

Spirit Cascade

Daily ♦ Standard Action

Hungry Spirits Totem +2: +9 vs. Reflex, 2d10+5 damage

Ranged 5

Target: One creature

You summon the spirit of mountain headwaters to repeatedly cascade against enemies that approach your spirit companion.

Keywords: Implement, Primal

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wis modifier (+3) damage.

Effect: The first time any ally hits an enemy adjacent to your spirit companion, the attack deals 1d6 extra damage to that enemy. The second time any ally hits an enemy adjacent to your spirit companion, the attack deals 2d6 extra damage to that enemy. The third time any ally hits an enemy adjacent to your spirit companion, the attack deals 3d6 extra damage to that enemy. This effect ends after the third attack hits or at the end of the encounter.

Additional Effects

Shaman Attack 1

Used

Wind of Pain and Succor

Daily ♦ Standard Action

Hungry Spirits Totem +2: +9 vs. Will, 3d8+5 damage

Melee spirit 1

Target: One creature

A wind spirit twines around your spirit companion, allowing it to deliver a chilling strike against your foe or a restorative embrace to an ally.

Keywords: Cold, Healing, Implement, Primal, Spirit

Attack: Wisdom vs. Will

Hit: 3d8 + Wis modifier (+3) cold damage.

Miss: Half damage.

Effect: The first ally to regain hit points while adjacent to your spirit companion regains 1d8 additional hit points. The second ally to do so regains 2d8 additional hit points, and the third ally to do so regains 3d8 additional hit points. This effect ends after the third ally regains these additional hit points or at the end of the encounter.

Additional Effects

Shaman Attack 5

Used

Healing Spirit

Encounter (Special) ♦ Minor Action

Unarmed:

Close burst 5

Target: You or one ally in the burst

You call to the spirits on behalf of a wounded ally, closing wounds and filling your ally with vigor.

Keywords: Healing, Primal

Effect: The target can spend a healing surge.

If the target does so, one ally adjacent to your spirit companion, other than the target, regains 1d6 hit points.

Level 6: 2d6 hit points.

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.

Additional Effects

Shaman Feature

Used

Call Spirit Companion

At-Will ♦ Minor Action

Close burst 20

Your soul reaches out to your spirit friend, which faithfully appears at your side.

Keywords: Conjuraton, Primal

Requirement: Your spirit companion must not be present.

Effect: You conjure your spirit companion in an unoccupied square in the burst. The spirit lasts until you fall unconscious or until you dismiss it as a minor action. The spirit occupies 1 square. Enemies cannot move through its space, but allies can. When you take a move action, you can also move the spirit a number of squares equal to your speed.

The spirit can be targeted by melee or ranged attacks, although it lacks hit points. If a single melee or ranged attack deals damage to the spirit equal to 10 + one-half your level or higher, the spirit disappears, and you take damage equal to 5 + one-half your level. Otherwise, the spirit is unaffected by the attack.

Additional Effects

Shaman Feature

Spirit's Fangs

At-Will ♦ Opportunity Action

Hungry Spirits Totem +2: +9 vs. Reflex, 1d10+5 damage

Melee spirit 1

Target: The triggering enemy

When an enemy drops its guard, your spirit companion leaps on it, claws and fangs bared.

Keywords: Implement, Primal, Spirit

Trigger: An enemy leaves a square adjacent to your spirit companion without shifting

Attack: Wisdom vs. Reflex

Hit: 1d10 + Wis modifier (+3) damage.

Additional Effects

+1 to attack rolls against bloodied creatures - Impending Victory.

Shaman Feature

Fey Step

Encounter ♦ Move Action

Personal

You step through the boundary between the planes, disappearing for a moment before reappearing somewhere else.

Keyword: Teleportation

Effect: Teleport up to 5 squares.

Additional Effects

Eladrin Racial Power

Used

Speak with Spirits

Encounter ♦ Minor Action

Personal

You commune with the spirits, letting them guide your words and actions.

Keyword: Primal

Effect: During this turn, you gain a bonus to your next skill check equal to your Wis modifier (+3).

Additional Effects

Shaman Feature

Used

Spirit Companion's Shelter

Encounter ♦ Immediate Interrupt

Personal

You create a shield of primal energy to protect your spirit companion.

Keywords: Primal, Spirit

Trigger: An enemy hits your spirit companion

Effect: Your spirit companion gains a +4 bonus to the defense targeted by the attack.

Additional Effects

Shaman Utility 6

Used

Spirit of Life

Daily ♦ Standard Action

Unarmed:

Close burst 10

Target: One ally in the burst

The spirit of a golden owl alights on your ally's shoulder and flutters off, carrying with it that friend's aches and wounds.

Keywords: Healing, Primal

Effect: The target regains hit points as if he or she had spent a healing surge.

Additional Effects

Shaman Utility 2

Used