

## **Hermit Wizards of the Iron Skunk Bear**

They live up in the Frozen North (or whatever). All of them are suffering from unrequited or otherwise unfulfillable love. They brew an alcoholic drink from fermented seal milk and spend most of their time drunk or meditating sullenly. Their initiation rites involve being hit in the head repeatedly with an iron pan. This is supposed to help get rid of the memory of their love, but it just ends up messing with their memory in general.

### **Restrictions:**

1. You must always sleep on the ground.
2. You lose all power when completely sober.
3. You may never refuse a meal, even if you know it's poisoned.
4. You must love someone but never ever be with them.

**Drawback:** you have a 1-in-6 chance of remembering any event that happened more than 10 years ago

### **Cantrips**

1. You can fuse metal blades to your bones at whatever angle you choose. These cannot be longer than 10 inches. This makes them easy to conceal and makes it near-impossible for you to be disarmed. You have 1 less HP for as long as the blade is fused with you.
2. if it is meat, you can eat it, no matter how spoiled it is.
3. You can grow thick oily hydrophobic fur that keeps you warm but smells awful. Must shave entire body to cancel this cantrip.

### **Mishaps:**

1. MD only return to your pool on a 1-2 for 24 hours.
2. You vomit up a disgusting mass of partially digested tissue and bone that slowly tries to crawl away. lose d4 turns.
3. Stigmata from where you've melded bits of metal to yourself. take 1d6 damage, be covered in blood.
4. You forget who you are, who your companions are, and what you're doing for d6 rounds.
5. Rage. You can only attack for d4 rounds, if in the presence of an enemy. Must save or immediately fuse some knives to yourself and jump into melee combat. If you're outside of combat, pick something or someone within 10' to utterly destroy.
6. You become extremely heavy. You sink like a stone in water and possibly fall through weak floors. Takes one extra turn to recover from being knocked prone.

### **Dooms:**

1. You have some sort of emotional crisis. It's embarrassing. You become sullen. Your Charisma score is halved.

2. You compulsively and immediately eat any rations that come into your possession.
3. All the accumulated injuries you've ever sustained come back on you. Immediate save or die; if you *succeed*, you take 3 injuries from the Death & Dismemberment table which you have (perhaps retroactively at GM's discretion) experienced and recovered from before. You are immediately reduced to 0 HP.

**Spell list:**

1. **Circle of Frost**
2. **Detect Edge**
3. **Vomitspit**
4. **Chill Metal**
5. **Iron Guts**
6. **Become Delicious**
7. **Mighty Thews**
8. **Obscuring Snow**
9. **Speak to Glutton**
10. **Hibernation**
11. **Deja Reve**
12. **Cloud of Fumes**

**1. Circle of Frost**

R: self T: [dice]x10' radius D: 3 rounds

All creatures in area take 1d4 damage, Save vs Reflex for half. Everything that fails its Save is frozen to whatever surface they were touching. Boots are frozen to the ground, keys are frozen in their locks. Creatures are usually immobilized from the boots down unless they were playing in a fountain or something. Attempting to break loose is a free action that can be attempted once per round, and requires a successful opposed Strength test. The ice has a Strength of 10 + [dice]x2.

**2. Detect Edge**

R: 100' T: self D: [sum] minutes

Know the location of any sharp cutting blade in the radius.

**3. Vomitspit**

R: 10' T: creature D: instant

Target takes [sum] damage, and [sum-4] damage over the next 2 turns unless washed. If 3 or more dice are invested, the target and anyone adjacent to them must save or spend a turn gagging.

**4. Chill Metal**

R: 30'; T: metal creature or object; D: [sum] rounds

The target becomes painfully cold, dealing [dice] damage per round to any creature that touches it. It is cold enough to freeze water, and other creatures or objects may become stuck to the target as they freeze to it, requiring a Str check to pull free.

If a creature wears an armour affected by this spell and takes any fire damage, this damage is reduced by [dice] and the creature takes no damage from this spell on their next turn.

## 5. Iron Guts

R: 0; T: self; D: [sum] hours

Nothing you eat has any effect on you, positive or negative. You could eat glass or poison without harm, but need to get them out of your body before the spell expires. However, you also gain no nutrition from food, or boons from potions.

## 6. Become Delicious

R: touch T: creature of [dice]x2 HD or less D: [sum] varies

Target creature smells and tastes delicious for the spell's duration. The smell radiates 20' in calm air, but can spread via wind or leave a trail. Sentient creatures can usually resist the urge to eat the target without a Save, but animals and other ravenous creatures must Save or select the spell's target as their primary attack target. Insects will be attracted to the target for the spell's duration. The target may Save at the end of each duration interval to negate the effects. 1 [dice]: minutes, 2 [dice]: hours, 3 [dice]: months, 4 [dice] years. This spell can also affect dead creatures.

## 7. Mighty Thews

R: touch T: creature D: [dice] hours

Touched target treats their Strength bonus as 1 point higher when calculating weapon damage.

## 8. Obscuring Snow

R: [dice] x 10' radius T: area; D: [sum] minutes

You freeze the water vapours in air, creating heavy snowfall in a radius around yourself. Everything in the snowfall is obscured and even after the spell ends, it leaves behind [dice]" of snow. Any creature moving through the snowfall has its movement speed cut in half.

## 9. Speak to Glutton

R: 0 T: self D: [sum] minutes

Lets you speak to bears, skunks and all mustelids. None of them are very interested in what you have to say.

## 10. Hibernation

R: 50'; T: creature; D: 10 minutes

Target falls into a magical slumber and can't be woken by anything less vigorous than a slap (a standard action). Non-alert, unaware targets are not allowed a Save. While asleep, target appears very pale, with bluish lips, cold skin and no visible breath. Can affect creatures up to [sum] HD and if [sum] is at least 4 times the target's HD, the duration becomes permanent (until woken) and the creature no longer needs to eat or drink while sleeping. With 3+ [dice], the duration also becomes permanent and you can set the only condition that will cause the target to awake (the sunrise before the apocalypse, true love's kiss, etc.).

## 11. Deja Reve

R: within sight T: [dice] creatures D: instant

Target treats the last [sum] rounds as if (1d6):

1. It were but a dream
2. They had made it up themselves
3. It was a story someone else was telling them
4. Had already happened to them
5. Was something they were planning on doing tomorrow.
6. Was logically impossible.

## **12. Cloud of Fumes**

R: [dice] x 25' T: Area D: 5 minutes

A cloud of noxious, toxic gas spews out from the caster. All who breathe the fumes must make a save vs poison or take [sum] damage and have their maximum HP reduced by the same amount.