

Captain Haddad

5 14 +6
LEVEL SAVE DC ATTACK BONUS

PER DAY SPELLS
At will *arms of hadar, eldritch blast, hellish rebuke (acid instead of fire), mage hand, shield*

PER DAY SPELLS
1 each *crown of madness, hunger of hadar*

PER DAY SPELLS

PER DAY SPELLS

Mage

9 14 +6
LEVEL SAVE DC 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

 16 +8
LEVEL SAVE DC ATTACK BONUS

PER DAY SPELLS
At will *create or destroy water, detect evil and good, detect magic, fog cloud, purify food and drink*

PER DAY SPELLS
3 each *tongues, water breathing, water walk*

PER DAY SPELLS
1 each *conjure elemental (water only), control water, gaseous form, invisibility, plane shift*

PER DAY SPELLS