

Caster
Level

PREPARED SPELLS

SPIRIT MAGIC

1	6
2	7
3	8
4	9
5	

Spirit ability

Level	Greater spirit ability
8	

Level	True spirit ability
16	

Level	Manifestation
20	

Level 3 Deliver touch spells through your spirit animal.

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	0					WIS - 4
	1	+ 1		+ 1		WIS - 4
	2	+ 1		+ 1		WIS - 8
	3	+ 1		+ 1		WIS - 12
	4	+ 1		+ 1		
	5	+ 1		+ 1		
	6	+ 1		+ 1		
	7	+ 1		+ 1		
	8	+ 1		+ 1		
	9	+ 1		+ 1		

Spell Save DC = 10 + WIS + Spell Level

Level	Spirit ability
4	

Greater spirit ability

True spirit ability

Level Wandering hex

6 Second wandering hex

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Spirit Magic + 1

1

Spirit Magic +1

2

Spirit Magic +1

3

Spirit Magic +1

4

Spirit Magic +1

5

Spirit Magic + 1

6

Spirit Magic +1

7

Spirit Magic +1

8

Spirit Magic + 1

9

KNOWN HEXES

[illegible]