

1. Gibbering Something (1) HD12 AC8 1d12 F12 ML10 MV6 XP2000
needle filaments will inject acid (60') for 5d8 dam. mag. weap. reqn.

2. Sea Elf Shard (1d3) HD10 AC0 2d8/2d8 F10 ML12 MV6 XP1820
elf encased in huge carcass of detritus, when both attacks hit, the victim is sucked inside, just like the elf was, assimilated in 2d4 rounds!

3. Leng Kraken (1) HD6 AC7 8x1d4/1d10 F3 ML3 MV12 XP1320
when hit save vs. spells or phase to oceans of Leng and fight the kraken alone; 6 dam. cuts one arm

4. The Terror of the Deep (1) HD9 AC3 4x1d6 F9 ML12 MV12 XP4500

the three eyes allow an extra three effects every round = when hit by tentacles: save vs. spell or begin transformation into black slime - lose a limb every round: 1- arm, 2- arm (shield), 3- leg, 4- leg, 5- abdomen, 6- complete!

- 1. eye of domination - save vs. spells or attack friend
- 2. eye of telepathy - save vs. spells or give away plans (+4 to hit you)
- 3. eye of telekinesis - thrown back and crushed against wall for 2d6 (sv. vs. spells for half damage)

Dark Lord, released (1d4) HD6 AC2 1d8 F6 ML11 MV9 XP1070
his release allows him to call back companions of old - maybe!
their touch drains two levels!!