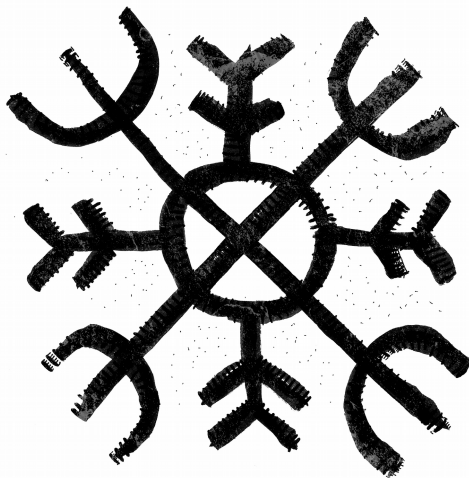


This document details the patron rules for Lady Wyel, the Ice Queen of the Elflands.



Lady Wyel, the Ice Queen

“Loves that have been lost. - Their hearts grown cold.”

Formally under the dominion of the King of Elfland, Lady Wyel rules her own wintry court. These dark and icy halls are not often visited by mortals, and often the poor souls entering her lands find that the journey may be their last.

Wyel represents the gloomier side of elfland and consorts with other unseelie fae. She will not openly stand against the King of Elfland, but may have some conflicting agendas from time to time. She may take notice of exceptional individuals who have forsaken the joys of sun and laughter in their lives. Usually this involves a tragedy of some sort. Requesting patronage from Wyel is often connected to the loss of loved ones or the desire to seek revenge of some great wrong that has befallen to the individual. Servants of Wyel tend to be tragic characters, reveling in their doomed existence.

Patron Bond special:

- Bonding with Wyel is easiest in places with a strong connection to the Elflands. Such locations increase the die for rolling *Patron bond: Lady Wyel* by up to +3d.
 - The Winter Solstice is the most suitable time to connect with Lady Wyel. All patron bond rolls made during the Winter Solstice automatically gain a +10 bonus to the roll, provided that suitable ritual offerings are included in the ritual.
 - Tragic figures, with a history of suffering and malcontent are dear to the Lady. Such characters gain a bonus of up to +5 to the patron bond spell check roll.
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Invoke Patron – Lady Wyel:

Table A: Lady Wyel's Invoke Patron results	
Check result	Effect
12-13	<i>Disinterest.</i> Wyel will aid the caster with +4 on one skill check or spell check during the next 1D6 rounds.
14-17	<i>Blast of sorrow.</i> Everyone in 40 feet cone takes DC 13 Will save or is overwhelmed by deep sorrow. Those who fail the save suffer -2 on their morale checks, skill checks and attack rolls for 1 turn.
18-19	<i>Pool of ice.</i> A thin sheet of dark ice extends in 20' radius from the caster. Everyone in the area makes DC 13 Fort save or their feet are frozen to the ground (apart for the caster); frozen characters must succeed in a DC 13 STR check to move. Everyone entering the area or moving more than 5' in it must make a DC 13 Ref save or fall prone. The ice melts in 1D6 + CL rounds.
20-23	<i>Fae counsel.</i> Lady Wyel will counsel caster in the affairs of the fae, demons or other occult creatures. She will provide necessary insight for caster to weaknesses creatures or other relevant information beneficial to the caster. She will <i>always</i> require some immediate service in return (determined by the Judge).
24-27	<i>A boon, both cold and dark.</i> Lady Wyel grants caster a one time use of any ice or darkness related spell the caster is able to cast, at this spell check result. The spell must be released within the next 24 hours, this can be done without expending an action. Freezing magic seeps into casters body causing 1D3 Sta damage.
28-29	<i>Winter blizzard.</i> The caster is surrounded by a 30' diameter blizzard of snow and ice for 1D6 + Per mod. rounds. Blizzard obscures vision but caster can see through it perfectly. Everyone in the blizzard takes 1D6 + CL cold damage per round. Undead and others immune to cold damage are slowed (half movement and actions) instead. The location of the blizzard is set when spell is cast. It doesn't move with the caster.
30-34	<i>Warriors of the Cold.</i> Unseelie retinue comes to the aid of the caster. Wyel sends 1D4 snow elven bowmen to the caster's aid. Bowmen are 3 rd level elven warriors with excellent hiding skills and +6 bow attack, +3 melee attacks and nifty utility spells. The warriors may have some other agendas of their own (Judge's discretion). The snow elves remain at the caster's side for 13 days, or until they fail a morale check.
35+	<i>Welcome to endless nights of gloomy feasts in the dark and icy halls of the Fae Queen!</i> Lady Wyel extends her personal invitation to the caster and her allies or to one target of caster's choosing. Targets are transported immediately to Queen Wyel's residence in Elfland. Getting out may require significant favors to Wyel.

Patron Taint – Lady Wyel:

When patron taint occurs, roll D6 on the following table.

Table B: Lady Wyel's patron taint	
D5	Taint Effect
1	<i>Heart grows colder.</i> The caster sheds tears of ice when crying or faced with sorrows. If rolled twice the caster becomes permanently weary and solemn, suffering a -4 to all social checks. If rolled a third time the caster begins to suffer mortal depression, longing for the cold and icy dark of Lady Wyel's northern court (effects thereof are up to the Judge).
2	<i>Icy appearance.</i> Caster's appearance turns colder, their complexion pales and their hair loses colour. Caster shivers as if they were constantly cold. The effects aggravate with each successive roll of this result.
3	<i>Brooding.</i> The caster remembers her sorrows and becomes brooding and gloomy. For the next week caster's personality will be dark and more depressed. Caster has a temporary -2 penalty on their Personality, and an additional -4 on social checks when associating with mortals.
4	<i>Geas.</i> Lady Wyel sets a bizarre requirement to the caster. It can be bringing her the first baby born after the Winter Solstice or building an icy bridge, etc. Should they fail to complete the task with acceptable haste they suffer increasing penalties to their EXP (effect is ultimately up to the Judge).
5	<i>Dissociation.</i> Permanent dissociation with the mortal world. The caster is having a hard time of staying focused on matters of the mortal realm. They suffer a permanent -2 to perception rolls, which increases by -2 for each time this result is rolled. The caster sees and talks to spirits and faeries, and can see invisible spirits: however, only some of them are actually in the same level of existence, which makes the visions confusing and maddening.

Patron Spells – Lady Wyel

Lady Wyel has no known patron spells of her own, but may grant the following incantations to her followers: *Chill touch*, *Control ice*, *Darkness*, *Detect invisible*, *Runic alphabet*, *fey*, *Scare*, *Turn to ice* (as *Turn to stone*), *Weather control* (as it pertains to cold and inclement weather). All spells from the spell lists in the DCC rulebook, pgs. 127-128.

Spellburn – Lady Wyel:

As Lady Wyel's spells stem from the cold north, spellburn for her magics causes the caster to gradually freeze.

- Any time they spellburn on a spell associated with the Lady, the caster must succeed on DC 13 Fort save or catch a serious cold. The cold lasts for d7 days and causes them to sneeze uncontrollably (often in inconvenient situations) and operate at a -1 penalty on physical tasks.
- If a caster burns too much life energy on the freezing magic of the fae, their fingers and toes freeze. For every one-time instance of 10 points of spellburn on magic associated with Lady Wyel the caster loses randomly selected finger or toe.