

# Sahuagin

March 8, 2023



Medium humanoid (sahuagin), lawful evil

**Armor Class** 12 (natural armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

**Saving Throws**

**Skills** Perception +5

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Sahuagin

**Challenge** 44928 (100 XP)

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

**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 two melee attacks: one with its bite and one with its claws or spear.

**Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

**Claws.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

**Spear.** Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.