

GHOSTS OF SALTMARSH

THE FINAL ENEMY



DM's Resources for Ghosts of Saltmarsh
Chapter 6: The Final Enemy

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INTRODUCTION

THE FINAL ENEMY IS THE FOURTH ADVENTURE OF seven in Ghosts of Saltmarsh campaign book. It has the party going on a reconnaissance mission to a sahuagin lair followed by a full assault by the united peoples of Saltmarsh.

The Final Enemy is a short adventure that is likely to take a few sessions given the immense size of the sahuagin lair. The focus of this adventure is on stealth and information gathering, although combat is likely inevitable for most parties.

In this document, we seek to make running The Final Enemy fun and memorable for you and your players, as well as giving you advice on how to fit The Final Enemy into a campaign. This document includes:

- **Advice on pacing the story** and keeping the adventure exciting.
- **Alternate victory point tally method** to give more depth to the first half of the adventure.
- **DM's Notes** for quick and easy reference at the table.
- **Monster Stat Blocks** for every foe in the adventure arranged for swift and easy use.

RUNNING THE FINAL ENEMY

In this section, you'll find advice on how to run The Final Enemy. We strongly recommend that you read Chapter 6 of Ghosts of Saltmarsh before reading these suggestions. As always, use only what makes sense to you – you know best, what works at your table.

PART OF A CAMPAIGN

If you are running a full Ghosts of Saltmarsh campaign, The Final Enemy is the natural culmination of the events and adventures of the Chapters 2 and 3 in the book (and somewhat related to Chapters 4 and 5). At this point, the characters have quashed a smuggling operation at the haunted mansion and followed up on red herring involving the colony of lizardfolk who were receiving the smuggled weapons. From the lizardfolk, the characters will have learned that the true enemy is actually the sahuagin and now the people of Saltmarsh, the lizardfolk, the merfolk, and the locathah all plan to unite against this... Final Enemy.

If you are planning to plug in The Final Enemy into another campaign or run it as a short adventure, you may want to change or simplify some of the details presented in the Background and Council of War sections, which assumes that the party has gained allies from different parties along their way. You can boil down the council to be two parties, the land-dwelling townsfolk and the lizardfolk who's home was stolen by the sahuagin. The lizardfolk are easily replaceable by any aquatic or semi-aquatic humanoid race to fit your campaign.

VICTORY POINTS

The adventure is broken into two parts, the first being reconnaissance and the second being the assault on the fortress. Victory is achieved by completing objectives during the assault to gain victory points. If done correctly, victory points are a fun way to decide the outcome of a large scale battle, where the characters are not the only force at play, but you want it to feel like their actions have a lot of impact on the outcome.

RECONNAISSANCE GOALS

One issue with the adventure is that the reconnaissance part seems to be nearly inconsequential to the final outcome. As stated under 'The Master Plan' (pg. 111), there are four objectives during the reconnaissance:

- **Determine the strength of the sahuagin force:** how many warriors, lieutenants, and other battle-ready troops are present.
- **Locate important areas within the fortress:** where are the warriors barracked, the officers quartered, and the leaders housed.
- **Discover any significant defensive measures:** traps, areas readied specifically for defense, and other dangers the attacking force must avoid or overcome.
- **Discover how advanced the sahuagin preparations are** and when they might mount their first attack.

It is important that the council share these objectives clearly with the characters so that the characters know what they're supposed to be doing during the reconnaissance. However, there are no criteria for success or failure and no obvious benefits gained from the reconnaissance other than the characters generally knowing their way around the lair before the big attack.

Below are recommendations for altering the victory point tally so that goals achieved during the reconnaissance mission also provides victory points.

STRENGTH OF THE SAHUAGIN

The council wants to know the size of the sahuagin force to help them prepare, so we can award characters for properly assessing this. There are approximately 300 sahuagin in the lair. If the party estimates between 200 and 400 sahuagin, you can award them 10 victory points. It may not be obvious to the characters how many of these are lieutenants, but you can award an additional 5 victory points if the characters identify that there are between 10 and 15 priestesses (there are 12).

LOCATE IMPORTANT AREAS AND TRAPS

The council wants to know where the key areas are in the fortress for the attack – especially areas that are heavily guarded, trapped passages, or where key personnel are located. You can award the characters 1 victory point for identifying the location of each of the following rooms (total of 15):

- 1. North Entrance and Guard Post
- 2. Guard Post
- 12. Guard Post
- 29. Barracks
- 36. High Priestess's Quarters
- 37. Temple
- 42. Throne Room
- 45. Sleeping Quarters of the Baroness
- 47. Baron's Sleeping Quarters
- 48. Barracks
- 53. Arena
- 54. Barracks
- 58. Guard Post
- 59. Temporary Guard Post
- 60. Temporary Barracks

THE SAHUAGIN'S PLANS AND PREPARATION

The module states, "Twenty or thirty days after the adventure takes place, the sahuagin plan to mount their first offensive — and Saltmarsh is indeed their target.", but does not include any way for characters to learn this. We can fix this by dropping a set of sahuagin battle plans in '47. Baron's Living Quarters'. If characters find these plans, you can award them 10 victory points.

OTHER ACCOMPLISHMENTS

You can award 5 points for each of the following accomplishments during the reconnaissance.

- The party interrupts the ritual in '37. Temple'.
- The party brings the telepathic lobster Shern from '40. Nearly Empty Shark Pen' back to the war council.
- The party discovers the unguarded secret entrance to the lair at '61. Old Guard Room'.

ASSASSINATION

You can award the following points for each leader assassinated by the party during reconnaissance.

- Baroness Seklaz for 10 points (Area 45)
- Baron Kepmak for 25 points (Area 42)
- High Priestess Thadrah for 10 points (Area 42)
- Blademaster Makaht for 10 points (Area 53)

CONSEQUENCES

You can subtract 5 victory points if the party does any of the following, which may cause the sahuagin to fortify for a later attack:

- Leave dead sahuagin bodies in obvious places or fail to cover up killings in some other way.
- Leave sahuagin alive that witnessed their presence in the lair.
- Triggers the loud trap in '52. Treasure Chamber'.

VICTORY POINTS FROM THE ASSAULT

The book lists various way the characters can attain victory points during the assault (pg. 138):

Assault Victory Points

Defender	Point Value
Sahuagin	1
Sahuagin Champion	3
Sahuagin Coral Smasher	5
Blademaster Makaht	10
Opening the gate at Area 1	15
Baron Kepmak	25
Raising no alert	25

There are two issues with this table.

- Champions are worth fewer points than coral smashers, even though champions are far stronger (CR 3 vs CR 1). If you swap this around, so coral smashers are worth 3 points and champions are worth 5 points, you can also swap their numbers in the Sahuagin Defenders table (pg. 138) so areas 5-11 have 1 coral smasher and areas 12-18 have 2 coral smashers and 1 champion so the available points remain the same.
- The party is supposed to kill as many sahuagin as possible, but if they go into Area 5 or 19, where there are lots of enemies, the alert is raised automatically. You can remedy this by having the alert only be raised if a sahuagin makes it down the stairs in Area 19.

If you allowed the characters to accumulate points in the first part of the adventure, consider making sahuagin worth half a point, coral smashers worth 2 points, and champions worth 3 points to even the scales. There are still potentially 300 points worth of sahuagin on this level, although killing them all is unlikely.

SUMMARY & OVERVIEW

With these alternate rules for victory points, characters can achieve victory before the battle even occurs. 65 points are available from reconnaissance, 55 are available from assassinations (though these are unlikely), and 15 points can be lost. The purpose of the battle at that point is to determine how strong of a victory is achieved.

Below are two tables summing up the various ways the characters can acquire victory points in both parts of the adventure, with all suggested changes implemented.

Reconnaissance Victory Points

Objective	Point Value
Leave easily found dead sahuagin	-5
Leave live sahuagin witnesses	-5
Trigger the loud trap in area 52	-5
Locate an important area or trap	1
Interrupt ritual in area 37	5
Retrieve lobster from area 40	5
Discover secret entrance in area 61	5
Assess priestess numbers (10-15)	5
Assess sahuagin numbers (200-400)	10
Find the sahuagin's plans	10

Assault Victory Points

Objective	Point Value
Kill a sahuagin	1/2
Kill a sahuagin coral smasher	2
Kill a sahuagin champion	3
Kill High Priestess Thadrah	10
Kill Baroness Seklaz	10
Kill Blademaster Makaht	10
Open the gate at Area 1	15
Kill Baron Kepmak	25
Raise no alert	25



COMMUNICATING VICTORY POINTS

Victory points are a concept that is not new to Dungeons & Dragons 5E, but many players may not have experienced them before. There are various different strategies you can employ when using victory points:

- Do not tell your players about victory points and tally them behind the DM screen.
- Tell your players victory points exist and their actions add to (or subtract from) the tally. Possibly give a vague example or two. The value of certain actions will be unknown to the players and points will be tallied behind the DM screen.
- Tell your players victory points exist and tell them (for the most part) what certain actions are worth. You can either tally the points in secret or display a public board with the points.

Which of these strategies work best will likely vary from table to table. In the following sections, we will examine each of these strategies and discuss the concept of "meta-gaming". For this exercise, we will assume that victory points can be awarded during reconnaissance as suggested earlier.

SECRET VICTORY POINTS

In this scenario, you essentially can have the council express the four goals of the reconnaissance on page 111. The council states that the knowledge gained by the characters could ensure victory during the assault and the allied forces may be doomed if the reconnaissance yields limited or wrong information.

From this, the characters head on their way, return with reconnaissance, fight the assault, and then you announce their victory state. If the party fares well (or poorly) during reconnaissance, you can have the council state as much saying: "Excellent work – because of your actions, we have every advantage in the battle ahead" or "Hmm, I would have hoped we might have gained more intelligence, rather than going in blind here. Everyone must be sharp and ready for battle, our actions on the field are our only hope now."

The main advantage of this strategy is that you never have to "break down the fourth wall" and take the players out of the role-playing mindset. The main downside is that the players may not fully understand their objectives and the benefits of their actions.

SEMI-SECRET VICTORY POINTS

In this scenario, you can essentially have the council state the goals as in the prior scenario, but afterwards explain that defeat or the level of victory will be determined by victory points that characters can achieve during their missions. It may be helpful to give a few examples of how they can gain victory points, such as by finding the location of key rooms in the lair and estimating the number of warriors and spellcasters. These objectives alone should drive characters to explore nearly the entirety of the lair. Before the assault, you can have the council state their feelings on how well the party is doing as described above and let players know that they can still gain victory points by defeating as many sahuagin as possible without raising the alarm.

The main advantage of this strategy is that the players have a strong understanding of their goals. The main downside is that the disclaimer of victory points may compel some "meta-gaming", meaning performing actions that a character would normally do based on some knowledge that the player has and not

the character. To deal with this, you can speak to your players about how to use the knowledge in a way that everyone is comfortable with.

An example of something you want to avoid is promoting a discussion like, "Do you guys think we should do this? It may not be worth any victory points" or "Do you think we have enough victory points to head back?" Some of this can be avoided by stating that the characters do not need to collect 100% of the victory points to win and there are a variety of ways to gain victory points that will remain secret to them. You may want to encourage dialogue that sounds more like, "Do you guys think we should do this? It may be risky and we'd be acting outside of the council's objectives." or "I'm not sure how much longer I can go on without resting. Do you think we have enough intelligence for the assault? If we continue much further, we'd be putting ourselves at great risk."

PUBLIC VICTORY POINTS

A third option is to break down the fourth wall completely and get out a scoreboard for your players. Some tables may really enjoy this as a sort of "mini-game" akin to some video games. Of course, you may want to encourage in-character dialogue as suggested above and keep at least some of the ways to gain victory points secret. Depending on your table, your players might get great fun out of seeing their tally go up and up before them, and encourage them to take fun and exciting risks to see it go up further (especially during the assault).

OTHER SUGGESTIONS

In this section you will find suggestions for changing various aspects or areas of the lair to make them easier to run and/or more exciting for you and your players.

GAINING ACCESS TO THE LAIR

There are a few ways the party may be able to get inside via Area 1 without causing a huge raucous during reconnaissance, but they mostly involve magic. We know the council has access to *potions of invisibility* and *potions of gaseous form*, so you may consider providing these to the characters during reconnaissance to give them a better chance of slipping in.

Posing as Slaves. As written, the book suggests that slaves are confined to the first level of the temple. However, posing as slaves creates an interesting opportunity to allow the characters to explore further in the temple without rolling endless stealth checks. Characters can pretend to be slaves working lower levels. Slave tasks might include cleaning rooms and common areas, disposing of bodies from the arena, and bringing food to guards. In this scenario, characters pretending to wear shackles could pass themselves off as slaves with a DC 12 Charisma (Deception) check, though non-amphibious races may raise suspicions.

PATROLS

Patrols exist on the second level of the lair. The book suggests checking for patrols every 10 minutes. While randomness can be fun, it is recommended that you use patrols sparingly and mainly to get the party to make a decision if they are being indecisive.

RAPTURE WEED

There are a few opportunities to find rapture weed in the lower floors. The effects of rapture weed are entirely negative for the characters. If you want to enable characters to explore more of the lair, you can have the rapture weed cause non-sahuagins to grow small fins and gills for an hour, making them able to pass as sahuagin with a DC 12 Charisma (Deception) check.

COURTING THE BARONESS

There is a whole to-do about the Baroness missing an earring. She is in Area 45 and the earring is on the floor in Area 42. At your discretion, if the characters manage to return the earring to her or the sahuagin she was scolding, either of them may be friendly towards the characters and reveal battle plans or lair information.

CONCLUDING RECONNAISSANCE

The book does not state how the reconnaissance mission might conclude other than the party deciding to give up and return to Saltmarsh. To avoid this part of the adventure from dragging out, you may want to have some ideas of how you can create a natural ending. Here are a few suggestions:

- The council or the guards paddling the boats state that the party has 2 hours to perform the reconnaissance, any more time than that could put the mission at risk. This gives the party time for a bit of exploration and maybe even a short rest.
- You can allow the party to continue until they attempt to take a long rest, at which point you can have the sahuagin find them and raise the alarm prompting them to leave with haste.
- You can have the party overhear or discover documents that state that a small sahuagin strike force has already been dispatched to Saltmarsh and will catch the people by surprise unless the characters return and intervene.

CHANGING THE ASSAULT

Other than sneaking past the gate (which is easily accomplished using the *potion of gaseous form* and *potions of invisibility* granted to the party), the assault is just a 30 round slog fest in small hallways. Characters may welcome a chance to unleash after having to sneak around everywhere in the first part of the adventure, but the first level (which they've already explored) does not make for the most exciting battle map. Here are a few ways to make the strike force more exciting:

Assassination. The characters are now tasked with assassinating the blademaster and the baron so that the sahuagin are leaderless when the invading army arrives in 30 rounds. In this scenario, you can have the blademaster be worth 25 points and you may want to have both of them in their respective quarters.

Distraction. The characters are tasked with making a huge distraction and kill as many sahuagin as possible before the invading army arrives. If the characters share the layout of the bottom floor, '53. Arena' could make an exciting place to do this. In this scenario, you can have '53. Arena' be as described in the book, but the Baron's Counterattack occurs here after the party exceeds 75 victory points. If the party seems to be getting overwhelmed you can dial back the main assault to arrive after 20 rounds.



DM's NOTES

The following are quick reference notes for you to use at the table while running the session. You will need a copy of Ghosts of Saltmarsh if you plan to read the boxed text for each area.

BACKGROUND

- Weeks ago, adventurers broke up a smuggling operation at an abandoned house outside of Saltmarsh and discovered evidence of weapons being sold to a colony of lizardfolk.
- After traveling to the lizardfolk lair, the adventurers learned that the lizardfolk were not a threat to Saltmarsh, but were preparing for a war against a group of evil sahuagin who stole the lizardfolk's home.
- Saltmarsh called a council with the lizardfolk and other allies to discuss the looming sahuagin threat.

COUNCIL OF WAR

- Lizardfolk include two **lizardfolk scaleshields** named Garut and Vyth.
- Merfolk include a **merfolk salvager** named Aryn.
- Lacathah include a **locathah hunter** named Sakith.
- Saltmarsh representatives are unidentified, but may include:
 - Traditionalists: Eda Oweland, Gellan Primewater
 - Loyalists: Eliander Fireborn, Manistrad Copperlocks
 - Scarlet Brotherhood Pawn: Anders Solmor

MASTER PLAN

Lizardfolk provide the following information to the party:

- Crude map of the location of the sahuagin stronghold
- The lair is three-levels, only the top is visible above the water
- The main entrance is a cave that faces the seacoast
- The levels are connected with stairs

MISSION GOALS

1. Determine the strength of the sahuagin force: how many warriors, lieutenants, and other battle-ready troops are present.
2. Locate important areas within the fortress: where are the warriors barracked, the officers quartered, and the leaders housed.
3. Discover any significant defensive measures: traps, areas readied specifically for defense, and other dangers the attacking force must avoid or overcome.
4. Discover how advanced the sahuagin preparations are and when they might mount their first attack.

SAHUAGIN STRONGHOLD GENERAL

- **Important General Features.** Corridors are 15 feet high. Rooms are 20 feet high except for areas 37, 41, and 42 (30 feet high), area 53 (about 60 feet high), and area 60 (45 feet high in the cave proper, 30 feet high over the area at the top of the steps). All walls separating adjacent areas are 3 feet thick. No light.
- **Those Who Rules.** Baroness Seklaz (Area 45), Baron Kepmak (Area 42), High Priestess Thadrah (Area 42), Blademaster Makaht (Area 53).

APPROACHING THE ISLAND

Council provides a **keelboat** with two **guards** to pilot it as well as two rowboats.

- **Boxed Text.** 500-foot diameter island with a large rock jutting out of it is 200 feet offshore.
- **Boxed Text Closer.** The island is devoid of life and vegetation. There's a long stone causeway that leads southward from the coast to the island. The causeway ends at a set of large stone doors.
- **Entrances.** (1) Main entrance to Area 1, (2) Small cave 80 feet underwater to Area 61, (3) Large cave 80 feet below surface to Area 60.

FORTRESS LEVEL 1

Sahuagin Roster, Level 1

Area	Occupants at Start	Notes
1	6 sahuagin, 2 sahuagin coral smashers, 1 sahuagin champion	These guards are alerted by intruders they become aware of. If one of them rings the gong three times, sahuagin in 2 and 12 rush to their aid.
2	2 sahuagin	These guards go to 1 if they hear combat or if the gong is rung three times.
12	5 sahuagin, 2 sahuagin coral smashers, 2 sahuagin priestesses	These sahuagin go to 1 if the gong is rung three times or if they are alerted by a guard from 2.
13	Elmo the slave (commoner)	Elmo is near death and cannot be moved.
19	2 sahuagin, 4 sahuagin coral smashers, 1 sahuagin champion, 1 sahuagin priestess, 10 slaves	These sahuagin go to 12 if they hear sounds of combat from that area. The slaves remain here.

1. NORTH ENTRANCE AND GUARD POST

- **Boxed Text.** Rocky ledge is 30 feet wide. 10-foot-high, 5-foot-wide stone doors lead into the rock. The doors have no handles, but have a 6-inch by 4-inch peep-hole 6 feet above the ground covered with a metal plate.
- **Doors.** Barred on inside during day, unbarred at night. AC 16, 45 hit points, damage threshold 12 or opened by DC 18 Strength (Athletics) check.
- **Guards.** Six **sahuagin**, two **sahuagin coral smashers**, and one **sahuagin champion**. Can be deceived to open doors with DC 18 Charisma (Deception or Persuasion)
- **Boxed Text Inside.** The room is bare. A short corridor leads to a closed bronze gate. There is a metal gong on the right wall.
- **Gong.** Action to ring gong, alerts guards in Area 2 and 12.
- **Guarded Gate.** AC 18, 50 hit points, damage threshold 14 and can be forced open with a DC 18 Strength (Athletics) check. Normally closed and takes 3 rounds to open.
- **Net Trap.** 10 square foot, located on ceiling of hallway from Area 1 to 2. Trap is activated by guards in Area 2. DC 16 Dexterity saving throw or restrained. DC 14 Strength check to escape or 30 slashing damage to destroy net.

2. GUARD POST

- **Boxed Text.** The bare room has a chain-and-pulley mechanism mounted to the north wall.
- **Guards.** Two **sahuagin** can open gate with pulley.

3. UNFINISHED CHAMPION'S QUARTERS

- **Boxed Text.** Dark blue tiles on the floor. Table and benches in the middle of the room. Open coffer in the northeast corner. Miner's pick on the floor in the southwest corner.

4. CHAMPION'S QUARTERS

- **Boxed Text.** Dark green tiles on the floor. Several open coffers lie about, with some glowing blue light. A sledgehammer lies against the northern wall.

5. UNFINISHED BARRACKS

- **Boxed Text.** Unfinished room looks like a barracks. Stone-working tools lie against the north wall.

6. CHAMPION'S QUARTERS

- **Boxed Text.** Austere room with table and two chairs. Open coffers in the northeast and northwest corners.

7. UNFINISHED CHAMPION'S QUARTERS

- **Boxed Text.** Austere room looks unfinished. Open coffers in the northeast and northwest corners.

8. MAKESHIFT STOREROOM

- **Boxed Text.** Austere room with open coffers in the northeast and northwest corners. Piles of stone-working tools and stone are in the middle of the room.

9. ARMORY

- **Boxed Text.** Plain room with metal racks running east to west containing spears, tridents and other weapons. Two closed coffers are on either side of the southern archway.
- **Treasure.** Sixty *spears*, thirty *tridents*, ten *glaves*, twenty *warhammers*. Coffers contain seventy-five *daggers*.

10. DISORGANIZED STOREROOM

- **Boxed Text.** Plain room contains rope, animal hides, and metal nails.

11. TIDY STOREROOM

- **Boxed Text.** Plain room contains heaps of nails, hooks, buckles, and leather belts and straps.

12. GUARD POST

- **Boxed Text.** Three archways lead in from the north, east, and west. A metal gate closes off a room to the north. A pulley mechanism for the gate is attached to the east wall.
- **Guards.** Five **sahuagin**, two **sahuagin coral smashers**, and two **sahuagin priestesses**. Combat alerts guards in Area 19 who arrive in 5 minutes.
- **Metal Gate.** Can be opened with a pulley and leads to Area 13 (Slave Pen).

13. SLAVE PEN

- **Boxed Text.** Long, narrow room beyond the gate. Four pillars run north to south.
- **Boxed Text Inside.** Stained trough in the floor on the eastern wall. Dozens of manacles on the west wall.
- **Elmo the Emaciated.** Elmo is a human **commoner**. He dies after characters finish talking to him, gasping about "teeth in the temple". He who can share the following information:
 - He is a wizard and the leader of a party of adventurers sent to investigate the strange goings-on in the former lizardfolk lair.
 - He and his companions were equipped to explore underwater but were overwhelmed by sahuagin at the entrance to the lair.
 - All his comrades were killed and he was made a slave, laboring on the building efforts.
 - He and his companions had several magic items to aid them with underwater exploration, but these items were confiscated by the sahuagin (see Area 18).
 - He recently witnessed the performance of a terrible ritual in which many slaves were sacrificed.
 - If the characters say the word "secret," Elmo tells them about a secret door he helped build leading to Area 18.

14. UNFINISHED GUEST ROOM

- **Boxed Text.** Incomplete mosaic ceiling of sahuagin fighting a tentacle monster. Table in center of the room. Two coffers along the north wall.

15. GUEST ROOM

- **Boxed Text.** Mosaic on wall depicts sahuagin sinking large ships. Table in center of the room. Two open coffers along the north wall.

16. LARDER

- **Boxed Text.** The room is colder than outside. No furniture. Carcasses hang on the walls on hooks and bones are in the northeast corner.
- **Carcasses.** Normal octopus, two giant eels, a male dwarf, a male human, and eight lizardfolk. DC 14 Intelligence (Investigation) or Wisdom (Medicine) reveals that organs were removed. DC 14 Intelligence (History) or (Arcana) reveals sahuagin rituals involve organs.
- **Bones.** DC 14 Wisdom (Medicine) check reveals bones belong to a female human and male half-elf.

17. LARGE STOREROOM

- **Boxed Text.** Piles of hammers, chisels, mining picks, sledgehammers, crowbars, spades, wicker baskets, sacks and coils of rope.
- **Secret Door.** DC 16 Wisdom (Perception) check reveals a secret door.
- **Glyph of Warding.** DC 15 Intelligence (Investigation) reveals a *glyph of warding* spell on the secret door. If triggered by opening the door, all creatures within 20 feet must make a DC 15 Dexterity saving throw or take 22 (5d8) cold damage on a failed save, or half as much on a successful one.

18. SECRET ROOM

- **Boxed Text.** Plain room with a leather cloak on a peg on the west wall, plate armor on the east wall, and a heap of chain mail on the floor below the armor. Further in are three shields and a closed coffer.
- **Trapped Coffer.** Locked coffer can be opened with a DC 14 Dexterity check using thieves' tools. Trap can be identified with a DC 14 Intelligence (Investigation) check. Disarming the trap requires a DC 15 Dexterity check. Opening or failing to disarm the trap triggers a blade stabbing a creature next to the coffer. That creature must succeed a DC 14 Dexterity saving throw or take 9 (2d8) piercing damage.
- **Treasure.** The leather cloak hanging here is a *cloak of the manta ray*. The armor is a suit of *mithral armor (plate)* and a suit of normal *chain mail*. The three *shields*, all usable, bear the insignia of Prince Monmurg — a spire rising against a blue ocean sky. The coffer contains twelve *potions of water breathing*.

19. HALL

- **Boxed Text No Guards.** There are three pillars and a tiled ceiling. Wide stairs lead down to water. Area appears to be under construction.
- **Boxed Text With Guards.** Ten slaves perform construction by torchlight. They are shackled at the ankles and wear metal collars. Sahuagin oversee the slaves.
- **Slaves.** Slaves have half hit points and disadvantage on attack rolls and ability checks. The ten slaves in this area are four **orcs**, four **hobgoblins**, and two **lizardfolk**.
- **Guards.** Four **Sahuagin coral smashers**, one **sahuagin champion**, one **sahuagin priestess**, and two **sahuagin**.
- **Treasure.** The sahuagin champion wears a pair of gold and silver armbands (25 gp each). Intricate designs depicting shark teeth encircle the armbands.

FORTRESS LEVEL 2

- **Patrols.** A patrol consists of five **sahuagin**, one **sahuagin coral smasher**, and one **sahuagin champion** drawn from the roster in area 24. If that area is depleted of sahuagin, no more patrols are sent out. For every 10 minutes the characters spend traveling the corridors on level 2, roll a d12. On a 12, the characters come upon a guard patrol.
- **Water.** This level is submerged in cold (but not frigid) seawater.

Sahuagin Roster, Level 2

Area	Occupants at Start	Notes
23	2 sahuagin champions, 2 sahuagin priestesses	These sahuagin remain here until encountered.
24	25 sahuagin, 5 sahuagin coral smashers, 5 sahuagin champions	Guard patrols are drawn from this area until all the occupants are defeated.
25	3 sahuagin hatchling swarms	If the swarms emerge, 5 sahuagin and 1 coral smasher come here from 24.
26	2 sahuagin priestesses, 2 sahuagin hatchling swarms	The swarms emerge if the priestesses are alerted. The priestesses try to flee to 24; if one does so, it returns with 5 sahuagin and 1 coral smasher.
27	1 sahuagin champion, 12 sahuagin,	These sahuagin remain here until encountered.
28	1 sahuagin wave shaper	The wave shaper goes to 27 if alerted by sounds of combat there, arriving on the third round.
29	1 sahuagin champion, 10 sahuagin, 6 sahuagin coral smashers, 4 sahuagin deep divers, 4 shell sharks	These sahuagin remain here until encountered.
30	1 sahuagin champion	The champion goes to 29 if alerted by sounds of combat there.
34	1 sahuagin priestess, 4 shell sharks	These creatures remain here until encountered.
37	Maw of Sekolah, 3 sahuagin priestesses	These creatures remain here until encountered.
39	10 shell sharks	These creatures remain here until encountered.
42	Kepmak (sahuagin baron), Thadrah (sahuagin high priestess), 2 sahuagin champions, 1 sahuagin, 2 shell sharks	These creatures remain here until encountered.
45	Seklaz (sahuagin baron), 1 sahuagin, 1 sahuagin wave shaper	If combat occurs, the sahuagin tries to escape. If it does so, it returns with 5 sahuagin and 1 coral smasher in 5 rounds.

20. LARGE HALL

- **Boxed Text.** Large open area with four stone pillars.

21. BLADEMASTER'S QUARTERS

- **Boxed Text.** Dark green tiles on the walls and white on the ceiling. Center of the room has a table. Closed coffer in the southwest corner. Seaweed bed in northwest corner.
- **Coffer.** Locked, but can be opened with a DC 14 Dexterity check using thieves' tools or the key from Makaht (Area 53). Contains six leather harnesses with gold buckles (10 gp each), a leather bag containing two cut rubies (100 gp each), and a small silver mirror (25 gp).

22. CHAMPION'S QUARTERS

- **Boxed Text.** Dark green tiles on the floors and light green on the ceiling. Seaweed bed in the northeast corner. Small table in the center of the room. Closed coffer along the east wall.
- **Coffer.** Locked, but can be opened with a DC 14 Dexterity check using thieves' tools or the key from a champion in Area 42. Contains six leather harnesses with silver buckles (5 gp each), a small gold locket on a fine chain (50 gp); if the locket is opened, it is seen to contain a miniature portrait of a human girl and a lock of blonde hair, which floats away into the surrounding water, and a leather bag containing 25 gp.

23. CHAMPION'S QUARTERS

- **Boxed Text.** Deep blue tiles on walls and floors and light blue ceiling. Table in center of the room. Closed coffer along south wall, seaweed bed in southwest corner. Four sahuagin are vocalizing merriment.
- **Sahuagin.** Two **sahuagin champions** and two **sahuagin priestesses**. They make Perception checks with disadvantage.
- **Coffer.** Locked, but can be opened with a DC 14 Dexterity check using thieves' tools or the key from a champion in this room. Contains a small leather pouch that holds a fine set of thieves' tools with ivory handles (200 gp), 340 sp scattered loosely inside the container, and a silver goblet (50 gp) with the insignia of Prince Monmurg—a spire rising against a blue ocean sky—pressed into the bottom (see the “Insignia of Prince Monmurg” sidebar); stylized lightning bolts are engraved on the sides, and the words “Jupiter,” “Maximus,” and “Optimus” are written underneath the bolts.

24. LIVING QUARTERS

- **Boxed Text.** Indigo floor tiles, dark blue walls, light blue ceiling. Four stone pillars. Seaweed beds around all of the walls and closed coffers around the room. Three long tables in the center. Dozens of sahuagin are lounging here.
- **Sahuagin.** Twenty-five **sahuagin**, five **sahuagin coral smashers**, and three **sahuagin champions**.
- **Treasure.** The unlocked coffers contain a total of 500 gp, twenty large pearls (10 gp each), forty harnesses with silver buckles (10 gp each).

25. HATCHERY

- **Boxed Text.** Long hall with clusters of fish eggs floating against the walls.
- **Eggs.** Three **sahuagin hatchling swarms** emerge and attack any characters within 3 feet of the eggs.

26. HATCHERY

- **Boxed Text.** Long hall with clusters of fish eggs floating against the walls. Two sahuagin priestesses are performing a ritual over the eggs.
- **Sahuagin.** Two **sahuagin priestesses** awaken two **sahuagin hatchling swarms**.

27. BARRACKS

- **Boxed Text.** Large room with seaweed bed along south wall. Several coffers with closed lids around other walls. A large sahuagin is addressing over twenty guards.
- **Sahuagin.** A **sahuagin champion**, twelve **sahuagin**, and twelve **sahuagin coral smashers** are here. A **sahuagin wave shaper** from Area 28 joins the battle on the third round of combat.
- **Treasure.** Unlocked coffers contain a total of 300 gp and twenty leather harnesses with silver buckles (10 gp each).

28. WAVE SHAPER'S QUARTERS

- **Boxed Text.** Colorful mosaics of a sahuagin drowning a ship with a whirlpool. Table in the center of the room. Seaweed beds in the northeast and southeast corners. Two closed coffers against north wall. A sahuagin at the table looks up startled and begins to form a whirlpool.
- **Sahuagin.** A single **sahuagin wave shaper** is here.
- **Treasure.** There are 276 gp stacked on the table and on adjacent unoccupied benches. The coffers contain another 400 gp in loose piles (200 gp each). The wave shaper wears a silver bracelet set with turquoise beads (100 gp).

29. BARRACKS

- **Boxed Text.** Seaweed bed covers the south wall and closed coffers along other walls. A commanding sahuagin speaks to a group of sahuagin and sharks.
- **Sahuagin.** A **sahuagin champion**, ten **sahuagin**, six **sahuagin coral smashers**, four **sahuagin deep divers**, and four **shell sharks** are here. A **sahuagin champion** from Area 30 joins the battle on the third round of combat.
- **Treasure.** The unlocked coffers contain a total of 300 gp and twenty leather harnesses with silver buckles (10 gp each). Each of the battling lobsters is adorned with a silver and pearl band (25 gp).

30. CHAMPION'S QUARTERS

- **Boxed Text.** Spartan room with a table in the center. Seaweed beds on the northeast and southeast corners. Two closed coffers against the north wall. The light reveals a sleeping sahuagin in the northeast bed.
- **Sahuagin.** A single **sahuagin champion** is here.
- **Treasure.** The coffers, which are unlocked, contain a total of 12 gp.

31. PRIESTESS'S QUARTERS

- **Boxed Text.** Medium gray floors and walls with a white ceiling. Table in the center of the room with silver bowl and cup on it. Seaweed bed in the southeast corner and closed coffer in the southwest.
- **Treasure.** The unlocked coffers contain 70 gp and an ivory-handled dagger in a plain scabbard (20 gp). The silver bowl and cup are worth 5 gp each.

32. PRIESTESS'S QUARTERS

- **Boxed Text.** Medium gray floors and walls with a white ceiling. Table in the center of the room with a 4-inch-long shark tooth on it. Seaweed bed in the southeast corner and closed coffer in the southwest.
- **Treasure.** The unlocked coffers contain 40 gp and a silver hand mirror (15 gp).

33. PRIESTESS'S QUARTERS

- **Boxed Text.** Gray floors and walls with a white ceiling. Table in the center of the room. Seaweed bed in the southeast corner and closed coffer in the southwest. A one-foot-tall statuette of a shark stands on the bed.
- **Treasure.** On the bed is a *Sekolahian worshiping statuette*. The unlocked coffer contains 40 gp and a silver hand mirror (15 gp).

34. PRIESTESS'S QUARTERS

- **Boxed Text.** Medium gray floors and walls with a white ceiling. Table in the center of the room with silver bowl and cup on it. Seaweed bed in the southeast corner and closed coffer in the southwest. Ceremonial dagger by the bed. A sahuagin and several armored sharks occupy the room.
- **Sahuagin.** A **sahuagin priestess** and four **shell sharks** are here.
- **Treasure.** The unlocked coffer contains 113 gp and six humanoid skulls with uncut chunks of turquoise forced into the eye sockets. These twelve pieces of turquoise are worth 10 gp each.

35. PRAYER ROOM

- **Boxed Text.** Dark green tiled walls and ceiling. Mosaic on north wall depicts a two-headed shark. Altar on the west wall is made of a massive shark jaw on a stone base. The base is surrounded by skulls and sea creatures.
- **Hidden Compartment.** A successful DC 14 Wisdom (Perception) check reveals a hidden compartment on the shark jaw, which contains twelve portions of *rapture weed*.

36. HIGH PRIESTESS'S QUARTERS

- **Boxed Text.** Gray floors and walls with a white ceiling. Table in the center of the room with gold-colored engravings. Seaweed bed in the southeast corner.
- **Unlocked Coffer Treasure.** Characters who search under the seaweed bed find an unlocked coffer, which contains a leather harness with platinum buckles (50 gp), a canvas bag filled with 50 pp, a gold bracelet set with pearls (200 gp).
- **Trapped Table.** DC 14 Wisdom (Perception) check reveals a secret locked compartment under the table. DC 14 Dexterity check using thieves' tools to unlock. Trap can be found with a DC 14 Intelligence (Investigation) check. Disarming the trap requires a DC 15 Dexterity check. Trap triggers a short blade that forces a creature next to it to make a DC 14 Dexterity saving throw or take 9 (2d8) piercing damage.
- **Table Compartment Treasure.** Four portions of *rapture weed* and three *potions of healing*.

37. TEMPLE

- **Boxed Text.** Gray floors and walls with a white ceiling. Pillars run the length of the large room. Northern wall of the chamber has an altar on a base covered in shark eyes. The room has dim blue light.
- **Boxed Text Observing the Ritual.** Three sahuagins dressed in ceremonial robes chant near the altar with glowing symbols on the walls. Blood rises upward from the sahuagin as two large squirming sacks flank the altar. A massive two-headed shark with fine jewelry circles above.
- **Sahuagin.** Three **sahuagin priestesses** and one **Maw of Sekolah**. Priestesses have disadvantage on perception checks and the Maw does not attack unless the ritual is interrupted.
- **Tactics.** Priestesses stop chanting only if attacked. If any stop chanting, the Maw eats two of the priestesses. The remaining priestess and the Maw then attack the party.
- **Dark Words in the Deep.** Non-sahuagin humanoid creatures who can hear the chanting of the priestesses must make a DC 14 Wisdom saving throw. On a failed save, a creature is frightened for 1d4 rounds.
- **Treasure.** The two pearl-and-gold bands on the Maw of Sekolah are worth 125 gp each. One of the priestesses carries the key to the coffer in Area 38.

38. VESTRY

- **Boxed Text.** Austere room with gray floor and walls and white ceiling. Closed large coffer stands against the east wall.
- **Trapped Coffer.** The locked coffer can be opened with a DC 17 Dexterity check using thieves' tools or the key in Area 37. DC 14 Intelligence (Investigation) check reveals a trap. DC 15 Dexterity check to disarm the trap. Trap triggers a short blade that forces a creature next to it to make a DC 14 Dexterity saving throw or take 9 (2d8) piercing damage.
- **Treasure.** Coffer contains six silver masks, all in the shape of a shark's head (50 gp each), four golden gongs, each with a gold striker (75 gp for each set), and four gold necklaces set with coral beads (175 gp each).

39. OCCUPIED SHARK PEN

- **Boxed Text.** Light green tiled walls. Seaweed and mollusks fill the chamber and several large armored sharks swim about.
- **Sharks.** Ten **shell sharks** are here.

40. NEARLY EMPTY SHARK PEN

- **Boxed Text.** Light green tiled walls in this unfinished room. Seaweed and mollusks fill the chamber and a lone lobster crawls around.
- **Shern: Lobster, Telepath, Friend.** Looks like an ordinary lobster. Can communicate telepathically the following info:
 - A terrible monster lives in the temple.
 - Two four-armed sahuagin rule this fortress.
 - The bulk of the sahuagin forces are on the fortress's lowest level.
 - If the party frees Shern by returning it to the ocean, it can lead the characters to a sunken treasure (of your design) a few miles south of the fortress.
 - Layout of the two lowest levels.

41. BANQUET HALL

- **Boxed Text.** Great hall with pillars and black floor, pink walls, and white ceiling. Archway opens into a passage on the north wall. A semicircular niche is hollowed into the south wall forming a shelf where a large disfigured lizardfolk head sits.
- **Noise.** Characters can someone talking in 42. Throne Room. If characters make a lot of noise, the occupants of Area 42 hear them.

42. THRONE ROOM

- **Boxed Text.** Indigo floor, dark blue walls, and pale blue ceiling. Ornate throne sits on the north side on a pale blue dais.
- **Boxed Text if Baron is There.** A large sahuagin with four arms sits on the throne holding a large trident. A female sahuagin stands to his right with a long staff tipped with shark jaws and teeth. Three sahuagin float facing the throne, two are rigid and one is pleading before the throne.
- **Sahuagin.** Baron Kepmak (**sahuagin baron**), Thadrah (**sahuagin high priestess**), one **sahuagin**, two **sahuagin champions**, two **shell sharks**.
- If the characters watch for 10 minutes, the two sahuagin champions and the sahuagin leave.
- **Development.** Combat draws a patrol in 1d6+1 rounds.
- **Treasure.** The baron wears a platinum armband (200 gp). He also carries the key to the coffer in area 52. A gold drop earring worth 30 gp is on the floor between the throne and the north wall and belongs to the baroness in Area 45.

43. ROYAL SERVANT'S CHAMBERS

- **Boxed Text.** Blue tiled room with a seaweed bed in the southeast corner. An open coffer sits along the west wall. An archway leads east to a decorated room.
- **Noise.** Characters can hear an argument in Area 45
- **Treasure.** The coffer contains a sack holding 50 ep.

44. LIVING QUARTERS OF THE BARONESS

- **Boxed Text.** Pale green tiles on floor and ceiling, with pink walls. Table stands in the middle of the room with a statuette of a squid fighting a shark.
- **Noise.** Characters can hear an argument in Area 45
- **Treasure.** The statuette (500 gp) is made of elektrum.

45. SLEEPING QUARTERS OF THE BARONESS

- **Boxed Text on Approach.** Characters hear the sound of a female sahuagin berating another one that pleads for mercy.
- **Boxed Text Inside.** Light blue tiles with frescoes on the ceiling of marine life. Large seaweed bed in the southwest corner. A large mirror hangs on the north wall with an open coffer below it, the key in the lock. A large four-armed female sahuagin with a single gold earring looms over a cowering sahuagin. A third sahuagin in robes waits nearby.
- **Sahuagin.** Baroness Seklaz (**sahuagin baron**), one **sahuagin**, and one **sahuagin wave shaper**. The sahuagin flees if combat erupts.
- **Treasure.** The baroness wears a platinum armband (500 gp). The coffer contains, a leather harness with platinum buckles (50 gp), a gold ring set with coral (50 gp), a canvas bag containing 125 pp, and a pearl-handled dagger (20 gp).

46. BARON'S LIVING QUARTERS

- **Boxed Text.** Coral pink tiles. Walls show sahuagin fighting whales, squid, and a great tentacled beast. A large table sits in the middle of the room with a silver object on it.
- **Medallion.** The silver object is a medallion (30 gp), which is the key to the coffer in Area 47.

47. BARON'S SLEEPING QUARTERS

- **Boxed Text.** Deep green tiles. Walls have frescoes of marine life. Seaweed bed in the northwest corner and a spear propped against the southwest corner. A large mirror hangs on the east wall with a closed coffer below it.
- **Secret Door.** DC 14 Wisdom (Perception) check notices a secret door in the room.
- **Baron's Coffin.** Slot under the coffer looks like its the keyhole, but cannot be picked and is trapped. DC 16 Intelligence (Investigation) to notice the trap. DC 16 Dexterity check using thieves' tools to disarm the trap. Trap causes a blade to swing out forcing characters within 5 feet to make a DC 16 Dexterity saving throw, taking 18 (4d8) slashing damage on a failed save or half on a success. Medallion in Area 46 is the key.
- **Treasure.** The coffer contains a leather harness adorned with small rubies and platinum buckles (75 gp), a canvas bag with 20 pp, an ornately carved stone box containing six portions of *rapture weed*, a silver frame (25 gp) holding a portrait of the baroness painted in oil, and a statuette of a shark made from gold (200 gp).

FORTRESS LEVEL 3

- **Water.** This level is submerged in cold (but not frigid) seawater.

Sahuagin Roster, Level 3

Area	Occupants at Start	Notes
48	1 sahuagin champion, 4 sahuagin coral smashers, 2 sahuagin deep divers	The wave shaper escapes to level 2 if possible. If it does so, it returns with a patrol in 3d6 + 6 rounds.
50	3 sahuagin champions, 1 locathah (captive)	These sahuagin go to 52 if alerted by sounds of combat there.
50b	Sea lion	The sea lion attacks if released, unless Kysh the triton is present.
50d	Kysh	Kysh offers to join the party if he is released.
51	5 shell sharks	These creatures remain here until encountered.
52	—	If the stone slab is shattered, the sound brings the sahuagin from 50 plus 12 sahuagin and 2 coral smashers from 60, arriving 5 minutes later.
53	Makaht (sahuagin blademaker), 49 sahuagin,	These sahuagin remain here until encountered.
54	20 sahuagin	These sahuagin remain here until encountered.
55	2 sahuagin champions	These sahuagin go to 54 if alerted by sounds of combat there.
56	2 sahuagin wave shapers, 6 sahuagin, 2 shell sharks	These creatures remain here until encountered.
57	1 sahuagin wave shaper	The wave shaper goes to 56 if alerted by sounds of combat there.
58	2 sahuagin champions, 6 sahuagin	These sahuagin go to 54 if alerted by sounds there, arriving in 3 rounds.
59	1 sahuagin champion, 1 sahuagin	These sahuagin remain here until encountered.
60	45 sahuagin, 10 sahuagin coral smashers, 7 sahuagin champions, 4 sahuagin deep divers, 2 sahuagin wave shapers, 6 shell sharks*	Twelve sahuagin and 2 coral smashers go to 52 if the stone slab there is shattered. Otherwise these creatures remain here until encountered.

48. BARRACKS

- **Boxed Text.** Stairs descend into a barracks where an archway leads out to the right. Many closed coffers sit against the north and west walls. A large group of sahuagin warriors are present plus one that floats at the bottom of the stairs in green robes.
- **Sahuagin.** A **sahuagin champion**, four **sahuagin coral smashers**, a **sahuagin wave shaper**, and two **sahuagin deep divers** are here. If combat starts, the wave shaper runs up the stairs to find help and returns with a patrol 3d6+6 rounds later.
- **Treasure.** Search of the covers yields 390 ep, three dozen leather harnesses with simple copper buckles (1 gp each), and an anemone stuck in a glass bottle.

49. CHAMPION'S ARMORY

- **Boxed Text.** Stone racks hold spears, tridents, and warhammers.
- **Treasure.** Armory contains, six ornately carved spears, six tridents, each with a pearl (10 gp) set into the grip end, eight warhammers with a shark motif carved into the head.

50. TORTURE CHAMBER AND DUNGEON

- **Noise.** Characters hear commotion from the arena (Area 53) and screams from the torture chamber just south of Area 50.
- **Boxed Text.** Five doors secured with metal bars are spaced along the north wall. Chains, manacles, and keys rest by the east wall. Torture devices sit by the west wall. Three sahuagin are torturing a fish-like humanoid on a rack, who shrieks as they turn the wheel.
- **Sahuagin.** Three **sahuagin champions** are here torturing a **locathah** named Borgas. Borgas may join the party but only knows Areas 58 and 60.

50A. EMPTY CELL

- **Boxed Text.** Unfinished stone cell with a platform bed.

50B. SEA LION CELL

- **Boxed Text.** An angry sea lion roars and thrashes inside the small cell.
- **Sea Lion.** The **sea lion** in the cell belongs to Kysh, the triton, in Area 50d. It attacks if he is not present.

50C. DECAY-FILLED CELL

- **Boxed Text.** A rotting corpse of a large sea serpent fouls this small cell. A stone slab is partially broken on the north wall.
- **Dead Eel.** Borgas's dead eel is here. DC 13 Strength (Athletics check to open the cell).
- **Corridor.** Characters who enter the cell notice a small opening in the north wall to Area 61.

50D. TRITON CELL

- **Boxed Text.** A humanoid is present in the small cell.
- **Triton.** Kysh a **triton** is here. He joins the party but knows nothing of the fortress.

50E. EMPTY CELL

- **Boxed Text.** Unfinished stone cell with a platform bed.

51. LARGE ARMORY AND STORES

- **Boxed Text.** Large neglected storage area. Coils of rope and piles of hide lay along the south wall. The north wall holds racks with warhammers and daggers. Three open coffers sit below the racks. The east wall holds spears. Several hungry sharks are present.
- **Enemies.** Five **shell sharks** are here.
- **Treasure.** Twenty-three lengths of rope, fifty hides of various sizes (2 gp each), two hundred nails, fifty hooks and buckles, forty-eight warhammers, seventy daggers, eighty-four spears, and seventy tridents.
- **Secret Door.** DC 14 Wisdom (Perception) check to notice the secret door to Area 52.

52. TREASURE CHAMBER

- **Boxed Text.** Closed coffer with canvas sacks propped against it, fifty feet beyond the entrance.
- **Glyph of Warding.** The chamber entrance is trapped with a *glyph of warding* spell. DC 15 Intelligence (Investigation) to notice. When triggered, each creature within 20 feet of the entrance must make a DC 15 Dexterity saving throw, taking 22 (5d8) cold damage on a failed save, or half as much on a successful one.
- **Coffer.** Coffer is locked. DC 14 Dexterity check with thieves' tools to open or the key on Baron Kepmak in Area 42. Trap can be discovered with a DC 14 Intelligence (Investigation) check and disarmed with a DC 15 Dexterity check using thieves' tools.
- **Trap.** The trap causes a stone slab to fall and block the secret door into the room. Characters near the door must make a DC 14 Dexterity saving throw or take 18 (4d8) bludgeoning damage.
- **Trapped Inside.** It takes a few minutes to clear the rubble or a DC 18 Strength check to clear it immediately. The sound draws three **sahuagin champions** from Area 50, twelve **sahuagin** from Area 60, and two **sahuagin coral smashers** from Area 60, who all arrive in 5 minutes.
- **Treasure.** The four canvas sacks hold 500 gp each. The coffer contains, two platinum and pearl coronets of sea elf design (700 gp each), a fine pearl necklace (500 gp), two gold wristbands inlaid with diamonds (250 gp each), a silver ring bearing the signet of the Prince of Monmurg, a spire rising against a blue ocean sky, and 200 gp scattered loosely.

53. ARENA

- **Central Arena.** Walls are 30 feet high and gates to the south are barred when combatants are fighting. Two sahuagin are dueling here using natural weapons.
- **Gallery.** Three tiers, with 10 feet between levels, and upper tier is 50 feet above the floor. The gallery has stone benches.
- **Sahuagin.** Forty-nine **sahuagin**, five **sahuagin champions**, and Blademaster Makaht (**sahuagin blademaster**) are here.
- **Observing the Action.** Watching from the arena, characters will be spotted. Five champions attack and 1d6+4 block the exits, while others watch. Watching from the gallery can be done with a DC 10 Dexterity (Stealth) check. If spotted, 2d6+2 sahuagin and 1d3 champions attack.

54. BARRACKS

- **Boxed Text.** Pillared room has seaweed beds to the north and closed coffers to the east and west. A large number of sahuagin rest here.
- **Sahuagin.** Twenty **sahuagin** are here.
- **Treasure.** Sahuagin carry 12 sp each.
- **Development.** Combat draws the attention of guards at Area 58, bringing two **sahuagin champions**, and six **sahuagin** in three rounds. Two **sahuagin champions** from Area 55 arrive in one round.

55. CHAMPION'S QUARTERS

- **Boxed Text.** Austere area has a seaweed bed along the south wall, a table in the center, and four closed coffers along the west wall. Two sahuagin sit at the table.
- **Sahuagin.** Two **sahuagin champions** are here.
- **Treasure.** The unlocked coffers each contain two harnesses with silver buckles (10 gp each) and a canvas bag holding 40 gp. One coffer contains a set of game pieces carved from coral (10 gp).

56. CHAMBER OF THE WAVE SHAPERS

- **Boxed Text.** Pillared room with seaweed bed on the north end. Closed coffers sit against east and west walls. Several sahuagin and two sharks are present.
- **Sahuagin.** Two **sahuagin wave shapers**, six **sahuagin**, and two **shell sharks** are here.
- **Development.** Combat draws sahuagin wave shaper from Area 57 immediately.
- **Treasure.** Sahuagin carry 12 sp each.

57. WAVE SHAPER'S QUARTERS

- **Boxed Text.** Austere room with seaweed bed along the south wall. Table in the center of the room with a salt pillar on it. Two closed pillars are against the west wall. One sahuagin fiddles with the salt on the table.
- **Sahuagin.** One **sahuagin wave shaper** is here.
- **Treasure.** One coffer is empty; the other contains a small coral carving of a shark (20 gp) and 75 gp, scattered across the bottom.

58. GUARD POST

- **Boxed Text.** Spartan room with a bronze gate on the south end of the east wall. A pulley mechanism is on the north wall next to it. A rope hangs from a hole in the ceiling. Several armed sahuagin are present.
- **Sahuagin.** Two **sahuagin champions** and six **sahuagin** are here.
- **Gate.** The gate (AC 18, 50 hit points, damage threshold 14) can be forced open by a character who makes a successful DC 18 Strength (Athletics) check.
- **Net Trap.** 10x20 foot net that can be released to catch characters in the corridor between Area 58 and 60. DC 16 Dexterity saving throw or restrained. DC 14 Strength check to escape or 30 slashing damage to destroy net.

59. ABANDONED GUARD POST

- **Boxed Text.** Spartan room with a bronze gate on the south end of the west wall. A pulley mechanism is on the north wall next to it. A rope hangs from a hole in the ceiling. Two sahuagin are present.
- **Sahuagin.** One **sahuagin champions** and one **sahuagin** are here.
- **Gate.** The gate (AC 18, 50 hit points, damage threshold 14) can be forced open by a character who makes a successful DC 18 Strength (Athletics) check.
- **Net Trap.** 10x20 foot net that can be released to catch characters in the corridor between Area 59 and 60. DC 16 Dexterity saving throw or restrained. DC 14 Strength check to escape or 30 slashing damage to destroy net.

60. TEMPORARY BARRACKS

- **Boxed Text.** Vast two-tiered room with pillars that support a high roof. Stairs descend south between the tiers. Canvas sacks lie against the north wall. A natural cave exit heads south out of the lair past a metal gate. An enormous force of sahuagin are present.
- **Sahuagin.** Forty-five **sahuagin**, ten **sahuagin coral smashers**, seven **sahuagin champions**, four **sahuagin deep divers**, two **sahuagin wave shapers**, and six **shell sharks** are here.
- **Gate.** The gate (AC 18, 100 hit points, damage threshold 14) can be forced open by a character who makes a successful DC 20 Strength (Athletics) check.
- **Treasure.** Each sahuagin has a leather pouch containing 12 sp. Ten canvas sacks contain the personal possessions of the champions: a total of 860 ep, twelve uncut gems of various sorts (10 gp each).

61. OLD GUARD ROOM

- **Boxed Text.** Small chamber with a natural passage that leads out of the lair.

THE ASSAULT

- Characters need to open the gate in Area 1 and kill as many sahuagin as possible in 30 turns before the rest of the army arrives.
- Humans will attack at level 1 and aquatic allies attack through level 3 in a pincer attack.
- **Resources.** Each party member is given 1 *potion of invisibility* and 1 *potion of gaseous form*.

Assault Victory Points

Defender	Point Value
Sahuagin	1
Sahuagin Champion	3
Sahuagin Coral Smasher	5
Blademaster Makaht	10
Opening the gate at Area 1	15
Baron Kepmak	25
Raising no alert	25

THE DEFENSE

On the return there are reinforcements at all of the rooms as shown below with special encounters in Areas 1, 5, and 19.

- **On Alert.** The last sahuagin in each room tries to raise the alert. If a sahuagin reaches Area 10 or Area 19,

the alert is raised. Alert is also raised if loud spells are used. Every 2d4 rounds after combat begins in an area, 3d6 sahuagin and 1 sahuagin champion while alert is raised.

Sahuagin Defenders

Area	Defenders
1 - 4	2d6 sahuagin
5 - 11	3d6 sahuagin and 1 sahuagin champion
12 - 18	3d6 sahuagin, 2 sahuagin champions, and 1 sahuagin coral smasher

1. NORTH ENTRANCE AND GUARD POST

- DC 20 Charisma (Deception) check to bluff the way in. Disadvantage if this was used before.
- **Sahuagin.** Ten **sahuagin**, two **sahuagin champions**, and two **sahuagin coral smashers** hold ranks here.
- Any conflict here that lasts for more than 5 rounds puts the entire fortress on alert.

5. UNFINISHED BARRACKS

- Thirty **sahuagin**, three **sahuagin champions**, five **sahuagin coral smashers**, and Blademaster Makaht (**sahuagin blademaster**).
- **Treasure.** Amid mundane supplies rests a box made from tightly grown pink coral. Inside is a *necklace of adaptation* and 4 *potions of healing*.
- If the party engages the sahuagin in combat here, it instantly raises the alert.

19. HALL

- Six **sahuagin champions** and four **sahuagin coral smashers**.
- Draws the attention of Baron's counterattack regardless of current victory points.

THE BARON'S COUNTERATTACK

- Baron Kepmak (**sahuagin baron**) leads eight **sahuagin champions** into battle once the party reaches 75 victory points.
- The baron roars as he launches into battle, attacking the largest character and cursing them in Sahuagin (calling them ichor-less tide pool dwellers and the like).

CONCLUDING THE ASSAULT

- After 30 rounds.
- If the party retreats, Saltmarsh's forces take over.
- If the party is defeated, Saltmarsh's forces arrive in the nick of time and pull characters to safety.

MAGIC ITEMS

CLOAK OF THE MANTA RAY

Wondrous item, common

While wearing this cloak with its hood up, you can breathe underwater, and you have a swimming speed of 60 feet. Pulling the hood up or down requires an action.

MITHRAL ARMOR (PLATE)

Armor (heavy), uncommon

Mithral is a light, flexible metal. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't.

Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

NECKLACE OF ADAPTATION

Wondrous item, uncommon (requires attunement)

While wearing this necklace, you can breathe normally in any environment, and you have advantage on saving throws made against harmful gases and vapors (such as cloudkill and stinking cloud effects, inhaled poisons, and the breath weapons of some dragons).

POTION OF GASEOUS FORM

Potion, rare

When you drink this potion, you gain the effect of the gaseous form spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.

POTION OF HEALING

Potion, uncommon

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

POTION OF INVISIBILITY

Potion, very rare

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

POTION OF WATER BREATHING

Potion, uncommon

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

SEKOLAHIAN WORSHIPING STATUETTE

Wondrous item, common

Skillfully carved from sandstone, this 1-foot-tall statuette depicts a shark twisting through the water with its mouth open. If any Tiny sea-dwelling animal is within 1 inch of the statuette's mouth, the shark flashes to life and deals 1 piercing damage to it. The shark can deal damage in this way no more than once per hour.

MUNDANE ITEMS

RAPTURE WEED

These rare plants grow along isolated stony shelves in underwater trenches. A creature that consumes the fronds of rapture weed becomes poisoned for 6 hours, during which time it experiences occasional hallucinations and a feeling of euphoria. Sahuagin priests often use rapture weed in their worship (as does the priestess in area 36).

Any creature that consumes rapture weed has a 1 percent chance of instead becoming incapacitated for the duration of the plant's effect. During this time it experiences terrifying visions of an enormous shark devouring great amounts of prey.

When the effect wears off or is negated, the creature must succeed on a DC 15 Wisdom saving throw or be afflicted with a form of long-term madness (see "Madness" in chapter 8 of the *Dungeon Master's Guide*).

MONSTERS

SAHUAGIN CORAL SMASHER

Medium humanoid (sahuagin), lawful evil

Armor Class 14 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 40 ft.

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

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 1 (200 XP)

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

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

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

Siege Monster. The coral smasher deals double damage to objects and structures.

ACTIONS

Multiattack. The coral smasher makes two attacks with its warhammer, or one attack with its bite and one with its claws.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

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

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

SAHUAGIN

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)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 1/2 (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.

SAHUAGIN HATCHLING SWARM

Large swarm of Tiny beasts, chaotic evil

Armor Class 14

Hit Points 52 (8d10 + 8)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	12 (+1)	3 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses darkvision 120 ft., passive Perception 10

Languages --

Challenge 3 (700 XP)

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

Seething. Once it enters combat, the swarm deals 10 slashing damage to itself at the end of its turn if it did not make an attack on that turn. This damage ignores resistance, and it cannot reduce the swarm to 0 hit points.

Swarm. The swarm can occupy another creature's space and vice versa, and it can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Water Breathing. The swarm can breathe only underwater.

ACTIONS

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

SAHUAGIN WAVE SHAPER

Medium humanoid (sahuagin), lawful evil

Armor Class 14 (natural armor)

Hit Points 60 (11d8 + 11)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	16 (+3)	14 (+2)	12 (+1)

Skills Int +6

Skills Arcana +6, Intimidation +4, Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 5 (1,800 XP)

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

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

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

Innate Spellcasting. The wave shaper's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells, requiring only verbal components:

At will: *message*

1/day: *comprehend languages*

ACTIONS

Multiattack. The wave shaper makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) piercing damage plus 13 (3d8) cold damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) slashing damage plus 13 (3d8) cold damage.

Whirlpool (1/day). The wave shaper targets a body of water at least 50 feet square and 25 feet deep, causing a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, 25 feet tall, and lasts for 1 minute or until the wave shaper is incapacitated. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by succeeding on a DC 14 Strength (Athletics) check.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a DC 14 Strength saving throw. On a failed save, the creature takes 9 (2d8) bludgeoning damage and is caught in the vortex until it ends. On a success, the creature takes half damage and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but it has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 9 (2d8) bludgeoning damage. This damage occurs each round it remains in the vortex.

SAHUAGIN DEEP DIVER

Medium humanoid (sahuagin), lawful evil

Armor Class 15 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	12 (+1)	13 (+1)	9 (-1)

Skills Con +4, Wis +3

Skills Perception +5, Stealth +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 4 (1,100 XP)

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

Brine Lurker. The deep diver has advantage on Dexterity (Stealth) checks made while submerged in water.

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

Lure. The deep diver can cause its lure to light up or darken at will. While the lure is lit, the deep diver sheds bright light in a 30-foot radius centered on itself and dim light for an additional 20 feet.

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

ACTIONS

Multiattack. The deep diver makes two attacks with its glaive, or one attack with its bite and two with its claws.

Glaive. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 13 (2d10 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Light of Sekolah. The deep diver pulses magical light from its lure. Any creature within 30 feet of the deep diver that can see the light must succeed on a DC 11 Wisdom saving throw or be charmed until the end of its next turn. A creature charmed in this way is incapacitated as it stares at the light.

SAHUAGIN PRIESTESS

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	14 (+2)	13 (+1)

Skills Perception +6, Religion +3

Senses darkvision 120 ft., passive Perception 16

Languages Sahuagin

Challenge 2 (450 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 she 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 her, using a limited telepathy.

Spellcasting. The sahuagin is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance*, *thaumaturgy*

1st level (4 slots): *bless*, *detect magic*, *guiding bolt*

2nd level (3 slots): *hold person*, *spiritual weapon* (trident)

3rd level (3 slots): *mass healing word*, *tongues*

ACTIONS

Multiattack. The sahuagin makes two attacks: one with her bite and one with her claws.

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.

SAHUAGIN HIGH PRIESTESS

Medium humanoid (sahuagin), lawful evil

Armor Class 14 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Wis +6

Skills Insight +6, Perception +6

Senses darkvision 120 ft., passive Perception 16

Languages Sahuagin

Challenge 5 (1,800 XP)

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

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

Shark Telepathy. The high priestess can magically command any shark within 120 feet of her, using a limited telepathy.

Spellcasting. The high priestess is a 7th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance*, *mending*, *resistance*, *thaumaturgy*

1st level (4 slots): *bless*, *detect magic*, *guiding bolt*

2nd level (3 slots): *hold person*, *spiritual weapon* (trident)

3rd level (3 slots): *bestow curse*, *fear*, *mass healing word*, *tongues*

4th level (1 slots): *banishment*

ACTIONS

Multiattack. The high priestess makes two attacks with her toothsome staff, or one attack with her bite and one with her claws.

Toothsome Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

MAW OF SEKOLAH

Huge monstrosity, neutral evil

Armor Class 12 (natural armor)

Hit Points 114 (12d12 + 36)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	17 (+3)	2 (-4)	14 (+2)	7 (-2)

Saving Throws Str +8, Con +6

Skills Athletics +8, Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin, Telepathy 100 ft.

Challenge 7 (2,900 XP)

Legendary Resistance (2/Day). If the maw of Sekolah fails a saving throw, it can choose to succeed instead.

Water Breathing. The maw of Sekolah can breathe only underwater.

ACTIONS

Multiattack. The maw of Sekolah makes one attack with its bite and one attack with its tail smash.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Tail Smash. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

LEGENDARY ACTIONS

The maw of Sekolah can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The maw regains spent legendary actions at the start of its turn.

Detect. The maw of Sekolah makes a Wisdom (Perception) check.

Speed of Sekolah. The maw of Sekolah moves up to its speed.

Feed (Costs 2 Actions). The ferocious spirit of Sekolah flashes through the water, tearing through the foes of the maw of Sekolah. Each creature of the maw's choosing within 60 feet of it must make a DC 16 Dexterity saving throw, taking 7 (2d6) slashing damage on a failed save, or half as much damage on a successful one.

LOCATHAH

Medium humanoid (locathah), neutral

Armor Class 13 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	11 (+0)	10 (+0)	11 (+0)

Saving Throws Dex +3

Skills Athletics +3, Perception +2

Senses passive Perception 12

Languages Aquan, Common

Challenge 1/2 (100 XP)

Leviathan Will. The locathah has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

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

ACTIONS

Multiattack. The locathah makes two melee attacks with its spear.

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.

KYSH

Medium humanoid (triton), lawful good

Armor Class 13

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Persuasion +4, Survival +3

Senses darkvision 60 ft. passive Perception 11

Languages Common, Primordial

Challenge 1 (200 XP)

Amphibious. Kysh can breathe air and water.

Emissary of the Sea. Kysh can communicate simple ideas with amphibious and water-breathing beasts. They understand the meaning of his words, but he cannot understand them in return.

Innate Spellcasting. Kysh's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). He can cast the following spell, requiring only verbal components:

1/day: *fog cloud*

ACTIONS

Multiattack. Kysh makes two melee attacks with his spear.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

SAHUAGIN CHAMPION

Medium humanoid (sahuagin), lawful evil

Armor Class 16 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 3 (700 XP)

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

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

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

ACTIONS

Multiattack. The champion makes three attacks with its spear, or one attack with its bite and two with its claws.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

SAHUAGIN BARON

Large humanoid (sahuagin), lawful evil

Armor Class 16 (breastplate)

Hit Points 76 (9d10 + 27)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +5, Con +4, Int +5, Wis +4

Skills Perception +7

Senses darkvision 120 ft., passive Perception 17

Languages 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.

Limited Amphibiousness. The sahuagin can breathe air and water, but he 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 him, using a limited telepathy.

ACTIONS

Multiattack. The sahuagin makes three attacks: one with his bite and two with his claws or trident.

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

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

SHELL SHARK

Medium monstrosity, unaligned

Armor Class 18 (shell plate armor)

Hit Points 32 (13d8 + 13)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Saving Throws Str +4

Skills Athletics +6

Senses darkvision 120 ft., passive Perception 10

Languages --

Challenge 2 (450 XP)

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

Magic Resistance. The shark has advantage on saving throws against spells and other magical effects.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Multiattack. The shark makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

A DAN KAHN/ EVENTYR GAMES COMPENDIUM

We hope you've enjoyed the content in this compendium. If you find any errors, have a good idea, or just want to get in touch, you can reach out to Dan Kahn at leprekahn7@gmail.com or J. A. Valeur jvaleur@eventyrgames.com.

More from Dan Kahn:

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