

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
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Week	0	1	2	3	4	5	6	7	8	9
1	0	+1	+1							
2	1	+1	+1							
3	2	+1	+1							
4	3	+1	+1							
5	4	+1	+1							
6	5	+1	+1							
7	6	+1	+1							
8	7	+1	+1							
9	8	+1	+1							
10	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

14

KNOWN HEXES

O

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