

AUSA DERECTI  
HISHIRE  
SOURCE

# SPELL LIST

## Rank 1

Healing  
Cool Waters  
Banquet  
Aura of Misalignment

## Rank 2

Healing Light  
Armored Tunic  
Soothe  
Aura of Cool Breezes

## Rank 3

Time of Healing  
Curing of Poison  
Endure  
Calming Speech

## Rank 4

Curing of Status  
Aura of Warming  
Aura of Study  
Pacify

## Rank 5

Curing of Hexes  
Aura of Healing  
Aura of Truth  
Embolden

## Rank 6

Curing of Ailments  
Time of Great Healing  
Shield from Death  
Guide of the Banner

## Rank 7

Bracing Shield  
Wound's Signature  
Mend  
Curing Waters

## Rank 8

Curing of Hurt  
Great Healing  
Aura of Understanding  
Aura of Hosting

## Rank 9

Brilliant Healing Light  
Death Cure  
Bracing Spear  
Cure Land

## Rank 10

Aura of Battle  
Aura of Life  
Invincibility  
Pacification

# SPELL PROFILE

	Rank	Cost	CsD	CsT	Range	AoE	Dur	Res
Healing	1	1 SpP	2	21M	10 yards	1 Target	Instant	N/A
Cool Waters	1	2 SpP	2	2 minutes	20 yards	10 yard Radius +5 yards Radius per AUSA Power	1 Passing	N/A
Banquet	1	1 SpP	2	20M	Touch	Special	1 hour	N/A
Aura of Misalignment	1	1 SpP	2	20M	0	10 yard Radius	1 hour +1 hour per AUSA Power	N/A
Healing Light	2	4 SpP	3	1 Round	2 yards	1 Target	Instant	N/A
Armored Tunic	2	3 SpP	3	28M	2 yards	1 Item	1 hour +1 hour per AUSA Power	N/A
Soothe	2	3 SpP	3	14M	0	180° Cone with a 6 yard reach +2 yards Reach per AUSA Power	3 Rounds	N/A
Aura of Cool Breezes	2	4 SpP	3	2 Rounds	0	10 yard Radius +2 yards Radius per AUSA Power	10 hours +1 hour per AUSA Power	N/A
Time of Healing	3	6 SpP	5	1 Round	Touch	1 Target +1 Target per AUSA Power	2 Passings +2 Passings per AUSA Power	N/A
Curing of Poison	3	5 SpP	5	22M	2 yards	1 Target	Instant	N/A
Endure	3	5 SpP	5	1 Round	2 yards	1 Target +1 Target per AUSA Power	1 hour +1 hour per AUSA Power	N/A
Calming Speech	3	5 SpP	5	1 minute	0	Caster	Special	N/A
Curing of Status	4	7 SpP	7	23M	2 yards	1 Target	Instant	N/A
Aura of Warming	4	8 SpP	7	2 Rounds	0	10 yard Radius +2 yards Radius per AUSA Power	10 hours +1 hour per AUSA Power	N/A
Aura of Study	4	9 SpP	7	1 hour	0	Special	Special	N/A
Pacify	4	8 SpP	7	22M	0	45° Cone with a 10 yard reach +5 yards Reach per AUSA Power	1 minute +2 minutes per AUSA Power	+0
Curing of Hexes	5	9 SpP	8	23M	2 yards	1 Target	Instant	N/A
Aura of Healing	5	14 SpP	9	1 hour	0	4 yard Radius Wall Extension of 1 yard per AUSA Power	5 hours +1 hour per AUSA Power	N/A
Aura of Truth	5	9 SpP	8	27M	0	4 yard Radius	1 hour +1 hour per AUSA Power	N/A
Embolden	5	10 SpP	8	27M	0	45° Cone with a 10 yard reach +5 yards Reach per AUSA Power	1 minute +1 minute per AUSA Power	+0

	Rank	Cost	CsD	CsT	Range	AoE	Dur	Res
Curing of Ailments	6	11 SpP	9	28M	2 yards	1 Target +1 Target per AUSA Power	Instant	N/A
Time of Great Healing	6	12 SpP	9	1 Round	Touch	1 Target	1 Passing +1 Passing per AUSA Power	N/A
Shield from Death	6	16 SpP	9	18M	10 yards	1 Target	Special	N/A
Guide of the Banner	6	15 SpP	9	1 hour	6 yards	Special	Special	N/A
Bracing Shield	7	13 SpP	10	0	0	0	0	0
Wound's Signature	7	13 SpP	10	0	0	0	0	0
Mend	7	13 SpP	10	0	0	0	0	0
Curing Waters	7	13 SpP	10	0	0	0	0	0
Curing of Hurt	8	15 SpP	11	0	0	0	0	0
Great Healing	8	15 SpP	11	0	0	0	0	0
Aura of Understanding	8	15 SpP	11	0	0	0	0	0
Aura of Hosting	8	15 SpP	11	0	0	0	0	0
Brilliant Healing Light	9	17 SpP	12	0	0	0	0	0
Death Cure	9	17 SpP	12	0	0	0	0	0
Bracing Spear	9	17 SpP	12	0	0	0	0	0
Cure Land	9	17 SpP	12	0	0	0	0	0
Aura of Battle	10	21 SpP	15	0	0	0	0	0
Aura of Life	10	21 SpP	15	0	0	0	0	0
Invincibility	10	21 SpP	15	0	0	0	0	0
Pacification	10	21 SpP	15	0	0	0	0	0

## Healing

Rank 1 Spell

Hishire Source, The Ausa Dercti of the Great Orders

Cost: 1 SpP

Range: 10 yards

Duration: Instant

CsD: 2

CsT: 21M

AoE: 1 Target

Resistance: N/A

### HEALING

Or “Curix” in Orderly Common. A very basic Magical Healing spell that heals the target for **1d4+1 Hit Points per Ausa Power**. Any one given target may be healed by this spell twice per Passing. The Cost of this spell is also raised by 1 per Ausa Power minus 1, i.e. +0 at Ausa Power 1, +1 at Ausa Power 2 and so on.

## Cool Waters

Rank 1 Spell

Hishire Source, The Ausa Dercti of the Great Orders

Cost: 2 SpP

Range: 20 yards

Duration: 1 Passing

CsD: 2

CsT: 2 minutes

AoE: 10 yard Radius, +5 yards  
Radius per Ausa Power

Resistance: N/A

### ENCHANTMENT

Or “Auquos Kavalteen” in Orderly Common. Enchants a body of water that volumetrically fits into the AoE. The waters are cool and refreshing, quenching the thirst of any who drink. It relieves the need for water for **1 Passing per Ausa Power**, when the spell was cast.

The consumption of these waters is meant for special occasions and times of need. Those who consume it too often will find the water cool and refreshing but grants no unnatural sustainment. Eventually, they will become sour to them and putrid in taste.

## Banquet

Rank 1 Spell

Hishire Source, The Ausa Dercti of the Great Orders

Cost: 1 SpP

Range: Touch

Duration: 1 hour

CsD: 2

CsT: 20M

AoE: Special

Resistance: N/A

Or “Lankos” in Orderly Common. A single portion of food becomes delightful and invigorating. If the food was poisoned, rancid, rotten or otherwise bad, it is now not. A person who eats the entire portion finds themselves **Invigorated** and without the need to eat again for **1 Passing per Ausa Power**.

This is meant for special occasions and times of need. Those who eat too often find no special benefits are imparted. With too much consumption over time, the food turns to ash in one’s mouth.

## Aura of Misalignment

Rank 1 Spell

Hishire Source, The AUSA Dercti of the Great Orders

Cost: 1 SpP

Range: 0

Duration: 1 hour, +1 hour per AUSA Power

CsD: 2

CsT: 20M

AoE: 10 yard Radius

Resistance: N/A

Or "Aurik kaas Konjuss" in Orderly Common. Around the caster, all those who are not of the same alignment are known to the caster. At AUSA Power 1, the caster merely knows other don't share the same mindset. With AUSA Power 2, they have some idea in how those around the caster differ in mindset. AUSA Power 3 identifies what alignment in general (Neutrally Good, Lawfully Evil, etc.). AUSA Power 4 identifies their exact alignment.

AUSA Power 5 allows the caster to bend the alignment of others through speech, at the rate of 1 per minute of talking.

For AUSA Powers 1 through 2, a R.Mag.0 is allowed for those within the AoE to detect that their souls are being scrutinized. AUSA Power 3 and above is undetectable.

## Healing Light

Rank 2 Spell

Hishire Source, The AUSA Dercti of the Great Orders

Cost: 4 SpP

Range: 2 yards

Duration: Instant

CsD: 3

CsT: 1 Round

AoE: 1 Target

Resistance: N/A

Or "Curix Avili'ante" in Orderly Common. Heals the target for **1d8+1 Hit Points per AUSA Power**. The healing done supersedes any rules of restriction on healing. Those things that stop magical healing, or reduce healing are unaffected. The only thing this will not heal are those wounds that specifically say, "can only be healed through time."

The effect of this lessens by half each time a target has it applied during the course of 10 Passings, i.e. the first time cast within 10 Passings it will heal the full amount, the second time, half the amount, then a quarter. One needs to wait 10 Passings in between each cast (on the same target) for it to have its full effect.

## Armored Tunic

Rank 2 Spell

Hishire Source, The AUSA Dercti of the Great Orders

Cost: 3 SpP

Range: 2 yards

Duration: 1 hour, +1 hour per AUSA Power

CsD: 3

CsT: 28M

AoE: 1 Item

Resistance: N/A

### ENCHANTMENT

Or "Braaki Hane" in Orderly Common. Any tabard, tunic or Orderly garment, when worn by someone affiliated or part of an Order, is enchanted, but not in the normal sense; meaning, this spell cannot be Dispelled in any way, and also cannot be made permanent.

The wearer of the garment gains **4 Critical Threshold per AUSA Power**.

## Soothe

Rank 2 Spell

Hishire Source, The AUSA Dercti of the Great Orders

Cost: 3 SpP

Range: 0

Duration: 3 Rounds

CsD: 3

CsT: 14M

AoE: 180° Cone with a 6 yard reach,  
+2 yards Reach per AUSA Power

Resistance: N/A

### MIND ALTERING

Or “Eaffway” in Orderly Common. Those in the front arc of the caster, who look at them at any time during the Duration, are soothed and calmed. This will instantly cure Effects like *Frightened*, *Horror*, *Berserk*, and so on. Furthermore, a calmness sets in that lasts. For the next 1 Passing per AUSA Power, all affected gain +2 per AUSA Power (when the spell was cast) on ResChecks that would cause the character to flee or fall into a rage.

## Aura of the Cooling Breeze

Rank 2 Spell

Hishire Source, The AUSA Dercti of the Great Orders

Cost: 4 SpP

Range: 0

Duration: 10 hours, +1 hour per AUSA Power

CsD: 3

CsT: 2 Rounds

AoE: 10 yard Radius, +2 yards  
Radius per AUSA Power

Resistance: N/A

Or “Aurik kaas-een Hideg Fiz” in Orderly Common. About the caster, the air is pleasant and calm. This nullifies harsh winds and gusts, and hot temperatures, even those that are magical. Heat Based Damage is reduced by 5 per AUSA Power, and effects from spells that use wind to push or slam a target is nullified.

## Time of Healing

Rank 3 Spell

Hishire Source, The AUSA Dercti of the Great Orders

Cost: 6 SpP

Range: Touch

Duration: 2 Passings, +2 Passings per AUSA  
Power

CsD: 5

CsT: 1 Round

AoE: 1 Target, +1 Target per AUSA  
Power

Resistance: N/A

Or “Yanti kaas Curix” in Orderly Common. The target heals a number of Hit Points equal to the AUSA Power when cast per Passing of rest, for 2 Passings per AUSA Power. Once the spell completes its effect, a target is immune to the same spell until a number of Passings equal to how long the healing spell lasted last time passes, i.e. if healed for 6 Passings, one must wait 6 Passings after the spell’s effects end before they can be the recipient of the spell again.

## Curing of Poison

Rank 3 Spell

Hishire Source, The Ausa Dercti of the Great Orders

Cost: 5 SpP

Range: 2 yards

Duration: Instant

CsD: 5

CsT: 22M

AoE: 1 Target

Resistance: N/A

### HEALING

Or "Curix kaas Vipros" in Orderly Common. Lessens the **Potency of any poison by 2 per Ausa Power**. Poison that is reduced to a Potency 0 is instantly cured.

## Endure

Rank 3 Spell

Hishire Source, The Ausa Dercti of the Great Orders

Cost: 5 SpP

Range: 2 yards

Duration: 1 hour, +1 hour per Ausa Power

CsD: 5

CsT: 1 Round

AoE: 1 Target, +1 Target per Ausa Power

Resistance: N/A

Or "Amace" in Orderly Common. Allows the target to endure physical and mental challenges roughly as many times more as the Ausa Power when cast, i.e. Ausa Power 3 means they can endure 3 times as long/much.

Mechanically, this allows a reroll against anything that would "break" the character per Ausa Power. This would apply to things like a KO Check, a spell that causes unconsciousness, Mind-Altering spells where the character remains aware and is forced against their will, and things that would outright kill a character.

## Calming Speech

Rank 3 Spell

Hishire Source, The Ausa Dercti of the Great Orders

Cost: 5 SpP

Range: 0

Duration: Special

CsD: 5

CsT: 1 minute

AoE: Caster

Resistance: N/A

### MIND ALTERING

Or "Eaffway Oritia" in Orderly Common. To all those in earshot of the caster, they feel calm and at peace, and crazed behavior is halted. Mass-effect Mind-Altering spells or Abilities that induce crazed behavior, fear, or hysteria are lessened greatly, but not nullified. However, at Ausa Power 5, this cures any Mind-Altering spell.

This can also be used to instill courage, if the speech is as such, and all in earshot receive a **+1 ResCheck (or Morale Check) per Ausa Power** for the action directly talked of by the caster – therefore, the caster may only make one action the subject of an oration, and it must be specific (as in, not "the war", or "battle").

The Casting Time is how long it takes for the effects to start, and the Duration is as long as the caster can continue the oration.



## Curing of Status

Rank 4 Spell

Hishire Source, The AUSA Dercti of the Great Orders

Cost: 7 SpP

Range: 2 yards

Duration: Instant

CsD: 7

CsT: 23M

AoE: 1 Target

Resistance: N/A

Or "Curix kaas Piuthok" in Orderly Common. Instantly reduces the **Potency of any Effect by the AUSA Power**. Those Effect that have their Potency reduced to 0 are nullified. Those Effect that have no Potency are nullified an AUSA Power 3.

## Aura of Warming

Rank 4 Spell

Hishire Source, The AUSA Dercti of the Great Orders

Cost: 8 SpP

Range: 0

Duration: 10 hours, +1 hour per AUSA Power

CsD: 7

CsT: 2 Rounds

AoE: 10 yard Radius, +2 yards  
Radius per AUSA Power

Resistance: N/A

Or "Aurik kaas-een Fiu" in Orderly Common. Around the caster, the air is pleasant, sweet and warm, as a spring day. Maladies such as sickness, illness and poisons are halted for all those within the AoE. Furthermore, the Effects of **Bleeding, Pain, Petrification, Blinded, Hazed** and **Fragile** have their **Potencies reduced by 1 per AUSA Power**. If a Potency is 0, then it has no effect while the spell is active, and one remains within the AoE.

Furthermore, any Cold Damage is reduced by **5 per AUSA Power**.

## Aura of Study

Rank 4 Spell

Hishire Source, The Ausa Dercti of the Great Orders

Cost: 9 SpP

Range: 0

Duration: Special

CsD: 7

CsT: 1 hour

AoE: Special

Resistance: N/A

### MIND ALTERING

Or “Aurik kaas Juss’Ta” in Orderly Common. The caster attempts to learn something or teach something with or to another. Both are under the effects, and as long as they remain diligent and actively learn, the speed by which they learn comes at a rate of double per Ausa Power, with regards to time needed to learn, e.g. Ausa Power 4 means both the caster and target would learn the material 16 times as fast (double, quadruple, eight-times, sixteen times, and thirty-two times as fast at Ausa Power 5).

What can be learned is limited by character class, so those who cannot cast spells cannot learn to cast a spell. However, the caster could review a non-orderly spell with someone, and it would affect the other. The caster can teach or learn skills or Mastery styles that are available to both.

This effect is limited for the amount of time someone can naturally learn for a single session, without breaks – typically, 10 hours at maximum. It is further limited by the caster, who may only use this spell once per specific subject, which is: a specific Skill, a Spell Source, a specific Mastery Style, a specific subject. Thus, the caster may assist an Illrathic Caster in learning a spell from the Fire Source fast, but then never again may that assist anyone with the Fire Source.

## Pacify

Rank 4 Spell

Hishire Source, The Ausa Dercti of the Great Orders

Cost: 8 SpP

Range: 0

Duration: 1 minute, +2 minutes per Ausa Power

CsD: 7

CsT: 22M

AoE: 45° Cone with a 10 yard reach, +5 yards Reach per Ausa Power

Resistance: +0

### MIND ALTERING

Or “Peator ith vaas” in Orderly Common. Those who seek to harm the caster may make a R.Mag.-3 per Ausa Power, or they too will stop all hostilities. Of course, if those same people are attacked or threatened again, the spell’s effects end for that person. The caster likewise cannot make perform any action that might be considered threatening, including indirectly. While dependent on others, their intelligence and experiences, generally speaking, the caster must remain fully docile outwardly to keep the spell’s Duration going. That said, this is not a Channeling spell and the caster may do as they wish once the spell is cast.

## Curing of Hexes

Rank 5 Spell

Hishire Source, The AUSA Dercti of the Great Orders

Cost: 9 SpP

Range: 2 yards

Duration: Instant

CsD: 8

CsT: 23M

AoE: 1 Target

Resistance: N/A

### HEALING

Or “Curix kaas Illrath” in Orderly Common. Instantly cures and stops any **Hex of Spell Rank 2, per AUSA Power**, i.e. AUSA Power 3 stops up to the 6<sup>th</sup> Spell Rank of a Hex. Furthermore, if the AUSA Power’s effect outweigh the Hex’s Spell Rank by 3 or more, all damage and infliction done during the course of the Hex is instantly healed – as if it never happened.

## Aura of Healing

Rank 5 Spell

Hishire Source, The AUSA Dercti of the Great Orders

Cost: 14 SpP

Range: 0

Duration: 5 hours, +1 hour per AUSA Power

CsD: 9

CsT: 1 hour

AoE: 4 yard Radius, Wall Extension  
of 1 yard per AUSA Power

Resistance: N/A

Or “Aurik kaas Curix” in Orderly Common. Around the caster, all those are healed for **1 Hit Point per Hour per AUSA Power**. This healing is not magical and can heal any wound that is not specifically stated to “only be healed through time”.

The effect of this spell is dependent on the caster. It maintains a full effect when used once per 10 Passings. If used twice in the same period, the effect is halved, three times the effect is quartered, and becomes ineffective if used a fourth time. When the moons are new, all resets and it is fully effective.

## Aura of Truth

Rank 5 Spell

Hishire Source, The AUSA Dercti of the Great Orders

Cost: 9 SpP

Range: 0

Duration: 1 hour, +1 hour per AUSA Power

CsD: 8

CsT: 27M

AoE: 4 yard Radius

Resistance: N/A

Or “Aurik kaas Haaj” in Orderly Common. Within the AoE, all must speak the truth. Each person may say **1 lie out aloud per AUSA Power -5**, i.e. 1 lie at AUSA Power 4, 2 at 3 and so on. Those are not aware they have a limitation of lies and unaware of the spell’s effect until they find they cannot lie again. And “lies” are define omissions of the truth, portions of truth, non-applicatory perspectives of the truth or even a truth with the aim to deceive.

When they have run out of lies to tell (the number allowed by the spell), instead of what they mean to say as a lie, the truth comes out. They know not why, nor can they help but to say the truth. They can, however, not speak.

## Embolden

Rank 5 Spell

Hishire Source, The AUSA Dercti of the Great Orders

Cost: 10 SpP

Range: 0

Duration: 1 minute, +1 minute per AUSA Power

CsD: 8

CsT: 27M

AoE: 45° Cone with a 10 yard reach, +5 yards Reach per AUSA Power

Resistance: +0

Or "Bast'toraag" in Orderly Common. The caster shouts and points towards something. That can be an enemy or a location within sight. All those within the AoE when the spell goes off, as long as the caster Channels and they remain within a 45° cone, all are immune to fear and fear-causing Effects. They may flee if they wish but will not out of fear.

## Curing of Ailments

Rank 6 Spell

Hishire Source, The AUSA Dercti of the Great Orders

Cost: 11 SpP

Range: 2 yards

Duration: Instant

CsD: 9

CsT: 28M

AoE: 1 Target, +1 Target per AUSA Power

Resistance: N/A

### HEALING

Or "Curix kaas Malateen" in Orderly Common. With a night's rest, cures all ailment, both magical and natural. This does not affect Hexes, but persisting mal effects brought on by spells, mystic abilities and natural sickness are. It instantly heals a Wound and a Permanent Injury.

Each specific target may only be affected by this spell five times in their life. Each successive time, the AUSA Power where the spell is cast must match the occurrence of the spell, i.e. if casting on a person for the fourth time, the local AUSA Power must be 4 or 5.

## Time of Great Healing

Rank 6 Spell

Hishire Source, The AUSA Dercti of the Great Orders

Cost: 12 SpP

Range: Touch

Duration: 1 Passing, +1 Passing per AUSA Power

CsD: 9

CsT: 1 Round

AoE: 1 Target

Resistance: N/A

Or "Yatin kaas Gee'aunt Curix" in Orderly Common. Instantly heal 2 Hit Points per AUSA Power and triple the AUSA Power in Hit Points per Passing from rest. This can heal any wounds, even those that can only be through time; but not reattach limbs or cure permanent injuries. It also heals one Wound per Passing.

After a spell is cast on a person, they are immune to its effects for triple the number of Passings as the Duration of the spell.

## Shield from Death

Rank 6 Spell

Hishire Source, The AUSA Dercti of the Great Orders

Cost: 16 SpP

Range: 10 yards

Duration: Special

CsD: 9

CsT: 18M

AoE: 1 Target

Resistance: N/A

Or “Braaki vaas Mortis” in Orderly Common. The caster points their finger at a target, and then, within 5 Rounds, must move to touch that person. As long as they point their finger in the first 5 Rounds, or touch them the 6<sup>th</sup> Round and after, that target cannot die from wounds. They can be incapacitated if all their Hit Points are depleted as normal but cannot die. This whole time, the caster must Channel. Typically, 1 hour per AUSA Power is the maximum time a caster can Channel. This may vary under very special circumstances (such as, in an Order House).

Furthermore, the target is unnaturally touch. They cannot have their limb severed, they cannot be crushed (although, a heavy stone could still pin them down), they cannot be chewed up, and are essentially immune to their physical body being deformed. While wounds still appear, and may be ultimately grievous, the body stays whole.

As soon as the spell ends, the target may die if below their Death #, but no new wound appear, and sustained wounds do not get worse.

## Guide of the Banner

Rank 6 Spell

Hishire Source, The AUSA Dercti of the Great Orders

Cost: 15 SpP

Range: 6 yards

Duration: Special

CsD: 9

CsT: 1 hour

AoE: Special

Resistance: N/A

Or “Montreak kaas-eeen Chata” in Orderly Common. The caster quests those in front of them to a specific task, one that the caster may not be part of. While the caster might still travel with those quested, they cannot affect before or after anything relating to that quest. Attempting to do so nullifies this spell, and all attempts to help or intervene will automatically fail, e.g. a caster quest a party to fight a monster. If the caster does anything to help in that fight before or after, this spell ends and all attempts to help fail automatically (casting spells, speaking advice, performing skills, potions will do nothing and so on).

This must be a finite task and must benefit the Order. Items like “in life”, “in general”, “until you get there” are all not allowed. Specific must be a quest to do something, or any portion thereof.

For those quested, receive a +2 to-Hit, +1 to Damage, +1 Critical Threshold, +2 to any Skill Check and +2 to any ResCheck per AUSA Power when the spell is cast, towards any action relating to the accomplishment of that quest.

This means that the more general the question, the more effect the spell will have, but also, the less the caster may be involved.









