

## Coatl

NAME		
LEVEL	14	ATTACK BONUS

PER DAY	SPELLS
At will	<i>detect evil and good, detect magic, detect thoughts</i>

PER DAY	SPELLS
3 each	<i>bless, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary, shield</i>

PER DAY	SPELLS
1 each	<i>dream, greater restoration, scrying</i>

PER DAY	SPELLS

## Rakshasa

NAME		
LEVEL	18	+10

PER DAY	SPELLS
At will	<i>detect thoughts, disguise self, mage hand, minor illusion</i>

PER DAY	SPELLS
3 each	<i>charm person, detect magic, invisibility, major image, suggestion</i>

PER DAY	SPELLS
1 each	<i>dominate person, fly, plane shift, true seeing</i>

PER DAY	SPELLS

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