SI	HA'IR ^s	Stufen- bonus	+	Zauber-	*	VORBEREIT	ΈT	'E ZAUBER
			22	stufe				
Bekannte	RW gegen	ZAUB 7a	uber	Grund-+Bonuszauber			0	
Zauber	Zauber		Tag	zauber				
		0						
		1						
		2					1	
	3	3						
		4						
		5						
		6						
		7					2	
		8						
		9						
RW gege	en Zauber (SG) =	10 + CH	+ Zauk					
ARKANE ZAUBERPATZER WAHRSCHEINLICHKEIT							3	
%								
SPELL RETRIEVAL								
DC 20 Diplomacy check on behalf of your gen to retrieve DIPLOMACY MODIFIERS +1 per Sha'ir level								
	wn arcane spell i		+2 if	spell is in spells known tegory (arcane only)				
	pell level) rounds		-2 pe	r level of the desired spell				
	tified arcane spe pell level) minute		di	the spell is an unknown vine spell			4	
- Any divin	ne spell from the	Air		r attempt to retrieve the ame spell in the same day				
Law, Luck, Sun, or Water after failing to retrieve it								
Domains in (1d6 + spell level) hours								
•		SHA'	IR				5	
Sha'ir Lev		ummon G	Gen Far	miliar)	
		ecognize						
3		emental						
5			110100	1011				
7		all Janni					6	
9		emental ⁻	Iravel	1/day				
11		all Genie						
13	□ Cı	raft Genie	e Priso	n			_	
15		emental [*]	Travel	2/day			7	
18		lemental	Travel	(At will)				
``	SCHI	RIFTR	ROLL	EN				
							_	
							8	
ZAUBERSTÄBE					9			
					IDENTIFIED SPELLS			
# COO COO COO COO COO COO COO COO COO CO								
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