



The Impossible Gate

The Seelie Court

The Fractions of the Court

The Court Itself

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Forms of Function

Playing in the Seelie Court

of her day-to-day meetings and decisions. The more her people concern themselves with theoretical ideologies and philosophies, the greater the opportunity she has to identify the true threats to her crown.

To date, the Seelie Court has identified ten unique factions active today. Only time will tell if more will be exposed, or if the existing factions will survive long enough to influence matters of the Court.

Aes Sidhe Banrigh

“There is only one Queen, and She watches over all. You may not think She’s dangerous, but never forget whose side She is on.”

Nickname(s): Daughters of the Wind, Breeders (Vulgar), Sisters (or Brothers), Wind-Charmers, Sun-Chasers (Vulgar)

Motto: We sow the seeds of hope, planted in the past, that will bear fruit for our future.

Token (or Symbol): Pomegranate, Wheat, Hyacinth. The hyacinth has been adopted as a show of support for Lady Brane Deigh and, as such, is the most commonly found symbol in Court. Its presentation and color hold significant meaning for the viewer, above and beyond any professed loyalty for the sitting ruler. White, for example, means a faerie has forsaken having his/her own children in order to adopt orphans of the Court. These “orphans” might be unsponsored courtiers

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Arts of the Craft

by CZ Wright

“The job is quite simple. Marlow Manor will be undergoing a cleansing ceremony tonight. Your job is to travel throughout the manor and make sure all the windows and doors are secured, and that all the residents and staff have left. The pollen we use for the cleansing proves quite an irritant to astral beings, but can also harm physical beings—nosebleeds, migraine headaches, eye bleeding—nothing too serious, but if we don’t have to deal with the complaints, I’d rather not.”

The steward set the temples of his tiny wire-frame spectacles against the shaven sides of his undercut. He wrapped the ends around his protruding ears and pushed the bridge down above the bulbous end of his long, thin nose. He peered at me. “I trust you’ll have no problems with this task?”

“No problems.” I hoped I managed to keep any sign of irritation out of my voice.

“Good.” The steward turned his craggy face toward the scrolls on the desk before him. “We will pay you upon completion. Report back to this office tomorrow morning, and you’ll receive your pay.”

Damn this place. Was I dismissed? And if so, was I supposed to bow, address him, curtsy, or what? I hesitated, glancing over the office, the steward, and his desk. For a steward of the Magician faction, however minor I had heard his influence might be, he kept a decidedly unkempt desk. But, knowing the Seelie Court as I did, the state of his desk could mean anything. It could be a veiled protestation of some working condition, a message to any who approached that he was so important he couldn’t be bothered to clean up, or maybe just an indication that he was a pig.

After a year stuck among the fae, I would have expected to have gained some talent for understanding



Niall O'Connor, Unseelie Court Operative

B	A	R	S	W	L	I	C	Ess	Mag
4	4	4	3	6	6	6	6	6	10

Condition Monitor: 10

Armor: 9

Limits: Physical 4, Mental 8, Social 6

Physical Initiative: 10 + 1D6

Skills: Arcana 8, Assensing 7, Astral Combat 6, Athletics skill group 3, Blades 3 (Swords +2), Computer 3, Con 5, Conjuring skill group 8, Enchanting skill group 5, Etiquette 7 (Elven +2), First Aid 4, Forgery 5, Intimidation 5, Locksmith 4, Negotiation 6, Outdoors skill group 4, Perception 6, Pistols 4, Sorcery skill group 9, Stealth skill group 6

Qualities: Astral Chameleon, Focused Concentration (4), Poor Link, Privileged Family Name

Initiate Grade: 6 (ally conjuration, centering, danger sense, flexible signature, masking, shielding)

Spells: Functionally all, but favoring Detection, Illusion, and Manipulation

Gear: Synergist Business Suit, The Ring of Truth (Force 6 Power Focus, among other abilities), a physical replica of The Ring of Truth (Force 4 Spellcasting: Illusion Focus), an assortment of magical trinkets

STEWARD OF THE COURT

There are not, as a rule, a great many mortals who have been invited to live safely among the fae. Fewer still were corporate attorneys. There has only ever been a single Saito. Fiona Saito, who bears the Blue and the Gold and stands at the right hand of the Queen herself, is a remarkable exception.

Only a few short years ago, she was a mystic adept on the material plane, a hermetic of some small ability, a follower of the path of Stewards, and a young judge living comfortably in Dublin thanks initially to the patronage of Renraku *Éireann-Tír*. Born of mixed parents and straight into the corporate life, she was a remarkable student, a hard worker, a burgeoning poet, a talented calligraphist, and a regional champion Judoka. Fiona was also brilliant in the courtroom. Compromise was her forte, balance was her passion, negotiation her true martial art. Blessed with a silver tongue that matched her golden mind, she made enough of a name for herself that her parent company granted her some leeway, allowing her to work privately on the side. Eventually, she made enough of a name for herself that she worked

Playing in the Seelie Court

Court of Shadows uses *Shadowrun, Fifth Edition* rules, but the different aspects of this setting require some adjustments to those rules. Below are some changes and additions to the rules that can allow players to fully dive into the unique aspects of this alternative setting.

The Intrigue of the Court

Capturing the secrets and intrigue of the Court is an important part of playing a game using this book, so here are some basics on how the Court functions and the rules—written and unwritten—that govern its functions.

THE FOUR LAWS OF THE COURT

While newcomers and outsiders may perceive the Seelie Court as little more than a bewildering and ever-shifting state of chaos, with no rhyme or reason beyond the fashions of the current season, in fact there are some rules that remain constant. This is not to say that they are always respected, of course, but those who choose to flaunt them do so at their own peril.

Never Go Armed

Coming visibly armed to a party or other Court function is a sign of disrespect, implying that you do not believe the host can protect you. Either that or it serves as a challenge, implying that you do not feel the host is capable of disarming you, and what's more is too scared of you to do anything about it. Naturally, neither of these possibilities is likely to make a good impression. Note that this applies to aggressive magic as well as literal weapons; being decked out in obvious combat enchantments or bearing potent offensive artifacts is just as uncouth as showing up with a sword on your hip. Subtle weapons are fine, of course, leading to all manner

of court fashions designed to disguise various lethal spells and implements. Bodyguards are acceptable as well, though bringing too many and/or insisting on keeping them close at hand sends its own message. In the end, though, none dispute that openly wearing personal weapons is a breach of etiquette.

The only exception to this rule are so-called *gear* or “sharp” parties, where showing off new weapons and combat magic is the express purpose of the event.

Never Cut Directly

Insults, threats, blackmail, gossip, and other forms of social violence are the bread and butter of the Court, of course, but nevertheless it is considered the height of vulgarity to be direct in such matters. A Seelie rake would never say “Your dress is cheap and unfashionable,” for instance—that’s too simple, too obvious. Instead, she might say something like: “I loved your dress when it came out last year; my maid raves about hers.” The insults are still there, of course, and it’s not likely anyone listening will fail to catch them, but they remain couched in polite, even deniable language. As a rule of thumb, the first person to resort to a direct insult or threat is considered to have lost the confrontation, as it means they were unable to keep up in the battle of sharp wits and careful phrasing so crucial to court life.

The only exception to this rule is a challenge to a formal duel, which custom dictates must be as clear and direct as possible to avoid potential confusion.

There Is No Blood

At first glance, this seems to be a direction to show no weakness; while that’s still good advice, this maxim goes beyond that. Supposedly based on a real incident where a Seelie prince entered a ball coated in a rival’s blood after winning a duel yet did not acknowledge

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