

(5) Disinterest

Orus Spells

Disinterest has two separate, yet equally valid meanings. Disinterest can simply mean a lack of interest in something, like being bored or not caring. It can also mean a lack of bias or impartiality about something, like a judge showing impartiality during a trial. Spells in this group draw from both definitions of the term.

1 - Boredom

Time to Cast: 1R
Resist Check: 4d6 vs. WIL negates
Target: LOS 60 + 20/F'
Duration: 2 + 1/F H
Area: single target
Effect: make target bored

If the target of this spell fails the resistance check, they will become bored with the task they are currently performing. This may have little effect on the target, if they feel duty bound or have other reasons for executing their current task.

2 - Boring Object

Time to Cast: 2R
Resist Check: special
Target: LOS 5'
Duration: 2 + 1/F H
Area: single object
Effect: make object boring

The priest casts this spell on a single, small non-living object. Anyone other than the caster observing the object must make a 4d6 vs. WIL resistance check. Upon failing the RC, the observer will have no interest in the object regardless of what it is.

3 - Don't do That!

Time to Cast: 1R
Resist Check: 4d6 vs random stat
Target: caster
Duration: 1 + 1/F minutes
Area: 100 + 10/F'
Effect: penalize activity

While casting this spell, the priest names an action of three words or less, such as "casting spells" or "talking loudly" and precedes it with the word "No." Anyone within the area of effect recognizes the restriction in place and if they perform the named action during the duration must make the resistance check or lose their next round of action. Actions can only include things that people can do voluntarily, actions like "no breathing" will not function with this spell unless breathing is optional for a target. This spell does not require targets to hear the caster.

4 -Forbearing

Time to Cast: 1R
Resist Check: 4d6 vs. random stat
Target: caster
Duration: 1 + 1/F minutes
Area: 100 + 10/F'
Effect: prevent quickness

When this spell is cast, everyone in the area including the caster make the resistance check. All targets that fail the resistance check cannot use any type of quickness ability or use any other abilities that give them an alternate initiative round.

5 - Who Cares?

Time to Cast: 1R
Resist Check: 4d6 vs. WIL negates
Target: 60 + 20/F'
Duration: 2 + 1/F H
Area: single target
Effect: remove interest

The caster names a specific person or object during the casting of this spell. If the target fails the resistance check, the target will have no interest in the named person or object for the duration of the spell. This lack of interest will not cause the target to fear or get rid of an object or flee a person, they just won't be interested in using or interacting with the object or person in any way.

6 - Share the Pain

Time to Cast: 1R
Resist Check: 5d6 vs. random stat
Target: caster
Duration: 1 + 1/F minutes
Area: 100 + 10/F'
Effect: all share pain

When this spell is cast, everyone in the area including the caster make the resistance check. If a target that failed the resistance check damages another target that also failed the resistance check, they will take damage equal to the damage they inflicted. If a single source deals damage to multiple targets, the inflictor will only take damage once and not once for each target. All of the targets that failed the resistance check are aware of what happens if they damage another target.

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7 - Mass Boredom

Time to Cast: 2R
Resist Check: 5d6 vs. WIL negates
Target: caster
Duration: 2 + 1/F H
Area: 200 + 50/F'
Effect: everyone bored

Everyone in the area other than the caster that fails the RC, becomes bored with their current task, as per the Bored spell.

8 - Boring Person

Time to Cast: 2R
Resist Check: special
Target: touch
Duration: 2 + 1/F H
Area: single creature
Effect: make creature boring

The priest casts this spell on a single creature. Anyone other than the caster observing the creature will find the creature uninteresting and ignore them. If the creature moves or performs any action, observers can attempt a 5d6 vs. WIL resistance check to see through the spell. If the creature performs any offensive actions, the spell is negated.

9 - Calm Down

Time to Cast: 1R
Resist Check: 5d6 vs. random stat
Target: caster
Duration: 10 + 5/F minutes
Area: 100 + 10/F'
Effect: mass disinterest

When this spell is cast, anyone in the area including the caster must make the resistance check. Anyone that fails the resistance check is uninterested in doing anything for the duration and will fail at nearly any activity they attempt out of complete and total disinterest, including attacking, casting spells, skill checks, etc. They can defend themselves and can still resist against spells. If they are being attacked they will be able to perform a single attack a round against their attacker.

10 - Bloody Things Up

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 1 + 1/F R
Area: 100 + 10/F'
Effect: all may foolhardy

Anyone within the area, other than the caster, that makes a melee attack during the duration **may** choose to act as if they are under the effect of Foolhardy. This only applies a single melee attack they make during the round.

11 - I'm Outta Here

Time to Cast: 1R
Resist Check: willing targets
Target: caster
Duration: instantaneous
Area: 5 + 2/F'
Effect: teleport home

This spell causes the caster and all targets within the area the caster designates that are willing to instantly teleport to the place the caster considers his primary residence.

12 - Apathy

Time to Cast: 2R
Resist Check: 6d6 vs. WIL negates
Target: LOS 100 + 50/F'
Duration: permanent
Area: single target
Effect: disinterest in activity

When this spell is cast, the caster names an activity, which can be as specific or general as the caster wishes. If the target fails the resistance, they permanently become apathetic about the stated activity. Example activities include: "existing," "eating food," "getting paid for doing things," etc. The target will act accordingly as long as this spell is in effect and avoid the activity or, in the case of existing, make little effort to continue it, although they will never directly harm themselves.