Level	Treasure
3rd	A +1 trident
5th	A trident of fish command
8th	A vicious trident
11th	A +2 trident

11 – Neap Tide Chamber

Unable to stop the sahuagin, Nami destroyed the node in this chamber, completely demolishing the room. This chamber was used to activate another aspect of the temple’s power. In its heyday, this chamber was used to imitate the effects of the neap tide, increasing the duration of the local waves. If characters enter this area, read or paraphrase the following text.



Dean Spencer

The walls of this room still sizzle with heat from some magical blast that has destroyed its contents and shattered the chamber. The floor is littered with the remains of a half-dozen sahuagin, and across the room, you can see a single defender battling at least as many sahuagin warriors.

Hopelessly outnumbered, she cannot stop a slim, brightly scaled sahuagin from slipping past her into the room beyond.

Encounter: The Protector. Unless one or more of the other nodes have already been deactivated, the sahuagin must only activate one more node. Outnumbered, Nami failed to stop the sahuagin shaman from reaching the final node, and there are only moments left until he activates its power. The nature of this encounter depends on the level of the adventure, as shown in the Area 11 Encounter table.

Nami is a high elf swordmage. She is proud and commanding. Nami has the following changes to her stat block:

- She carries an elven longsword (a longsword with the finesse property), which she is proficient with. In the 11th-level version of the adventure, this longsword is a *flame tongue* (deals an extra 2d6 fire damage on a hit).

- She has only half her hit points left (rounded down).
- She has used all of her highest-level spell slots and half of her spell slots from each other level (rounded down).

AREA 11 ENCOUNTER

Adventure Level	Encounter
3rd	5 sahuagin fighting Nami (priest)
5th	8 sahuagin with 36 hit points each fighting Nami (priest)
8th	6 sahuagin cult fanatics fighting Nami (mage)
11th	5 sahuagin veterans and 1 water elemental fighting Nami (mage)

If the sahuagin forces are neutralized and Nami is still standing, she dashes into area 13, hoping to stop the shaman.

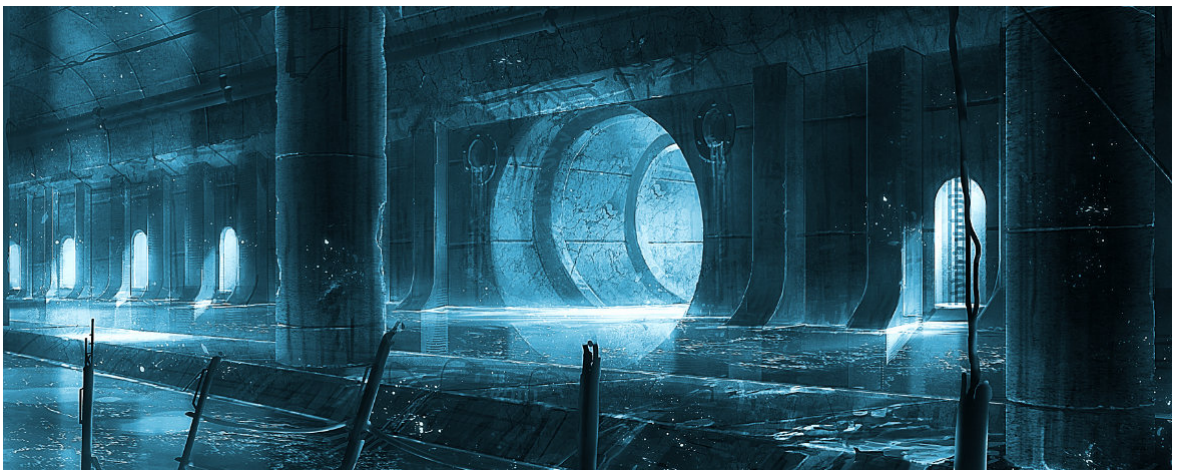
12 – West Antechamber

This small area leads to two of the focus chambers and is used to channel the power from these chambers into the central chamber (area 1). The floor is inlaid with a spiral of jade that is alight with a green glow. This illumination is created by the energy that passes through the chamber.

13 – New Moon Chamber

This chamber is used to activate another aspect of the temple's power. The chamber imitates the new moon's effects, increasing the size of the local tides.

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If characters enter this area, read or paraphrase the following text.

This circular room is ringed with ornate pillars, two of which have been shattered. In the center is a pit. Green light glows from within the cavity, and the sound of humming builds within it.

Node: New Moon Crystals. Within the pit is a ring of glowing, green crystals. These crystals are the focal point of the energy created by this chamber and act as the activation node. The sahuagin shaman has only just reached this chamber but has already started the process of activating the node. When the characters arrive, there is little time left to stop the node's activation. Exactly how long is up to you, but between three and five rounds is recommended. The characters must break the sahuagin's contact



with the crystals to stop the shaman from activating the node.

If the sahuagin successfully activate all three nodes, a massive tsunami destroys Port Haven, leaving it submerged.

When the shaman touched the crystals, he triggered the additional effect, which can't be activated again for 1 hour. The shaman is warded against attacks, as if by the *sanctuary* spell. This effect lasts for 1 hour, or until the shaman makes an attack, casts a spell that affects an enemy, or deals damage to another creature. The shaman has also cast an additional spell to ward itself. The nature of the encounter and the additional warding spell depend on the level of the adventure, as shown in the Area 13 Encounter table.

AREA 13 ENCOUNTER

Adventure Level	Encounter	Additional Spell
3rd	1 sahuagin shaman (priest)	<i>blur</i>
5th	1 sahuagin shaman (priest with 45 hit points)	<i>spirit guardians</i>
8th	1 sahuagin shaman (mage)	<i>greater invisibility</i>
11th	1 sahuagin shaman (mage)	<i>wall of stone</i> (which covers the top of the pit)

Aftermath

If the characters stop the sahuagin, the town is saved, and they are generously rewarded by their patron and the people of Port Haven, who quickly learn how close they came to ruin.

Should the party fail, their return journey to the surface is troublesome; the distance to the surface has increased, and the party must journey for miles to find a safe haven to make landfall. What's more, their efforts will remain unrewarded.

Whether the Deep Dwellers' plans were foiled or not, they remain a threat. Ω