

# MARID

Highly individualistic and arrogant, marids are powerful elemental creatures with a strong affinity for water. They travel the planes seeking to amuse themselves. Many try to emulate the primordials that were their forebears, learning secrets of destruction and creation, while others amuse themselves by meddling in mortal or divine affairs.

Marids appear as ten foot tall humanoids with blue or green skin. Sometimes they appear naked; others are garbed in netting, shells, or even full sets of magnificent clothes.

**Highly Factionalized:** Marids rarely work well together. Each one tends to have its own goals and desires, and a group of marids is often undermined by all of its members from within. Marids are far more likely to have lackeys and servants than to work with equals, and in many cases an entire organization or secret society exists solely to support the marid who secretly manipulates it.

**Complex and Long-Term Schemes:** The combination of agelessness and intellectual prowess leads many marids to enjoy plots and schemes that take centuries or millenia to come to fruition. A marid might spend decades behind the scenes building an organization that it then manipulates into stealing and guarding a religious artifact in order to lure a group of adventurers into an attack on the organization that results in a massive schism between ethnic groups within a territory. The marid could then enjoy the spectacle of civil war for its amusement.

**Racial Enmity:** Marids agree on very little, but they do agree that efreeti, djinni and dao are upstart imitators worthy of nothing but scorn or, at times, active sabotage or open warfare. Marids hate the efreeti penchant for enslaving other creatures, even though the marids themselves often coerce their own mortal servants with threats and violence. Likewise, the dao dourness and stolidity strikes marids as ridiculous and stupid; a true elemental prince moves freely without letting itself be bound to a specific area.

## Marid Foamblade

## Level 25 Soldier

Large elemental humanoid (aquatic, water)

XP 7,000

**HP** 219; **Bloodied** 109

**Initiative** +23

**AC** 41; **Fortitude** 37; **Reflex** 38; **Will** 37

**Perception** +17

**Speed** 6, swim 10

Low-light vision

## TRAITS

### Aquatic

The marid can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

### Wet

A marid never takes ongoing fire damage. If a wall or zone with the fire keyword shares a marid's space, the fire effect ends in the marid's space without affecting it.

## STANDARD ACTIONS

### (mbasic) Foaming Falchion \* At Will

*Attack:* Melee 2 (one creature); +30 vs. AC.

*Hit:* 3d12+14 damage (3d12+50 on a critical hit) and the target is slowed until the end of its next turn.

### (melee) Blinding Blow \* Recharge 5 6

*Attack:* Melee 2 (one creature); +30 vs. AC.

*Hit:* 3d12+14 damage and the target is blinded until the end of its next turn.

## MOVE ACTIONS

### Wave Form \* Encounter

*Effect:* The marid becomes insubstantial and shifts up to 10 squares. If any slowed creatures are adjacent to it at the start of this shift, it may make the following attack on each of them.

*Attack:* Melee 1 (the slowed creature); +26 vs. Reflex.

*Hit:* The marid pulls the target up to 10 squares to a square adjacent to it.

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**Skills** Acrobatics +26

**Str** 25    **Dex** 28    **Wis** 20

**Con** 19    **Int** 21    **Cha** 24

**Alignment** unaligned

**Languages** Common, Primordial

## Marid Spumehurler

## Level 25 Artillery

Large elemental humanoid (aquatic, water)

XP 7,000

**HP** 175; **Bloodied** 87

**Initiative** +21

**AC** 37; **Fortitude** 37; **Reflex** 39; **Will** 37

**Perception** +17

**Speed** 6, swim 10

Low-light vision

### TRAITS

#### Aquatic

The marid can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

#### Wet

A marid never takes ongoing fire damage. If a wall or zone with the fire keyword shares a marid's space, the fire effect ends in the marid's space without affecting it.

### STANDARD ACTIONS

#### (mbasic) Fist \* At Will

*Attack:* Melee 1 (one creature); +30 vs. AC.

*Hit:* 4d8+12 damage.

#### (ranged) Hurl Spume \* At Will

*Attack:* Ranged 20 (one creature); +30 vs. Reflex.

*Hit:* 4d10+11 damage and the marid slides the target one square.

### MOVE ACTIONS

#### Wave Form \* Encounter

*Effect:* The marid becomes insubstantial and shifts up to 10 squares. If any slowed creatures are adjacent to it at the start of this shift, it may make the following attack on each of them.

*Attack:* Melee 1 (the slowed creature); +26 vs. Reflex.

*Hit:* The marid pulls the target up to 10 squares to a square adjacent to it.

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**Skills** Acrobatics +26

**Str** 25    **Dex** 28    **Wis** 20

**Con** 19    **Int** 21    **Cha** 24

**Alignment** unaligned

**Languages** Common, Primordial

## Marid Hydromancer

## Level 26 Controller

Large elemental humanoid (aquatic, water)

XP Value

**HP** 235; **Bloodied** 117

**Initiative** +20

**AC** 40; **Fortitude** 38; **Reflex** 38; **Will** 38

**Perception** +18

**Speed** 6, swim 10

Low-light vision

### TRAITS

#### Swirling Waters \* Aura 6

If a creature ends its turn underwater in the aura, the marid hydromancer may slide that creature up to 3 squares as a free action.

#### Aquatic

The marid can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

#### Wet

A marid never takes ongoing fire damage. If a wall or zone with the fire keyword shares a marid's space, the fire effect ends in the marid's space without affecting it.

### STANDARD ACTIONS

#### (mbasic) Water Trident \* At Will

*Attack:* Melee 2 (one creature); +31 vs. AC.

*Hit:* 4d8+16 damage.

**(ranged) Forceful Fountain \* At Will**

*Attack:* Range 20 (one creature); +29 vs. Reflex.

*Hit:* 4d10+12 damage and the marid pushes the target up to 4 squares.

**(area) Wall of Water \* Encounter**

*Effect (wall 10 within 20):* The marid creates a wall of water up to 5 squares high. A creature without a swim speed must spend 6 squares of movement to enter a square of the wall. A creature that cannot breathe water that ends its turn in the wall takes 25 points of damage. The wall persists until the end of the marid's next turn.

*Sustain Minor:* The wall persists until the end of the marid's next turn.

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**Str** 22    **Dex** 24    **Wis** 20

**Con** 19    **Int** 28    **Cha** 25

**Alignment** unaligned

**Languages** Common, Primordial

NAME		Level Role
Size origin type (keywords), race		XP Value
HP x; Bloodied x		Initiative +x
AC x; Fortitude x; Reflex x; Will x		Perception +x
Speed x		Special senses
Immune x; Resist x; Vulnerable x		
Saving Throws x; Action Points x		
TRAITS		
Aura Name (keywords) * Aura x		
Effect.		
Trait Name (keywords)		
Effect.		
STANDARD ACTIONS		
(Type) Power Name (keywords) * Usage		
Requirement:		
Attack: Type range (target); bonus vs. defense.		
Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:		
TRIGGERED ACTIONS		
(Type) Power Name (keywords) * Usage		
Requirement:		
Trigger:		
Attack (Action): Type range (target); bonus vs. defense.		
Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:		
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Skills skill modifier		
Str x    Dex x    Wis x		
Con x    Int x    Cha x		
Alignment		Languages
Equipment armor, shield, weapon, other gear		

NAME	Level	Role
Size origin type (keywords), race	XP Value	
HP x; <b>Bloodied</b> x		<b>Initiative</b> +x
AC x; <b>Fortitude</b> x; <b>Reflex</b> x; <b>Will</b> x		<b>Perception</b> +x
Speed x		Special senses
<b>Immune</b> x; <b>Resist</b> x; <b>Vulnerable</b> x		
<b>Saving Throws</b> x; <b>Action Points</b> x		
<b>TRAITS</b>		
<b>Aura Name</b> (keywords) * <b>Aura</b> x		
Effect.		
<b>Trait Name</b> (keywords)		
Effect.		
<b>STANDARD ACTIONS</b>		
(Type) <b>Power Name</b> (keywords) * <b>Usage</b>		
<i>Requirement:</i>		
<i>Attack:</i> Type range (target); bonus vs. defense.		
<i>Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:</i>		
<b>TRIGGERED ACTIONS</b>		
(Type) <b>Power Name</b> (keywords) * <b>Usage</b>		
<i>Requirement:</i>		
<i>Trigger:</i>		
<i>Attack (Action):</i> Type range (target); bonus vs. defense.		
<i>Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:</i>		
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<b>Skills</b> skill modifier		
<b>Str</b> x <b>Dex</b> x <b>Wis</b> x		
<b>Con</b> x <b>Int</b> x <b>Cha</b> x		
<b>Alignment</b>		<b>Languages</b>
<b>Equipment</b> armor, shield, weapon, other gear		

NAME	Level	Role
Size origin type (keywords), race	XP Value	
HP x; <b>Bloodied</b> x		<b>Initiative</b> +x
AC x; <b>Fortitude</b> x; <b>Reflex</b> x; <b>Will</b> x		<b>Perception</b> +x
Speed x		Special senses
<b>Immune</b> x; <b>Resist</b> x; <b>Vulnerable</b> x		
<b>Saving Throws</b> x; <b>Action Points</b> x		
<b>TRAITS</b>		
<b>Aura Name</b> (keywords) * <b>Aura</b> x		
Effect.		
<b>Trait Name</b> (keywords)		
Effect.		
<b>STANDARD ACTIONS</b>		
(Type) <b>Power Name</b> (keywords) * <b>Usage</b>		
<i>Requirement:</i>		
<i>Attack:</i> Type range (target); bonus vs. defense.		

*Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:*

## TRIGGERED ACTIONS

**(Type) Power Name** (keywords) \* **Usage**

*Requirement:*

*Trigger:*

*Attack (Action):* Type range (target); bonus vs. defense.

*Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:*

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**Skills** skill modifier

**Str** x      **Dex** x      **Wis** x

**Con** x      **Int** x      **Cha** x

**Alignment**      **Languages**

**Equipment** armor, shield, weapon, other gear

## NAME

## Level Role

Size origin type (keywords), race

XP Value

**HP** x; **Bloodied** x

**Initiative** +x

**AC** x; **Fortitude** x; **Reflex** x; **Will** x

**Perception** +x

**Speed** x

Special senses

**Immune** x; **Resist** x; **Vulnerable** x

**Saving Throws** x; **Action Points** x

## TRAITS

**Aura Name** (keywords) \* **Aura** x

Effect.

**Trait Name** (keywords)

Effect.

## STANDARD ACTIONS

**(Type) Power Name** (keywords) \* **Usage**

*Requirement:*

*Attack:* Type range (target); bonus vs. defense.

*Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:*

## TRIGGERED ACTIONS

**(Type) Power Name** (keywords) \* **Usage**

*Requirement:*

*Trigger:*

*Attack (Action):* Type range (target); bonus vs. defense.

*Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:*

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**Skills** skill modifier

**Str** x      **Dex** x      **Wis** x

**Con** x      **Int** x      **Cha** x

**Alignment**      **Languages**

**Equipment** armor, shield, weapon, other gear

NAME		Level	Role
Size origin type (keywords), race		XP Value	
HP x; Bloodied x		Initiative +x	
AC x; Fortitude x; Reflex x; Will x		Perception +x	
Speed x		Special senses	
Immune x; Resist x; Vulnerable x			
Saving Throws x; Action Points x			
TRAITS			
Aura Name (keywords) * Aura x			
Effect.			
Trait Name (keywords)			
Effect.			
STANDARD ACTIONS			
(Type) Power Name (keywords) * Usage			
Requirement:			
Attack: Type range (target); bonus vs. defense.			
Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:			
TRIGGERED ACTIONS			
(Type) Power Name (keywords) * Usage			
Requirement:			
Trigger:			
Attack (Action): Type range (target); bonus vs. defense.			
Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:			
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Skills skill modifier			
Str x	Dex x	Wis x	
Con x	Int x	Cha x	
Alignment		Languages	
Equipment armor, shield, weapon, other gear			