



Name	Tatonqa	Race	Human	Alignment	Neutral Good
Level	5	Classes	Spi 5	XP	11727
Next Level	15000	Physical	Male, 336 yrs. old, 6ft. 5in., 196 lb.	Size	Medium
Deity		STR	DEX	CON	INT
WIS	CHA	Speed/Run	30 ft./x4	Base Spd/Run	30 ft./x4
12	12	14	10	18	16
Fortitude	+8	Reflex	+2	Will	+10
+1	+1	+2	0	+4	+3

Armor Max DEX: +5

AC	17	Touch	11	Flatfooted	16	Helpless	11	Armor	+4 (Studded Leather +1)
								Shield	+2 (Shield, Heavy Darkwood)

SR	0	DR		HP	40	40
		Resist				Subdual:

BAB	+3				Melee	+4	Ranged	+4	Grapple	+4	Initiative	+5
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ATTACKS

Javelin +1 +1, Thrown - Attacks: +5; Damage: 1d6+2 (Piercing); Critical: x2; Range: 30 ft. Shield, Heavy Darkwood
Javelin +1 +1, One-Handed - Attacks: +5; Damage: 1d6+2 (Piercing); Critical: x2; Range: 30 ft. Shield, Heavy Darkwood
Shortspear, One-Handed - Attacks: +4; Damage: 1d6+1 (Piercing); Critical: x2; Range: 20 ft. Shield, Heavy Darkwood
Longspear, Masterwork, Two-Handed - Attacks: +5; Damage: 1d8+1 (Piercing); Critical: x3; Reach: exactly 10 ft. Off-hand in use.
Ammo

SKILLS

Appraise	0	Balance	+1	Bluff	+3	Climb	+2
0 Ranks, INT		0 Ranks, DEX, Check Penalty		0 Ranks, CHA		1 Ranks, STR, Check Penalty	
Concentration	+7	Craft	0	Decipher Script	X	Diplomacy	+6
5 Ranks, CON		0 Ranks, INT		0 Ranks, INT		3 Ranks, CHA	
Disable Device	X	Disguise	+3	Escape Artist	+1	Forgery	0
0 Ranks, INT		0 Ranks, CHA		0 Ranks, DEX, Check Penalty		0 Ranks, INT	
Gather Information	+3	Handle Animal	+6	Heal	+9	Hide	+1
0 Ranks, CHA		3 Ranks, CHA		5 Ranks, WIS		0 Ranks, DEX, Check Penalty	
Intimidate	+4	Jump	+1	Knowledge	X	Knowledge (Geography)	+3
1 Ranks, CHA		0 Ranks, STR, Check Penalty		0 Ranks, INT		3 Ranks, INT	
Knowledge (History)	+1	Knowledge (Local)	+1	Knowledge (Nature)	+1	Listen	+9
1 Ranks, INT		1 Ranks, INT		1 Ranks, INT		3 Ranks, WIS	
Move Silently	+1	Open Lock	X	Perform	+3	Profession	X
0 Ranks, DEX, Check Penalty		0 Ranks, DEX		0 Ranks, CHA		0 Ranks, WIS	

SKILLS

Profession (Rancher) 3 Ranks, WIS	+7	Ride 3 Ranks, DEX	+4	Search 0 Ranks, INT	0	Sense Motive 0 Ranks, WIS	+4
Sleight of Hand 0 Ranks, DEX, Check Penalty	X	Spellcraft 3 Ranks, INT	+3	Spot 1 Ranks, WIS	+7	Survival 1 Ranks, WIS	+5
Swim 0 Ranks, STR, 2xCheck Penal	+1	Tumble 0 Ranks, DEX, Check Penalty	X	Use Magic Device 0 Ranks, CHA	X	Use Rope 0 Ranks, DEX	+1

Languages Common

CONDITIONAL MODIFIERS

Type

Source

MODIFIERS

Type

Source

FEATS

Alertness	<i>+2 bonus on all Listen checks and Spot checks.</i>
Armor Proficiency (Light)	<i>Proficient in the wearing of all light armors.</i>
Great Fortitude	<i>+2 bonus on all Fortitude saving throws.</i>
Improved Initiative	<i>+4 on initiative checks.</i>
Iron Will	<i>+2 on all Will saving throws.</i>
Martial Weapon Proficiency (Axe, Throwing)	<i>Proficient with a single martial weapon.</i>
Martial Weapon Proficiency (Handaxe)	<i>Proficient with a single martial weapon.</i>
Martial Weapon Proficiency (Shortbow)	<i>Proficient with a single martial weapon.</i>
Shield Proficiency	<i>Proficient with all shields except tower shields.</i>
Simple Weapon Proficiency (Club)	<i>Proficient with a single simple weapon.</i>
Simple Weapon Proficiency (Dagger)	<i>Proficient with a single simple weapon.</i>
Simple Weapon Proficiency (Dart)	<i>Proficient with a single simple weapon.</i>
Simple Weapon Proficiency (Javelin)	<i>Proficient with a single simple weapon.</i>
Simple Weapon Proficiency (Longspear)	<i>Proficient with a single simple weapon.</i>
Simple Weapon Proficiency (Quarterstaff)	<i>Proficient with a single simple weapon.</i>
Simple Weapon Proficiency (Shortspear)	<i>Proficient with a single simple weapon.</i>
Simple Weapon Proficiency (Sling)	<i>Proficient with a single simple weapon.</i>
Simple Weapon Proficiency (Spear)	<i>Proficient with a single simple weapon.</i>

FEATURES

Blessing of the spirits	<i>Protection against spirits.</i>
Chastise Spirits	<i>Damage hostile spirits in a 30 ft radius for 1d6 damage/spirit shaman levels.</i>
Detect Spirits	<i>Detects creatures that are considered spirits.</i>
Follow the guide	<i>Can reattempt a fail saving throw versus enchantments.</i>
Spirit Guide	<i>You have a spirit guide, a personification of the spirit world.</i>
Wild Empathy (Spi)	<i>Can improve the attitude of an animal.</i>

INVENTORY	Weight	Cost	Chgs/Uses	Active	Notes
Javelin +1	2 lb.	2301 gp			
Pouch, Belt	0.5/2.525 lb.	1 gp			
Golden studs x2	0.02 lb.	40 gp			Found in Tamaich's tomb. These must have been used on a decorative shield.
Pouch, money	0.1/0.68 lb.	1 sp			
17 gp, 12 cp	0.58 lb.	17 gp			

Armor Spell Failure 15%

Shield Spell Failure 15%

CASTER LEVEL and SPELL SAVE DC

Class	Caster Level	Spell Save DC									
		0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spirit Shaman	5	14	15	16	17	18	19	20	21	22	23

SPELL POINTS

Spell Points
28

SPELLCASTING MODIFIERS

Type

Source

SPELLS PER DAY

Caster Class	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spirit Shaman	6	7	5	3						

DOMAINS, SPECIALIST AND PROHIBITED SCHOOLS

Class	Domains	Specialist Schools	Prohibited Schools

SPELLCASTING NOTES

Class	Notes
Spirit Shaman	<p>SPIRIT SHAMAN SPELLS RETRIEVED PER DAY</p>

SPIRIT SHAMAN - Level 0 Spells

Create Water	○○○ ○○○	Conjuration (Creation)[Water], Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Up to 2 gallons of water/level, Duration: Instantaneous, Saving Throw: None, Spell Resistance: No, Description: Creates 2 gallons/level of pure water.
Cure Minor Wounds	○○○ ○○○	Conjuration (Healing), Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: Instantaneous, Saving Throw: Will half (harmless); see text, Spell Resistance: Yes (harmless); see text, Description: Cures 1 point of damage.
Detect Magic	○○○ ○○○	Divination, Components: V, S, Casting Time: 1 standard action, Range: 60 ft., Target/Area/Effect: Cone-shaped emanation, Duration: Duration of Lingering Aura, Saving Throw: None, Spell Resistance: No, Description: Detects spells and magic items within 60 ft.
Detect Poison	○○○ ○○○	Divination, Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Target or Area: One creature, one object, or a 5-ft. cube, Duration: Instantaneous, Saving Throw: None, Spell Resistance: No, Description: Detects poison in one creature or object.
Flare	○○○ ○○○	Evocation [Light], Components: V, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Burst of light, Duration: Instantaneous, Saving Throw: Fortitude negates, Spell Resistance: Yes, Description: Dazzles one creature (1 on attack rolls).
Guidance	○○○ ○○○	Divination, Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 minute or until discharged, Saving Throw: Will negates (harmless), Spell Resistance: Yes, Description: +1 on one attack roll, saving throw, or skill check.

Know Direction	○○○ ○○○	<i>Divination, Components: V, S, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: Instantaneous, Description: You discern north.</i>
Light	○○○ ○○○	<i>Evocation [Light], Components: V, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Object touched, Duration: 10 min./level (D), Saving Throw: None, Spell Resistance: No, Description: Object shines like a torch.</i>
Mending	○○○ ○○○	<i>Transmutation, Components: V, S, Casting Time: 1 standard action, Range: 10 ft., Target/Area/Effect: One object of up to 1 lb., Duration: Instantaneous, Saving Throw: Will negates (harmless, object), Spell Resistance: Yes (harmless, object), Description: Makes minor repairs on an object.</i>
Purify Food and Drink	○○○ ○○○	<i>Transmutation, Components: V, S, Casting Time: 1 standard action, Range: 10 ft., Target/Area/Effect: 1 cu. ft./level of contaminated food and water, Duration: Instantaneous, Saving Throw: Will negates (object), Spell Resistance: Yes (object), Description: Purifies 1 cu. ft./level of food or water.</i>
Read Magic	○○○ ○○○	<i>Divination, Components: V, S, F, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 10 min./level, Description: Read scrolls and spellbooks.</i>
Resistance	○○○ ○○○	<i>Abjuration, Components: V, S, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 minute, Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: Subject gains +1 on saving throws.</i>
Virtue	○○○ ○○○	<i>Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 min., Saving Throw: Fortitude negates (harmless), Spell Resistance: Yes (harmless), Description: Subject gains 1 temporary hp.</i>

SPIRIT SHAMAN - Level 1 Spells

Calm Animals	○○○ ○○○	<i>Enchantment (Compulsion)[Mind-Affecting], Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Targets: Animals within 30 ft. of each other, Duration: 1 min./level, Saving Throw: Will negates; see text, Spell Resistance: Yes, Description: Calms (2d4 + level) HD of animals.</i>
Charm Animal	○○○ ○○○	<i>Enchantment (Charm)[Mind-Affecting], Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One animal, Duration: 1 hour/level, Saving Throw: Will negates, Spell Resistance: Yes, Description: Makes one animal your friend.</i>
Claws of the beast	○○○ ○○○	<i>Transmutation, Components: V, S, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 1 round/level, Description: Your fingers sprout claws. claws do 1d8 damage.</i>
Cure Light Wounds	○○○ ○○○	<i>Conjuration (Healing), Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: Instantaneous, Saving Throw: Will half (harmless); see text, Spell Resistance: Yes (harmless); see text, Description: Cures 1d8 damage +1/level (max +5).</i>
Detect Animals or Plants	○○○ ○○○	<i>Divination, Components: V, S, Casting Time: 1 standard action, Range: Long (400 ft. + 40 ft./level), Target/Area/Effect: Cone-shaped emanation, Duration: Concentration, up to 10 min./level (D), Saving Throw: None, Spell Resistance: No, Description: Detects kinds of animals or plants.</i>
Detect Snares and Pits	○○○ ○○○	<i>Divination, Components: V, S, Casting Time: 1 standard action, Range: 60 ft., Target/Area/Effect: Cone-shaped emanation, Duration: Concentration, up to 10 min./level (D), Saving Throw: None, Spell Resistance: No, Description: Reveals natural or primitive traps.</i>
Endure Elements	○○○ ○○○	<i>Abjuration, Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 24 hours, Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: Exist comfortably in hot or cold environments.</i>
Entangle	○○○ ○○○	<i>Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: Long (400 ft. + 40 ft./level), Target/Area/Effect: Plants in a 40-ft.-radius spread, Duration: 1 min./level (D), Saving Throw: Reflex partial; see text, Spell Resistance: No, Description: Plants entangle everyone in 40-ft.-radius circle.</i>
Faerie Fire	○○○ ○○○	<i>Evocation [Light], Components: V, S, DF, Casting Time: 1 standard action, Range: Long (400 ft. + 40 ft./level), Target/Area/Effect: Creatures and objects within a 5-ft.-radius burst, Duration: 1 min./level (D), Saving Throw: None, Spell Resistance: Yes, Description: Outlines subjects with light, canceling blur, concealment, and the like.</i>
Goodberry	○○○ ○○○	<i>Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Targets: 2d4 fresh berries touched, Duration: One day/level, Saving Throw: None, Spell Resistance: Yes, Description: 2d4 berries each cure 1 hp (max 8 hp/24 hours).</i>
Hide from Animals	○○○ ○○○	<i>Abjuration, Components: S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Targets: One creature touched/level, Duration: 10 min./level (D), Saving Throw: Will negates (harmless), Spell Resistance: Yes, Description: Animals cant perceive one subject/level.</i>
Jump	○○○ ○○○	<i>Transmutation, Components: V, S, M, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 min./level (D), Saving Throw: Will negates (harmless), Spell Resistance: Yes, Description: Subject gets bonus on Jump checks.</i>
Longstrider	○○○ ○○○	<i>Transmutation, Components: V, S, M, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 1 hour/level (D), Description: Increases your speed.</i>

Magic Fang	○○○ ○○○	Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Living creature touched, Duration: 1 min./level, Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: One natural weapon of subject creature gets +1 on attack and damage rolls.
Magic Stone	○○○ ○○○	Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Targets: Up to three pebbles touched, Duration: 30 minutes or until discharged, Saving Throw: Will negates (harmless, object), Spell Resistance: Yes (harmless, object), Description: Three stones gain +1 on attack, deal 1d6 +1 damage.
Obscuring Mist	○○○ ○○○	Conjuration (Creation), Components: V, S, Casting Time: 1 standard action, Range: 20 ft., Target/Area/Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high, Duration: 1 min./level, Saving Throw: None, Spell Resistance: No, Description: Fog surrounds you.
Pass without Trace	○○○ ○○○	Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Targets: One creature/level touched, Duration: 1 hour/level (D), Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: One subject/level leaves no tracks.
Produce Flame	○○○ ○○○	Evocation [Fire], Components: V, S, Casting Time: 1 standard action, Range: 0 ft., Target/Area/Effect: Flame in your palm, Duration: 1 min./level (D), Saving Throw: None, Spell Resistance: Yes, Description: 1d6 damage +1/level, touch or thrown.
Shillelagh	○○○ ○○○	Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: One touched nonmagical oak club or quarterstaff, Duration: 1 min./level, Saving Throw: Will negates (object), Spell Resistance: Yes (object), Description: Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 min./level.
Speak with Animals	○○○ ○○○	Divination, Components: V, S, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 1 min./level, Description: You can communicate with animals.
Summon Nature's Ally I	○○○ ○○○	Conjuration (Summoning), Components: V, S, DF, Casting Time: 1 round, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One summoned creature, Duration: 1 round/level (D), Saving Throw: None, Spell Resistance: No, Description: Calls creature to fight.

SPIRIT SHAMAN - Level 2 Spells

Animal Messenger	○○○ ○○○	Enchantment (Compulsion)[Mind-Affecting], Components: V, S, M, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One Tiny animal, Duration: One day/level, Saving Throw: None; see text, Spell Resistance: Yes, Description: Sends a Tiny animal to a specific place.
Animal Trance	○○○ ○○○	Enchantment (Compulsion)[Mind-Affecting, Sonic], Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Targets: Animals or magical beasts with Intelligence 1 or 2, Duration: Concentration, Saving Throw: Will negates; see text, Spell Resistance: Yes, Description: Fascinates 2d6 HD of animals.
Barkskin	○○○ ○○○	Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Living creature touched, Duration: 10 min./level, Saving Throw: None, Spell Resistance: Yes (harmless), Description: Grants +2 (or higher) enhancement to natural armor.
Bear's Endurance	○○○ ○○○	Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 min./level, Saving Throw: Will negates (harmless), Spell Resistance: Yes, Description: Subject gains +4 to Con for 1 min./level.
Blinding Spittle	○○○ ○○○	Transmutation, Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One missile of spit, Duration: Instantaneous, Saving Throw: None, Spell Resistance: Yes, Description: You spit caustic saliva. Blinds target.
Bull's Strength	○○○ ○○○	Transmutation, Components: V, S, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 min./level, Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: Subject gains +4 to Str for 1 min./level.
Cat's Grace	○○○ ○○○	Transmutation, Components: V, S, M, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 min./level, Saving Throw: Will negates (harmless), Spell Resistance: Yes, Description: Subject gains +4 to Dex for 1 min./level.
Chill Metal	○○○ ○○○	Transmutation [Cold], Components: V, S, DF, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of, Duration: 7 rounds, Saving Throw: Will negates (object), Spell Resistance: Yes (object), Description: Cold metal damages those who touch it.
Delay Poison	○○○ ○○○	Conjuration (Healing), Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 hour/level, Saving Throw: Fortitude negates (harmless), Spell Resistance: Yes (harmless), Description: Stops poison from harming subject for 1 hour/level.
Fire Trap	○○○ ○○○	Abjuration [Fire], Components: V, S, M (Cost = 25 gp), Casting Time: 10 minutes, Range: Touch, Target/Area/Effect: Object touched, Duration: Permanent until discharged (D), Saving Throw: Reflex half; see text, Spell Resistance: Yes, Description: Opened object deals 1d4 damage +1/level.
Flame Blade	○○○ ○○○	Evocation [Fire], Components: V, S, DF, Casting Time: 1 standard action, Range: 0 ft., Target/Area/Effect: Sword-like beam, Duration: 1 min./level (D), Saving Throw: None, Spell Resistance: Yes, Description: Touch attack deals 1d8 +1/two levels damage.

Flaming Sphere	○○○ ○○○	Evocation [Fire], Components: V, S, M, DF, Casting Time: 1 standard action, Range: Medium (100 ft. + 10 ft./level), Target/Area/Effect: 5-ft.-diameter sphere, Duration: 1 round/level, Saving Throw: Reflex negates, Spell Resistance: Yes, Description: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
Fog Cloud	○○○ ○○○	Conjuration (Creation), Components: V, S, Casting Time: 1 standard action, Range: Medium (100 ft. + 10 ft. level), Target/Area/Effect: Fog spreads in 20-ft. radius, 20 ft. high, Duration: 10 min./level, Saving Throw: None, Spell Resistance: No, Description: Fog obscures vision.
Gust of Wind	○○○ ○○○	Evocation [Air], Components: V, S, Casting Time: 1 standard action, Range: 60 ft., Target/Area/Effect: Line-shaped gust of severe wind emanating out from you to the extreme of the range, Duration: 1 round, Saving Throw: Fortitude negates, Spell Resistance: Yes, Description: Blows away or knocks down smaller creatures.
Heat Metal	○○○ ○○○	Transmutation [Fire], Components: V, S, DF, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of, Duration: 7 rounds, Saving Throw: Will negates (object), Spell Resistance: Yes (object), Description: Make metal so hot it damages those who touch it.
Hold Animal	○○○ ○○○	Enchantment (Compulsion)[Mind-Affecting], Components: V, S, Casting Time: 1 standard action, Range: Medium (100 ft. + 10 ft. level), Target/Area/Effect: One animal, Duration: 1 round/level (D); see text, Saving Throw: Will negates; see text, Spell Resistance: Yes, Description: Paralyzes one animal for 1 round/level.
Owl's Wisdom	○○○ ○○○	Transmutation, Components: V, S, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 min./level, Saving Throw: Will negates (harmless), Spell Resistance: Yes, Description: Subject gains +4 to Wis for 1 min./level.
Reduce Animal	○○○ ○○○	Transmutation, Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: One willing animal of Small, Medium, Large, or Huge size, Duration: 1 hour/level (D), Saving Throw: None, Spell Resistance: No, Description: Shrinks one willing animal.
Resist Energy	○○○ ○○○	Abjuration, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 10 min./level, Saving Throw: Fortitude negates (harmless), Spell Resistance: Yes (harmless), Description: Ignores 10 (or more) points of damage/attack from specified energy type.
Restoration, Lesser	○○○ ○○○	Conjuration (Healing), Components: V, S, Casting Time: 3 rounds, Range: Touch, Target/Area/Effect: Creature touched, Duration: Instantaneous, Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: Dispels magical ability penalty or repairs 1d4 ability damage.
Soften Earth and Stone	○○○ ○○○	Transmutation [Earth], Components: V, S, DF, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: 10-ft. square/level; see text, Duration: Instantaneous, Saving Throw: None, Spell Resistance: No, Description: Turns stone to clay or dirt to sand or mud.
Spider Climb	○○○ ○○○	Transmutation, Components: V, S, M, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 10 min./level, Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: Grants ability to walk on walls and ceilings.
Summon Nature's Ally II	○○○ ○○○	Conjuration (Summoning), Components: V, S, DF, Casting Time: 1 round, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One or more creatures, no two of which can be more than 30 ft. apart, Duration: 1 round/level (D), Saving Throw: None, Spell Resistance: No, Description: Calls creature to fight.
Summon Swarm	○○○ ○○○	Conjuration (Summoning), Components: V, S, M, DF, Casting Time: 1 round, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One swarm of bats, rats, or spiders, Duration: Concentration + 2 rounds, Saving Throw: None, Spell Resistance: No, Description: Summons swarm of bats, rats, or spiders.
Tree Shape	○○○ ○○○	Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 1 hour/level (D), Description: You look exactly like a tree for 1 hour/level.
Warp Wood	○○○ ○○○	Transmutation, Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: 1 Small wooden object/level, all within a 20-ft. radius, Duration: Instantaneous, Saving Throw: Will negates (object), Spell Resistance: Yes (object), Description: Bends wood (shaft, handle, door, plank).
Wood Shape	○○○ ○○○	Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: One touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level, Duration: Instantaneous, Saving Throw: Will negates (object), Spell Resistance: Yes (object), Description: Rearranges wooden objects to suit you.
SPIRIT SHAMAN - Level 3 Spells		
Call Lightning	○○○ ○○○	Evocation, Components: V, S, Casting Time: 1 round, Range: Medium (100 ft. + 10 ft./level), Target/Area/Effect: One or more 30-ft.-long vertical lines of lightning, Duration: 1 min./level, Saving Throw: Reflex half, Spell Resistance: Yes, Description: Calls down lightning bolts (3d6 per bolt) from sky.
Contagion	○○○ ○○○	Necromancy [Evil], Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Living creature touched, Duration: Instantaneous, Saving Throw: Fortitude negates, Spell Resistance: Yes, Description: Infects subject with chosen disease.

Cure Moderate Wounds	○○○ ○○○	Conjuration (Healing), Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: Instantaneous, Saving Throw: Will half (harmless); see text, Spell Resistance: Yes (harmless); see text, Description: Cures 2d8 damage +1/level (max +10).
Daylight	○○○ ○○○	Evocation [Light], Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Object touched, Duration: 10 min./level (D), Saving Throw: None, Spell Resistance: No, Description: 60-ft. radius of bright light.
Diminish Plants	○○○ ○○○	Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: See text, Target/Area/Effect: Target or Area: See text, Duration: Instantaneous, Saving Throw: None, Spell Resistance: No, Description: Reduces size or blights growth of normal plants.
Dominate Animal	○○○ ○○○	Enchantment (Compulsion)[Mind-Affecting], Components: V, S, Casting Time: 1 round, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One animal, Duration: 1 round/level, Saving Throw: Will negates, Spell Resistance: Yes, Description: Subject animal obeys silent mental commands.
Magic Fang, Greater	○○○ ○○○	Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One living creature, Duration: 1 hour/level, Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: One natural weapon of subject creature gets +1/three caster levels on attack and damage rolls (max
Meld into Stone	○○○ ○○○	Transmutation [Earth], Components: V, S, DF, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 10 min./level, Description: You and your gear merge with stone.
Neutralize Poison	○○○ ○○○	Conjuration (Healing), Components: V, S, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature or object of up to 1 cu. ft./level touched, Duration: 10 min./level, Saving Throw: Will negates (harmless, object), Spell Resistance: Yes (harmless, object), Description: Immunizes subject against poison, detoxifies venom in or on subject.
Plant Growth	○○○ ○○○	Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: See text, Target/Area/Effect: Target or Area: See text, Duration: Instantaneous, Saving Throw: None, Spell Resistance: No, Description: Grows vegetation, improves crops.
Poison	○○○ ○○○	Necromancy, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Living creature touched, Duration: Instantaneous; see text, Saving Throw: Fortitude negates; see text, Spell Resistance: Yes, Description: Touch deals 1d10 Con damage, repeats in 1 min.
Protection from Energy	○○○ ○○○	Abjuration, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 10 min./level or until discharged, Saving Throw: Fortitude negates (harmless), Spell Resistance: Yes (harmless), Description: Absorb 12 points/level of damage from one kind of energy.
Quench	○○○ ○○○	Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: Medium (100 ft. + 10 ft./level), Target/Area/Effect: Area or Target: One 20-ft. cube/level (S) or one fire-based magic item, Duration: Instantaneous, Saving Throw: None or Will negates (object), Spell Resistance: No or Yes (object), Description: Extinguishes nonmagical fires or one magic item.
Remove Disease	○○○ ○○○	Conjuration (Healing), Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: Instantaneous, Saving Throw: Fortitude negates (harmless), Spell Resistance: Yes (harmless), Description: Cures all diseases affecting subject.
Sleet Storm	○○○ ○○○	Conjuration (Creation)[Cold], Components: V, S, M, DF, Casting Time: 1 standard action, Range: Long (400 ft. + 40 ft./level), Target/Area/Effect: Cylinder (40-ft. radius, 20 ft. high), Duration: 1 round/level, Saving Throw: None, Spell Resistance: No, Description: Hampers vision and movement.
Snare	○○○ ○○○	Transmutation, Components: V, S, DF, Casting Time: 3 rounds, Range: Touch, Target/Area/Effect: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level, Duration: Until triggered or broken, Saving Throw: None, Spell Resistance: No, Description: Creates a magic booby trap.
Speak with Plants	○○○ ○○○	Divination, Components: V, S, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 1 min./level, Description: You can talk to normal plants and plant creatures.
Spike Growth	○○○ ○○○	Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: Medium (100 ft. + 10 ft./level), Target/Area/Effect: One 20-ft. square/level, Duration: 1 hour/level (D), Saving Throw: Reflex partial, Spell Resistance: Yes, Description: Creatures in area take 1d4 damage, may be slowed.
Stone Shape	○○○ ○○○	Transmutation [Earth], Components: V, S, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level, Duration: Instantaneous, Saving Throw: None, Spell Resistance: No, Description: Sculpts stone into any shape.
Summon Nature's Ally III	○○○ ○○○	Conjuration (Summoning)[Chaotic, Earth, Evil, Fire, Good, Air, Lawful, Water], Components: V, S, DF, Casting Time: 1 round, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One or more creatures, no two of which can be more than 30 ft. apart, Duration: 1 round/level (D), Saving Throw: None, Spell Resistance: No, Description: Calls creature to fight.
Water Breathing	○○○ ○○○	Transmutation, Components: V, S, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Living creatures touched, Duration: 2 hours/level; see text, Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: Subjects can breathe underwater.
Wind Wall	○○○ ○○○	Evocation [Air], Components: V, S, M, DF, Casting Time: 1 standard action, Range: Medium (100 ft. + 10 ft./level), Target/Area/Effect: Wall up to 10 ft./level long and 5 ft./level high (S), Duration: 1 round/level, Saving Throw: None; see text, Spell Resistance: Yes, Description: Deflects arrows, smaller creatures, and gases.