



THE CROWN OF NEPTUNE

1. Sharkles (1d4) HD8 AC4 2d10 F4 ML7 MV18 XP1060
 2. Mermen (1d20) HD1 AC6 1d6 F1 ML8 MV12 XP20
 3. Plesiosaurus (1) HD10 AC6 1d10F10 ML8 MV15 XP1700
 4. Wales (1d6) HD6 AC6 1d20 F3 ML10 MV24 XP570

NPC'S

Fieta - Merwoman looking for her man HD1 AC6 1d6 F1 ML8 MV12 XP20
Oylog - Meroyman looking to loot this place!
Ekstes-sept - Astral spider phasing in from the moon (but which one?) exploring this underwater world
Aglaa - sea elf shard begging for release

1. Moraymen (2d6) HD2+1 AC8 1d6 ML8 MV12 XP35 when bitten sv vs. poison or suffer -2 for 1 turn because of the pain
 2. Spidercrabs (1d6) HD3 AC3 1d10/1d10 F2 ML7 MV6 XP50
 3. Kraaken (1d4) HD6 AC7 8x1d4/1d40 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 Stimp (1d6) HD4 AC4 1d6/1d6 F3 ML7 MV9 XP80
 2. Giant Lampreys (1d4) HD6 AC7 1d6 F3 ML10 MV12 XP570 attaches w/ bite
 3. Shadowkraaken (1d4) HD6 AC7 8x1d4/1d40 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 AC3 1d6 F5 ML8 MV3 XP820 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
 4. Giant Fry Anglerfish (1) HD36 [14hp] AC6 3d20 ML7 MV6 XP12500 lantern in front of huge portal, looks like a huge fish temple, is fish

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1. Gilbering 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 debris, when both attacks hit, the victim is sucked inside, just like the elf was assimilated in 2d4 rounds! when hit save vs. spells or phase to oceans of Leng and fight the kraken above; 6 dam. cuts one arm
 3. Leng Kraaken (1) HD6 AC7 8x1d4/1d10 F3 ML3 MV12 XP1320 when hit by tentacles: save vs. spell or begin trans formation into black slime - loose a limb every round: 1-arm, 2-arm (shield), 3-leg, 4-leg, 5-abdomen, 6-complete!
 4. The Terror of the Deep (1) HD9 AC3 4x1d6 F9 ML12 MV12 XP4500

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the three eyes allow an extra three effects every round =
 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!!

TREASURE

JELLY FOREST	BLACK CONTROL
Silver dishes 1000 sp	silver encrusted walls 4000 sp
24 gems worth 7425 gp	golden glyphs and inscriptions 3000gp
	ring of protection +1 with a combat AI whispering warnings and offering help (AC-1, SV+1)

KRAKEN NEST
silver coins 1000sp
platin coins 2000 pp
27 gems worth 6225gp
25 jewels worth 18990 gp

TERROR OF THE DEEP
silver coins and equipment 7000 sp
gold coins of all ages 40000 gp
60 gems worth 11500 gp
80 jewels worth 41160 gp

CROWN OF NEPTUNE
- all the fish within 10 miles know you and you know them!
- you can link telepathically with all non-intelligent fish
- earth quake 1/day: typically causing 7d6 dam. to most affected + people can get hurt, structures take damage, and so on
- dream speak to anybody, anywhere, if they involved your name & thought of you today

Plus the attention of Neptune, Jupiter and Pluto - with jewels & gems worth 100000 gp!
 5000gp
 8 gems worth 2830 gp
 10 jewels worth 13200 gp
 circle of life to permanently preserve and render helpless a humanoid being tied to the circle.
 Black metal, 6ft diam.