

# WATER ELEMENTALIST

Name: \_\_\_\_\_

Spells: 1\_\_\_\_ 2\_\_\_\_ 3\_\_\_\_ 4\_\_\_\_ 5\_\_\_\_ 6\_\_\_\_ 7\_\_\_\_ 8\_\_\_\_ 9\_\_\_\_

Player: \_\_\_\_\_

Level 1	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Alarm	(PHB 175)	Abj/Evoc	1 rnd	10 yd	V,S,M	4 hours + ½ hour/level	Special	—
Animate Dead Animals	(SSG 90)	Necr	1 rnd	10 yd	V,S,M	1 wk/level	Special	—
Ariellene's Sprout Croft	(HJ-15 15)	Alt	1 turn	50 yd	V,S,M	Permanent	50 yd <sup>2</sup> /level	—
Armor	(PHB 175)	Conj	1 rnd	Touch	V,S,M	Special	1 creature	—
Audible Glamer	(PHB 175)	Ill/Phan	1 seg	60 yd + 10 yd/level	V,S,M	3 rnd/level	hearing range	Special
Aura of Innocence	(PHB 175)	Ench/Charm	1 seg	1 yd/level	V,S,M	3 rnd/level	1 person	Neg.
Bash Door	(PHB 175)	Evoc	1 seg	30 yd	V,S	Instantaneous	1 door	—
Befriend	(PHB 176)	Ench/Charm	1 seg	0	V,S,M	1d4 rnd + 1 rnd/level	60 ft radius	Special
Change Self	(PHB 176)	Ill/Phan	1 seg	0	V,S	2d6 rnd + 2 rnd/level	Caster	—
Charm Person	(PHB 176)	Ench/Charm	1 seg	120 yd	V,S	Special	1 person	Neg.
Chill Touch	(PHB 177)	Necr	1 seg	0	V,S	3 rnd + 1 rnd/level	Caster	Neg.
Chromatic Orb	(PHB 177)	Alt/Evoc	1 seg	30 ft	V,S,M	Special	1 creature	Special
Color Spray	(PHB 177)	Alt	1 seg	0	V,S,M	Instantaneous	5 x 20 x 20 ft wedge	Special
Comprehend Languages <sup>o</sup>	(PHB 177)	Alt	1 rnd	Touch	V,S,M	5 rnd per level	Special	—
Conjure Mount	(PHB 178)	Conj/Sum	1 turn	10 yd	V,S,M	2 hours + 1 hour/level	1 mount	—
Copy	(SSG 94)	Evoc	1 rnd	Special	V,S,M	Instantaneous	1 object	Special
Corpse Link	(HJ-20 19)	Alt	1 rnd	Touch	V,S	8 hours + 2 hours/level	1 clothed corpse	—
Corpse Visage	(SSG 94)	Ill/Necr	1 rnd	Touch	V,S,M	1 rnd/level	1 creature	Neg.
Create Obstacle	(BTS 23)	Conj	3 seg	100 ft + 10 ft/level	V,S,M	1 turn + 1 rnd/level	up to (1 ft./level) <sup>3</sup>	—
Create Water <sup>o1</sup>	(PHB 254)	Alt	1 rd	30 yds	V,S,M	Permanent	Up to 27 cubic ft	—
Create Disease	(SSG 96)	Div	1 seg	10 yd	V,S,M	1 rnd/level	1 creature or object	—
Detect Illusion	(SSG 96)	Div	1 seg	Touch	V,S,M	3 rnd + 2 rnd/level	10 ft x 10 ft path/level	—
Detect Magic	(PHB 178)	Div	1 seg	0	V,S	2 rnd/level	10 ft x 60 ft	—
Detect Phase	(SSG 96)	Div	1 seg	0	V,S	2 rnd/level	10 x 60 ft path	—
Detect Undead	(PHB 178)	Div/Necr	1 rnd	0	V,S,M	3 turns	60 ft+10 ft/level	—
Disable Hand	(SSG 97)	Necr	1 seg	10 yd	V,S,M	Special	1 hand	Neg.
Divining Rod	(SSG 97)	Ench/Charm /Div	1 rnd	60 yd	V,S,M	1 rnd/level	Special	—
Elenwyd's Pout	(HJ-5 11)	Alt/Ench	2 seg	0	S,M	1 turn/level	Caster	—
Elenwyd's Sultry Stare	(HJ-5 11)	Alt/Ill	1 seg	0	S	2 rnd/level	Caster	—
Endure Cold <sup>o1</sup>	(PHB 255)	Alt	1 rd	Touch	V,S	1 hour/level	Creature touched	—
Enlarge <sup>o</sup>	(PHB 178)	Alt	1 seg	5 yd/level	V,S,M	5 rnd/level	1 creature/object	Neg.
Entangle <sup>2</sup>	(PHB 277)	Alt	4 seg	80 yds	V,S,M	1 turn	40 ft cube	—
Erase	(PHB 179)	Alt	1 seg	30 yd	V,S	Permanent	1 scroll or 2 pages	Special
Evaporate <sup>1</sup>	(SSG 99)	Alt	1 seg	30 yd	V,S,M	Instantaneous	5 ft <sup>3</sup> /level	Special
Exterminate	(SSG 99)	Necr	1 seg	10 ft	V,S,M	Instantaneous	1 small creature or 1 ft <sup>3</sup> /level	—
Faerie Phantoms	(PHB 179)	Ill/Phan	1 seg	60 yd + 10 yd/level	V,S,M	Special	1d6 phantoms/level	—
Feather Fall <sup>2</sup>	(PHB 179)	Alt	1 seg	10 yd/level	V	1 rnd/level	Special	—
Find Familiar	(PHB 179)	Conj/Sum	2d12 hr	1 mile/level	V,S,M	Special	1 familiar	Special
Firewater <sup>1</sup>	(PHB 180)	Alt	1 seg	10 ft	V,S,M	1 rnd	1 pt. of water	—
Flutter Soft	(PHB 180)	Alt	1 seg	60 ft	V,S,M	1 hour	1 creature	—
Fog Vision <sup>2</sup>	(PHB 180)	Div	1 seg	Touch	V,S,M	1 turn/level	1 person	—
Fool's Silver <sup>2</sup>	(HJ-20 19)	Ill	1 rnd	Touch	V,S,M	2 hours/level	27 in <sup>3</sup> /level	Special
Freeze Water	(HJ-16 5)	Alt	5 seg	Touch	V,S,M	Special	6 in <sup>3</sup> /level	—
Freeze Weapon	(HJ-16 6)	Alt	5 seg	30 ft	V,S,M	1 rnd/2 level	Special	Special
Gabal's Magic Aura	(PHB 180)	Ill/Phan	1 rnd	Touch	V,S,M	1 day/level	Special	Special
Gaze Reflection	(PHB 180)	Alt	1 seg	0	V,S	2 rnd + 1 rnd/level	Special	—
Grease <sup>2</sup>	(PHB 180)	Conj	1 seg	10 yd	V,S,M	3 rnd + 1 rnd/level	10 x 10 ft	Special
Haarpang's Floating Cart	(PHB 181)	Evoc	1 seg	20 yd	V,S,M	6 hours + 1 hour/level	Special	—
Hold Portal	(PHB 181)	Alt	1 seg	20 yd/level	V	1 rnd/level	20 ft <sup>2</sup> /level	—
Hypnotism	(PHB 181)	Ench/Charm	1 seg	5 yd	V,S	1 rnd + 1 rnd/level	30 ft cube	Neg.
Icy Blast <sup>1</sup>	(HJ-16 5)	Inv	1 seg	10 ft	V,S	Instantaneous	Caster	½
Identify	(PHB 181)	Div	spec.	0	V,S,M	1 rnd/level	1 item/level	—
Imaginary Friend	(SSG 105)	Ill/Phan	1 seg	0	V,S,M	2 rnd/level	Caster	—
Jack Punch	(SSG 105)	Evoc	1 seg	5 yd/level	V,S	Instantaneous	1 creature	—
Jump	(PHB 181)	Alt	1 seg	Touch	V,S,M	1d3 rnd + 1 rnd/level	1 creature	—
Kachirut's Exploding Palm	(SSG 106)	Evoc	1 seg	Touch	V,S	Instantaneous	1 target	½
Light	(PHB 182)	Alt	1 seg	60 yd	V,M	1 turn/level	20 ft radius	Special
Lightning Bug	(HJ-20 19)	Alt	1 rnd	0	V,S,M	5 rnd/level	10-ft radius	—
Magic Missile	(PHB 182)	Evoc	1 seg	60 yd + 10 yd/level	V,S	Instantaneous	1-5 targets/10 ft sq	—
Magic Shield	(PHB 182)	Evoc	1 seg	0	V,S	5 rnd/level	Special	—
Magic Stone <sup>2</sup>	(SSG 108)	Ench/Charm	4 seg	Touch	V,S,M	Special	3 pebbles	—
Mask Spell	(HJ-20 14)	Abj/Ill	1 turn	0	V,S,M	3 months	1 spell	—
per page								
Melt <sup>1</sup>	(PHB 182)	Alt	1 seg	30 yd	V,S,M	1 rnd/level	Special	Special
Mend	(PHB 182)	Alt	1 seg	30 yd	V,S,M	Permanent	1 object	—

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

<sup>2</sup>Cross Elemental spell

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Level 1 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Merge Coin Pile	(PHB 182)	Alt	1 seg	10 yd	V,S,M	Permanent	10 ft x 10 ft area	Special
Merge Pixie Dust	(PF 63)	Abjur/Alt	1 seg	10 yd	V,S	Permanent	10 ft. x 10 ft.	Neg.
Message	(PHB 183)	Alt	1 seg	0	V,S,M	5 rnd/level	Special	—
Metal Bug	(SSG 109)	Alt	1 seg	Touch	V,S,M	1 hour/level	Metal touched (4 lbs/level)	—
Minor Sphere of Perturbation	(PHB 183)	Alt	1 seg	60 yd	V,M	1 turn/level	20 ft radius	Neg.
Olfactory Illusion	(HJ-13 16)	Ill	1 seg	10 ft/level	V,S,M	1 turn/level	1000 ft <sup>3</sup> /level	Neg.
Pass Without Trace <sup>2</sup>	(PHB 277)	Ench/Charm	1 rd	Touch	V,S,M	1 creature	1 turn/level	—
Phantasmal Fireball	(PHB 183)	Ill/Phan	1 seg	60 yd + 10 yd/level	V,S,M	Instantaneous	20 ft radius	Special
Phantasmal Force	(PHB 183)	Ill/Phan	1 seg	60 yd + 10 yd/level	V,S,M	Special	Special	Special
Phantom Armor	(PHB 183)	Alt/Ill	1 rnd	Touch	V,S,M	Special	1 person	—
Pinpoint Familiar <sup>o</sup>	(WW 41)	Div	3 seg	0	V,S,M	1 rnd/level	20 yards/level	—
Pool Gold	(PHB 183)	Alt	1 seg	20 ft	V,S,M	1 rnd	20 ft radius	Special
Power Word: Cartwheel	(SSG 113)	Conj/Sum	1 seg	10 yd/level	V	1 rnd	1 creature	—
Power Word: Moon	(SSG 114)	Conj/Sum	1 seg	5 yd/level	V	1 rnd	1 creature	—
Power Word: Summersault	(SSG 115)	Conj/Sum	1 seg	10 yd/level	V	1 rnd	1 creature	—
Precipitation <sup>1</sup>	(PHB 183)	Alt	3 seg	10 ft./level	V,S,M	1 seg/level	Special	—
Protection from Evil	(PHB 184)	Abj	1 seg	Touch	V,S,M	2 rnd/level	1 creature	—
Protection from Sunburn	(SSG 116)	Abj	1 seg	0	S,M	1 day/level	10 ft radius	—
Protective Amulet	(SSG 116)	Abj/Ench	1 hr	0	V,S,M	1 wk/level	1 piece of jewelry	—
Purify Water <sup>o1</sup>	(PHB 278)	Alt	Permanent	1 rnd	40 yds	V, S	1 cu. ft/level	—
Push	(PHB 184)	Conj/Sum	1 seg	1 ft./level	V,S,M	Instantaneous	Special	Neg.
Ralph's Placid Arrow	(SSG 116)	Necr	1 seg	180 yd	V,S,M	Special	1 creature	Neg.
Read Magic	(PHB 184)	Div	1 rnd	0	V,S,M	2 rnd/level	Special	—
Remove Fear	(SSG 116)	Abj	1 seg	10 yd + 1 yd/level	V,S	2 turns/level	1 creature/3 levels	—
Remove Thirst	(SSG 117)	Alt/Ench /Charm	1 seg	Touch	V,S,M	Permanent	1 creature	—
Resist Cold <sup>1</sup>	(SSG 117)	Alt/Inv	3 seg	0	V,S,M	2 rnd/level	Caster	—
Resist Fire	(SSG 117)	Alt	3 seg	0	V,S,M	2 rnd/level	Caster	—
Run	(PHB 184)	Ench	1 rnd	Touch	V,S,M	5 to 8 hours	Special	—
Shift Blame	(PHB 185)	Ench/Charm	1 seg	Touch	V,S,M	3 rnd/level	1 creature	Neg.
Shocking Grasp	(PHB 185)	Alt	1 seg	Touch	V,S	Special	1 creature	—
Sleep	(PHB 185)	Ench/Charm	1 seg	30 yd	V,S,M	5 rnd/level	Special	—
Smell Immunity	(PHB 185)	Ill/Phan	1 seg	60 ft	V,S,M	1 turn/level	1 creature	Neg.
Smoky Servant	(HJ-13 16)	Alt/Conj	1 seg	0	V,S,M	1hours/level	30 ft radius	—
Spider Climb	(PHB 185)	Alt	1 seg	Touch	V,S,M	3 rnd + 1 rnd/level	1 creature	Neg.
Spook	(PHB 185)	Ill/Phan	1 seg	30 ft	V,S	Special	1 creature	Neg.
Strength of Stone	(ZG 113)	Inv/Evoc	4 seg	Touch	V, S, M	3 rnds + 1 rnd/level	1 creature	—
Taunt	(PHB 185)	Ench	1 seg	60 yd	V,S,M	1 rnd	30 ft radius	Neg.
Throw Voice	(PHB 186)	Ill/Phan	1 seg	10 yd/level	V,M	4 rnd + 1 rnd/level	1 creature or object	Neg.
Unseen Servant	(PHB 186)	Conj/Sum	1 seg	0	V,S,M	4 hours + 1 hour/level	30 ft radius	—
Vanishing Armor	(BTS 24)	Ill	3 seg	Touch	V,S	1 hour/level	1 suit of armor or outfit	Neg.
Wall of Fog <sup>2</sup>	(PHB 186)	Evoc	1 seg	30 yd	V,S,M	2d4 rnd + 1 rnd/level	Special	—
Wind Column	(ZG 115)	Inv/Evoc	2 seg	0	V, S	2 rnds/level	Caster	—
Wizard Mark	(PHB 186)	Alt	1 seg	Touch	V,S,M	Permanent	Up to 1 ft square	—
Write	(PHB 186)	Evoc	1 rnd	0	V,S,M	1 hour/level	1 spell inscription	Special
Wrygal's Delicious Deception	(PHB 186)	Ill/Phan	1 seg	100 ft	V,S,M	1 turn	60 yd radius	—
Yudder's Whistle of Hell's Gate	(PHB 187)	Evoc	1 seg	5 yd rad/level	V,S,M	1 rnd/level	5 yd radius/level	Special
Level 2	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Ajamar's Chaotic Summoning	(HJ-11 8)	Conj/Sum	3 seg	Special	V,S,M	2 rnd + 1 rnd/level	30 yd radius	Special
Alter Self	(PHB 187)	Alt	2 seg	0	V,S	3d4 rnd + 2 rnd/level	Caster	—
Aname's Extra-Dimensional Mallet	(SSG 90)	Conj/Sum	2 seg	Special	V,S,M	1 rnd/level	Special	—
Barkskin <sup>2</sup>	(PHB 279)	Alt	5 seg	Touch	V,S,M	4 rnds + 1 rnd/level	1 creature	—
Bind <sup>2</sup>	(PHB 187)	Ench	2 seg	30 yd	V,S,M	1 rnd/level	50 ft + 5 ft/level	—
Blindness	(PHB 187)	Ill/Phan	2 seg	30 yd + 10 yd/level	V	Special	1 creature	Neg.
Blur	(PHB 187)	Ill/Phan	2 seg	0	V,S	3 rnd + 1 rnd/level	Caster	—
Bob & Mooch's Leather Armor Repair	(HJ-14 3)	Alt	1 turn	Touch	V,S,M	Special	1 item	—
Chaotic Transformation	(SSG 93)	Alt	6 seg	Touch	V,S,M	Permanent	1 creature	Neg.
Cheetah Speed	(PHB 187)	Alt	2 seg	Touch	V,S,M	3 rnd + 1 rnd/lv	1 creature/level	—
Choke	(SSG 93)	Necr/Conj	2 seg	30 yd	V,S,M	1 rnd/level	1 creature	½
Cloud of Pummeling Fists	(PHB 188)	Evoc	2 seg	1 yd/level	V,S,M	2 rnd	10 ft radius	—
Conjure Demi-Elemental: Water	(ZG 115)	Conj/Sum	7 seg	0	V, S, M	2 rnds/level	Special	—
Continual Light <sup>o</sup>	(PHB 188)	Alt	2 seg	60 yd	V,S	Permanent	60 ft radius	Special
Create Greater Obstacle	(BTS 23)	Conj	3 seg	100 ft + 10 ft/level	V,S,M	1 turn + 1 rnd/level	Special	—
Dancing Shadows	(SSG 94)	Ill/Phan	2 seg	30 yd	V,S	2 rnd/level	30 ft cube	Neg.
Darkness, 15' Radius	(PHB 188)	Alt	2 seg	10 yd/level	V,S,M	1 turn + 1 rnd/level	15 ft radius	—
Deafness	(PHB 188)	Ill/Phan	2 seg	60 yd	V,S,M	Special	1 creature	Neg.
Death Recall	(SSG 95)	Necr/Div	1 rnd	Touch	V,S,M	Special	1 corpse	—

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

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Level 2 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Deepen Shadows	(SSG 95)	Ill/Phan	5 rd	Special	S	1 hour/level	One 10 x 10 ft area/level	—
Deepockets	(PHB 189)	Alt/Ench	1 turn	Touch	V,S,M	12 hours + 1 hour/level	1 garment	—
Detect Charm	(SSG 96)	Div	1 seg	0	V,S,M	1 turn	1 creature/round	Neg.
Detect Evil <sup>o</sup>	(PHB 189)	Div	2 seg	0	V,S	5 rnd/level	10 x 180 ft	—
Detect Invisibility	(PHB 189)	Div	2 seg	0	V,S,M	5 rnd/level	10 yds/level	—
Detect Life	(SSG 96)	Div	2 seg	10 ft/level	V,S,M	5 rnd	1 creature	—
Disable Foot	(SSG 97)	Necr	1 seg	10 yd	V,S,M	Special	1 ft	Neg.
Disable Wing	(PF 63)	Necr	2 seg	10 yd	V,S,M	Special	1 wing	Neg.
Dust Devil <sup>2</sup>	(PHB 257)	Conj/Sum	2 rds	30 yds	V,S	2 rnds/level	5 x 4 ft cone	—
Elenwyd's Coif	(HJ-5 12)	Alt	4 seg	Touch	V,S	1 day/level	1 creature's hair or fur	Neg.
Elenwyd's Majestic Bosom	(SSG 98)	Alt	3 seg	Touch	V,S,M	Permanent	1 female biped	Neg.
ESP	(PHB 189)	Div	2 seg	0	V,S,M	1 rnd/level	5 yds/level	—
Fascinate	(PHB 189)	Ill/Phan	2 seg	30 yd	V,S	Special	1 creature	Neg.
Fihrsid's Horrid Armor	(SSG 100)	Necr	3 seg	Special	V,S,M	1d6 day/level	Special	—
Filter	(SSG 100)	Abj	2 seg	Touch	V,M	1 turn/level	10 ft radius sphere around creature touched	—
Find Traps	(SSG 100)	Div	4 seg	0	V,S,M	3 turns	10 ft x 30 yds	—
Flock of Diving Ducks	(WW 40)	Evoc/Phan	2 seg	3 yd + 1 yd/level	V,S,M	1-3 rnd	20 foot radius	—
Fog Cloud <sup>2</sup>	(PHB 191)	Alt	2 seg	10 yd	V,S	4 rnd + 1 rnd/level	Special	—
Fool's Gold <sup>2</sup>	(PHB 191)	Alt/Ill	1 rnd	10 yd	V,S,M	1 hour/level	10 in <sup>3</sup> /level	Special
Forget	(PHB 191)	Ench/Charm	2 seg	30 yd	V,S	Permanent	Special	Neg.
Fustus's Mnemonic Enhancer	(SSG 101)	Alt/Ench	1 turn	0	V,S,M	1 day	Caster	—
Galinor's Gender Reversal	(SSG 102)	Alt	3 seg	5 ft/level	V,M	Permanent	1 creature	Neg.
Gandle's Feeble Trap	(PHB 191)	Ill/Phan	3 rd	Touch	V,S,M	Permanent	object touched	—
Ghoul Touch	(SSG 102)	Necr	2 seg	0	V,S,M	1 rnd/level	1 person	Special
Glitterdust	(PHB 191)	Conj/Sum	2 seg	10 yd/level	V,S,M	Special	20 ft cube	Special
Heat Seeking Fist of Thunder <sup>2</sup>	(PHB 191)	Evoc	2 seg	100 ft	V,S,M	Instantaneous	30 ft cube	½
Hypnotic Pattern	(PHB 192)	Ill/Phan	2 seg	30 yd	S,M	Special	30 ft cube	Neg.
Ice Knife <sup>1</sup>	(SSG 104)	Evoc	1 rnd	Special	V,S,M	Instantaneous	Special	Neg.
Improved Phantasmal Force	(PHB 192)	Ill/Phan	2 seg	60 yd + 10 yd/level	V,S,M	Special	Special	Special
Invisibility	(PHB 192)	Ill/Phan	2 seg	Touch	V,S,M	Special	1 creature	—
Irritation	(PHB 192)	Alt	2 seg	10 yd/level	V,S,M	Special	Special	Neg.
Kachirut's Kinetic Strike	(SSG 106)	Evoc	2 seg	3 yd/level	V,S	Instantaneous	1 target	½
Knock <sup>o</sup>	(PHB 192)	Alt	1 seg	60 yd	V	Special	10 ft <sup>2</sup> /level	—
Know Alignment	(PHB 193)	Div	1 rnd	10 yd	V,S	1 rnd/level	Special	Neg.
Levitate	(PHB 193)	Alt	2 seg	20 yd/level	V,S,M	1 turn/level	1 creature or object	Neg.
Locate Object <sup>o</sup>	(PHB 193)	Div	2 seg	0	V,S,M	1 rnd/level	20 yds/level	—
Locate Portal	(HJM 121)	Div	1 turn	Special	V,S,M	1 rnd	Special	—
Magic Missile of Skewering	(PHB 193)	Evoc	2 seg	60 ft. + 10 ft./level	V,S	Instantaneous	Special	—
Magic Missile Reflection	(SSG 107)	Abj/Alt	2 seg	Touch	V,S,M	2 rnd + 1 rnd/level	1 creature	—
Magic Missile, Sidewinder	(SSG 107)	Evoc	2 seg	60 yd + 10 yd/level	V,S	Instantaneous	1-8 targets in a 50 ft square	—
Magic Mouth	(PHB 194)	Alt	2 seg	10 yd	V,S,M	Special	1 object	—
Mirror Image	(PHB 194)	Ill/Phan	2 seg	0	V,S	3 rnd/level	6 ft radius	—
Misdirection	(PHB 194)	Ill/Phan	2 seg	30 yd	V,S	8 hours	1 creature or object	Neg.
Munz's Bolt of Acid	(PHB 194)	Conj	2 seg	180 yd	V,S,M	Special	1 target	Special
Murgain's Muster Strength	(PHB 194)	Ench/Charm	2 seg	Touch	V,S	Permanent	1 creature	Neg.
Power Word: Belch	(SSG 113)	Conj/Sum	1 seg	10 yd/level	V	1 rnd	1 creature	—
Power Word: Detect	(SSG 114)	Conj/Sum	1 seg	0	V	2 rnd/level	60 yd wedge	—
Power Word: Light	(SSG 114)	Conj/Sum	1 seg	5 yd	V	Instantaneous	1 small object	—
Premonition	(PHB 194)	Div	2 seg	Touch	V,S,M	2 rnd/level	1 creature	Special
Preserve	(PHB 194)	Abj	2 rd	Touch	V,S,M	Permanent	Special	—
Proadus' Uncontrollable Fit of Laughter	(PHB 239)	Conj/Sum	7 seg	10 yd	V,S	1 turn/level	Special	Special
Protection from Cantrips	(PHB 195)	Abj	1 rnd	Touch	V,S	5 hours + 1 hour/level	1 creature or object	—
Ray of Enfeeblement	(PHB 195)	Ench/Charm	2 seg	10 yd + 5 yd/level	V,S	1 rnd/level	1 creature	Neg.
Reflecting Pool <sup>1</sup>	(PHB 280)	Div	1 rd/lvl	2 hours	10 yds	V, S, M	Special	—
Reveal Secret Portal	(PHB 195)	Div	2 seg	0	V,S,M	5 rnd/level	10 yds/level	—
Rope Trick	(PHB 195)	Alt	2 seg	Touch	V,S,M	2 turns/level	Special	—
Scare	(PHB 196)	Ench/Charm	2 seg	30 yd + 10 yd/level	V,S,M	1d4 rnd + 1 rnd/level	15 ft radius	Special
Shatter	(PHB 196)	Alt	2 seg	30 yd + 10 yd/level	V,S,M	Instantaneous	3 ft radius	Neg.
Shield Screen	(SSG 119)	Evoc	2 seg	0	V,S	3 rnd/level	Special	—
Slow Healing	(SSG 120)	Necr	1 seg	5 yd/level	V,S,M	1 hour/level	1 creature	Neg.
Smoke Screen	(HJ-13 16)	Alt	2 seg	5 ft./level	V,S,M	2 rnd/level	1000 ft <sup>3</sup> /level	—
Soften Stone	(ZG 117)	Alt	5 seg	10 yds/level	V, S, M	Permanent	10 ft cu./level	—
Spectral Hand	(PHB 196)	Necr	2 seg	30 yd + 5 yd/level	V,S	2 rnd/level	1 opponent	—
Spider Charm	(ATG 95)	Ench/Charm	5 seg	30 yd	V,S	Special	30 ft cube	—
Spy of Derijnah	(SSG 120)	Necr	5 seg	5 feet	V,S,M	1 hour/level	Special	—
Stinking Cloud <sup>2</sup>	(PHB 196)	Evoc	2 seg	30 yd	V,S,M	1 rnd/level	20 ft cube	Special
Strength	(PHB 196)	Alt	1 turn	Touch	V,S,M	1 hour/level	person touched	—
Summon Swarm	(PHB 196)	Conj/Sum	2 seg	60 yd	V,S,M	Special	10 ft cube	Neg.
Tattoo of Shame	(PHB 196)	Alt	1 rnd	Touch	V,S,M	Permanent	Up to 1 ft <sup>2</sup>	Neg.

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

<sup>2</sup>Cross Elemental spell

# WATER ELEMENTALIST

Level 2 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Telepathic Mute	(PHB 197)	Alt	2 seg	10 ft./level	V,S,M	2 rnd/level	1 creature	—
Total Control	(PHB 197)	Ench/Charm	2 seg	10 yd/level	V	2 rnd/level	1 creature	Neg.
Vocalize	(SSG 123)	Alt	4 seg	Touch	S,M	5 rnd	1 creature	—
Web	(PHB 197)	Evoc	2 seg	5 yd/level	V,S,M	2 turns/level	8,000 ft³	Special
Whip	(PHB 197)	Evoc	2 seg	1 ft.	V,S,M	1 rnd/level	Special	Special
Whispering Wind²	(PHB 197)	Alt/Phan	2 seg	1 mile/level	V,S	Special	2 ft radius	—
Wizard Lock	(PHB 198)	Alt	2 seg	Touch	V,S	Permanent	30 ft²/level	—
Zed's Crystal Dagger²	(SSG 126)	Conj/Evoc	2 seg	0	V,S,M	2 rnd + 1 rnd/level	Summons 1 dagger	—
Zeebart's Rust Resistance	(ATG 94)	Abj	2 seg	10 yd/level	S,M	2 turns/level	15' radius	—

Level 3	Book	School	Casting Time	Range		Duration	Area of Effect	Save
A Day in the Life	(SSG 89)	Alt	3 seg	10 ft/level	V,S,M	24 hours	1 creature	Neg.
Ajamar's Greater Swarm	(HJ-11 8)	Conj/Sum	2 seg	Special	V,S,M	Special	30 ft cube	Neg.
Ariellene's Sprout Field	(HJ-15 15)	Alt	1 turn	500 yd	V,S,M	Permanent	10,000 yd²/level	—
Arinathor's Dark Limbs	(SSG 91)	Alt	4 seg	Touch	V,S,M	Permanent	1 creature	Neg.
Bash Face²	(PHB 198)	Evoc	3 seg	10 ft. + 1 ft./level	V,S,M	Instantaneous	1 target	—
Blink	(PHB 198)	Alt	1 seg	0	V,S	1 rnd/level	Caster	—
Bob & Mooch's Armor Repair	(HJ-14 3)	Alt	1 turn	Touch	V,S,M	Until dispelled	1 item	—
Bone Club	(SSG 92)	Necr/Ench	1 rnd	0	V,M	1 rnd/level	1 bone	—
Call Lightning²	(PHB 281)	Alt	1 turn	360 yds	V,S	1 turn/level	10 ft radius	½
Carter's Energy Conservation	(ATG 94)	Alt	3 seg	0	V,S,M	1 hour/level	20 yds	—
Charm Undead	(PHB 198)	Necr	3 seg	10 ft./level	V,S,M	Permanent	1 undead creature	—
Chill Fire	(HJM 121)	Alt	2 seg	10 yd	V,S,M	1 turn/level	40 yd radius	Special
Clairaudience	(PHB 198)	Div	3 seg	Unlimited	V,S,M	1 rnd/level	60 ft radius	—
Clairvoyance	(PHB 199)	Div	3 seg	Unlimited	V,S,M	1 rnd/level	line of sight	—
Cloudburst	(PHB 199)	Alt	5 seg	10 ft./level	V,S,M	1 rnd	Special	Special
Continual Darkness	(PHB 199)	Alt	3 seg	60 yd	V,M	Permanent	30 ft radius globe	Neg.
Delay Death	(SSG 95)	Necr/Ench	1 rnd	30 yd	V,S,M	1 turn/level	1 creature	—
Delude	(PHB 199)	Alt	3 seg	0	V,S	1 turn/level	30 ft radius	Neg.
Dispel Magic	(PHB 199)	Abj	3 seg	120 yd	V,S	Instantaneous	30 ft cube	—
Dispel Silence	(SSG 97)	Abj/Alt	3 seg	0	S,M	1 rnd/level	10 ft radius sphere/level	—
Elenwyd's Flawless Smile	(HJ-5 12)	Alt	1 seg	Touch	V,S,M	Permenant	1 person	Neg.
Elenwyd's Wondrous Gown	(HJ-5 12)	Alt/Conj	6 seg	5 ft./level	V,M	3 day/level	Special	—
Empathic Link	(SSG 98)	Ench/Charm	3 seg	10 yd/level	V,S	5 rnd/level	1 creature	Special
Enhance Rating°	(HJM 121)	Alt	3 seg	10 yd	V,S,M	1d4 + 1rnd/level	1 individual using a HackJammer Helmet	—
Explosive Runes	(PHB 200)	Alt	3 seg	Touch	V,S	Special	10 ft radius	Special
Extinguish	(ZG 107)	Alt	6 seg	5 yds + 1 yd/level	V, S, M	1d4 segments	10 ft cube	Special
Feign Death	(PHB 200)	Necr	1 seg	Touch	V,S	1 hour + 1 turn/level	1 creature	—
Fly	(PHB 201)	Alt	3 seg	Touch	V,S,M	1 turn/level + 1d6 turns	1 creature	—
Gandle's Humble Hut	(PHB 201)	Alt	3 seg	0	V,S,M	4 hours + 1 hour/level	15 ft diameter sphere	—
Glyph of Ice¹	(SSG 102)	Abj/Evoc	spec.	Touch	V,S,M	Special	Special	Special
Glyph of Sniping	(SSG 103)	Abj/Evoc	spec.	Touch	V,S,M	Special	Special	½
Grounded	(PF 63)	Abjur	3 seg	10 ft. + 10 ft./level	V,S	1 min/level	1 creature	Neg.
Grow	(PHB 201)	Alt	3 seg	3 yd/level	V,S,M	Instantaneous	1 creature	Neg.
Gust of Wind²	(PHB 201)	Alt	3 seg	0	V,S,M	1 rnd	10 ft x 10 yds/level	—
Haste	(PHB 201)	Alt	3 seg	60 yd	V,S,M	3 rnd + 1 rnd/level	Special	—
Hold Person	(PHB 201)	Ench/Charm	3 seg	120 yd	V,S,M	2 rnd/level	Special	Neg.
Hold Undead	(PHB 202)	Necr	5 seg	60 ft	V,S,M	1d4 rnd + 1 rnd/level	1d3 undead	Neg.
Hovering Skull	(SSG 104)	Necr	4 seg	Special	V,S,M	2 rnd/level	Special	—
Icy Sphere¹	(HJ-16 5)	Evoc	5 seg	10 yd/level	V,S,M	1 rnd/2 level	10 yds/level	½
Illusionary Script	(PHB 202)	Ill/Phan	spec.	Touch	V,S,M	1 day/level	script reader	Special
Infravision	(PHB 202)	Alt	1 rnd	Touch	V,S,M	2 hours + 1 hour/level	1 creature	—
Invisibility, 10' Radius	(PHB 202)	Ill/Phan	3 seg	Touch	V,S,M	Special	10 ft radius	Special
Item	(PHB 202)	Alt	3 seg	Touch	V,S,M	4 hours/level	2 ft³/level	Special
Lightning Bolt	(PHB 202)	Evoc	3 seg	40 yd + 10 yd/level	V,S,M	Instantaneous	Special	½
Lizenz's Dark Wings	(PF 63)	Alt	4 seg	Touch	V,S,M	Permanent	1 creature	Neg.
Material	(PHB 203)	Evoc/Conj	1 rnd	1 ft.	V,S	Permanent	1 ft³/level	—
Meld into Stone²	(PHB 262)	Alt	6 seg	0	V,S,M	Caster	8 rds + 1d8 rds	—
Mergenszer's Spectral Watch Duck	(WW 41)	Conj/Sum	4 seg	20 yd	V,S,M	Special	Special	—
Mericutyn's Grotesquely Distended Nose	(SSG 109)	Alt	3 seg	10 ft/level	S,M	Permanent	1 creature	Neg.
Monster Summoning I	(PHB 203)	Conj/Sum	3 seg	Special	V,S,M	2 rnd + 1 rnd level	30 yd radius	—
Morton's Minute Meteors²	(SSG 110)	Alt/Evoc	3 seg	70 yd + 10 yd/level	V,S,M	Special	1 target/meteor	—
Murgain's Migraine	(PHB 203)	Necr	3 seg	30 yd	V,S	Special	1 creature	Neg.
No Fear	(PHB 203)	Ench/Charm	3 seg	10 yd/level	V	2 rnd/level	10 ft radius	Special
Non-Detection	(PHB 203)	Abj	3 seg	Touch	V,S,M	1 hour/level	1 creature or item	—
Pain Touch	(SSG 111)	Necr	3 seg	Touch	V,M	1 rnd/level	1 creature	—

°Reversible spell

¹Class spell

²Cross Elemental spell

# WATER ELEMENTALIST

Level 3 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Paralyzation	(PHB 203)	Ill/Phan	3 seg	10 ft./level	V,S	Special	20 ft x 20 ft area	Neg.
Perceived Malignment	(PHB 204)	Ench/Charm	3 seg	50 ft	V	Special	1 creature	Special
Phantom Steed	(PHB 204)	Conj/Phan	1 turn	Touch	V,S	1 hour/level	Special	—
Phantom Wind	(PHB 204)	Alt/Phan	3 seg	1 rnd./level	V,S	1 rnd/level	1 ft broad path	—
Polymorph to Amphibian	(PHB 204)	Alt	3 seg	5 ft./level	V,S,M	Permanent	1 creature	Neg.
Polymorph to Insect	(SSG 112)	Alt	3 seg	5 ft/level	V,S,M	Permanent	1 creature	Neg.
Polymorph to Primate	(PHB 204)	Alt	3 seg	5 ft./level	V,S,M	Permanent	1 creature	Neg.
Porpher's Game Call Spell	(PEG 39)	Sum	1 rnd	10 ft	V,S,M	Special	Special	—
Power Word: Attack	(SSG 112)	Conj/Sum	1 seg	5 yd/2 level	V	1-3 rnd	1 creature	—
Power Word: Burn	(SSG 113)	Conj/Sum	1 seg	5 yd/2 level	V	Special	1 creature or 5 ft x 5 ft x 5 ft cube of matter	—
Power Word: Chill	(SSG 113)	Conj/Sum	1 seg	5 yd/level	V	Instantaneous	1 creature	—
Preemptive Strike	(PHB 204)	Evoc	1 rnd	Caster	V,S,M	1 hour/level	5 ft radius	½
Proof from Teleport	(SSG 116)	Abj	2 turn	0	V,S,M	2 hours/level	10 yd radius/level	—
Protection from Normal Missiles	(PHB 205)	Abj	3 seg	Touch	V,S,M	1 turn/level	1 creature	—
Quarantine	(SSG 116)	Abj	3 seg	10 yd	V,S,M	1 day/level	20 ft radius/level	Neg.
Rodnard's Red Letter Rejoinder	(WW 42)	Conj/Sum	4 seg	5 yd	V,S,M	Special	1 sigil	Special
Rot Dawgs	(SSG 117)	Necr	7 seg	10 yd/level	V,S,M	10 min/level	Special	—
Runes of Eyeball Implosion	(PHB 205)	Alt	3 seg	Touch	V,S	Special	1 creature	—
Runes of Instantaneous Esophoria	(WW 43)	Alt	4 seg	Touch	V,S	Special	1 creature	—
Secret Page	(PHB 205)	Alt	1 turn	Touch	V,S,M	Special	1 page/2 ft square	—
Selective Invisibility	(POS 41)	Ill	3 seg	Caster	V,S	24 hours	Caster	Special
Sepia Snake Sigil	(PHB 205)	Conj/Sum	3 seg	5 yd	V,S,M	Special	1 sigil	—
Sliggyderlisp's Noxious Depilatory Cloud	(WDM 38)	Evoc	4 seg	15 yd	V,S,M	2 rnd + 1 rnd/level	40 x 20 x 20 cloud	Neg.
Slow	(PHB 205)	Alt	3 seg	90 yd + 10 yd/level	V,S,M	3 rnd + 1 rnd/level	40 ft cube	Neg.
Smoke Bomb	(HJ-13 16)	Alt/Evoc	3 seg	30 ft	V,S,M	Instantaneous	Special	—
Smoke Signals	(HJ-13 16)	Alt	1 seg	5 ft	V,S,M	1 hour/level	1 phrase	—
Smoke Visions	(HJ-13 16)	Alt/Div	3 seg	5 ft	V,S,M	1 turn	5'x5'x1'	—
Snarcher's Multi-Missile Smoke Volley	(WW 43)	Alt	5 seg	25 yd + 5 yd/level	V,S,M	Instantaneous	1-5 targets in a 10 ft square	—
Spectral Force	(PHB 206)	Ill/Phan	3 seg	60 yd + 1 yd/level	V,S	Special	Special	Special
Spyware	(HJ-20 15)	Evoc	1 rnd	Touch	S,M	Permanent	1 spellbook	Special
Stone Shape <sup>2</sup>	(PHB 283)	Alt	1 rd	Touch	V,S,M	Permanent	9 cu. ft+1 ft/level	—
Suggestion	(PHB 206)	Ench/Charm	3 seg	30 yd	V,M	1 hour + 1hours/level	1 creature	Neg.
Sure Grip Snare	(PHB 206)	Evoc	1 rnd	10 ft	V,S,M	1 hour/level	Special	Neg.
Tongues <sup>o</sup>	(PHB 206)	Alt	3 seg	0	V,M	1 rnd/level	30 ft radius	—
Transmute Wood to Steel	(SSG 121)	Alt	6 seg	5 ft/level	V,S,M	Permanent	5 lbs of wood/level	—
Vampiric Touch	(PHB 206)	Necr	3 seg	0	V,S	1 touch	Caster	—
Wall of Water <sup>1</sup>	(SSG 123)	Evoc	3 seg	30 yd	V,S,M	Special	Special	—
Ward Off Evil <sup>o</sup>	(PHB 206)	Abj	3 seg	Touch	V,S,M	2 rnd/level	10 ft radius	—
Water Breathing <sup>o1</sup>	(PHB 206)	Alt	5 seg	Touch	V,S,M	6 turns/level	1 creature	—
Water Walk <sup>1</sup>	(PHB 263)	Alt	6 seg	1 turn +	Touch	V, S, M	Special	—
Weather Prediction	(ZG 114)	Div	1 rd	0	V, S	Instantaneous	Caster	—
Wind Wall <sup>2</sup>	(PHB 207)	Alt	3 seg	10 yd/level	V,S,M	1 rnd/level	Special	Special
Wraithform	(PHB 207)	Alt/Ill	1 seg	0	S,M	2 rnd/level	Caster	—
Yargrove's Eidolon	(SSG 126)	Ench/Charm	5 seg	Touch	V,S,M	Permanent	1 golem	—
Zed's Crystal Dirk <sup>2</sup>	(SSG 126)	Conj/Evoc	3 seg	0	V,S,M	3 rnd + 1 rnd/level	Summons 1 dirk	—

Level 4	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Ajamar's Demonic Enchantment	(HJ-11 8)	Conj/Sum	4 seg	Special	V,S,M	Special	Caster	—
Arbraxious's Hyper Evolution	(SSG 90)	Alt	4 seg	5 yd/level	V,S,M	Permanent	1 creature	Neg.
Arbraxious's Levitation	(SSG 91)	Alt	5 seg	5 yd/level	V,S,M	Permanent	1 creature	Neg.
Charm Monster	(PHB 207)	Ench/Charm	4 seg	60 yd	V,S	Special	Special	Neg.
Circle of Protection	(SSG 93)	Abj	1 rnd	0	V,S,M	1 turn/level	10 ft radius circle	—
Close Portal	(PHB 207)	Alt	4 seg	120 ft	V,S	1 rnd/level	1 creature	Neg.
Confusion	(PHB 208)	Ench/Charm	4 seg	120 yd	V,S,M	2 rnd + 1 rnd/level	Up to 60 ft cube	Special
Contagion	(PHB 208)	Necr	4 seg	30 yd	V,S	Permanent	1 creature	Neg.
Delayed Magic Missile	(SSG 96)	Evoc	1 seg	80 yd + 10 yd/level	V,S	1 rnd/level	1 creature	Special
Demi-Smoke Monsters	(HJ-13 15)	Ill/Phan	4 seg	15 ft	V,S,M	1 turn/level	20 ft <sup>3</sup>	Special
Detect Lie	(SSG 96)	Div	2 seg	10 ft/level	V,S,M	5 rnd	1 creature	—
Detect Srying	(PHB 208)	Div	3 seg	0	V,S,M	1d6 turns + 1 turn/level	120 ft radius	Special
Dig	(PHB 208)	Evoc	4 seg	30 yd	V,S,M	1 rnd/level	5 ft cube/level	Special
Dimension Door	(PHB 208)	Alt	1 seg	0	V	Instantaneous	Caster	—
Dispel Exhaustion	(PHB 208)	Ill/Phan	4 seg	Touch	V,S	3 turns/level	1 to 4 persons	—
Divination Enhancement	(SSG 97)	Div	4 seg	0	V,S	2 turns + 2 rnd/level	Caster	—
Duplicate	(SSG 98)	Conj/Sum	1 rnd	Touch	S,M	1 hour/level	1 object	—

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

<sup>2</sup>Cross Elemental spell

# WATER ELEMENTALIST

Level 4 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□ Elenwyd's Charm of Virility	(HJ-5 12)	Alt	4 seg	Touch	V,S,M	3 day/level	1 male biped	Neg.
□□□□ Elenwyd's Miracle Diet	(HJ-5 12)	Alt/Necr	5 seg	Touch	S,M	Permanent	1 overweight person	Neg.
□□□□ Emergency Teleport at Random	(PHB 209)	Alt	1 rnd	0	V	Instantaneous	Caster	—
□□□□ Emotion	(PHB 209)	Ench/Charm	4 seg	10 yd/level	V,S	Special	20 ft cube	Neg.
□□□□ Enchanted Weapon	(PHB 209)	Ench	1 turn	Touch	V,S,M	5 rnd/level	Weapon(s) touched	—
□□□□ Enervation	(PHB 209)	Necr	4 seg	10 yd/level	V,S	1d4 hours + 1 hour/level	1 creature	Neg.
□□□□ Exploding Glyph	(SSG 99)	Abj/Evoc	spec.	Touch	V,S,M	Special	Special	1/2
□□□□ Extension I	(PHB 209)	Alt	2 seg	0	V	Special	Special	—
□□□□ Fear	(PHB 209)	Ill/Phan	4 seg	0	V,S,M	Special	60 ft cone	Neg.
□□□□ Find Treasure	(SSG 100)	Div	4 seg	60 yd + 10 yd/level	V,S,M	2 rnd/level	10 ft wide path	—
□□□□ Flying Familiar	(SSG 101)	Alt	2 rd	Touch	V,S,M	Permanent	1 familiar	—
□□□□ Force Grenade	(SSG 101)	Evoc	1 seg	Touch	V,S,M	1 rnd/level	1 stone	1/2
□□□□ Fumble	(PHB 211)	Ench/Charm	4 seg	10 yd/level	V,S,M	1 rnd/level	30 ft cube	Special
□□□□ Haarpang's Magnificent Sphere of Resiliency	(PHB 211)	Alt/Evoc	4 seg	20 yd	V,S,M	1 rnd/level	1 ft diameter/level	Neg.
□□□□ Haarpang's Memory Kick	(PHB 211)	Alt	1 turn	0	V,S,M	1 day	Caster	—
□□□□ Hallucinatory Terrain	(PHB 211)	Ill/Phan	1 turn	20 yd/level	V,S,M	1 hour/level	10 yds/level cube	—
□□□□ Hurl Animal	(PHB 212)	Alt	4 seg	10 yd/level	V,S,M	Instantaneous	10 yds/level	Neg.
□□□□ Ice Storm <sup>1</sup>	(PHB 212)	Evoc	4 seg	10 yd/level	V,S,M	Special	20 or 40 ft radius	—
□□□□ Illusionary Wall	(PHB 212)	Ill/Phan	4 seg	30 yd	V,S	Permanent	1x10x10 ft	—
□□□□ Improved Invisibility	(PHB 212)	Ill/Phan	4 seg	Touch	V,S	4 rnd + 1 rnd/level	1 creature	—
□□□□ Improved Selective Invisibility	(POS 41)	Ill	4 seg	Caster	V,S	24 hours	Caster	Special
□□□□ Lower Water <sup>o1</sup>	(PHB 266)	Alt	1 turn	120 yds	V,S,M	Special	1 turn/level	—
□□□□ Mage Lock	(PHB 212)	Ench/Charm	1 turn	Touch	V,S,M	Permanent	1 item	—
□□□□ Magic Mirror	(PHB 212)	Ench/Div	1 hr	Touch	V,S,M	1 rnd/level	Special	—
□□□□ Massmorph	(PHB 212)	Alt	4 seg	10 yd/level	V,S,M	Special	10 ft cube/level	—
□□□□ Minor Creation	(PHB 212)	Ill/Phan	1 turn	Touch	V,S,M	1 hour/level	1 ft <sup>3</sup> /level	—
□□□□ Minor Globe of Invulnerability	(PHB 213)	Abj	4 seg	0	V,S,M	1 rnd/level	5 ft radius	—
□□□□ Mist of Corraling	(PHB 213)	Evoc	1 rnd	10 ft./level	V,S,M	1 turn + 1 rnd/level	Special	—
□□□□ Monster Summoning II	(PHB 213)	Conj/Sum	4 seg	Special	V,S,M	3 rnd + 1 rnd/level	40 yd radius	—
□□□□ Mulder's Climbing Claws	(SSG 110)	Alt	3 seg	10 ft/level	V,S,M	Permanent	1 creature	Neg.
□□□□ Neutralize Poison <sup>o1</sup>	(PHB 266)	Necr	7 seg	Touch	V,S	Special	Permanent	—
□□□□ Omen	(SSG 111)	Div	5 rd	0	V,S	Special	Special	—
□□□□ Perpetual Shocking Grasp	(PHB 213)	Alt	4 seg	Touch	V,S,M	Permanent	Special	—
□□□□ Phantasmal Killer	(PHB 213)	Ill/Phan	4 seg	5 yd/level	V,S,M	1 rnd/level	1 creature	Special
□□□□ Pixie Wings	(SSG 111)	Alt	4 seg	5 yd/level	V,S,M	Permanent	1 creature	Neg.
	(PF 63)							
□□□□ Plant Growth	(PHB 214)	Alt	4 seg	10 yd/level	V,S	Permanent	100 ft sq/level	—
□□□□ Poison	(SSG 111)	Necr	4 seg	Touch	V,S	Permanent	1 creature	Neg.
□□□□ Polymorph Other	(PHB 214)	Alt	4 seg	5 yd/level	V,S,M	Permanent	1 creature	Neg.
□□□□ Polymorph Self	(PHB 214)	Alt	4 seg	0	V	2 turns/level	Caster	—
□□□□ Power Word: Anosmitize	(SSG 112)	Conj/Sum	1 seg	10 yd/level	V	1 rnd/level	1 or more creature	—
□□□□ Power Word: Freeze	(SSG 114)	Conj/Sum	1 seg	5 yd/level	V	1 rnd/level	1 creature or	—
□□□□ Power Word: Slow	(SSG 115)	Conj/Sum	1 seg	5 yd/level	V	1 rnd/level	1 or more creature	—
□□□□ Protection from Elementals	(ZG 116)	Abj	1 rnd	0	V, S	2 rnds/level	10 ft radius	—
□□□□ Protection from Lightning <sup>2</sup>	(PHB 286)	Abj	7 seg	Touch	V,S,M	1 creature	Special	—
□□□□ Protection from Water	(ZG 116)	Abj/Alt	6 seg	0	V, S, M	5 rnds/level	10 ft radius	—
□□□□ Rainbow Pattern	(PHB 214)	Alt/Ill/Phan	4 seg	10 yd	S,M	Special	30 ft cube	Neg.
□□□□ Remove Curse <sup>o</sup>	(PHB 215)	Abj	4 seg	Touch	V,S	Permanent	Special	Special
□□□□ Segwick's Tool Box	(SSG 118)	Conj/Sum	1 rnd	0	V,S,M	1 turn/level	Special	—
□□□□ Shadow Monsters	(PHB 215)	Ill/Phan	4 seg	30 yd	V,S	1 rnd/level	20 ft cube	Special
□□□□ Shout	(PHB 215)	Evoc	1 seg	0	V,M	Instantaneous	10 x 30 ft cone	Special
□□□□ Silver Globes	(SSG 119)	Evoc/Conj/Sum	1 seg	3 ft/level	V,S	Instantaneous	30 ft radius	Special
□□□□ Sliggenderisp's Particularly Noxious Depilatory Cloud	(WDM 39)	Evoc	4 seg	15 yd + 1 yd/level	V,S,M	2 rnd + 1 rnd/level	40 x 20 x 20 cloud	Neg.
□□□□ Smoke Signals, Greater	(HJ-13 15)	Alt	4 seg	100 ft/level	V,S,M	1 rnd/level	1 phrase	—
□□□□ Solid Fog <sup>2</sup>	(PHB 215)	Alt	4 seg	30 yd	V,S,M	2d4 rnd + 1 rnd/level	20 x 10 x 10 ft	—
□□□□ Spike Stones <sup>2</sup>	(PHB 288)	Alt/Ench	6 seg	30 yds	V,S,M	3d4 turns + 1 turn/level	10 square ft/level, 1 spike/square ft	—
□□□□ Stirring Oration	(PHB 215)	Ench/Charm	1 rnd	0	V	1 turn + 1 rnd/level	20 ft radius/level	—
□□□□ Stone Passage <sup>2</sup>	(PHB 215)	Alt	4 seg	Touch	V,S	1 turn	1 creature	—
□□□□ Stones to Spiders	(ATG 95)	Alt	7 seg	30 yd	V,S,M	2 rnd/level	1d4 stones + 1 stone/level in a 10 ft cube	—
□□□□ Stoneskin <sup>2</sup>	(PHB 216)	Alt	1 seg	Touch	V,S,M	Special	1 creature	—
□□□□ Toxic Web	(ATG 94)	Evoc	4 seg	5 yd/level	V,S,M	2 turns/level	6,000 ft <sup>3</sup>	Special
□□□□ Tusks of the Oliphant	(SSG 122)	Alt	8 seg	10 yd/level	V,S,M	Permanent	1 creature	Neg.
□□□□ Ultravision	(PHB 216)	Alt	4 seg	Touch	V,S,M	6 turns + 6 turns/level	1 creature	—
□□□□ Unseen Repair Crew	(HJM 121)	Alt	1 rnd	50 yd	V,S,M	1 turn/level	1 ship	—
□□□□ Vacancy	(PHB 216)	Alt/Ill/Phan	4 seg	10 yd/level	V,S,M	1 hour/level	10 ft radius/level	—

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

<sup>2</sup>Cross Elemental spell

# WATER ELEMENTALIST

Level 4 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Wall of Acid	(PHB 216)	Evoc	4 seg	40 yd	V,S,M	Special	Special	—
Wall of Ice <sup>1</sup>	(PHB 217)	Evoc	4 seg	10 yd/level	V,S,M	1 turn/level	Special	—
Warp Stone or Metal	(ZG 117)	Alt	7 seg	10 yds	V, S, M	Instantaneous	3 lbs/level	Special
Wimpel's Dispelling Screen	(SSG 125)	Abj/Evoc	5 seg	5 yd/level	V,S,M	1 rnd/level	20 ft square	—
Wizard Eye	(PHB 217)	Alt	1 turn	0	V,S,M	1 rnd/level	Special	—
Zargosa's Lodge of Protection	(PHB 217)	Alt/Ench	4 turn	20 yd	V,S,M	1d4 + 1 hour + 1 hour/level	30 ft <sup>2</sup> /level	—
Zargosa's Tentacled Fury	(PHB 217)	Conj/Sum	1 rnd	30 yd	V,S,M	1 hour/level	30 ft <sup>2</sup> /level	—
Zombie Slave	(PHB 218)	Necr	4 seg	30 ft	V,S,M	1 hour/level	Special	—
Zone of Sweet Air	(ZG 118)	Abj	3 seg	10 yds/level	V,S,M	1 turn/level	10ft/level x 10ft/level x 10ft	—

Level 5	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Advanced Illusion	(PHB 218)	Ill/Phan	1 rnd	60 yd + 10 yd/level	V,S,M	1 rnd/level	Special	Special
Air Walk <sup>2</sup>	(PHB 267)	Alt	8 seg	Touch	V,S,M	1 hour + 1 turn/level	1 creature	—
Airy Water <sup>1</sup>	(PHB 218)	Alt	5 seg	0	V,S,M	1 turn/level	Special	—
Animal Growth <sup>o</sup>	(PHB 218)	Alt	5 seg	60 yd	V,S,M	1 rnd/level	Special	—
Animate Dead	(PHB 218)	Necr	5 rd	10 yd	V,S,M	Permanent	Special	—
Arbraxious's Horrid Maw	(SSG 90)	Alt	5 seg	5 yd/level	V,S,M	Permanent	1 creature	Neg.
Avoidance <sup>o</sup>	(PHB 218)	Abj/Alt	5 seg	10 yd	V,S,M	Special	Up to 3 ft cube	Special
Breed Fusion	(SSG 93)	Alt	2 day	Special	V,S,M	Instantaneous	2 creature	Neg.
Centaur's Gift, The	(SSG 93)	Alt	5 seg	10 yd/level	V,S,M	Permanent	1 creature	Neg.
Chaos	(PHB 219)	Ench/Charm	5 seg	5 yd/level	V,S,M	1 rnd/level	Up to 40 ft cube	Special
Cloudkill <sup>2</sup>	(PHB 219)	Evoc	5 seg	10 yd	V,S	1 rnd /level	40 x 20 x 20 ft cloud	—
Conjure Elemental <sup>1</sup>	(PHB 219)	Conj/Sum	1 turn	60 yd	V,S,M	1 turn/level	Special	—
Contact Other Plane	(PHB 219)	Div	1 turn	0	V	Special	Special	—
Containment	(PHB 220)	Abj	5 seg	10 ft./level	V,S,M	5 rnd/level	10 ft sq wall/level	—
Create Portal	(HJM 121)	Alt	5 seg	100 yd	V,S,M	2-12 turns	Special	—
Demishadow Monsters	(PHB 220)	Ill/Phan	5 seg	30 yd	V,S	1 rnd/level	20 ft cube	Special
Dismissal	(PHB 220)	Abj	1 rnd	10 yd	V,S,M	Permanent	1 creature	Neg.
Distance Distortion	(PHB 220)	Alt	5 seg	10 yd/level	V,S,M	2 turns/level	10 ft cube/level	—
Dolor	(PHB 220)	Ench/Charm	5 seg	1 ft.	V,S	2 rnd	1 creature	Special
Domination	(PHB 220)	Ench/Charm	5 seg	10 yd/level	V,S	Special	1 person	Neg.
Drayton's Engaging Conversation	(PHB 221)	Ench/Evoc	5 seg	10 yd	V	Special	Special	Special
Drayton's Hidden Stash	(PHB 221)	Alt/Conj/Sum	1 turn	Special	V,S,M	60 day	1 chest: 2x2x3 ft	—
Dream	(PHB 221)	Evoc/Ill/Phan	1 turn	Touch	V,S	Special	1 creature	—
Elenwyd's Beautiful Flower	(HJ-5 12)	Alt	3 seg	3 yd/level	S,M	Permanent	1 creature	Neg.
Elenwyd's Fashion Sense	(HJ-5 12)	Alt/Ench	1 seg	Touch	S	Permanent	1 outfit	—
Enhance Maneuverability <sup>o</sup>	(HJM 121)	Alt	5 seg	10 yd	V,S,M	1d4 + 1rnd/level	1 ship	Special
Extension II	(PHB 221)	Alt	4 seg	0	V	Special	Special	—
Fabricate	(PHB 222)	Ench/Alt	spec.	5 yd/level	V,S,M	Permanent	1 yd <sup>3</sup> /level	—
False Vision	(PHB 222)	Div	5 seg	0	V,S,M	1d4 rnd + 1 rnd/level	30 ft radius	—
Feeblemind	(PHB 222)	Ench/Charm	5 seg	10 yd/level	V,S,M	Permanent	1 creature	Neg.
Force Shapechange	(SSG 101)	Necr	5 seg	10 yd/level	V,S,M	Instantaneous	1 creature/level	1/2
Gabal's Permenant Magical Aura	(DIN 44)	Ill/Phan	5 rd	Touch	V,S,M	Permanent	Special	Special
Haarpang's Polar Screen	(SSG 103)	Evoc	5 seg	5 yd/level	V,S,M	5 rnd/level	20 ft square	Special
Hiamohr's Unfortunate Incident	(SSG 103)	Alt	4 seg	Special	V,S,M	Permanent	Cone 30 yds + 10 yds/level	Neg.
Hold Monster	(PHB 222)	Ench/Charm	5 seg	5 yd/level	V,S,M	1 rnd/level	Special	Neg.
Hyptor's Faithful Bitch-Hound	(PHB 222)	Conj/Sum	5 seg	10 yd	V,S,M	Special	Special	—
Jorrel's Private Sanctum	(SSG 106)	Abj/Alt	2 turn	0	V,S,M	1 hour/level	1 room	—
Lygg'l's Cone of Cold	(PHB 223)	Evoc	5 seg	0	V,S,M	Instantaneous	Special	1/2
Magic Jar	(PHB 223)	Necr	1 rnd	10 yd/level	V,S,M	Special	1 creature	Special
Magic Staff	(SSG 107)	Ench/Charm	spec.	Touch	V,S,M	Special	Caster's staff	—
Major Creation	(PHB 223)	Ill/Phan	1 turn	10 yd	V,S,M	Special	Special	—
Manor's Mindsight	(SSG 108)	Alt/Div	6 seg	0	V,S,M	5 rnd/level	20 ft + 5 ft/level	—
Monster Summoning III	(PHB 223)	Conj/Sum	5 seg	Special	V,S,M	4 rnd + 1 rnd/level	50 yd radius	—
Mummy Rot	(SSG 110)	Necr	5 seg	Touch	V,S,M	1 rnd/level	1 victim	Special
Polymorph Plant to Mammal	(SSG 112)	Alt	8 seg	Touch	V,S,M	Permanent	1 Plant	Neg.
Power Word: Charm	(SSG 113)	Conj/Sum	1 seg	5 yd/level	V	Special	1 or more creatures in a 30 ft radius	—
Power Word: Fear	(SSG 114)	Conj/Sum	1 seg	5 yd/level	V	Special	1 or more creature	—
Power Word: Sleep	(SSG 115)	Conj/Sum	1 seg	90 yd	V	2 rnd/level	1 or more creature	—
Preston's Moonbow	(SSG 115)	Evoc	5 seg	10 yd/level	V,S,M	1 to 4 rnd	Special	—
Rainbow <sup>1</sup>	(PHB 173)	Alt	1/3 seg	1 ft	V,S	1 rnd	Special	—
Retain Air Envelope	(HJM 122)	Alt	6 seg	100 yd	V,S,M	1 turn/level	1 ship, or 1 person/level	Special
Saheezeer's Molten Encompassment	(COB 123)	Alt	5 seg	1 yd	V,S,M	Permanent	3 ft <sup>3</sup> /level	—

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

<sup>2</sup>Cross Elemental spell

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Level 5 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Seeming	(PHB 224)	Ill/Phan	5 seg	10 ft. rad	V,S	12 hours	1 person/2 levels	—
Segwick's Seeking	(SSG 118)	Div	5 seg	40 ft	V,S,M	9 rnd	Caster	—
Sending	(PHB 224)	Evoc	1 turn	Unlimited	V,S,M	Special	1 creature	—
Sensory Control	(POS 41)	Ill	4 seg	Caster	V,S	24 hours	Caster	Special
Shadow Door	(PHB 224)	Ill/Phan	2 seg	10 yd	S	1 rnd/level	Special	—
Shadow Magic	(PHB 224)	Ill/Phan	5 seg	50 yd + 10 yd/level	V,S	Special	Special	Special
Shincock's Major Missile	(SSG 119)	Evoc	5 seg	60 yd + 10 yd/level	V,S	Instantaneous	1 creature	—
Sink into Earth	(ZG 117)	Alt	8 seg	Touch	V, S, M	1 day/level	caster or 1 item	Special
Smoking Sphere of DOOM	(HJ13 16)	Alt/Necr	5 seg	300 yd	V,S,M	1 rnd/level	10 ft diameter/level	Special
Snarcher's Corkscrewing	(WW 43)	Alt	5 seg	30 yd + 5 yd/level	V,S,M	Instantaneous	1 creature	—
Smoking Magic Missile								
Spell Shield	(SSG 120)	Abj	1 rnd	Touch	V,S,M	2 rnd/level	1 creature	—
Spike Growth <sup>2</sup>	(PHB 270)	Alt/Ench	6 seg	60 yds	V,S,M	3d4 turns + 1 turn/level	10 square ft/level	—
Spike Stones <sup>2</sup>	(PHB 288)	Alt/Ench	6 seg	30 yds	V,S,M	3d4 turns + 1 turn/level	10 square ft/level, 1 spike/square ft	—
Stone Shape <sup>2</sup>	(PHB 283)	Alt	1 rd	Touch	V,S,M	Permanent	9 cu. ft+1 ft/level	—
Stone Sphere <sup>2</sup>	(PHB 224)	Evoc	5 seg	1 yd/level	V,S,M	Permanent	Special	Special
Summon Shadow	(PHB 224)	Conj/Sum /Necr	5 seg	10 yd	V,S,M	1 rnd + 1 rnd/level	10 ft cube	—
Telekinesis	(PHB 224)	Alt	5 seg	10 yd/level	V,S	Special	10 yds/level	Neg.
Teleport	(PHB 225)	Alt	2 seg	Touch	V	Instantaneous	Special	—
Tempus Fugit <sup>o</sup>	(PHB 225)	Ill/Phan	5 seg	0	V,S	5 turns/level	10 ft radius	—
Throbbing Bones	(SSG 121)	Necr	3 seg	10 yd	V,M	1 rnd/level	1 creature	½
Touch of Death	(PHB 225)	Necr	5 seg	Touch	V,S	Permanent	1 living creature	Neg.
Transmute Stone to Mud <sup>o2</sup>	(PHB 225)	Alt	5 seg	10 yd/level	V,S,M	Special	20 ft cube/level	—
Wall of Bones	(SSG 123)	Necr/Conj	1 rnd	60 yd	V,S,M	1 turn	10 ft square/level 6-inch thickness/level	—
Wall of Force	(PHB 225)	Evoc	5 seg	30 yd	V,S,M	1 turn + 1 rnd/level	10 ft sq/level	—
Wall of Iron	(PHB 226)	Evoc	5 seg	5 yd/level	V,S,M	Permanent	Special	—
Wall of Stone <sup>2</sup>	(PHB 226)	Evoc	5 seg	5 yd/level	V,S,M	Permanent	Special	—
Wall Passage	(PHB 226)	Alt	5 seg	30 yd	V,S,M	1 hour + 1 turn/level	5x8x10 ft	—
Water Bomb <sup>1</sup>	(SSG 124)	Conj/Sum	1 rnd	10 yd/level	V,M	1 rnd	15 ft radius	—
Waveform <sup>1</sup>	(SSG 124)	Alt	5 seg	40 yd	S,M	1d10 rnd	10 ft cube/level	½
Wings of PanDemonium	(SSG 125)	Alt	5 seg	0	V,S,M	10 turns/level	Caster	—
Wizard's Oracle	(SSG 126)	Div	1 turn	0	V,S,M	Special	Special	—
Zarba's Guardian Hand	(PHB 226)	Evoc	5 seg	10 yd/level	V,S,M	1 rnd/level	Special	—

  

Level 6	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Aerial Servant <sup>2</sup>	(PHB 270)	Conj/Sum	9 seg	10 yds	V,S	1 day/level	Special	—
Aliron's Dark Graft	(SSG 89)	Necr	3 seg	Touch	V,S,M	Permanent	1 creature	Neg.
Anti-Magic Shell	(PHB 226)	Abj	1 seg	0	V,S	1 turn/level	1ft/level diameter	—
Body Heat Activation Spell	(PHB 226)	Evoc	1 turn	20 ft./level	V,S,M	1 day/level	10 ft cube/level	Special
Bradley's Besieging Bolt	(SSG 92)	Evoc	1 rnd	Special	V,S,M	1 rnd/level	Special	—
Break Hex	(PHB 227)	Abj	1 rnd	20 ft	V,S	Permanent	Special	—
Chain Lightning	(PHB 227)	Evoc	5 seg	40 yd + 5 yd/level	V,S,M	Instantaneous	Special	½
Charm of Undying Devotion	(PHB 227)	Ench/Charm	6 seg	5 yd/level	V,S	Special	1 person	Neg.
Conjure Animals	(PHB 227)	Conj/Sum	6 seg	Special	V,S	1 rnd/level	30 yrd radius	—
Contingency	(PHB 227)	Evoc	1 turn	0	V,S,M	1 day/level	Caster	—
Control Weather <sup>1</sup>	(PHB 228)	Alt	1 turn	0	V,S,M	4d6 hours	4d4 square miles	—
Create Minor Helm	(HJM 122)	Ench/Charm	spec.	10 yd	V,S,M	1 wk/level	1 item	—
Cytogenesis	(SSG 94)	Alt/Necr	4 seg	Touch	V,S,M	Permanent	Special	Neg.
Dead Man's Eyes	(SSG 95)	Necr	1 rnd	Special	S,M	1 rnd/level	Special	Special
Death Fog <sup>2</sup>	(PHB 228)	Alt/Evoc	6 seg	30 yd	V,S,M	1d4 rnd + 1/level	Two 10 ft cubes/level	—
Death Spell	(PHB 228)	Necr	6 seg	10 yd/level	V,S,M	Instantaneous	30 ft cube/level	—
Demi-Shadow Magic	(PHB 228)	Ill/Phan	6 seg	60 yd + 10 yd/level	V,S	Special	Special	Special
Detect Ulterior Motives	(SSG 97)	Div	6 seg	0	V,S,M	1 rnd/level	10 ft/level	—
Disintegrate <sup>2</sup>	(PHB 229)	Alt	6 seg	5 yd/level	V,S,M	Instantaneous	Special	Neg.
Elenwyd's Day in the Life of a Courtesan	(HJ-5 12)	Alt	6 seg	10 ft./level	V,S,M	24 hours	1 creature	Neg.
Enchant an Item	(PHB 229)	Ench/Evoc	spec.	Touch	V,S,M	Special	1 item	Neg.
Ensnarement	(PHB 229)	Conj/Sum	1 turn	10 yd	V,S,M	Special	Special	Neg.
Extension III	(PHB 230)	Alt	6 seg	0	V	Special	Special	—
Eyebite	(PHB 230)	Ench/Ill	6 seg	20 yd	V,S	1 rnd/3 level	1 creature	Special
Gauntlet of Teeth	(SSG 102)	Evoc	5 seg	10 ft/level	V,S,M	6 rnd	Special	½
Geas	(PHB 230)	Ench/Charm	4 seg	10 yd	V	Special	1 creature	—
Glassee	(PHB 230)	Alt	1 rnd	Touch	V,S,M	1 rnd/level	Special	—
Globe of Invulnerability	(PHB 231)	Abj	1 rnd	0	V,S,M	1 rnd/level	5 ft radius	—
Guards and Wards	(PHB 231)	Evoc/Alt	3 turns	0	V,S,M	1 hour/level	Special	—
Haarpang's Magnificent Sphere of Freezing	(PHB 231)	Alt/Evoc	6 seg	Special	V,S,M	Special	Special	Special

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

<sup>2</sup>Cross Elemental spell



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Level 6 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Haarpang's Orb of Containment	(SSG 103)	Evoc	1 rnd	30 yd	V,S,M	Special	6 in sphere	—
Hyptor's Total Recall	(PHB 231)	Alt	1 seg	0	V,S	Instantaneous	Caster	—
Illstiwilly's Great Smoky Dodecagon Veil	(HJ-13 15)	Alt/Ill	1 turn	Caster	V,S,M	1 hour/level	10 ft/level radius	—
Invisible Stalker <sup>2</sup>	(PHB 231)	Conj/Sum	1 rnd	10 yd	V,S,M	Special	Special	—
Invulnerability to Magical Weapons	(SSG 105)	Abj	3 seg	0	V,M	1 rnd/level	5 ft radius	—
Karnaac's Transformation	(PHB 231)	Alt/Evoc	6 seg	0	V,S,M	1 rnd/level	Caster	—
Legend Lore	(PHB 232)	Div	spec.	0	V,S,M	Special	Special	—
Lower Water <sup>o</sup>	(PHB 232)	Alt	1 turn	80 yd	V,S,M	5 rnd/level	10 ft/level sq	—
Mass Suggestion	(PHB 232)	Ench/Charm	6 seg	30 yd	V,M	4 turns + 4/level	1 creature/level	Neg.
Mirage Arcana	(PHB 232)	Ill/Phan/Alt	spec.	10 yd/level	V,S(M)	Special	10 ft/level radius	—
Mislead	(PHB 233)	Ill/Phan	1 seg	10 yd	S	1 rnd/level	Special	—
Monster Summoning IV	(PHB 233)	Conj/Sum	6 seg	Special	V,S,M	5 rnd + 1 rnd/level	60 yd radius	—
Move Earth <sup>2</sup>	(PHB 233)	Alt	spec.	10 yd/level	V,S,M	Permanent	Special	—
Part Water <sup>1</sup>	(PHB 233)	Alt	1 turn	10 yd/level	V,S,M	5 rnd/level	Special	—
Perpetual Illusion	(PHB 233)	Ill/Phan	6 seg	10 yd/level	V,S,M	Permanent	Special	Special
Phantasmagoria	(PHB 233)	Ill/Phan	6 seg	6 ft.	V,S	1 rnd/level	Special	Neg.
Power Word: Forget	(SSG 114)	Conj/Sum	1 seg	5 yd/2 level	V	Permanent	1 or more creature	—
Power Word: Silence	(SSG 114)	Conj/Sum	1 seg	120 yd	V	Special	1 creature	—
Programmed Illusion	(PHB 234)	Ill/Phan	6 seg	10 yd/level	V,S,M	Special	Special	Special
Project Image	(PHB 234)	Alt/Ill/Phan	6 seg	10 yd/level	V,S,M	1 rnd/level	Special	—
Reincarnation	(PHB 234)	Necr	1 turn	Touch	V,S,M	Permanent	person touched	—
Repulsion	(PHB 234)	Abj	6 seg	0	V,S,M	1 rnd/2 level	10 ft x 10 ft	—
Revelation	(SSG 117)	Div	1 rnd	Sight	V,S	1 rnd	1 portent	—
Shades	(PHB 234)	Ill/Phan	6 seg	30 yd	V,S	1 rnd/level	20 ft cube	Special
Snap Drake	(SSG 120)	Evoc	3 seg	10 ft/level	V,S	Instantaneous	1 creature	1/2
Spiritwrack	(PHB 235)	Evoc/Abj	spec.	1 ft. + 1 ft./level	V,M	Special	Special	Special
Stone Tell <sup>2</sup>	(PHB 272)	Div	1 turn	Touch	V,S,M	1 turn	1 cubic yd	—
Stone to Flesh <sup>o2</sup>	(PHB 235)	Alt	6 seg	10 yd/level	V,S,M	Permanent	1 creature	Special
Tentacles	(SSG 121)	Alt/Conj	1 rnd	0	V,M	1 turn/level	Caster	—
Transmute Metal to Water <sup>o1</sup>	(SSG 121)	Alt	1 seg	5 yd/level	V,S,M	Permanent	5 ft diameter/level	—
Transmute Water to Dust <sup>1</sup>	(PHB 235)	Alt	5 seg	60 yd	V,S,M	Permanent	10 ft cube/level	Special
True Seeing	(PHB 235)	Div	1 rnd	Touch	V,S,M	1 rnd/level	line of sight	—
Veil	(PHB 235)	Ill/Phan	6 seg	10 yd/level	V,S	1 turn/level	20 ft cube/level	—
Velimurio's Merger	(SSG 122)	Alt	3 seg	Touch	V,S	10 min/level	2 creature of equal power	—
Wall of Thorns	(SSG 123)	Conj/Sum	1 rnd	80 yd	V,S,M	1 turn/level	One 10 ft cube/level	—
Weather Summoning <sup>2</sup>	(PHB 291)	Conj/Sum	Special	1 turn	0	V, S	Special	—
Whirlwind	(ZG 114)	Inv/Evoc	9 seg	50 yds + 5 yds/level	V, S, M	1 rnd/level	Cone 10 ft, 30 ft long	Special
Zarba's Shoving Hand	(PHB 236)	Evoc	6 seg	10 yd/level	V,S,M	1 rnd/level	Special	—
Zarba's Sphere of Personal Inclement Weather	(PHB 236)	Alt	1 rnd	10 ft./level	V,S	2 hours/level	10 ft radius	Neg.
Level 7	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Anger Deity	(PHB 236)	Ench/Charm	1 rnd	Infinite	V	Instantaneous	1 gawd	—
Animate Rock <sup>2</sup>	(PHB 291)	Alt	1 rd	40 yds	V,S,M	1 rnd/level	2 cu. ft/level	—
Anticipation	(SSG 90)	Div	1 seg	0	S	1 rnd	60 ft radius	—
Banishment	(PHB 236)	Abj	7 seg	20 yd	V,S,M	Instantaneous	60 ft radius	Special
Bone Javelin	(SSG 92)	Alt/Evoc	7 seg	10 yd/level	V,S,M	1 rnd/level	Creates 1 javelin	—
Cacodemon	(PHB 236)	Conj/Sum	spec.	10 ft.	V,S,M	Special	creature summoned	Special
Charm Plants	(PHB 237)	Ench/Charm	1 turn	30 yd	V,S,M	Permanent	10 x 30 ft	Neg.
Command Element <sup>1</sup>	(SSG 94)	Alt	7 seg	10 ft./level	V,S	1 rnd/level	1,000 ft <sup>2</sup> /level	—
Control Undead	(PHB 237)	Necr	1 rnd	60 ft.	V,S,M	3d4 rnd + 1 rnd/level	1d6 undead	Special
Create Major Helm	(HJM 122)	Ench/Charm	1 turn	10 yd	V,S,M	1 day/level	1 item	—
Create Shade	(SSG 94)	Alt	7 seg	10 yd/level	V,S	2d4 turns + 1 turn/level	10 ft cube/level	—
Dragon Breath	(SSG 98)	Evoc	3 seg	Varies	V,S,M	3 rnd	Varies	Special
Duo-Dimension	(PHB 237)	Alt	7 seg	0	V,S,M	3 rnd + 1 rnd/level	Caster	—
Earthquake <sup>2</sup>	(PHB 273)	Alt	1 turn	120 yds	V,S,M	1 rnd	5 ft diameter/level	—
Find the Path	(SSG 100)	Div	7 seg	Touch	V,S,M	1 turn/level	Caster + 1-2 others	—
Finger of Death	(PHB 237)	Necr	5 seg	60 yd	V,S	Permanent	1 creature	Neg.
Forcecage	(PHB 238)	Evoc	spec.	10 yd/2 levels	V,S (special)	6 turns + 1/level	20 ft cube	—
Guntar's Dweomer of Elusive Enchantment	(HJ-8 10)	Alt	spec.	Touch	V,S,M	special	1 suit of armor/shield	Neg.
Harm	(SSG 103)	Necr	7 seg	Touch	V,S	Instantaneous	1 creature	—
Hyptor's Shimmering Sword	(PHB 238)	Evoc	7 seg	30 yd	V,S,M	1 rnd/level	Special	—
Life Creation	(SSG 106)	Alt	4 turn	10 yd	V,S,M	Permanent	Special	—
Limited Wish	(PHB 238)	Conj/Sum /Evoc	spec.	Unlimited	V	Special	Special	Special
Major Domination	(SSG 108)	Ench/Charm	7 seg	10 yd/level	V,S	Special	1 creature	Neg.

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

<sup>2</sup>Cross Elemental spell

# WATER ELEMENTALIST

Level 7 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Manor's Mind Vision	(SSG 108)	Div	1 rnd	0	V,S,M	2 rnd/level	90 ft radius	—
Mass Invisibility	(PHB 238)	Ill/Phan	7 seg	10 yd/level	V,S,M	Special	60 x 60 yds	—
Merrywether's Dramatic Death	(SSG 109)	Ill/Phan	1 seg	10 yd/level	V,S	3 rnd/level	Special	—
Merrywether's Frost Fist <sup>1</sup>	(SSG 109)	Evoc	1 seg	0	V,S	1 rnd/level	1 creature or object	Special
Monster Summoning V	(PHB 238)	Conj/Sum	6 seg	Special	V,S,M	6 rnd + 1 rnd/level	70 yd radius	—
Phase Door	(PHB 238)	Alt	7 seg	Touch	V	1 use/2 level	Special	Special
Power Word: Deafen	(SSG 113)	Conj/Sum	1 seg	5 yd/level	V	Special	15 ft radius	—
Power Word: Dispel	(SSG 114)	Conj/Sum	1 seg	5 yd/2 level	V	Instantaneous	1 creature	—
Power Word: Heal	(SSG 114)	Conj/Sum	1 seg	5 yd/2 level	V	Instantaneous	1 creature	—
Power Word: Stun	(PHB 239)	Conj/Sum	1 seg	5 yd/level	V	Special	1 creature	—
Prismatic Wall	(PHB 239)	Conj/Sum	7 seg	10 yd	V,S	1 turn/level	Special	Special
Reverse Gravity <sup>2</sup>	(PHB 239)	Alt	7 seg	5 yd/level	V,S,M	1 rnd/level	30 ft x 30 ft	—
Sequester	(PHB 239)	Ill/Phan/Abj	7 seg	Touch	V,S,M	1 wk + 1 day/level	2 ft cube/level	Special
Shadow Walk	(PHB 239)	Ill/Ench	1 seg	Touch	V,S	6 turns/level	Special	—
Shadowcat	(SSG 119)	Ill	3 seg	10 yd/level	V,S,M	1 turn/level	Special	—
Simulacrum	(PHB 239)	Ill/Phan	spec.	Touch	V,S,M	Permanent	1 creature	—
Spell Turning	(PHB 240)	Abj	7 seg	0	V,S,M	Up to 3 rnd/level	Caster	—
Statue <sup>2</sup>	(PHB 240)	Alt	7 seg	Touch	V,S,M	1 hour/level	1 creature	Special
Steal Enchantment	(SSG 120)	Ench/Charm	1 hr	Touch	V,S,M	Instantaneous	1 item	Neg.
Teleport without Error	(PHB 240)	Alt	1 seg	Touch	V	Instantaneous	Special	—
Torment	(PHB 240)	Evoc/Alt	1 rnd	1 ft.	V,S,M	Special	1 creature	Special
Truename	(PHB 241)	Ench/Alt	spec.	3 ft.	V,S	Special	Thing named	Neg.
Tybal't's Planar Pacifier	(SSG 122)	Alt/Ench	1 rnd	Touch	V,S,M	1 day/level	Special	—
			per item					
Vanish	(PHB 241)	Alt	2 seg	Touch	V	Special	1 object	—
Vision	(PHB 241)	Div	7 seg	0	V,S,M	Special	Caster	—
Volley	(PHB 241)	Abj	1 seg	Special	V,S,M	Special	Special	Special
Wind Walk <sup>2</sup>	(PHB 275)	Alt	1 hr/lvl	1 rnd	Touch	V, S, M	Caster + 1 person/8 levels	—
Zarba's Graspng Hand	(PHB 242)	Evoc	7 seg	10 yd/level	V,S,M	1 rnd/level	Special	—
Zarba's Sphere of Insanity	(PHB 242)	Ench/Charm	7 seg	10 ft./level	V,S,M	Special	1 creature	Special
Zargosa's Instant Summons	(PHB 242)	Conj/Sum	1 seg	Special	V,S,M	Instantaneous	1 small object	—
Zargosa's Opulent Manor House	(PHB 242)	Alt	7 rd	10 yd	V,S,M	1 hour/level	300 ft <sup>2</sup> /level	—
Zombie Double	(SSG 126)	Necr	1 turn	0	V,S,M	1 turn/level	Special	—
Level 8	Book	School	Casting Time	Range		Duration	Area of Effect	Save
Antipathy-Sympathy	(PHB 243)	Ench/Charm	1 hr	30 yd	V,S,M	2 hours/level	10 ft cube/1 item	Special
Binding	(PHB 243)	Ench/Evoc	spec.	10 yd	V,S,M	Special	1 creature	Special
Blizzard <sup>1</sup>	(SSG 91)	Evoc	8 seg	30 yd	V,S,M	4 rnd + 1d6 rnd	Special	½
Clone	(PHB 243)	Necr	1 turn	Touch	V,S,M	Permanent	1 clone	—
Conjure Greater Elemental	(HJ-11 8)	Conj/Sum	1 turn	60 yd	V,S,M	1 turn/level	Special	—
Create Atmosphere <sup>o</sup>	(HJM 122)	Alt	6 turn	10 yd/level	V,S,M	Special	1 mile <sup>3</sup> /level	Special
Death Chain	(SSG 95)	Necr	1 rnd	5 yd/level	V,S,M	10 min/level	20 ft radius sphere	Neg.
Defoliate <sup>2</sup>	(SSG 95)	Necr	1 rnd	30 yd	S,M	Special	50 ft square/level	—
Demand	(PHB 244)	Evoc/Ench/Charm	1 turn	Unlimited	V,S,M	Special	1 creature	Special
Dispel Enchantment	(SSG 97)	Abj	8 seg	0 or touched	V,S,M	Special	120 ft radius or item touched	—
Diviner's Insight	(SSG 97)	Div	8 seg	Touch	V,S	2 turns/level	1 character	—
Elemental Transference	(COB 123)	Alt/Elem	8 seg	10 yd	V,S,M	1 rnd/level	Caster	—
Freeze <sup>1</sup>	(HJ-16 6)	Alt	5 seg	30 ft	V,S,M	1 rnd/2 level	Special	Special
Gandle's Spell Immunity	(PHB 244)	Abj	spec.	Touch	V,S,M	1 turn/level	creature(s) touched	—
Glassteel <sup>2</sup>	(PHB 244)	Alt	8 seg	Touch	V,S,M	Permanent	Object Touched	—
Grasping Death	(PHB 244)	Conj/Sum	3 seg	5 yd/2 levels	V,S	Permanent	1 creature	—
Haarpang's Magnificent Sphere of Telekinesis	(PHB 244)	Evoc/Alt	4 seg	20 yd	V,S,M	2 rnd/level	Special	Neg.
Hornet's Nest	(SSG 103)	Evoc	9 seg	100 yd + 10 yd/level	V,S	5 rnd	80 ft radius	½
Jonid's Jewel	(SSG 105)	Conj/Div	7 seg	0	S,M	24 hours	1 gem	—
Mass Charm	(PHB 245)	Ench/Charm	8 seg	5 yd/level	V	Special	30 ft cube	Neg.
Maze <sup>2</sup>	(PHB 245)	Conj/Sum	3 seg	5 yd/level	V,S	Special	1 creature	—
Mimic Caster	(PHB 245)	Ench	1 turn	Touch	V,S,M	1 turn/level	Person Touched	—
Mind Blank	(PHB 245)	Abj	1 seg	20 yd	V,S	1 day	1 creature	—
Mind Maze	(SSG 109)	Ill/Phan	5 seg	10 yd/level	V,S	Special	1 creature	½
Monster Summoning VI	(PHB 245)	Conj/Sum	8 seg	Special	V,S,M	7 rnd + 1 rnd/level	80 yd radius	—
Munari's Irresistible Jig	(PHB 246)	Ench/Charm	5 seg	Touch	V	1d4 + 1 rnd	1 creature	—
Permanency	(PHB 246)	Alt	2 rd	Special	V,S	Permanent	Special	—
Polymorph Any Object	(PHB 246)	Alt	1 rnd	5 yd/level	V,S,M	Variable	Special	Special
Power Word: Banish	(SSG 112)	Conj/Sum	1 seg	5 yd/level	V	Instantaneous	1 or more creature	—
Power Word: Blind	(PHB 246)	Conj/Sum	1 seg	5 yd/level	V	Special	15 ft radius	—

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

<sup>2</sup>Cross Elemental spell

# WATER ELEMENTALIST

Level 8 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□ Power Word: Terrify	(SSG 115)	Conj/Sum	1 seg	5 yd/level	V	Special	1 or more creature	—
□□□□ Screen	(PHB 247)	Div/Ill	1 turn	0	V,S	1 hour/level	30 ft cube/level	Special
□□□□ Shadow Form	(SSG 119)	Necr/Ill /Phan	1 rnd	0	V,S,M	1 rnd/level	Caster	—
□□□□ Shooting Stars	(SSG 119)	Evoc	8 seg	5 yd/level	V,S,M	1 rnd/level	Special	Special
□□□□ Sink	(PHB 247)	Ench/Alt	8 seg	10 yd/level	V,S	Special	Special	Special
□□□□ Symbol	(PHB 247)	Conj/Sum	8 seg	Touch	V,S,M	Special	Special	Special
□□□□ Trap the Soul	(PHB 248)	Conj/Sum	spec.	10 yd	V,S,M	Special	1 creature	Special
□□□□ Zarba's Fist of Rage	(PHB 248)	Evoc	8 seg	5 yd/level	V,S,M	1 rnd/level	Special	—

Level 9	Book	School	Casting Time	Range		Duration	Area of Effect	Save
□□□□ Alter Reality	(SSG 90)	Conj/Ill	spec.	Unlimited	V	Special	Special	Special
□□□□ Create Lich Master	(TUH 39)	Necr	25 hr	Personal	V,S,M	Permanent	1 creature	Special
□□□□ Crystalbrittle <sup>2</sup>	(PHB 248)	Alt	9 seg	Touch	V,S	Permanent	2 ft <sup>3</sup> /level	Special
□□□□ Death Rune	(PHB 249)	Necr	9 seg	60 ft.	V,S,M	Permanent	1 creature	Neg.
□□□□ Demon Flame	(PHB 249)	Conj/Sum	9 seg	Caster	V,S,M	1 turn + 1 rnd/level	10 ft radius	½
□□□□ Detect All	(SSG 96)	Div	9 seg	0	V,S,M	1 turn/level	10 ft x 90 ft path	½
□□□□ Elemental Aura <sup>1</sup>	(SSG 98)	Abj/Evoc	1 rnd	0	V	1 hour/level	Caster	—
□□□□ Energy Drain	(PHB 249)	Evoc/Necr	3 seg	Touch	V,S,M	Permanent	1 creature	—
□□□□ Fawlgar's Grasping Death	(PHB 249)	Necr	9 seg	5 ft./level	V,S,M	Instantaneous	1 creature	Special
□□□□ Foresight	(PHB 249)	Div	1 rnd	0	V,S,M	2d4 rnd + 1 rnd/level	Special	—
□□□□ Gate	(PHB 250)	Conj/Sum	9 seg	30 yd	V,S	Special	Special	—
□□□□ Glyph of Divination	(SSG 102)	Div	spec.	Touch	V,S,M	Special	Special	—
□□□□ Greater Divination Enhancement	(SSG 103)	Div	6 seg	0	V,S	2 turns + 3 rnd/level	Caster	—
□□□□ Hyptor's Disjunction	(PHB 250)	Alt/Ench	9 seg	0	V	Instantaneous	30 ft radius	Special
□□□□ Ice Juggernaut <sup>1</sup>	(SSG 104)	Evoc	9 seg	10 ft./level	V,S,M	1 rnd/level	Special	—
□□□□ Immunity to Undeath	(SSG 105)	Necr/Abj	1 rnd	0	V,S,M	1 rnd/level	40 ft radius	—
□□□□ Imprisonment <sup>o</sup>	(PHB 250)	Abj	9 seg	Touch	V,S	Permanent	1 creature	—
□□□□ Jebidiah's Ultimate Circle	(SSG 106)	Abj	9 rd	0	V,S,M	1 turn/level	Circle, up to 40 ft in diam.	—
□□□□ Kachirut's White Lance	(SSG 106)	Evoc	1 turn	70 yd + 20 yd/level	V,S,M	Instantaneous	Special	Special
□□□□ Mass Domination	(SSG 108)	Ench/Charm	9 seg	60 yd	V,S	Special	30 ft cube	Special
□□□□ Master Undead	(SSG 109)	Necr	9 seg	10 yd/level	V,S,M	5 rnd/level	50 ft cube	Neg.
□□□□ Meteor Swarm <sup>2</sup>	(PHB 250)	Evoc	9 seg	40 yd + 10 yd/level	V,S	Instantaneous	Special	Special
□□□□ Monster Summoning VII	(PHB 250)	Conj/Sum	9 seg	Special	V,S,M	8 rnd + 1 rnd/level	90 yd radius	—
□□□□ Power Word: Annihilate	(SSG 112)	Conj/Sum	1 seg	5 yd/2 level	V	Instantaneous	1 creature or 15 x 15 x 15 ft cube	—
□□□□ Power Word: Dance	(SSG 113)	Conj/Sum	1 seg	5 yd/2 level	V	1d4 rnd	1 or more creature	—
□□□□ Power Word: Kill	(PHB 250)	Conj/Sum	1 seg	5 yd/2 level	V	Permanent	10 ft radius	—
□□□□ Prismatic Sphere	(PHB 251)	Abj/Conj /Sum	7 seg	0	V	1 turn/level	20 ft diameter sphere	Special
□□□□ Programmed Amnesia	(SSG 115)	Ench/Charm	spec.	20 yd	V,S	Special	1 creature	Special
□□□□ Ring of Swords	(SSG 117)	Alt	1 rnd	10 yd/level	V,S,M	Special	Special	—
□□□□ Seek Teleporter	(SSG 118)	Div	3 seg	0	V,S	Instantaneous	150 ft radius	—
□□□□ Shadow Creep	(SSG 119)	Ill/Phan	9 seg	10 yd/level	V,S,M	Permanent	Special	—
□□□□ Shape Change	(PHB 251)	Alt	9 seg	0	V,S,M	1 turn/level	Caster	—
□□□□ Succor	(PHB 251)	Alt/Ench	1 to 4 days	Touch	V,S,M	Special	1 individual	—
□□□□ Teleport Intercampaignia	(PHB 251)	Alt	1 seg	Special	V,S	Instantaneous	Special	—
□□□□ Teleport Intragenre	(PHB 251)	Alt	1 seg	Special	V,S	Instantaneous	Special	—
□□□□ Tempestcone	(SSG 120)	Alt/Evoc	9 seg	Touch	V,S	1 rnd/level	1 creature	—
□□□□ Temporal Stasis <sup>o</sup>	(PHB 251)	Alt	9 seg	10 yd	V,S,M	Permanent	1 creature	—
□□□□ Time Stop	(PHB 252)	Alt	9 seg	0	V	Special	15 ft radius sphere	—
□□□□ Wave of Death <sup>1</sup>	(SSG 124)	Necr	9 seg	0	V,S	1 rnd/level	Special	—
□□□□ Weird	(PHB 252)	Ill/Phan	9 seg	30 yd	V,S	Concentration	20 ft radius	Special
□□□□ Wish	(PHB 252)	Conj/Sum	spec.	Unlimited	V	Special	Special	Special
□□□□ Zarba's Crushing Hand	(PHB 252)	Evoc	9 seg	5 yd/level	V,S,M	1 rnd/level	Special	—

<sup>o</sup>Reversible spell

<sup>1</sup>Class spell

<sup>2</sup>Cross Elemental spell