S	HA'IR	Level Bonus		X	PREPARE	ED	SPELLS
			Level				
Spells	Spell	SPELL Spe				0	
Known	Save DC	per d	ay = Spells + · ·				
		0	СНА - СНА - СНА - СНА -				
		1					
		2				1	
		3					
		4					
		5					
		6				2	
		7			·		
		8					
		9				_	
Spell Sa	ave DC = 10 + CH	IA + Spell L	evel				
FALHA	ARCANA THR	ESHOLD					
	%					3	
``	SPEL	L RETR	IEVAL				
DC 20 Di	plomacy check	on D	IPLOMACY MODIFIERS				
	your gen to reti wn arcane spell		-1 per Sha'ir level -2 if spell is in spells known				
	spell level) round	S	category (arcane only)				
-2 per level of the desired spell -6 if the spell is an unknown						4	
Any divine and from the Air -2 per attempt to retrieve t			divine spell 2 per attempt to retrieve the				
Chaos, Earth, Fire, Knowledge, Law, Luck, Sun, or Water Domains in (1d6 + spell level) hours SHA'IR							
Sha'ir Le						5	
1	S	Summon Ge	n Familiar				
3	□ R	Recognize G	enie Works				
5	□ E	lemental Pr	otection				
7	□с	all Janni				6	
9	E	lemental Tra	avel 1/day				
11	□ C	all Genie					
13		Craft Genie F	Prison				
15		lemental Tr	avel 2/dav			7	
18			avel (At will)			_	
		SCROLI	.5				
						8	
WANDS						9	
				IDENTIFIED SPELLS			
89 # 00000000000000000000000000000000000				*	—————IDENTIFI	(2))	J SPELLS /
0 -32 -33							
		3ES					
		CHARGES					
# 000 000 000 000				,			