

Captain Haddad

NAME
5 LEVEL **14** SAVE DC **+6** 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
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PER DAY SPELLS
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Mage

NAME
9 LEVEL **14** SAVE DC **+6** ATTACK BONUS

LEVEL	SLOTS	SPELLS
0	○	<i>fire bolt, light, mage hand, prestidigitation</i>
1	④	<i>detect magic, mage armor, magic missile, shield</i>
2	③	<i>misty step, suggestion</i>
3	③	<i>counterspell, fireball, fly</i>
4	③	<i>greater invisibility, ice storm</i>
5	①	<i>cone of cold</i>
	○	
	○	
	○	
	○	

Marid

NAME
 [] LEVEL **16** SAVE DC **+8** 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
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