

Archmage

18

LEVEL

17

SAVE DC

+9

ATTACK BONUS

LEVEL	SLOTS	SPELLS
0	0	<i>fire bolt, light, mage hand, prestidigitation, shocking grasp</i>
1	4	<i>detect magic, identify, mage armor*, magic missile</i>
2	3	<i>detect thoughts, mirror image, misty step</i>
3	3	<i>counterspell, fly, lightning bolt</i>
4	3	<i>banishment, fire shield, stoneskin*</i>
5	3	<i>cone of cold, scrying, wall of force</i>
6	1	<i>globe of invulnerability</i>
7	1	<i>teleport</i>
8	1	<i>mind blank*</i>
9	1	<i>time stop</i>

Guardian Naga

11

LEVEL

16

SAVE DC

+8

ATTACK BONUS

LEVEL	SLOTS	SPELLS
0	0	<i>mending, sacred flame, thaumaturgy</i>
1	4	<i>command, cure wounds, shield of faith</i>
2	3	<i>calm emotions, hold person</i>
3	3	<i>bestow curse, clairvoyance</i>
4	3	<i>banishment, freedom of movement</i>
5	2	<i>flame strike, geas</i>
6	1	<i>true seeing</i>
	0	
	0	
	0	

Rakshasa

LEVEL

18

SAVE DC

+10

ATTACK BONUS

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