

1. Sharks (1d4) HD8 AC4 2d10 F4 ML7 MV18 XP1060
2. Merman (1d20) HD1 AC6 1d6 F1 ML8 MV12 XP20
3. Plesiosaurus (1) HD10 AC6 1d10 F10 ML8 MV15 XP1700
4. Wales (1d6) HD6 AC6 1d20 F3 ML10 MV24 XP570

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1. Moraymen (2d6) HD2+1 AC8 1d6^{F2} ML8 MV12 XP35

when bitten sv. vs. poison or suffer -2 for 1 turn because of the pain

2. Spider crabs (1d6) HD3 AC3 1d10/1d10 F2 ML7 MV6 XP50

3. Kraken (1d4) HD6 AC7 8x1d4/1d10 F3 ML7 MV12 XP1070

tentacles constrict, fleeing leaves cloud of darkness, 6 dam. cuts arm

4. Giant Clams (3d6) HD4 AC2 3d6 F3 ML12 MV0 XP80

immobile but fight might be necessary to gain passage

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1. Giant Shrimp (1d6) HD4 AC4 1d6/1d6 F3 ML7 MV9 XP80

2. Giant Lampreys (1d4) HD6 AC7 1d6 F3 ML10 MV12 XP570 attaches w/ bite

3. Shadowkraken (1d4) HD6 AC7 8x1d4/1d10 F6 ML8 MV12 XP1320

constant aura of darkness, victims at -4 to hit, 6 dam. cuts arm

4. Wraiths (1d6) HD4 AC3 1d6 F4 ML12 MV12 XP300

level drain, half dam. from silver, no dam. from non-magic weapons

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1. Dark Jellyfish (1d8) HD6 AC9 1d6 F5 ML8 MV3 XP~~820~~⁸²⁰

when attacking or when attacked, sv. vs. paralysis

2. Inside-Out Disturbance (1d4) HD4 AC4 2d6 F4 ML8 MV12 XP¹⁹⁰

space disturbance turns victim inside out, 25% chance of deflecting blows so they hit some ally of attacker instead, can pass walls

3. Astral Spider (1d3) HD4 AC5 1d8 F2 ML8 MV12 XP135

intelligent explorers from a different plane of existence

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4. Giant Fry Anglerfish (1) HD36 [149hp] AC6 3d20 ML7 MV6 XP12500

lantern in front of huge portal, looks like a huge fish temple, is fish