Channeler Spells

(The Channeler Rites are listed at the bottom of this document.)

Elemental Fury and Elemental Force Spells

Bound: Your maximum Tolerance decreases by the listed amount for the duration of the effect. You can dismiss a spell with Bound Tolerance early, regaining maximum Tolerance immediately and regaining expended Tolerance when you finish a Short Rest.

Elemental Fury

Type: Battle
Circle: 1
Tolerance: 2, Bound
Tagline on Cast: Magic [Element] Elemental Fury
Description: You must be a Champion to use this spell. Until Reset, you can use your element's basic Elemental Fury effect three times per short rest. This is a Basic maneuver and can be regained with the use of Second Wind and similar effects. You can't cast this spell on yourself again while it is already active.
Air: Flurry Spellstrike Air Dart
Earth: Flurry Spellstrike Earth Dart
Fire: Flurry Spellstrike Fire Dart
Light: Flurry Spellstrike Light Dart
Water: Flurry Spellstrike Water Dart

Advanced Elemental Fury

Type: Battle
Circle: 2
Tolerance: 4, Bound
Tagline on Cast: Magic [Element] Advanced Elemental Fury
Description: You must be a Champion to use this spell. Until Reset, you can use your element's advanced Elemental Fury effect three times per short rest. This is an Advanced maneuver and can be regained with the use of Second Wind and similar effects. You can't cast this spell on yourself again while it is already active.
Air: Spellstrike Air Arrow
Earth: Spellstrike Earth Arrow
Fire: Spellstrike Fire Arrow
Light: Spellstrike Light Arrow
Water: Spellstrike Water Arrow

Master Elemental Fury

Type: Battle
Circle: 3
Tolerance: 6, Bound
Tagline on Cast: Magic [Element] Master Elemental Fury
Description: You must be a Champion to use this spell. Until Reset, you can use your element's master Elemental Fury effect three times per short rest. This is a Master maneuver and can be regained with the use of Second Wind and similar effects. You can't cast this spell on yourself again while it is already active.
Air: Spellstrike Air Lance
Earth: Spellstrike Earth Lance
Fire: Spellstrike Fire Lance
Light: Spellstrike Light Lance
Water: Spellstrike Water Lance

Elemental Force

Type: Battle
Circle: 1
Tolerance: 2, Bound
Tagline on Cast: Magic [Element] Elemental Force
Description: You must be a Champion to use this spell. Until Reset, you can use your element's basic Elemental Force effect three times per short rest. This is a Basic maneuver and can be regained with the use of Second Wind and similar effects. You can't cast this spell on yourself again while it is already active.
Air: Spellstrike Air Repel
Earth: Spellstrike Earth Snare Foot
Fire: Spellstrike Fire Disarm Weapon/Shield
Light: Spellstrike Light Befuddle
Water: Spellstrike Water Snare Foot

Advanced Elemental Force

Type: Battle
Circle: 2
Tolerance: 4, Bound
Tagline on Cast: Magic [Element] Advanced Elemental Force
Description: You must be a Champion to use this spell. Until Reset, you can use your element's advanced Elemental Force effect three times per short rest. This is an Advanced maneuver and can be regained with the use of Second Wind and similar effects. You can't cast this spell on yourself again while it is already active.
Air: Spellstrike Air Weaken

Earth: Spellstrike Earth Knockdown
Fire: Spellstrike Fire Break Weapon/Shield
Light: Spellstrike Light Trance
Water: Spellstrike Water Repel

Master Elemental Force

Type: Battle
Circle: 3
Tolerance: 6, Bound
Tagline on Cast: Magic [Element] Master Elemental Force
Description: You must be a Champion to use this spell. Until Reset, you can use your element's master Elemental Force effect three times per short rest. This is a Master maneuver and can be regained with the use of Second Wind and similar effects. You can't cast this spell on yourself again while it is already active.
Air: Spellstrike True Air Repel
Earth: Spellstrike Earth Snare Arms
Fire: Flurry Spellstrike Fire Disarm Weapon/Shield
Light: Spellstrike Light Sleep
Water: Spellstrike Water Snare Arms

Elemental Conduit

Type: Battle
Circle: 1
Tolerance: 2, Bound
Tagline on Cast: Magic [Aspect] Elemental Conduit
Description: Until Reset, you can cast Magic [Aspect] Darts. You regain up to 3 expended uses when you spend 1 minute without using any Darts from Elemental Conduit. If you have Secondary or Tertiary Aspect Channeling, you can name each Aspect when you cast the spell. If you do, you can cast Darts of those Aspects as well. You can't cast this spell on yourself again while it is already active.

Air Channeling Spells

First Circle

Blessing of the Font Guardian

Type: Enchantment
Circle: 1
Tolerance: 1
Tagline of Cast: Magic Air Ward against Air
Description: One creature you touch gains an Air Ward against Air.

Call to the Breath

Type: Divination
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Sense Air Bond
Description: When you cast this spell, point at one creature within about 5 feet. You can ask whether the creature or object has a magical bond to Air. For creatures, this includes all Soul Bonds and the Skyblade, Crown of the Moon, and Speaker of the Will foci. For objects, this includes any ability to generate an Air effect, including Chemical Air effects. You may need a Guide for some objects. This effect can be deceived by a Masked Aura, and a small number of magic items are obscured against all Divination effects.

Demand of the Final Breath

Type: Battle
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Air Consume Breath (countdown 3, 2, 1); Magic Air Heal Toughness 2
Description: You can use Magic Air Consume Breath (Consuming Breath 3, Consuming Breath 2, Consuming Breath 1) on a dying or recently (within 5 minutes) dead creature that is not a construct or undead and has not already been Consumed. If your Consuming Breath countdown completes, you gain one use of Magic Air Heal Toughness 2, which you must use within 5 seconds.
You can spend an additional 2 Tolerance to use Magic Air Heal Toughness 2 as a Flurry.

Insidious Decree

Type: Battle
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Air Decree: Flee or Magic Air Decree: Kneel
Description: You can deliver one Magic Air Decree by packet. For this Decree you can choose Flee or Kneel. Starting at Second Circle, you can choose to spend 2 additional Tolerance to add the True modifier.

Invocation of the Shrike

Type: Battle
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Air Dart or Spellstrike Air Dart
Description: You can cast a Flurry Magic Air Dart. If you are a Champion, you can cast Flurry Spellstrike Air Dart.

Invocation of the Spiteful Wind

Type: Battle
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Air Repel or Spellstrike Air Repel
Description: You can deliver one Magic Air Repel by packet. If you are a Champion, you can use Spellstrike Air Repel by melee or ranged weapon. Starting at Second Circle, you can choose to spend 1 additional Tolerance (total of 2) to cast this as a Flurry.

Mantle of the Sky

Type: Enchantment
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Air Mantle
Description: This spell targets only the caster and lasts until Reset. While it is active, you can cast Air Ward against Air on yourself up to 3 times. These Wards count against your normal limit of Wards (3); the spell permits you to have multiples of the same Ward.

Vision of the Miasmic Stain

Type: Divination
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Air Sense Miasmic Stain

Description: You must be an Oracle to cast this spell. This effect targets any number of living, dead, animate, or undead creatures within 5 feet (fist-bump range), and allows you to ask three of the following questions (three to one creature, one to each of three creatures, or other distribution):

- Do you have a current Miasma total? If so, what is it?
- Are you currently experiencing increased effect from Miasma sources? If so, how much?
- Are you currently experiencing any effects from Miasma? If so, what are they?

The target must answer truthfully unless they have a Mask Miasma, Mask Kal'inokh, Mask Aura, or similar effect. This spell also exists as a Light spell. Air and Light Channelers can teach this spell to one another.

Second Circle

Blessing of the Snow Crystal Firmament

Type: Enchantment, Limited Use
Circle: 2
Tolerance: 0
Tagline on Cast: Magic Air Resist against Air or Magic Air Resist against Mental
Description: You can cast Magic Air Resist against Air or Air Resist against Mental on seven separate targets. This spell has a five-minute casting time, during which you meditate with the targets, or offer them moral guidance or counsel. You must be an Oracle to cast this spell, and once you cast this spell, you can't do so again until Reset has passed.
At Third Circle, you can cast this spell twice, and regain the use of it at Reset.
If your target is an Air Channeler of First Circle or higher, they gain a second Air Resist against Air or Air Resist against Mental at no additional cost.

Harken to the True Song

Type: Battle, Air
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Air Meld
Description: You can cast Magic Air Meld on yourself if you are outdoors or in a windy area. Your hands must be empty at the time of casting.
If you are an Oracle, you can hold pen and paper or musical instruments when you cast this spell, and you can communicate while Melded if the words are sung or delivered in rhyme.

Inspiration of Borrowed Knowledge v2

Type: Enchantment
Circle: 2
Tolerance: 2, Bound
Tagline on Cast: Magic Air Imbue with Spell
Description: When you cast this spell on a willing creature, choose one: either you gain one First Circle Channeling spell that the target knows, or the target gains one First Circle Channeling spell that you know. This spell can belong to an Aspect or Channeling Path other than yours. The knowledge of this spell ends at Reset. You can end the spell early and unbind the Tolerance used to cast this spell only in the presence of the target. The spell retains its normal Aspect and Tolerance cost.
Starting at Third Circle, you can bind one additional Tolerance to grant or receive a Second Circle Channeling Spell.

Invocation of the Falcon's Dive

Type: Battle
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Air Arrow or Spellstrike Air Arrow
Description: You can cast a Magic Air Arrow. If you are a Champion, you can cast Spellstrike Air Arrow.

Invocation of the Gusting Passage

Type: Battle
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Air Haste
Description: You can cast a Magic Air Haste. If you are a Champion, you can spend 2 additional Tolerance (4 total) to cast this as a Flurry.

Prayer for Clarity of Thought

Type: Battle
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Air Awaken
Description: You can deliver one Magic Air Awaken, by touch or packet.

Prayer of the Withering Gale

Type: Battle
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Air Weaken or Spellstrike Air Weaken
Description: You can cast one Magic Air Weaken by packet. If you are a Champion, you can use one Spellstrike Air Weaken by melee or ranged weapon.

Prayer of the Airy Muse

Type: Divination, Limited Use
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Air Alter Flaw

Description: When you or another person randomly determines an experimental flaw, you can reroll the die. Use either result, and cross off both results. You can cast this spell once per event, and only once ever per object or spell. Write "Airy Muse" over or next to one of those results.
At Third Circle, you can cast this spell up to twice per event, and still only once ever per object or spell.

Reaving Blade of the North Wind

Type: Battle
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Air Create Weapon; Magic Air [Maneuver]
Description: This spell creates one weapon of your choice: a Small, Short, Long, Hand-and-a-half, or Great Blade. You are proficient in its use. The weapon persists until you take a Short Rest or the weapon is out of your possession for more than a few seconds. When you use a Maneuver with this weapon, it adds Magic and Air to the tagline.
Alternatively, you can target any existing melee weapon with this spell. Until you take a Short Rest, you can treat the weapon as a Blade of the same size. When you use Blade Maneuvers, the Maneuver adds Magic and Air to the tagline.

Third Circle

Call to the Northern Guardian

Type: Battle
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Air Wall
Description: You must be an Oracle to cast this spell. You can cast one Magic Air Wall.
You can spend 2 extra Tolerance (5 total) and a Storm Shard to cast a Magic Air Circle up to 20 feet in diameter.

Decree of the World to Come

Type: Metamagic
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Air Imbue Spell with Fated
Description: Choose and cast one healing spell, or one spell that grants an Awaken or a Cleanse. Between now and the next Reset, the target of that spell can use that spell once with the Fated modifier. You can't place a Fated spell on the same person again until Reset.

Invocation of the Airy Grasp

Type: Battle
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Air Entangle or Spellstrike Air Entangle
Description: You can cast one Magic Air Entangle. If you are a Champion, you can cast Spellstrike Air Entangle.
You can spend 1 extra Tolerance (4 total) and a Storm Shard to cast a Magic Air Paralyze instead. (The key difference is that a Paralyzed target can be moved by others without ending the Entangle.)
You can spend 2 extra Tolerance (5 total) and an Aetherial Heart to cast a Magic Air Suffocate instead.

Invocation of the Updraft

Type: Battle
Circle: 3
Tolerance: 5
Tagline on Cast: Magic Air Leap
Description: You can cast one Magic Air Leap. The spell costs 2 fewer Tolerance (3) if you are a Champion casting it on yourself.

Invocation of the Gryphon

Type: Battle
Circle: 3
Tolerance: 3
Description: You can cast Magic Air Lance. If you are a Champion, you can cast Spellstrike Air Lance.
You can spend 1 extra Tolerance (4 total) and a Storm Shard to cast a Magic Air Blast instead.
You can spend 2 extra Tolerance (5 total) and an Aetherial Heart to cast a Magic Air Death instead.

Prayer for Vital Restoration

Type: Battle, Limited Use
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Air Heal Toughness 4
Description: You can cast one Magic Air Heal Toughness 4.
If you are an Oracle, you can spend an additional 3 Tolerance (6) to cast this as a Voice Effect Air Heal Toughness 4. You can't do so more than once per Reset.

Earth Channeling Spells

First Circle

Blessing of the Font Guardian

Type: Enchantment
Circle: 1
Tolerance: 1
Tagline of Cast: Magic Earth Ward against Earth
Description: One creature you touch gains an Earth Ward against Earth.

Call to the Roots

Type: Divination
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Sense Earth Bond
Description: When you cast this spell, point at one creature within about 5 feet. You can ask whether the creature or object has a magical bond to Earth. For creatures, this includes all Soul Bonds and the Gravesoil, Cenotaph of Three Sisters, and Night's Passage foci. For objects, this includes any ability to generate an Earth effect, including Chemical Earth effects. You may need a Guide for some objects. This effect can be deceived by a Masked Aura, and a small number of magic items are obscured against all Divination effects.

Invocation of the Bone Shard

Type: Battle
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Earth Dart
Description: You can cast a Flurry Magic Earth Dart. If you are a Champion, you can cast Flurry Spellstrike Earth Dart.

Invocation of the Stony Burden

Type: Battle
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Earth Snare Foot or Spellstrike Earth Snare Foot
Description: You cast one Earth Snare Foot by packet. If you are a Champion, you can use Spellstrike Earth Snare Foot instead.

Mantle of the Loam

Type: Enchantment
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Earth Mantle
Description: This spell targets only the caster and lasts until Reset. While it is active, you can cast Earth Ward against Earth on yourself up to 3 times. These Wards count against your normal limit of Wards (3); the spell permits you to have multiples of the same Ward.

Prayer for the Stone's Resolve

Type: Battle
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Earth Stabilize or Magic Earth Heal Toughness 1
Description: After a ten-count (Resolve 10, Resolve 9…) of roleplay focused on one creature within touch range, the target receives a Magic Earth Stabilize or Magic Earth Heal 1 Toughness. If the target is bleeding out, their bleedout count is paused when you begin your countdown.

Prayer for Ancient Fortitude

Type: Enchantment
Circle: 1
Tolerance: 2, Bound
Tagline on Cast: Magic Earth Stoic Body
Description: You must be a Champion to cast this spell. You grant yourself an Earth Stoic Body effect that lasts until you die or until Reset.
At Second Circle, you can spend an additional 2 Tolerance to cast this spell on yourself and two additional targets. The Tolerance you spend on this spell is Bound until the Stoic Body ends on all three of you.

Second Circle

Blessing of the Buried Titans

Type: Enchantment
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Earth Strength
Description: You can cast Earth Strength on one target that you touch. If you are a Champion, you can cast this spell with a 3-count (Strengthen 3, Strengthen 2, Strengthen 1) rather than a minute of Concentration.
At Third Circle, if you are a Champion and cast this spell on yourself, you can support an unlimited amount of weight as long as you don't move.

Blessing of the Sure Foundation

Type: Enchantment, Limited Use
Circle: 2
Tolerance: 0
Tagline on Cast: Magic Earth Resist against Earth or Magic Earth Resist against Weaken
Description: You can cast Magic Earth Resist against Earth or Earth Resist against Weaken on seven separate targets. This spell has a five-minute casting time, during which you meditate with the targets, or offer them moral guidance or counsel. You must be an Oracle to cast this spell, and once you cast this spell, you can't do so again until Reset has passed.
At Third Circle, you can cast this spell twice, and regain the use of it at Reset.
If your target is an Earth Channeler of First Circle or higher, they gain a second Earth Resist against Earth or Earth Resist against Weaken at no additional cost.

Blessing of Torha Steadfast

Type: Enchantment
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Earth Ward against Weapons
Description: You cast Earth Ward against Weapons on one target that you touch.
At Third Circle, if you are a Champion, you can expend an additional 3 Tolerance (5 total) while casting this only on yourself. If you do, while you have the Ward, you ignore the Piercing portion of Piercing Strikes and Arrow effects.
At Third Circle, if you are an Oracle, you can expend an additional 3 Tolerance (5 total) to cast this as a Flurry. You deliver all three effects after an initial minute of casting.

Call of the Necromancer

Type: Divination
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Earth Speak with Dead
Description: You must be an Oracle to cast this spell. You can ask five questions to the dead body. The corpse does not have to answer the questions, but the dead resist questions less than the living, as they have begun to leave the concerns of the material world behind them. If this spell is cast on a player character, a Guide must be present. After being the target of this spell, a corpse is immune to this spell for a month.
Special: If cast along with two other Oracles of any Aspect with a Guide present, and the group collectively spends 10 Tolerance, you can initiate a séance to summon the soul of one dead creature who has not received proper rites of burial or cremation. At the sole discretion of the Guide spirit, this summoning may be an extended encounter that exceeds the usual limits of Earth Speak with Dead. This typically requires further expenditure of Tolerance.

Invocation of the Gorgon's Gaze

Type: Battle
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Earth Snare Arms or Spellstrike Earth Snare Arms
Description: You cast one Earth Snare Arms by packet. If you are a Champion, you can use Spellstrike Earth Snare Arms instead.
Against a helpless or willing target, you can cast this as Magic Earth Petrify instead, with a 3-count (Petrifying 3, Petrifying 2, Petrifying 1, Magic Earth Petrify).

Invocation of Splintered Bone

Type: Battle
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Earth Arrow
Description: You cast a Magic Earth Arrow. If you perform a 3-count over a dead body (Harvesting 3, Harvesting 2, Harvesting 1, Harvest Splintered Bone), you can cast this as a Flurry.
If you are a Champion, you can cast a Spellstrike Earth Arrow.

Invocation of the Tread of Time

Type: Battle
Circle: 2
Tolerance: 2
Tagline on Cast: Spellstrike Earth Break <item>
Description: You may cast Magic Earth Break <item> or you can deliver one weapon attack (melee or ranged) as a Spellstrike Earth Break <item>.

Invocation of the Weight of the World

Type: Battle
Circle: 2
Tolerance: 2
Tagline on Cast: Spellstrike Earth Knockdown
Description: You may cast Magic Earth Knockdown or you can deliver one weapon attack (melee or ranged) as a Spellstrike Earth Knockdown.

Prayer of the Relentless

Type: Enchantment
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Earth Relentless; I… Rip… Free
Description: You must be a Champion to cast this spell. As an Enchantment, it has a 1-minute casting time. You can take 2 damage that can be stopped by armor or Toughness to cast it instantly instead. It lets you use Rip Snare. This spell lasts 1 hour or until you finish a Short Rest.
At Third Circle, you can spend one additional Tolerance (3 total) to target a creature by touch. When targeting a creature you touch, the spell lasts 1 hour or until the target finishes a Short Rest.

Prayer of the Mountain Path

Type: Battle
Circle: 2
Tolerance: 2+ (see below)
Tagline on Cast: Magic Earth Create Flagstone
Description: When you cast this spell, throw one packet. Place a cloth up to 12 inches by 12 inches where the packet lands. For the next hour or until you will the spell to end, that cloth is a safe place to stand and can support up to 500 lb. The Tolerance cost of this spell increases by 2 each time you cast it, returning to its base cost at Reset.
If you are a Champion, you can spend an additional 2 Tolerance (4 total, scaling) to ignore ground hazards as long as at least one hand or foot is on a Flagstone you create.

Prayer of the True Formation

Type: Battle
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Earth Mend
Description: This spell has a 1-minute casting time. You cast a Magic Earth Mend on one object you touch.
At Third Circle, you can spend one additional Tolerance (3 total) to cast this as a Flurry. (After one minute of concentration, you deliver three Magic Earth Mend effects, with no additional casting time.)

Third Circle

Call to the Southern Guardian

Type: Battle
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Earth Wall
Description: You must be an Oracle to cast this spell. You can cast one Magic Earth Wall.
You can spend 2 extra Tolerance (5 total) and a Lithic Shard to cast a Magic Earth Circle up to 20 feet in diameter.

Chant of the Thundering Earth

Type: Battle Chant
Circle: 3
Tolerance: 5
Tagline on Cast: Magic Earth Knockdown
Incantation: Who tremble before the enemy
Let them tremble upon these stones.
Who is unsteady in their conviction and their faith,
Let them sway, unsteady upon the land,
So too, those called to look, but turn away,
So too, those who have seen, but do not speak,
Yea, who do not stand, but bend their knees to evil,
Who round their backs in the face of the oppressor—
The earth itself shall throw them down upon their knees,
Shall press their faces to the dirt,
Shall show their backs to the sky,

And they shall stand no more.
Description: You must be an Oracle to cast this spell. When you cast this spell, you gain four Magic Earth Knockdowns. If you cast any other spell before these Earth Knockdowns are exhausted, you lose any remaining Earth Knockdowns. As long as you do not cast any other spell, you can repeat the chant and regain expended Magic Earth Knockdowns, up to four, without spending Tolerance.

Invocation of Skeletal Eruption

Type: Battle
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Earth Lance
Description: You can cast one Magic Earth Lance. If you are a Champion, you can use Spellstrike Earth Lance.
You can spend 1 extra Tolerance (4 total) and a Lithic Shard to cast a Magic Earth Blast instead.
You can spend 2 extra Tolerance (5 total) and a Crowned Heart to cast a Magic Earth Death instead.

Invocation of the Avalanche

Type: Battle
Circle: 3
Tolerance: 3
Tagline on Cast: Crushing
Description: You can add the Crushing modifier to one weapon swing. That swing can also include a maneuver. If you are a Champion, casting this one time grants the Crushing modifier to your next three weapon swings.

Invocation of the Stone Shroud

Type: Battle
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Earth Entangle or Spellstrike Earth Entangle
Description: You can cast one Magic Earth Entangle. If you are a Champion, you can cast Spellstrike Earth Entangle.

Prayer for the Mountain's Resolve

Type: Battle, Limited Use
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Earth Heal Toughness 4
Description: After a ten-count (Resolve 10, Resolve 9…) of roleplay focused on one creature within touch range, the target receives a Magic Earth Heal Toughness 4.
If you are an Oracle, you can spend an additional 3 Tolerance (6) to cast this as a Voice Effect Earth Heal Toughness 4. You can't do so more than once per Reset.

Fire Channeling Spells

First Circle

Blessed Cauterization

Type: Battle
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Fire Stabilize
Description: You deliver a Fire Stabilize by touch.
You can spend 1 additional Tolerance to cast Magic Fire Accelerate Healing instead.

Blessing of the Font Guardian

Type: Enchantment
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Fire Ward against Fire
Description: One creature you touch gains a Fire Ward against Fire.

Call to the Coals

Type: Divination
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Sense Fire Bond
Description: When you cast this spell, point at one creature within about 5 feet. You can ask whether the creature or object has a magical bond to Fire. For creatures, this includes all Soul Bonds and the Javelin of the Sun, Emberwarden, and Crimson Prophet foci. For objects, this includes any ability to generate a Fire effect, including Chemical Fire effects. You may need a Guide for some objects. This effect can be deceived by a Masked Aura, and a small number of magic items are obscured against all Divination effects.

Invocation of Scorching Heat

Type: Battle
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Fire Disarm Weapon or Spellstrike Fire Disarm Weapon
Description: You can cast a Magic Fire Disarm Weapon. If you are a Champion, you can cast Spellstrike Fire Disarm Weapon.
At Second Circle, you can spend 2 additional Tolerance (3 total) to cast Magic Fire Disarm Shield. If you are a Champion, you can cast Spellstrike Fire Disarm Shield.

Invocation of the Scouring

Type: Battle
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Fire Dart or Spellstrike Fire Dart
Description: You can cast a Flurry Magic Fire Dart. If you are a Champion, you can cast Flurry Spellstrike Fire Dart.

Mantle of Ashes

Type: Enchantment
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Fire Mantle
Description: This spell targets only the caster and lasts until Reset. While it is active, you can cast Fire Ward against Fire on yourself up to 3 times. These Wards count against your normal limit of Wards (3); the spell permits you to have multiples of the same Ward.

Vigil of the Long Night

Type: Battle
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Fire Spark of Life
Description: This spell targets a dead body. It allows the soul of that dead body to stay in Tokavah past a sunrise or sunset and pauses the timer (normally 5 minutes) for a dead body to be Resuscitated. The caster lights a candle (single wick or an electric candle) as part of casting this spell; if the candle is extinguished and sunrise or sunset has passed, the soul leaves Tokavah and goes wherever the souls of the dead go. The candle can be placed inside a lantern. Any creature can extinguish the candle with a 3-count while within 5 feet (or fist-bump distance).
At Second Circle, within 1 minute of the candle being extinguished, the caster can cast a Kal'tov Death on a willing creature within 5 feet to reignite the candle.

Second Circle

Chant to the Bonfire

Type: Battle Chant
Circle: 2
Tolerance: 4
Incantation: "Rise, O flame!
Behold the crucible of my soul!
Rise, O flame!
Consume all that is unworthy!
Rise, O flame!
Let no mortal force defy me!
Rise, O flame!
From these coals, a bright fury!
Rise, O flame!
Out of desolation comes renewal!
Rise, O flame!
Rise, O flame, arise!"
Tagline on Cast: Magic Fire Dart
Description: You must be an Oracle to cast this spell. When you cast this spell, you gain seven Magic Fire Darts. You can transfer these Fire Darts to another character by touch. Until you cast any other spell, you can repeat the chant, spend 2 Tolerance, and gain seven more Magic Fire Darts, which you can transfer to another character by touch. A single character can’t hold more than seven of these Magic Fire Darts at a time.
At Third Circle, you can instead spend 6 Tolerance to gain Magic Fire Arrows rather than Magic Fire Darts. Additional uses of the chant cost 3 Tolerance rather than 2.

Invocation of the Searing Touch

Type: Battle
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Fire Arrow or Spellstrike Fire Arrow
Description: You can cast a Magic Fire Arrow. If you are a Champion, you can cast Spellstrike Fire Arrow.

Hearth-keeper's Blessing

Type: Enchantment, Limited Use
Circle: 2
Tolerance: 0
Tagline on Cast: Magic Fire Resist against Fire
Description: You can cast Magic Fire Resist against Fire on seven separate targets. This spell has a five-minute casting time, during which you meditate with the targets, or offer them moral guidance or counsel. You must be an Oracle to cast this spell, and once you cast this spell, you can't do so again until Reset has passed.
If your target is a Fire Channeler of First Circle or higher, they gain a second Fire Resist against Fire at no additional cost.
At Third Circle, you can cast this spell twice, and regain the use of it at Reset.

Prayer for Restoration of the Passions

Type: Battle
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Fire Awaken
Description: You can deliver one Magic Fire Awaken, by touch or packet.

Prayer of the Swift Slayer

Type: Battle
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Fire Haste
Description: You can cast Magic Fire Haste on yourself. If you are a Champion, you gain a free Spellstrike Fire Arrow when you end your Haste. It is lost if not used within 10 seconds of ending the Haste.

Vision of the Heart's Fire

Type: Divination
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Fire Greater Insight
Description: You must be an Oracle to cast this spell. You cast this spell on an object. The object must have a trace of the blood of a person, or be very closely associated with that person. The spell has a 5-minute casting time and requires the presence of a Guide spirit. When you complete the spell, you can ask the Guide up to three of the following questions.

- Is this object connected with [Name], by blood or the heart's fire?
- What is the most likely action [Name] would take to recover this item?
- Are any other people connected with this item, by blood or the heart's fire?
- What emotional drive most rules [Name]? (Honor, Romantic Love, Familial Love, Pride, Greed, Generosity, Sorrow, Joy, etc.)
- What emotion does [Name] most associate with this item?

The Guide spirit always answers questions and speaks truthfully, except as noted above. The spell sometimes reveals additional information, at the sole discretion of the Guide. If the Guide doesn't have information to offer, you regain expended Tolerance.

Third Circle

Absolution of the Flame

Type: Battle
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Fire Purify
Description: You can cast one Magic Fire Purify. If you are an Oracle, you can spend an additional 3 Tolerance (6) to cast this as a Flurry.

Call to the Eastern Guardian

Type: Battle
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Fire Wall
Description: You must be an Oracle to cast this spell. You can cast one Magic Fire Wall.
You can spend 2 extra Tolerance (5 total) and a Flame Shard to cast a Magic Fire Circle up to 20 feet in diameter.

Invocation of Fiery Devastation

Type: Battle
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Fire Lance
Description: You can cast one Magic Fire Lance. If you are a Champion, you can use Spellstrike Fire Lance.
You can spend 1 extra Tolerance (4 total) and a Flame Shard to cast a Magic Fire Blast instead.
You can spend 2 extra Tolerance (5 total) and a Volcanic Heart to cast a Magic Fire Death instead.

Invocation of the Sirocco of Dreams

Type: Battle
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Fire Disrupt [Aspect]
Description: You cast a Flurry Magic Fire Disrupt to an Aspect of your choice. You can choose a different element for each packet in the Flurry.
You can spend 1 extra Tolerance (4 total) to cast Flurry Magic Fire Disrupt Essence instead.

Prayer of the Fierce Heart

Type: Enchantment
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Fire Absorb against Weapons
Description: As an Enchantment, this spell takes 1 minute to cast. You can only cast this spell upon yourself, and it counts as a Ward against Weapons upon you. When you are struck by a weapon, you can call Absorb to negate the effect. You can either Refresh 2 Tolerance, Refresh 2 Toughness, or receive the effect of a Fire Cleanse.

Light Channeling Spells

First Circle

Blessing of the Font Guardian

Type: Enchantment
Circle: 1
Tolerance: 1
Tagline of Cast: Magic Light Ward against Light
Description: One creature you touch gains a Light Ward against Light.

Call to the Inner Light

Type: Divination
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Sense Light Bond
Description: When you cast this spell, point at one creature within about 5 feet. You can ask whether the creature or object has a magical bond to Light. For creatures, this includes all Soul Bonds and the Sign of Sanctity, Bound Malediction, and Gilded Masque foci. For objects, this includes any ability to generate a Light effect, including Chemical Light effects. You may need a Guide for some objects. This effect can be deceived by a Masked Aura, and a small number of magic items are obscured against all Divination effects.

Dazzling Invocation

Type: Battle
Circle: 1
Tolerance: 2
Tagline on Cast: Magic Light Befuddle or Spellstrike Light Befuddle
Description: You can cast Light Befuddle by packet. If you are a Champion, you can cast Spellstrike Light Befuddle instead.

Invocation of the Rising Sun

Type: Battle
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Light Dart or Spellstrike Light Dart
Description: You can cast a Flurry Magic Light Dart. If you are a Champion, you can cast Flurry Spellstrike Light Dart.

Mantle of Radiance

Type: Enchantment
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Light Mantle
Description: This spell targets only the caster and lasts until Reset. While it is active, you can cast Light Ward against Light on yourself up to 3 times. These Wards count against your normal limit of Wards (3); the spell permits you to have multiples of the same Ward.

Prayer for Woundbinding

Type: Battle
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Light Accelerate Healing
Description: You cast Light Accelerate Healing on one creature. Undead and constructs can't be healed by this spell. You can cast this as a Magic Light Stabilize if you prefer.
At Second Circle, if you are an Oracle, you can spend an additional 4 Tolerance to cast Voice Effect Light Accelerate Healing.

Vision of the Miasmic Stain

Type: Divination
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Light Sense Miasmic Stain

Description: You must be an Oracle to cast this spell. This effect targets any number of living, dead, animate, or undead creatures within 5 feet (fist-bump range), and allows you to ask three of the following questions (three to one creature, one to each of three creatures, or other distribution):

- Do you have a current Miasma total? If so, what is it?

- Are you currently experiencing increased effect from Miasma sources? If so, how much?
- Are you currently experiencing any effects from Miasma? If so, what are they?

The target must answer truthfully unless they have a Mask Miasma, Mask Kal'inokh, Mask Aura, or similar effect. This spell also exists as a Light spell. Air and Light Channelers can teach this spell to one another.

Second Circle

Blessing of Light Imperishable

Type: Enchantment, Limited Use
Circle: 2
Tolerance: 0
Tagline on Cast: Magic Light Resist against Light or Magic Light Resist against Disease
Description: You can cast Magic Light Resist against Light or Magic Light Resist against Disease on seven separate targets. This spell has a five-minute casting time, during which you meditate with the targets, or offer them moral guidance or counsel. You must be an Oracle to cast this spell, and once you cast this spell, you can't do so again until Reset has passed.
At Third Circle, you can cast this spell twice, and regain the use of it at Reset.
If your target is a Light Channeler of First Circle or higher, they gain a second Light Resist against Light or Magic Light Resist against Disease at no additional cost.

Chant of the Bright Soul

Type: Enchantment Chant
Circle: 2
Tolerance: 4
Incantation: "Where now the light in the darkness? Where is the lantern of morning?
Where is the mighty one waiting? Where is the watchful one warning?
Alas for the days of the Vigil! Alas for the Swordmaiden's scorning!
Behold the stars that are fading! O, what voice is this mourning?"
Tagline on Cast: Light Ward against Mental
Description: You begin the chant written above. Each time you complete the chant, you can touch one creature and deliver the tagline, ignoring the usual one-minute casting time for Enchantment spells. You pay the Tolerance cost when you begin the chant. The chant ends if you go more than 10 seconds without speaking part of the chant, or fall unconscious.
At Third Circle: You can pay an additional 2 Tolerance during the chant of this spell to allow another channeler who knows this spell to take over the chant. That channeler does not pay Tolerance.

Invocation of Ancient Starlight

Type: Battle
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Light Arrow or Spellstrike Light Arrow
Description: You can cast one Magic Light Arrow. If you are a Champion, you can cast a Spellstrike Light Arrow.

Invocation of the Bright Guardian

Type: Battle
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Light Trance, or Magic Light Repel to Undead
Description: You can cast one Magic Light Trance. Alternatively, you can cast this as a Magic Light Repel to Undead.
At Third Circle: You can spend 2 additional Tolerance (total of 4) to cast Flurry Magic Light Repel to Undead.

Prayer of Wound's Grace

Type: Battle
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Light Heal Limb Wound
Description: You cast Light Heal Limb Wound on one creature. Undead and constructs can't be healed by this spell.

Vision of the Thousand Threads

Type: Divination
Circle: 2
Tolerance: 2
Tagline on Cast: Light Sense Connections
Description: You must be an Oracle to cast this spell. You cast this spell on a person, an object, a room, or an outdoor area up to 30 feet by 30 feet. This spell has a 1-minute casting time and requires a Guide spirit to be present. If you cast this spell on a person or object, it must be visible to you for the whole minute. When you complete this spell, you can ask the Guide three of the following options:

- Is the target connected to a cosmic force or entity? If so, what name do I sense? (It is possible to obscure or mask the name of a cosmic entity from this spell. Ritual versions of this spell may pierce such obscurement.)
- Is the target significantly connected by emotion or fate to another person or object that I can see at this moment? If so, which ones, and what is the general sense of the connection?
- Approximately how old is my target? (Some entities and objects are magically designated as Eternal.)
- One person connected to my target is now a valid target for further Divination spells that I cast between now and reset.
- Is my target infused with Miasma? If so, will I gain Miasma through contact with it?
- Does my target have a connection to Kal'inokh magic?

The Guide always answers questions and speaks truthfully, except as noted above. The spell sometimes reveals additional information, at the sole discretion of the Guide. If the Guide spirit doesn't have information to offer, you regain expended Tolerance.

Third Circle

Blessing of Glorious Flowering

Type: Enchantment
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Light Absorb against Aspects
Description: You can cast this spell only on yourself, and it counts as a Ward against Aspects upon you. When you are affected by hostile magic that is not Kal'Tov or Kal'Inokh, you can Absorb Aspects to Refresh 4 Toughness.

Blessing of Ironwood

Type: Enchantment
Circle: 3
Tolerance: 3+
Tagline on Cast: Magic Light Armor
Description: You must be a Champion to cast this spell, which targets one suit of plant-themed armor. The suit of armor gains one (1) point of Armor value in addition to its base value, and you gain one (1) point of Toughness. This spell lasts until you finish a Short Rest. The Tolerance cost increases by 1 each time you cast this spell, and returns to its base Tolerance cost (3) at Reset.

Call to the Vigil Guardian

Type: Battle
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Light Wall
Description: You must be an Oracle to cast this spell. You can cast one Magic Light Wall.
You can spend 2 extra Tolerance (5 total) and a Illuminated Shard to cast a Magic Light Circle up to 20 feet in diameter.

Decree of Dispersal

Type: Battle
Circle: 3
Tolerance: 5
Tagline on Cast: Magic Light Dispel against Light
Description: You can cast one Light Dispel against Light. This spell costs 2 fewer Tolerance (3) if you are an Oracle.
You can spend 1 extra Tolerance (4 or 6) to cast Light Dispel against another Aspect of your choice (Air, Earth, Fire, or Water).
You can spend 2 extra Tolerance (5 or 7) to cast Light Dispel against Kal'inokh.

Invocation of the Radiant Eye

Type: Battle
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Light Lance
Description: You can cast one Magic Light Lance. If you are a Champion, you can use Spellstrike Light Lance.
You can spend 1 extra Tolerance (4 total) and an Illuminated Shard to cast a Magic Light Blast instead.
You can spend 2 extra Tolerance (5 total) and an Incarnate Heart to cast a Magic Light Death instead.

Prayer of the Seraph's Tears

Type: Battle
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Light Heal Grievous Wounds
Description: You can cast one Light Heal Grievous Wounds. Undead and constructs can't be healed by this spell.
You can spend 1 extra Tolerance (4 total) and an Illuminated Shard to cast a Magic Light Heal Mortal Wounds instead.
You can spend 2 extra Tolerance (5 total) and an Incarnate Heart to cast a Magic Light Resuscitate instead.

Water Channeling Spells

First Circle

Blessing of the Font Guardian

Type: Enchantment
Circle: 1
Tolerance: 1
Tagline of Cast: Magic Water Ward against Water
Description: One creature you touch gains a Water Ward against Water.

Call to the Blood

Type: Divination
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Sense Water Bond
Description: When you cast this spell, point at one creature within about 5 feet. You can ask whether the creature or object has a magical bond to Water. For creatures, this includes all Soul Bonds and the Tideshell, Sentinel of the Way, and Silvergrace foci. For objects, this includes any ability to generate a Water effect, including Chemical Water effects. You may need a Guide for some objects. This effect can be deceived by a Masked Aura, and a small number of magic items are obscured against all Divination effects.

Invocation of the Spear Fisher

Type: Battle
Circle: 1
Tolerance: 1
Tagline on Cast: Flurry Magic Water Dart or Flurry Spellstrike Water Dart
Description: You can cast one Flurry Water Dart. If you are a Champion, you can cast Flurry Spellstrike Water Dart (melee or ranged).

Malediction of the Frozen Grasp

Type: Battle
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Water Snare Foot
Description: You can cast one Water Snare Foot. If you are a Champion, you can cast Spellstrike Water Snare Foot.

Mantle of the Waves

Type: Enchantment
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Water Mantle
Description: This spell targets only the caster and lasts until Reset. While it is active, you can cast Water Ward against Water on yourself up to 3 times. These Wards count against your normal limit of Wards (3); the spell permits you to have multiples of the same Ward.

Prayer for Woundbinding

Type: Battle
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Water Accelerate Healing
Description: You cast Water Accelerate Healing on one creature. Undead and constructs can't be healed by this spell.
At Second Circle, if you are an Oracle, you can spend an additional 4 Tolerance to cast Voice Effect Water Accelerate Healing.

Red Blessing

Type: Enchantment
Circle: 1
Tolerance: 1
Tagline on Cast: Magic Water Ward against Poison
Description: One creature you touch gains a Ward against Poison.

Second Circle

Blessing of the Morning Dew

Type: Enchantment, Limited Use
Circle: 2
Tolerance: 0
Tagline on Cast: Magic Water Resist against Water or Magic Water Resist against Poison
Description: You can cast Magic Water Resist against Water or Magic Water Resist against Poison on seven separate targets. This spell has a five-minute casting time, during which you meditate with the targets, or offer them moral guidance or counsel. You must be an Oracle to cast this spell, and once you cast this spell, you can't do so again until Reset has passed.
At Third Circle, you can cast this spell twice, and regain the use of it at Reset.
If your target is a Water Channeler of First Circle or higher, they gain a second Water Resist against Water or Magic Water Resist against Poison at no additional cost.

Blessing of the Pearl Divers

Type: Enchantment
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Water Affinity
Description: You can cast Water Affinity on one creature that you touch. This grants them the ability to breathe, move freely, and cast spells while underwater for one hour or the duration of a delve, whichever is longer. It does not protect them from any other harmful effects of the water, such as acidic or toxic water. This spell can be cast while underwater. If you are a Champion, you can spend 2 additional Tolerance (total of 4) to cast this as a Flurry.

Invocation of Floodwaters

Type: Battle
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Water Repel or Spellstrike Water Repel
Description: You can cast one Water Repel. If you are a Champion, you can cast Spellstrike Water Repel (melee or ranged).

Invocation of the Gray Hunter

Type: Battle
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Water Arrow or Spellstrike Water Arrow
Description: You can cast one Magic Water Arrow. If you are a Champion, you can cast Spellstrike Water Arrow (melee or ranged).

Invocation of Maikani's Chalice

Type: Battle
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Water Cleanse
Description: You can cast a Magic Water Cleanse. You can spend 2 additional Tolerance and target a body of toxic or unclean water to reduce or eliminate the harmful effects of contact or ingestion. You can't cast this spell twice on the same body of water. Check with a Guide for the final effects.

Prayer for the Gifts of the Ebb Tide

Type: Enchantment
Circle: 2
Tolerance: 2
Tagline on Cast: Water Absorb Aspects
Description: You can cast this spell only on yourself, and it counts as a Ward against Aspects upon you. When you are affected by hostile magic that isn’t Kal’Tov or Kal’Inokh, you can Absorb Aspects to negate the effect and regain 1 Tolerance.

Prayer for the Wisdom of the Ages

Type: Divination
Circle: 2
Tolerance: 2
Tagline on Cast: Water Postcognition
Description: You must be an Oracle to cast this spell. You cast Water Postcognition on a room or an outdoor area no larger than 30 feet by 30 feet. This spell has a 1-minute casting time and requires a Guide spirit to be present. When you complete this spell, you can ask the Guide three of the following questions:

- What was the last non-human creature to enter this area, and how long ago was that?
- Have any humans died here? If so, name one of them.
- Has anyone hidden anything of value or interest here?

- Have any major workings of magic occurred here? If so, what was its nature?
- Have any Great Deeds happened here? If so, tell me one of them.

The Guide spirit always answers questions and speaks truthfully. The spell sometimes reveals more information, at the sole discretion of the Guide spirit.

Prayer of Wound's Grace

Type: Battle
Circle: 2
Tolerance: 2
Tagline on Cast: Magic Water Heal Limb Wound
Description: You cast Water Heal Limb Wound on one creature. Undead and constructs can't be healed by this spell.

Third Circle

Call to the Western Guardian

Type: Battle
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Water Wall
Description: You must be an Oracle to cast this spell. You can cast one Magic Water Wall. You can spend 2 extra Tolerance (5 total) and a Tidal Shard to cast a Magic Water Circle up to 20 feet in diameter.

Invocation of the Jellyfish Sting

Type: Battle
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Weaken Poison
Description: When you cast this spell, you coat up to three melee weapons, crossbow bolts, or bullets that you touch with a Magic Weaken Poison, or you coat one melee weapon, crossbow bolt, or bullet with a Magic Paralyze Poison. The poison effects end when used, when you cast this spell again, or when you take a Short Rest.

Invocation of Leviathan's Wrath

Type: Battle
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Water Lance
Description: You can cast one Magic Water Lance. If you are a Champion, you can use Spellstrike Water Lance.
You can spend 1 extra Tolerance (4 total) and a Tidal Shard to cast a Magic Water Blast instead.
You can spend 2 extra Tolerance (5 total) and a Thalassic Heart to cast a Magic Water Exsanguinate instead.

Malediction of the Riptide Grasp

Type: Battle
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Water Entangle
Description: You can cast one Magic Water Entangle. If you are a Champion, you can cast Spellstrike Water Entangle (melee or ranged). During the spell's duration, while you are within 5 feet (fist-bump distance) of your Entangled target, you can spend 1 Tolerance to cast Water Repel or Water Knockdown on the target as a point effect, as many times as you want.

Prayer of the Seraph's Tears

Type: Battle
Circle: 3
Tolerance: 3
Tagline on Cast: Magic Water Heal Grievous Wounds
Description: You can cast one Water Heal Grievous Wounds. Undead and constructs can't be healed by this spell.
You can spend 1 extra Tolerance (4 total) and a Tidal Shard to cast a Magic Water Heal Mortal Wounds instead.
You can spend 2 extra Tolerance (5 total) and a Thalassic Heart to cast a Magic Water Resuscitate instead.

Channeler Rites

Tea Ceremony

This Channeling rite requires 1-3 leaders, who prepare and serve tea, coffee, or other (in-play) non-alcoholic beverages to up to 10 people over the course of at least 15 minutes. This service can also include food. The leaders do not need to be Channelers.

At the end of that time, all participants regain one use of the Zeal skill, and each leader can choose one participant to regain 1 Bound Tolerance. (This does not end any effect that the Bound Tolerance was used to cast.)

A person can regain Zeal from this rite once per Reset, and can regain Zeal from rites a total number of times per Reset equal to the number of times they have purchased the Zeal skill.

The Seven Together

This Channeling rite requires 1 leader and 6 participants. Stand in a circle, facing inward, with a weapon or a personal symbol in hand, such as a book or scroll. The leader delivers the following incantation:
"We are seven together, bound to a cause.
From one, a gift to six.
The five elements of the true soul,
Vigilant in the four directions,
The three lights, sun and moon and stars,
The two paths, Champion and Oracle,
One truth: Our power is in one another."

At the end of the incantation, the leader expends one use of Zeal, and the other six participants regain expended Tolerance equal to half of their maximum. Champions also regain one maneuver from a currently active Elemental Fury or Elemental Force spell.

A person can regain Tolerance or maneuvers from this rite once per Short Rest.

Memory Charm of the Magic Word

This Channeling rite requires 1 Air Channeler leader and up to 2 other Channelers of any Aspect. The leader speaks a single syllable. The participant to their left repeats that syllable and adds another. The next participant repeats the first two syllables in order, and adds a third. The game continues in this way until the group constructs a nonsense word of at least 10 syllables, with no reused syllables within the word. If the leader or a participant gets a syllable wrong, the group has to start over.

Once the word is 10 syllables long and successfully repeated, each participant recovers expended Tolerance equal to half their maximum, and the leader chooses one participant to receive an Air Ward against Mental.

A person can regain Tolerance from this rite once per Short Rest.

Stone of Memorial

This Channeling rite requires 1 Earth Channeler leader and up to 8 other Channelers of any Aspect, reciting as follows:

LEADER: Who grants us the strength to persevere?
PARTICIPANTS: The foundation of this good earth and the care of the ancestors.
LEADER: Who shows us the way through strife and sorrow?
PARTICIPANTS: Those who have gone before.
LEADER: Our strength is built on that sure foundation; the way is lit before us in the halls of night. I call to [Name and Titles] and [Name and Titles], to grant me wisdom. (The listed names are ancestral, mentoring, or inspirational figures of personal importance to the Leader.)

The leader designates each participant in turn.

PARTICIPANT: I call to [Name and Titles] to grant me (a virtue of the participant's choice: courage, tenacity, a generous heart, or the like). (The listed name is an ancestral, mentoring, or inspirational figure of personal importance to the Participant.)

Once the Leader and each participant have completed this recitation, they each regain one expended use of the Zeal skill, and the Leader chooses one participant to receive a Magic Earth Strength.

A person can regain Zeal from this rite once per Reset, and can regain Zeal from rites a total number of times per Reset equal to the number of times they have purchased the Zeal skill.

Calling Together

This Channeling rite requires 1 Light Channeler leader and up to 8 other Channelers of any Aspect. The rite can have any number of other participants, but only the Leader and 8 additional Channelers gain a mechanical benefit. The Leader begins with a wordless melody of sung syllables lasting at least 1 minute. When the Leader has called the participants together, they or a designated participant open discussion on a matter concerning the group.

When the discussion wanders or breaks up into many smaller conversations, the Leader can call them back to the matter at hand by returning to the wordless melody of sung syllables.

After at least 5 minutes of discussion, the Leader and up to 8 additional Channelers regain one expended use of the Zeal skill. A person can regain Zeal from this rite once per Reset, and can regain Zeal from rites a number of times equal to the number of times they have purchased the Zeal skill.

Rite of the Blades Yet Sheathed

This Channeling rite requires 1, 2, or 3 leaders and any number of other participants. At least one leader must be a Channeler. Once you lead this rite, you can't do so again until Reset. This rite is not commonly taught outside the ranks of the Kinship of Pallas Adine; Wardens and national armies don't often deal with the kinds of situations that make this as useful as it is to the Kinship. It is not forbidden to teach it.

The leader(s) spends at least 5 minutes delivering a strategic or tactical plan describing an upcoming situation of conflict (not necessarily battle) to the rite's participants. This can be framed as a discussion rather than a briefing. At the end of the conversation, each leader can choose up to two participants who are playing key roles in their plan. You can't choose yourself, but you can choose another leader in the rite. If two leaders choose the same person, that person only gains the benefit once.

During the situation that the plan describes (interpreted broadly), a person chosen as a key role can do one of the following:

Regain expended Tolerance equal to half their maximum Tolerance. A person can regain Tolerance from this rite once per Short Rest.
Regain one expended Basic or Advanced Offensive Maneuver
Regain one expended Parry, Sidestep, or Countermagic
To gain this benefit, another person must say something like, "Remember the plan," or similar, or you can spend 10 seconds in concentration. Once used, the benefit is expended.