

Captain Haddad

NAME

5
LEVEL

14
SAVE DC

+6
ATTACK BONUS

PER DAY

At will

SPELLS

arms of hadar, eldritch blast, hellish rebuke (acid instead of fire), mage hand, shield

PER DAY

1 each

SPELLS

crown of madness, hunger of hadar

PER DAY

SPELLS

PER DAY

SPELLS

Mage

NAME

9
LEVEL

14
SAVE DC

+6
ATTACK BONUS

LEVEL SLOTS SPELLS

0 ○ *fire bolt, light, mage hand, prestidigitation*

1 (4) *detect magic, mage armor, magic missile, shield*

2 (3) *misty step, suggestion*

3 (3) *counterspell, fireball, fly*

4 (3) *greater invisibility, ice storm*

5 (1) *cone of cold*

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□ ○

□ ○

Marid

NAME

LEVEL

16
SAVE DC

+8
ATTACK BONUS

PER DAY

At will

SPELLS

create or destroy water, detect evil and good, detect magic, fog cloud, purify food and drink

PER DAY

3 each

SPELLS

tongues, water breathing, water walk

PER DAY

1 each

SPELLS

conjure elemental (water only), control water, gaseous form, invisibility, plane shift

PER DAY

SPELLS