

An Audience with Sir Cabhán ap Aisil



Guardian of the Silver Dragon & Les Amoureux

By Phil Brennan

Introduction

So, Mistress Velvet Ní Ailil has sent you to learn a little of our history and views concerning other Kithain here in the Duchy of the River Medway and beyond from me? Well, make yourself comfortable for the night is indeed young and we have many hours of discussion ahead of us. I trust that my manservant has furnished you with refreshments? He has? Good, then let me begin.

As you may already know, I am Sir Cabhán ap Ailil, a member of the Guardians of the Silver Dragon and of Les Amoureux. I am still in my Wilder years but I am afraid that I am fast approaching Grumpdom. Yes, it happens to the best of us, that time when we begin to forget whom we truly are as Banality takes its toll on our Faerie souls. Aye, but there's still some Glamour left in this old dog yet, so don't you even think of trying to fill my shoes till forgetfulness finally takes me. What? I don't look a day over twenty? Flattery will get you everywhere my dear...

Before I start instructing you in our ways and on how to comport yourself around these parts, I feel that it would be advantageous to give you a brief history of our house in relation to the Duchy of the River Medway and the Kingdom of Chalk. Yes, I know that Mistress Velvet has already covered some of this with you during your tutelage with her, but I am afraid that we all have differing opinions about the events that led up to the Sundering, the Shattering, and ultimately, the Resurgence. And mine are just as valid as anyone else's.



The Mythic Age

Ah, I remember those halcyon days of eternal spring like they were yesterday, even though it was countless millennia ago. We were gods and goddesses to the mortals of that time, and we made war and love with them in equal measure. But all good things come to an end, and we soon found that the mortals around us needed us less and less as their own cultures grew and flourished.

So what was the Mythic Age like? Imagine a world without the ravages of Banality, where we Fae can walk among mortals without having to wear their flesh in order to survive. Imagine the amount of Glamour to be had from the dreams of men, so plentiful that you never needed to Ravage to get the supply you so greatly desired and deserved. Also imagine a world where Chimera were plentiful and as real as anything else on this plain of existence, and that the Dreaming was go close and so real that we could step over there without even giving it a thought.

In some places the Dreaming even overlapped the mortal realm in the soft places of this world, and there you would find the most fantastic Chimera imaginable. Dragons, Griffons, and other such mythological beasts were commonplace in the soft parts of reality. Then the Sundering began, which heralded all our woes down the ensuing centuries.



The Sundering

No one knows truly when the Sundering began, although many of our scholars from all Houses and Kiths tend to point at the Iron Age as its beginning. You see, we are creatures of dreams and endless potential, and with the Iron Age the mortals began to settle down into communities and they started to define reality for themselves. I guess that mortal dreams changed from fluidity to a kind of consensual rigidity, and as they defined the reality around them to their general consensus the Dreaming began to seem more and more distant from the Mortal Realms.

What was that? You want to know why Cold Iron affects us so adversely? That is an interesting question, and one that there is no real answer to. Let us take a look at the two main opinions on the subject of Cold Iron, and then you can decide for yourself, which one seems more probable to you.

One school of thought believes that Cold Iron is Banality in a physical form, which is why it does so much harm to our Faerie souls. Not only can Cold Iron kill creatures of the flesh, but it can also destroy our souls, and Faeries who die from Cold Iron never re-incarnate – not into the mortal realms, nor to the Dreaming. A Faerie killed by Cold Iron is dead forever.

The other school of thought looks at Cold Iron as symbolic of the rise of Banality in the world. In other words, they believe that even though Cold Iron is not Banality incarnate, it is still able to destroy us totally, should Cold Iron ever kill us. Either way, Cold Iron is dangerous in the extreme to us, which is why the Escheat puts a grave penalty on any Fae caught killing another with Cold Iron. Personally, I believe that some of our enemies deserve nothing less than to be killed by Cold Iron, but that is another subject entirely, and on that I will cover later in the evening.

Anyway, for the next few centuries we still managed to cling to our fiefdoms in the mortal realms, even though Glamour began to get more and more scarce. We had treaties with major mortal kingdoms on the Isle of the Mighty, Hibernia, and on Mainland Europe and Asia. There was even a period of hope for us with the discovery of the New World, but this was just the calm before the next storm, and not the salvation we thought it would be.



The Shattering

I remember the Shattering as a time of great fear for Fae and Mortal alike. Amongst the mortals there was fear of the Spanish Inquisition as the Roman Catholic Church tried to consolidate its grip on power within the known world. Many of our mortal Dreamers died at their hands because they refused to bow down to the God who was Crucified. Many of the Commoners died at the hands of the Inquisition, along with many other supernaturals, namely, the Prodigals, whom I will be discussing at a later point in the evening.

This event, along with several others, caused the Trods to the Dreaming to begin snapping. Yes, I chose the word “snapping” deliberately to give you some idea of the magnitude of these events. One moment there was a Trod from such and such a place to the Dreaming and Arcadia, and the next it was gone. It was a time of unparalleled fear for the Fae, and I remember the panic as more and more of the Trods into the Dreaming snapped out of existence. It was like the Dreaming was trying to protect herself from the Banality of the mortal realms, and she was busily trying to cut off all links to them.

Toward the end of the Shattering us Sidhe decided that it was best to get the hell out of here before Arcadia was finally cut off to us forever, and there was a veritable blood bath as whole Houses left the Mortal Realms for Arcadia on the few Trods that were still open. The Seelie Houses may talk about Honour in public, but I can tell you that none of us Sidhe showed the least bit of honour to anyone as we all hoofed it over the Trods into Arcadia. The only House that showed the any honour was House Scathach, who stayed behind with the Commoners rather than displaying such dishonour of cowardice in the face of adversity. Then once we were all through the Trods they finally snapped shut, and those who where trapped on the other side had hell to pay.

How the Commoners discovered the Changeling Way Ritual I will never know, but it served them well as a means of surviving the inherent Banality of the Mortal Realms. They took on mortal flesh and survived Banality by embracing a small amount of it. Only a small minority of the Commoners did this, the rest perished in the storms of Banality that engulfed the Mortal Realms after the Shattering. But those who had survived learned to exist without us for the next six hundred years until the Resurgence.



The Resurgence

Ah yes, now we come to that happy event. It was the summer of 1969 and humanity was looking at the stars, the planets, and our own moon. The Apollo Mission was the talk of mortal and Commoner alike, especially the Nocker Kith. Little did they know the events that would be caused by the influx of Glamour resulting from the soon to be occurring Moon Landing.

If they had known, I bet they would have done everything in their power to prevent our return.

The Autumn World, as we now call the mortal realms, was ripe for our return. It was the age of hope and free love, of open rebellion against the staid society that the Baby Boomers grew up in, and against the most bloody pointless conflict since the Great War, the Vietnam War. Then Neil Armstrong and Co. landed upon the Moon, and the influx of Glamour caused the Trods to Arcadia to swing open for a short time.

I was among the first of my House to cross the Trods, contrary to popular belief, and I remember very little of that experience. All I can remember was that it was a very dangerous crossing for all the Sidhe concerned, as many things within the Deep Dreaming were trying to prevent our return by force, namely, the Thallain, servants of the Fomorians.

I remember the battle we had to get across in one piece, and that on one occasion I had to save Mistress Velvet from a motley of Beasties, Thallain who bear very little resemblance to their Pooka cousins. I was very badly mauled by one of their number, and once I was safely ensconced within her newly re-opened Freehold, I spent the next fifteen years recovering from my injuries.

I was also knighted by Mistress Velvet Ní Ailil and put to work re-building her Freehold within the abandoned warehouse that stood upon the Freehold's former site. The Balefire had almost gone out, and it took a lot of politicking with House Eiluned to get that fixed. Mistress Velvet knew what she wanted to achieve with the whole project that was A Dream of Dark Velvet, and I was one of the many who helped make that happen. Then in 1984 I hit the streets of the Duchy of Medway as a Wilder and a knight of the Guardians of the Silver Dragon, and my real work began.

In 1984 the Docks closed in Chatham, and over five thousand people were put out of work. This, to the Seelie Court, was an unmitigated disaster. To those of us who were Unseelie this was a great thing. The high unemployment and crime suited our Unseelie natures, and we were finding many Commoners disgruntled with Seelie rule coming to our Banner. It was fifteen years after the War of Ivy, our own version of the Accordance War that ravaged Concordia (North America), and much of what the Seelie Sidhe victors promised never came to fruition. Since the mid-Eighties, the Duchy of the River Medway has had a larger Unseelie community than a Seelie one.

You want to know where I originally hail from? Well, before the Shattering I was an untitled Sidhe living in Killarney, Ireland. My untitled status wasn't due to any lack of effort on my part in serving the aims of the Unseelie Court, but due to the lack of chances for promotion in feudal Ireland at that time. But in Medway opportunity beckoned, and due to my actions in saving Mistress Velvet from a very nasty demise, I found myself knighted in a very short time. I love it here, if the truth was to be told, and I have no desire to return to my ancestral lands back home in Ireland.



Kithain Society

The Noble Houses

As you well know by now, us Sidhe are split up into Thirteen Noble Houses. Six of them are Seelie: Beaumayn, Dougal, Eiluned, Fiona, Gwydion and Liam. Six of them are Unseelie: Aesin, Ailil, Balor, Daireann, Leanhaun, and Varich. One other Noble House, House Scathach, is not really considered a Noble House by the Seelie as they stayed behind after the shattering. At this present moment in time they appear to be neutral, although each side of the Seelie / Unseelie divide are always trying to move them over to their way of thinking. Hopefully, we shall move them firmly within the Unseelie Court in the very near future.



House Aesin

House Aesin are of Nordic stock, and as such, are stoic in the extreme. Despite some former skirmishes we have had with that House, we count them as allies within the Unseelie Court. I personally haven't met any of that House, even though I know they came over with the Second Resurgence. All I do know about them is that they are concerned with waging the coming war against the Fomorians.

I wonder if they will dispose of our troublesome half-cousins, House Balor, in their zeal to destroy anything that is tainted with Fomorian blood. I certainly do hope so.



House Ailil

Ah, now we come to our own House Ailil. I could say that we are the noblest of the Unseelie Houses, and I dare say that I would be accurate in saying so if I did, but I am sure the other Houses would disagree with us. Our strength lay in our ability to politick and manipulate the other Unseelie Houses into doing what we want them to do, mostly those things that are more to our advantage than theirs.

Needless to say, we are known for our political manipulations, but not so well known for our bedroom ones. More fool them when our treaties made between the sheets catch them out.



House Balor

There is only one House I hate more than House Beaumayn, and that is House Balor. These twisted freaks of unnatural blood and mutation should be put down as soon as their usefulness is exhausted. Any Fae that has Fomorian blood in them is an abomination to my mind, and it is only because we need them as shock troops in our war against those Seelie usurpers that we allow them to remain alive. Once they have fulfilled their usefulness, we shall exterminate them like the monsters they truly are.



House Beaumayn

These bastards are so Seelie that they'd make me puke. Shame they are also the criminals and whipping boys of the Seelie Court. What exactly the Iron Road Heresy was I do not know, as I was not at their trial, and the Caul of Silence still causes most of the Fae to forget who House Beaumayn truly are. What I do know about House Beaumayn is that they hate our House with a vengeance. The feeling is mutual, so there is no need to lose any sleep over that one.



House Daireann

Ah, now of all the Houses, both Seelie and Unseelie, this has the most unusual history. The House was created after their Founder, Daireann, healed some Gwydion noble's foot of gout. She was given a title, some lands, and the right to found a Noble House for what merely a medical courtesy. Well, since that time, House Daireann have made it their mission to excel on the battlefield as well as in the world of medicine and hospitality.

They are one of our more savoury Unseelie allies so I would advise you to accord any Daireann you meet with respect. If you did insult their hospitality, their vengeance would be swift, extremely painful, fatal, and probably involving some exotic poisons. Keeping them on side is a fucking good idea without their being our allies in the first place.



House Dougal

House Dougal are such bloody good artisans and warriors that it is a shame they are a bunch of Seelie arse lickers with regards to House Gwydion. You can tell a Sidhe of House Dougal by how brown his tongue is. If they ever woke up and realised that House Gwydion was using them as lackeys they would rebel against their masters and join the Unseelie Court. Of course, our House is always trying to make them see this – we are the biggest shit stirrers among the Sidhe after all.



House Eiluned

House Eiluned is our sister House, as they are descended from Ailil himself, just like us. Then the House got too large and split off into two factions – Ailil's sister Eiluned taking the prophets and seers from among us political manipulators and formed a Seelie House named after her. Eiluned herself was Unseelie, while Ailil was Seelie, and while the House was one House they shared rulership equally. Ailil ruled our joint House from Samhain to Beltaine and gathered all the Unseelie around himself, while Eiluned ruled from Beltaine to Samhain and gathered the Seelie around herself. This was a good arrangement while it lasted.

Despite being on opposite sides of the same coin, we have got along with our sister House reasonably well. I will have to admit to liking most Eiluned that I have met. Foster good relations with that House in Court and in between the sheets – you may need them as allies one day.



House Fiona

Rampant hedonists and mortal lovers the lot of them, House Fiona are easily manipulated by our House, especially when in between the sheets. Also, they are known to indulge their Unseelie sides when the whim takes them. If only we could persuade that House to join the Unseelie Court permanently we would have mighty allies and untiring lovers.

Despite their rampant hedonism, they are formidable warriors who know little fear, if at all. Remember that before challenging one to a Duel of Honour. They are better to serve us as allies rather than as enemies.



House Gwydion

Pompous, bad-tempered, proud, over-bearing bastards the lot of them. They can see through most lies so be careful when trying to manipulate them. Hopefully, these fuckers will be the first up against the wall when the Long Winter finally comes, and I hope that many from our House will be the ones pulling the trigger.



House Leanhaun

Can I call them creepy little motherfuckers? Ah good, I am so grateful for you allowing me to get that one off my chest. Yes, I know that what they are isn't their fault, but they still freak me out. Any Sidhe who has to ravage the most potent of dreamers to prevent becoming little more than walking husks deserve our sympathies. Either that or a merciful death.

Despite their unfortunate curse, House Leanhaun are rather strong allies of ours in the Unseelie Court. I just wouldn't trust them as much as our other allies.



House Liam

These poor sods deserve our protection despite being firmly ensconced within the Seelie Court. House Liam has suffered grave persecution since before the Shattering for their defence of mortal lives when many of the Sidhe wanted to cull the mortal population to help stave off the encroaching Banality. Aid them wherever you can and turn their members to the Unseelie Court.



House Scathach

What can one say about this House? They are more persecuted than House Liam, but without the occasional protection from House Gwydion afforded to the other House. Needless to say, the members of House Scathach are restless wanderers who are always on the move, which make it hard to form alliances with them.

This is a shame as their hatred of House Balor would make them mighty allies in the Long Winter when we will have to dispose of those erstwhile “allies” once and for all.



House Varich

House Varich are of Russian stock and have a long history stretching back into the Mythological Age in those parts. They are Unseelie, and as such, are potential allies to our House.



Commoners

As a rather young but pretty Sidhe, I feel I must educate you about our Commoner Kith. They are a wide and varied bunch, and they all have their uses, some of them more so than others.

The Kithain

Boggans - Boggans are a kith known for hospitality and hard work, both qualities that I can respect, even if most of them fall into the Seelie Court by very virtue of their homebody natures. One thing I would caution about, though, is that they are also incurable gossips. There is a secret society amongst the Unseelie of their number called The Society of Gossips and Slanderers who's primary aim is to make life for Seelie Nobles very difficult indeed. One word of caution: don't piss the Unseelie Boggans off. You'll regret it.

Eshu - Restless wanderers and travellers all, this African kith embodies the freedom to travel without restraint. Due to their wanderlust, they have developed the Art of Wayfarer to a higher degree than most other Kithain, and they make wonderful guides when travelling through the Dreaming. They are also very good storytellers, and there is many a night where I have sat enthralled at their tales of adventure and trickery. A recent development amongst their kith is the rise in Arabs and other Middle Eastern races in their number. Remember that my manservant, Jacob bar Rabin, is Jewish and a full Israeli citizen, while others have come from India and Pakistan. I guess they've always been around, but more of them have been coming over here since the beginning of the British Empire.

Nockers - This kith are known for their foul mouths and short tempers, but also for their wonderful inventions. Without the Nockers influencing the American Space Program in the 1960's, the Resurgence, when the Gates of Arcadia were temporarily opened and us Sidhe were able to return, would never have occurred. Remember that the next time you wish to shove a Nocker's foul mouth down the back of his throat.

Pooka - What's with this kith? Do they do anything remotely useful? They prank and prance their way around both courts and have great difficulty telling the truth, even when most strongly pressed to do so. Thank God many of them are firmly entrenched within the Unseelie Court, coz I'd rather have them for us than against us on virtue of their pranks, which can be dangerous if not downright deadly, and their ability to lie unless under Oath. Pooka, as you may well know, are also shape changers, but don't let that fool you into thinking of cute bunnies and sparrows with regards to their kith. I have seen more exotic Pooka in my time, including one who was a Black Widow spider in her Animal Mien.

Redcaps - Bloodthirsty and arrogant, this kith make good warriors if little else. I am glad that most of them are firmly within the Unseelie Court, as I'd hate to go up against them in a fight.

Satyrs - This Greek kith are known for their excesses more than they are known for their great philosophical wisdom. Such a pity, as if you can get one talking about anything other than babes, booze, and drugs, you can pick his brain on all manner of subjects from Kithain History to Philosophy. Saying that, if you want an interesting time, these guys will soon hook you up with it.

Sluagh - The Sluagh are one of the few Commoner kiths that I can really get on with, as you can tell with my relationship with Esme. They are wonderful sources of information and the most double-jointed of lovers. Also, when they speak they can only whisper, which can be annoying sometimes, unless it's in your ear in those most private of moments.

Trolls - Remember the Smurfs? Well, think blue but big and strong with it. The Nobility knows this kith for their titan strength and loyalty. Get them on the Unseelie side and you have a very strong and loyal bodyguard.



The Thallain

Hmm, now we have come to the Thallain. The Shadow Court mostly uses them as shock troops and spies, as well as assassins and agent provocures.

Aithu – Now this bunch is a new one on me, as they are with most of us who are not Eshu, or Elegbara as they like to call themselves. From what Jacob bar Rabin, my manservant, has told me, they tend to travel in groups and use confidence tricks to gain their wealth.

Unlike their regal Elegbara cousins, there is nothing noble about their ilk. Thieves and vagabonds the lot of them, they deserve nothing more than to be put down without mercy.

Beasties - These are the Thallain cousins of the Pooka, and are extremely dangerous indeed. Unlike Pooka, they cannot turn into actual animals, but only beasts made up of talons and teeth that have no correlation to any known animal, alive or extinct, hence their common name. I personally hate these bastards more than I hate Sidhe of House Gwydion. I know our Shadow Court makes use of the Thallain as very effective shock troops, but I really wish we'd just exterminate this lot to a man, er, beast.

Boggarts - These Thallain are related to Boggans (the poor sods), but are totally different in nature to their Kithain cousins. Nasty, mean-spirited, and greedy in the extreme, these Thallain are never to be trusted in any form of work that can be better serviced by Boggans and Nockers.

Bogies - Related to the Sluagh, these Thallain are very nasty indeed. They are known for being cruel killers who feed on the bodily fluids of their victims. They are best avoided.

Goblins - These Thallain are cousins of Nockers who are known for making devices of mass destruction. Their devices are very useful in warfare, but be warned - when their devices go wrong, they go wrong fatally. Apart from that, they are very hard to tell apart from their Kithain cousins.

Ogres - Related to Trolls, these Thallain share very few of their characteristics with their cousins. Unlike the trolls, they are without honour or loyalties, and are more prone to violence. Encourage them to infiltrate Seelie Freeholds to wreck havoc, preferably from a safe distance.



Laws of the Fae

Like all societies we have laws and codes that govern our actions to a greater or lesser extent, despite our penchants for chaos. Even us Unseelie have a code, as do the Shadow Court! Anyway, here is what I think of them...



The Escheat

The Escheat is a set of laws loosely agreed upon by all Fae, no matter what Court he or she holds to.

1. The Right of Demesne - Just as an Englishman's home is his castle, so is a Changeling's Freehold his. I reserve the right to be Lord of my Manor, and within my Freehold, my word is law.

2. The Right to Dream - Aye, mortals have a right to dream, but I have the right to feed of the fruits of their dreaming in the form of Glamour. And I am not against Ravaging to get it.

3. The Right of Ignorance - Mortals shouldn't know we exist. Period.

4. The Right of Rescue - It is a very unfortunate thing to fall into the hands of the Dauntain. Rescue all who fall into such a fate whether Seelie or Unseelie and then put them in your debt.

5. The Right of Safe Haven - I am very hospitable to all who seek refuge in my Freehold for the traditional three days and three nights. Just don't outstay your welcome.

6. The Right to Life - All Changelings have the right to life, but mess with me and mine and you will soon lose that right.



The Seelie Code

1. Death before Dishonour - Interesting statement when one thinks that Honour is worthless unless you make it your own. I will not kowtow to what others think Honour is, but will conduct myself with real Honour - I will be true to myself rather than be false to what Changeling Society thinks Honour should be.

2. Love Conquers All - Romantic Bullshit, and that is about all it is. I suspect that House Fiona had something to do with this one, the sappy bastards that they are.

3. Beauty is Life - These Seelie Changelings really know how to make philosophies out of bullshit don't they? Beauty is in the eye of the beholder, and can be found in the darkest of places as well as anywhere else. It comes back to the Seelie view on Glamour and it's apparent lack. They are only suffering lack because they do not recognise dark Glamour for what it is - the other side of the same coin. So this "Beauty is Life" bullshit comes from their narrow-mindedness with regards to how to get Glamour, which is our Life.

4. Never Forget a Debt - This is about the one tenet of the whole Seelie Code I can agree with whole-heartedly. Be swift to pay off debts of Personal Honour and be ready to call in such debts owed to you at your convenience.



The Unseelie Code

1. Change is Good - No shit, Sherlock. Without change we'd all stagnate and die, which kind of explains why we're opposed to the continuous rule of the Seelie Court. It is those Seelie Bastard's refusal to give us Unseelie power for our half of the year that has compounded all our woes. They are only supposed to rule from Beltaine to Samhain, and letting us rule the other half of the year. This hasn't happened for the past six hundred years and the Seelie wonder why everything is so fucked up right now...

2. Glamour is Free - Yes, I would agree with this tenet whole-heartedly. To us it is like the air that we breathe or the food that we eat - it is essential to our survival so therefore should not be restricted.

3. Honour is a Lie - Seelie ideas of Honour are lies, that's for sure, but Personal Honour is the truth that binds all of my House together. We take Personal Honour deadly seriously within House Ailil, and will not take slants against our Honour lying down.

4. Passion before Duty - Is this why the Satyr never seem to get anything done? Well, Passion be damned when there's work to be done!



The Shadow Court Manifesto

The First Tenet: Understand the mortal world, and shelter those who cannot live in it - The mortal world has changed a hell of a lot since my last time here, so getting to grips with it is vital to my survival. As for those who cannot adapt to it, namely the Thallain, someone else can have the displeasure of housing those nasties.

The Second Tenet: Understand the Supernatural world, and make and break alliances as necessary - To think that some actually believe that crap about how the other Supernaturals are Prodigal Fae! Whenever I hear such stupidity I want to piss myself laughing at their ignorance. No matter, I know that the other supernatural races are not related to us in any way shape or form, other than they are not mortals, and will deal with them accordingly.

The Third Tenet: Harvest Glamour and prepare for the approaching of Endless Winter - Endless Winter? It's possible, but I am of the opinion that it's going to be a Long Winter, not an endless one. Never the less, I am preparing for both eventualities.

The Fourth Tenet: Overthrow the Seelie Court and the Nobility - Down with those Seelie Bastards, but leave the Nobility in power as it is only the Sidhe who are fit to rule. End of story.

The Fifth Tenet: Fulfil the ritual obligations of the year, culminating in the rituals of Samhain - It is because the Seelie have stopped the Pageant that we're in this current mess, so this is a given.

The Sixth Tenet: Spread chaos, revolution, and anarchy - These things are useful tools to dislodge rivals from power - just get a group of redcaps pissed at a Seelie Noble and watch him suffer to see what I mean - but one still has to accept that there will always be authorities to deal with, namely, us Sidhe. Get over it.

The Seventh Tenet: There is no tenet number seven. All hail Discordia! - Keep the opposition guessing at your plans and motivations and stay one-step ahead of them at all times.



The Prodigals

My, you are impatient, aren't you? I was slowly coming to the question of the Prodigals and whether or not they are really lost Kithain in my own sweet time, but now you have pressed the question upon me like I long for you to press those firm breasts of yours against me, I guess I shall do a little detour around the so-called Prodigals for your benefit.

To put everything in perspective before I go on to describe the Prodigals as they truly are, I will have to categorically say that they are not "lost Fae" by any stretch of the imagination. Remember the Second Tenet of the Shadow Court Manifesto and take it to heart - Understand the Supernatural world, and make and break alliances as necessary. The Prodigals are not lost Faeries but Supernatural beings in their own right separate and independent from our rule or history.



Demons

Yes, they do exist, and yes, they are fucking dangerous. Thank God that they are still rare at this present time, but we are getting more and more reports of their activities over recent months. Let me just say that both the Seelie and Unseelie Courts are monitoring the situation with regards to the Demonic Host very carefully. Report any sightings of Demons to either the Guardians of the Silver Dragon or to the Red Branch ASAP.



Hunters

Hunters are mortals who have been “Imbued” by the heavenly hosts to hunt out monsters that live among the mortal population. They are not Dauntain but should be treated as such just in case they begin to take notice of us Faeries. Enough said.



Mages

Mages are mortals who have been “Awakened”, a process that is a mystery to me, but enables the mortal in question to manipulate their own form of Glamour or Magick.

It is true that we have alliances with certain Magi here on the Isle of the Mighty and on Hibernia, but there is one group of Magi that I would avoid like the proverbial pox: The Technocracy.

These dangerous bastards make the Dauntain sound positively harmless in comparison. Avoid these so called Magi, and report their activities to the Guardians of the Silver Dragon as soon as is humanly possible. Failing that, if you can't get to us in time, report the sighting to the Red Branch. Yes, they are really that dangerous for you to forget Courtly animosities long enough to report the sighting to those Seelie bastards.



Vampires

Vampires are immortal souls trapped within undying flesh, and are very dangerous indeed. They have their own societies and laws, and hide away from mortal knowledge as they know they will be hunted down and slain by the Imbued.

They are split up into several Clans, rather much like our Commoner Kith, and they have their own very unique and deadly political games that they play in the long nights of eternity. Esme has often met with one Clan of Vampires known as the Nosferatu, as they too tend to live in underground lairs rather much like Esme's Sluagh Kith, and they do tend to share the same network of tunnels and sewers as each other.

There are many other Clans of Vampires, most of which I only know the names of and nothing more; Tzimisce, Ventrue, Brujah, Gangrel, and so forth. All of the Clans are unique in their own ways, and even though they are dangerous beings, they are worth making treaties with. Some of their older ones do vaguely remember us, and they know better than to attack us for our blood. Apparently, it is worse than LSD to their kind.



Werewolves

There is one thing I must say before I go on with describing these feral beings; they are *nothing* like the Pooka, regardless of being Shapeshifters or Eco-Warriors. Another thing is that Werewolves do not all change into wolves, but into many different animals – white tigers, cats, and crows, et al. The collective name they have given themselves is the Garou, or the Changing Breed. Despite the fact that most of them battle what they call the “Wyrms”, there is one tribe of dark werewolves known as the Black Spiral Dancers. These Garou have alliances with the Shadow Court, and individually are more dangerous than a motley of pissed Redcaps.



Wraiths

Wraiths are the disembodied spirits of dead people that for whatever reason have difficulty leaving the Mortal Realms behind and go where people are supposed to go once they are dead. Maybe they were murdered and they remain in the vain hope of exacting revenge upon whoever it was that killed them, or perhaps they died by accident before their time and remain here to watch over their mortal families. However they died, they are still here when they should have left the mortal realms to the “hereafter”, wherever or whatever that is.

Even though they are disembodied spirits, do not underestimate how powerful some of them truly are. I can tell you for a fact that pissing one off is a sure fire way to gain the most fantastic waking nightmares possible. They can be fucking scary when they want to be.

I suppose that you have heard that the Sluagh communicate with Wraiths during the Samhain festivities when the walls between the realms become thin for a few hours, enabling such communications to occur with considerable ease. From what Esme has told me, this is perfectly true, but what they talk about is still a mystery to me, despite my relations with Esme. Perhaps some secrets are best left firmly with the Sluagh?



The Duchy of the River Medway

Now we get on to the real interesting stuff. As one of Mistress Velvet's girls, you will need to know about the politics and Kithain of the area if you are to better serve House Ailil's interests here. But first I must digress a little and give you a brief overview of this rather unique duchy within the Kingdom of Chalk.

From East to West, the Kingdom of Chalk comprises of the mortal Counties of Kent, Surry, Sussex, Hampshire, and the Isle of Wight. On the other side of the Hampshire border the Kingdom of Mist begins, comprising of Dorset, Devon, Wiltshire, Avon, Somerset, and Cornwall. To the north of these two kingdoms is the Kingdom of Roses, which includes London. Then you have the Kingdom of Smoke (formerly the Kingdom of Wool) to the north of that, and finally, just below the Scottish border, the Kingdom of Heather. These five kingdoms make up Albion, or "England" as the mortals call it.

I will not waste precious time talking about the Kingdom of Mist, even though I am due to move there in the near future in order to fulfil certain functions there. Needless to say that House Ailil has its eye on that kingdom as well. As for the other three kingdoms, they are of little concern to us, for the time being. Never bite off more than one can chew, or as the Rom put it, "With one backside you cannot sit on two horses."

As I have already stated earlier, the Duchy of the River Medway has a growing Unseelie contingent due to the depressed state of the area. Don't let this fool you into a false sense of security though, as there is still a sizable Seelie contingent, and they still hold the majority of power here.

Remember that until Lucretia Ní Ailil takes over from King Paul ap Fiona, the Seelie Court still has control of the Kingdom of Chalk, and to a lesser degree, the Duchy of the River Medway. What was that? You thought Lucretia was of House Eiluned? Ha! Goes to show how little you know about the true state of affairs around here. Never mind, Mistress Velvet did send you to me so that I may clue you up on the state of affairs within the duchy, and that is what I intend to do.

Ok, now that I have composed myself after that brief burst of merriment at your expense, I suppose I had better start with the basics. House Ailil has very strong interests in gaining a power base here, as before the Shattering, the former Kingdom of White Cliffs was under the dominion of our House. In other words, it is our ancestral right to rule this part of the Kingdom of Chalk, namely, the mortal County of Kent. As for the rest of the Kingdom of Chalk, it would be no bad thing if that were to fall under our control as well.

Aside from Paul ap Fiona's somewhat unsatisfactory rulership of the Kingdom of Chalk there is a sizable Seelie contingent here in the duchy, mainly led by Countess Mary Donnelly, a Pooka Grump affiliated with House Fiona. Despite being ennobled for her actions in retaking the Freehold on Rochester High Street from the control of a rather nasty Chimera, she never actually swore allegiance or fealty to House Fiona. She shares stewardship of the Freehold with Lady 'Effing Luceal, a rather curmudgeonly Nocker Wilder who is not far from being more Unseelie than she is Seelie.

I think Morrigan is working on that one, using her current sexual relationship with the Nocker to turn her to our Court. With Lady Luceal firmly within our bosom, so to speak, it will be far easier to wrest control of that Freehold away from Countess Mary Donnelly. The problem with allowing a Redcap to do such bedroom manipulations is that they are not the subtlest of agent provocures, and Lady Luceal may not bite at all.

This is why Mistress Velvet has decided to take matters into her own hand with Lady Luceal. She would rather entrust such a seduction to a member of Les Amoureux, and has thus, with Morrigan's full knowledge, been seducing Lady Luceal herself. The discovery of a three-way betrayal, especially one of a sexual nature, is enough to cause any Kithain to embrace their Unseelie Legacies in a pique of rage, and hopefully that will be the outcome should Lady Luceal and Morrigan "discover" each other's infidelities.



With regards to the Freehold on Rochester High Street, Mistress Velvet has recently been entertaining Bloody Jake and his squad, a gang of Redcaps that I had to rescue from the Red Branch last October in Margate. That little accident I had with a Chimerical Zombie Dragon and a tree stump in the Near Dreaming between Margate and here earned me their begrudging respect and the title of The Lord of the Tree Stumps at last year's Samhain Celebrations. Thank Pan those stupid titles only last for a year.

They are being kept hidden in the wings ready for when it is time to do a coup d'état and wrest control of that Freehold for the Unseelie Court. In the meanwhile, Morrigan has been given oversight of those Redcaps and has been putting them to work both inside and outside of A Dream of Dark Velvet. Of course the Red Branch are aware that these troublemakers are now in our duchy, but they are still unaware of my involvement with their escape. I hope.

Let me tell you something about our erstwhile Redcap friends: They are not the subtlest of weapons in our armoury. They are best used when subtlety and politicking will not work and used as removers rather than anything else. Leave the subtle work to the Sidhe of our House and to our Sluagh friends. Also, they are not the nicest Kith to know either, and that motley in particular are known for bloodthirstiness and gross table manners. I am glad that they were given a private snug for their table at last year's Samhain celebrations where I couldn't see them eat.

On another note, you cannot give those buggers a direct order, even if you've earned their respect (which is no mean feat in itself). They'll only rip your head off and shove it up your ass. The best way to get them to do what you want without using a massive Troll bodyguard is to just suggest it as a cool idea. "You see that Seelie Noble over there? Yeah, that's him. The poncy one who calls himself Sir Marvin ap Gwydion. Wouldn't it be cool if he was to have a little accident on his way home tonight, you know, a fatal one?" You get the picture.



Thinking about those Redcaps have reminded me of another matter I am supposed to fill you in on: the Guardians of the Silver Dragon. I don't know how much you know about our cohort of knights, so first of all I will fill you on the basics.

The Guardians of the Silver Dragon are recruited mainly from Sidhe of House Ailil, although we do have members from other Houses and even some entitled Commoners that are within the our House. Never the less, the vast majority of knights are recruited from the Sidhe of our House, as it is traditionally a military arm of House Ailil, and not a general militia of the Unseelie or Shadow Courts. It has been only since the First Resurgence that we have allowed knights to join from other Houses or from the rank and file of the Commoners.

The first remit of the Guardians, as I will be referring to them from now on, is to provide a cohesive military arm for House Ailil. Every Noble House has their own formal cohort of Knights at Arms, and the Guardians are ours.

The second remit is to act as a militia within the Unseelie Court, fulfilling a similar function to the Seelie Court's Red Branch. To say that there are rivalries between the two cohorts is to understate things somewhat. We are rivals in all things and quite often wind up facing each other on the battlefield, and when that happens the battles are bloody in the extreme. We root out spies and troublemakers and neutralise them, and if they survive that we bring them to trial in front of a tribunal of either House Ailil, or the larger Unseelie Court.

The third remit is possibly one of the most important of the three: to find and recover former freeholds of House Ailil by treaty or by force. Fortunately, Mistress Velvet found our old Freehold in Rochester upon Medway before any of the Seelie Houses did, so the Guardians were not needed to recover it for our House. Unfortunately, many of our former freeholds are now in the hands of other Houses, mostly those that are in Concordia. It is our duty to recover and protect those Freeholds wherever and whenever we find them. We believe that for the most part, the Right of Demesne applies with regards to the House, as well as the Noble that owns a Freehold, and that rightfully such Freeholds should be returned to our House when rediscovered. Shame the Seelie Houses don't quite see it that way unless it applies to one of their own former Freeholds.

The fourth remit, and yes, there is a fourth remit even though it is not publicly acknowledged, is to act as the eyes and ears of House Ailil, over and above that of usual knightly duty. No, we do not like using the term “spies” as that is such a crude reflection of what we do. Sneaking around places where we are not supposed to be within Freeholds is not something we would personally consider doing. To do so would also break the laws concerning guests with regards to the Right of Hospitality, and the Dreaming takes a very dim view of that kind of shenanigans. Best leave that kind of thing to our loyal Sluagh spies. No, our intelligence gathering is mainly through legitimate means, even if they are a little unorthodox. Funnily enough, many Guardians are also members of Les Amoureux, our bedroom intelligence gatherers and makers of treaties between the sheets.

Naturally, only Guardians from Sidhe of our own House ever hear of this fourth remit, let alone carry it out. We are just as likely to gather intelligence on our allies as our rivals, and it would not do to have members of the Guardians from other Houses informing them of what we are up to. I am sure that Mistress Velvet has already trained you in your duties to Les Amoureux. Yes, I have noticed your earrings. A very nice stylised form of the red rose tattoo members of Les Amoureux have secreted on their person. I am also interested to know exactly where your tattoo is hidden. Maybe I will find out later in the evening?



Yes, I know I have digressed yet again from discussing matters with regards to the duchy and the Fae here, and I am getting to that. I just had to tell you a little about the Guardians as background information to what I am going to tell you next.

At this moment in time there is a small cohort of Guardians in the Duchy of the River Medway, due to that little spat I had with Bloody Jake last October. Yes, it was before I saved his ass from the Red Branch, and no, I don't think that now there would be any come back from that little disagreement. It was all an agreed fix anyway just to get the cohort down here without arousing too much suspicion within the Seelie Court. I started a small argument with Bloody Jake at a Shadow Court convocation, which led to him making a few pointed threats in my direction.

This was enough to warrant the request of a small cohort of fellow knights to look out for me until Bloody Jake calmed down, which after some considerable wrangling was granted. Unfortunately, we couldn't let Bloody Jake in on this, as he isn't known for keeping his mouth shut about what he knows unless it would implicate him or his squad. So when the opportunity came to rescue his squad from the Red Branch guess who was sent but yours truly, and that sure put a stop to his wanting to rip my head off and shove it up my ass. Anyway, we got a cohort of six knights down without the Seelie Court even batting an eyelid.

Now we have the cohort down here we can put them to work in other things as, unknown to the Seelie Court, they are no longer needed here to protect me. Apparently there might be the remains of another House Ailil Freehold within the duchy, and we need to secure it for ourselves before any other House lays claim to it. If King Paul ap Fiona discovers that it exists before we are able to lay claim to it and restore it to its former glory, he will lay claim to it and send in the Red Branch to secure it. So it is a race against time, and neither side is known for playing fair when it comes to the recovery of former Freeholds.

Also, with a second major Freehold for House Ailil, it will aid us in turning the duchy into an Unseelie Court stronghold ready for when Lucretia takes the throne of the Kingdom of Chalk, which is vital if she is to retain the kingdom once she shows her true colours.



So there it is, the current state of affairs in the Duchy of the River Medway. There are many other things I can tell you, but it would be on a quid pro quo basis as one Les Amoureux to another. Anyway, it is getting late and I want to retire to my chambers for the night. If you would like to discuss things further, then you are welcome to stay the night with me. I am sure that Mistress Velvet would just consider such a thing as my furthering your training. You will stay? Good. I am looking forward to finding your tattoo...



Storyteller Notes

This section is for storytellers only, and should not be read by players, even those players who are Unseelie and are working for Mistress Velvet or Sir Cabhán ap Ailil. You may be referring to this section with regards to those players whose characters are fully entrenched within the Unseelie Court. Never the less, Storyteller's discretion should be used to determine how much any players would know the contents of this document.

In this section you will find character write-ups for all new characters mentioned within the main body of text. Use them as you will or disregard them in their entirety.



Sir Cabhán ap Ailil

Sir Cabhán is an Unseelie knight whose main remit is to act as an agent of Mistress Velvet in whatever she sends him to do, from commanding military actions to gathering intelligence for the Unseelie Court. He is known for being a bit of a loose cannon, and works primarily alone so that his superiors can disown him should something go wrong on one of his more unorthodox operations. As a Guardian of the Silver Dragon, he will work with others of his Society when the need arises, and as a member of Les Amoureux he is fully versed in bedroom politics and seduction.

Court: Unseelie

Unseelie Legacy: Beast

Seelie Legacy: Regent

Seeming: Wilder

Kith: Sidhe

Birthrights: Awe and Beauty / Noble Bearing

Frailties: Banality's Curse

House: Ailil

Secret Society: Guardians of the Silver Dragon, Les Amoureux

Ravaging Threshold: Break Trust

Musing Threshold: Foster Trust

Attributes:

Physical: Strength 3, Dexterity 4, Stamina 3

Social: Charisma 3, Manipulation 3, Appearance 5

Mental: Perception 4, Intelligence 3, Wits 4

Abilities:

Talents: Alertness 2, Athletics 2, Brawl 3, Dodge 2, Intimidation 3, Kenning 2, Streetwise 2, Subterfuge 2

Skills: Drive 2, Etiquette 3, Firearms 3, Leadership 2, Melee 3, Security 2, Stealth 2, Survival 2

Knowledges: Computer 2, Investigation 2, Law 3, Lore (Fae) 2, Politics 4

Advantages:

Backgrounds: Contacts 3, Remembrance 2, Resources 3, Title 2

Arts: Primal 3, Sovereign 2, Wayfare 3

Realms: Actor 3, Fae 3, Prop 2

Tempers:

Glamour 5
Willpower 3
Banality 3



Jacob bar Rabin

Jacob [JAH-koob] bar Rabin is Sir Cabhán ap Ailil's manservant, and resides at Sir Cabhán's Freehold. An Israeli citizen who grew up on the Gaza Strip, he Chrysalised during the middle of the Israeli / Palestinian Troubles and left Israel shortly afterwards. He has no plans to return in the near future, as he has no desire to be caught up in the middle of open warfare if he can help it.

Court: Unseelie
Unseelie Legacy: Rake
Seelie Legacy: Troubadour
Seeming: Wilder
Kith: Eshu

Birthrights: Spirit Pathways, Tale Craft
Frailties: Recklessness
House: None

Ravaging Threshold: Exhaust Creativity
Musing Threshold: Inspire Creativity

Attributes:

Physical: Strength 2, Dexterity 4, Stamina 3
Social: Charisma 3, Manipulation 3, Appearance 4
Mental: Perception 2, Intelligence 3, Wits 3

Abilities:

Talents: Streetwise 3, Dodge 2, Kenning 2, Brawl 1, Intimidation 3, Alertness 2
Skills: Leadership 2, Survival 3
Knowledges: Investigation 3, Linguistics 2, Gremayre 2, Science 1, Politics 1

Advantages:

Backgrounds: Mentor 3, resources 2
Arts: Talecraft 1, Wayfare 2
Realms: Fae 2, Nature 1, Prop 1, Scene 1

Tempers:

Glamour 4
Willpower 2
Banality 3



Bloody Jake

Bloody Jake is the boss of the Margate Blood Brothers, a squad of Redcaps that have recently found themselves in the Duchy of the River Medway after a close brush with the Red Branch. He is a tough but fair Squad Boss, and takes no bullshit from anyone within or outside of his squad. Jake doesn't care much for the Sidhe, especially not those of the Seelie Court, but for now he is grudgingly happy to take orders from Mistress Velvet Ní Ailil on virtue of the fact that it was her who ordered their rescue from the Red Branch.

He doesn't really like Sir Cabhán ap Ailil due to a former grudge, but he also respects him for coming to the Margate Blood Brother's aid when Sir Cabhán could have disobeyed orders and left him and his squad to their fate.

Bloody Jake has a reputation for taking on virtual suicide missions against the Seelie Court in the Kingdom of Chalk, and for getting his squad out again in (almost) one piece. Jake is not a Redcap to be trifled with.

Court: Unseelie
Unseelie Legacy: Ringleader
Seelie Legacy: Wayfarer
Seeming: Grump
Kith: Redcap

Birthrights: Dark Appetite, Bully Browbeat
Frailties: Bad Attitude
House: None

Ravaging Threshold: Exploit Dependence
Musing Threshold: Foster Trust

Attributes:

Physical: Strength 4, Dexterity 3, Stamina 4
Social: Charisma 3, Manipulation 3, Appearance 2
Mental: Perception 2, Intelligence 3, Wits 3

Abilities:

Talents: Alertness 3, Athletics 2, Brawl 4, Dodge 2, Intimidation 3, Kenning 2, Streetwise 2

Skills: Drive 2, Etiquette 1, Firearms 3, Leadership 4, Melee 3, Security 1, Stealth 1, Survival 2

Knowledges: Enigmas 1, Gremayre 1, Law 2, Politics 1

Advantages:

Backgrounds: Contacts 3, Mentor 2, Resources 3

Arts: Primal 4

Realms: Actor 3, Fae 4, Nature 2

Tempers:

Glamour 4

Willpower 5

Banality 5



Typical Margate Blood Brother

The typical Margate Blood Brother (or sister) is a nasty piece of work, even for a Redcap. Despite their reputation for acts of wanton violence, within their squad they are very highly disciplined and will take orders from Bloody Jake without question. Until he becomes too weak to lead the squad and it is time for another one of their rank to take over, that is. The squad averages six to eight members at any one time, excluding Bloody Jake himself.

Court: Unseelie

Seeming: Wilder

Kith: Redcap

Birthrights: Dark Appetite, Bully Browbeat

Frailties: Bad Attitude

House: None

Attributes:

Physical: Strength 3, Dexterity 3, Stamina 4

Social: Charisma 2, Manipulation 2, Appearance 2

Mental: Perception 2, Intelligence 3, Wits 3

Abilities:

Talents: Alertness 1, Athletics 1, Brawl 3, Dodge 2, Intimidation 1, Kenning 2, Streetwise 1

Skills: Drive 2, Etiquette 1, Firearms 3, Leadership 2, Melee 3, Security 1, Stealth 2, Survival 1

Knowledges: Enigmas 1, Gremayre 1, Law 2, Politics 1

Advantages:

Backgrounds: Contacts 2, Mentor 1, Resources 2

Arts: Primal 3

Realms: Actor 3, Fae 3, Nature 1

Tempers:

Glamour 3

Willpower 3

Banality 5



Guardians of the Silver Dragon

The Guardians of the Silver Dragon are a militia of Unseelie Knights recruited mostly from the Sidhe of House Ailil, with some also recruited from other Unseelie Houses, and more recently, from the ranks of ennobled Commoners. Naturally, a Cohort of six knights will have a small entourage of squires, pages, and ladies in waiting with them to do all the duties that are beneath their calling, which is up to the Storyteller to detail as he or she sees fit.

Here is an example of a Cohort of six knights from the Guardians of the Silver Dragon for use within the Duchy of the River Medway. They can also be used for chronicles in other areas.



Sir Patrick ap Ailil

Sir Patrick is the leader of this particular Cohort of knights, and as such has the respect of the men and women under his command. He has a firm grasp of strategy that enables him to make sound decisions under fire, and is known to be a level headed commander of any militia put under his command when the need arises.

Court: Unseelie
Unseelie Legacy: Paladin
Seelie Legacy: Ringleader
Seeming: Grump
Kith: Sidhe

Birthrights: Awe and Beauty, Noble bearing
Frailties: Banality's Curse
House: Ailil
Secret Society: The Guardians of the Silver Dragon

Ravaging Threshold: Destroy Hope
Musing Threshold: Create Hope

Attributes:

Physical: Strength 4, Dexterity 3, Stamina 4
Social: Charisma 3, Manipulation 3, Appearance 4
Mental: Perception 3, Intelligence 3, Wits 3

Abilities:

Talents: Alertness 1, Athletics 1, Brawl 3, Dodge 2, Intimidation 3, Kenning 2, Streetwise 2, Subterfuge 1
Skills: Drive 1, Etiquette 1, Firearms 2, Leadership 3, Melee 3, Stealth 2, Survival 1
Knowledges: Enigmas 1, Gremayre 1, Investigation 2, Lore [Fae] 2, Politics 3

Advantages:

Backgrounds: Contacts 1, Remembrance 2, Resources 2, Title 2
Arts: Primal 2, Sovereign 3
Realms: Actor 2, Fae 3, Prop 1

Tempers:

Glamour 6
Willpower 5
Banality 5



Lady Jade Ni Ailil

Lady Jade is a young Wilder knight of sixteen who has already proved herself useful to the Cohort both on and off the battlefield. On the battlefield she relies upon her speed and wits rather than her strength to win the day. Off the battlefield she is well versed in politics and manipulation.

Court: Unseelie
Unseelie Legacy: Peacock
Seelie Legacy: Courtier
Seeming: Wilder
Kith: Sidhe

Birthrights: Awe and Beauty, Noble Bearing
Frailties: Banality's Curse
House: Ailil
Secret Society: The Guardians of the Silver Dragon, Les Amoureux

Ravaging Threshold: Break Trust
Musing Threshold: Create Love

Attributes:

Physical: Strength 2, Dexterity 4, Stamina 3
Social: Charisma 3, Manipulation 4, Appearance 5
Mental: Perception 3, Intelligence 3, Wits 3

Abilities:

Talents: Alertness 1, Athletics 2, Brawl 2, Dodge 3, Empathy 2, Kenning 1, Persuasion 3, Subterfuge 2
Skills: Etiquette 2, Firearms 1, Leadership 1, Melee 2, Performance 1
Knowledges: Computer 1, Enigmas 2, Gremayre 1, Linguistics 2, Lore [Fae] 2, Politics 3

Advantages:

Backgrounds: Contacts 2, Remembrance 3, Resources 2, Title 2
Arts: Chicanery 2, Primal 1, Sovereign 2
Realms: Actor 2, Fae 3, Prop 2

Tempers:

Glamour 4
Willpower 4
Banality 3



Sir Michael ap Ailil

Sir Michael is not the brightest bulb in the pack, but what he lacks in mental acuity he more than makes up for in combat skills. He is loyal to Sir Patrick to the point of being sycophantic about it, and he knows little fear in combat.

Court: Unseelie
Unseelie Legacy: Fatalist
Seelie Legacy: Wayfarer
Seeming: Wilder
Kith: Sidhe

Birthrights: Awe and Beauty, Noble Bearing
Frailties: Banality's Curse
House: Ailil
Secret Society: The Guardians of the Silver Dragon

Ravaging Threshold: Create Anger
Musing Threshold: Helping Those in Need

Attributes:

Physical: Strength 4, Dexterity 4, Stamina 3
Social: Charisma 3, Manipulation 3, Appearance 4
Mental: Perception 2, Intelligence 3, Wits 2

Abilities:

Talents: Alertness 2, Athletics 2, Brawl 4, Dodge 3, Intimidation 2, Streetwise 2
Skills: Drive 1, Etiquette 2, Firearms 3, Melee 4, Security 2, Stealth 2
Knowledges: Enigmas 2, Gremayre 1, Investigation 1, Politics 2

Advantages:

Backgrounds: Contacts 3, Remembrance 1, Resources 2, Title 2
Arts: Primal 3, Sovereign 1, Wayfare 1
Realms: Actor 2, Fae 3, Nature 2

Tempers:

Glamour 5
Willpower 4
Banality 3



Lady Vanessa Ní Daireann

Vanessa Ní Aesin appears to be around twenty-two years of age. As a younger knight she has still to prove herself worthy of her position within the Guardians of the Silver Dragon, despite being one of House Daireann's most promising warriors. Due to her Irish blood, she can be a little headstrong at times, which can get her into trouble if she is not careful.

Court: Unseelie
Unseelie Legacy: Knave
Seelie Legacy: Paladin
Seeming: Wilder
Kith: Sidhe

Birthrights: Awe and Beauty, Noble Bearing
Frailties: Banality's Curse
House: Daireann
Secret Society: The Guardians of the Silver Dragon, Belladonna's Chalice

Ravaging Threshold: Destroy Illusions
Musing Threshold: Inspire Creativity

Attributes:

Physical: Strength 3, Dexterity 3, Stamina 2
Social: Charisma 3, Manipulation 4, Appearance 5
Mental: Perception 2, Intelligence 3, Wits 2

Abilities:

Talents: Alertness 1, Athletics 1, Brawl 2, Dodge 1, Empathy 4, Intimidation 1, Kenning 2, Persuasion 2, Streetwise 2
Skills: Crafts 3, Etiquette 2, Firearms 2, Melee 3, Security 1, Stealth 2
Knowledges: Enigmas 1, Gremayre 1, Lore [Fae] 1, Medicine 2, Politics 2, Science (Herbalism) 4

Advantages:

Backgrounds: Contacts 1, Mentor 2, Resources 2, Title 2
Arts: Chicanery 1, Primal 2, Sovereign 2, Wayfare 1
Realms: Actor 2, Fae 2, Prop 1

Tempers:

Glamour 4
Willpower 4
Banality 3

Merits:

Black Market Ties 1
Resist Poisons 1



Sir Pol Brendan

Sir Pol is a Troll of Wilder years, and has already seen combat on a number of fronts. Like all of his Kith, he is stoic and honourable, and takes his duties within the Guardians of the Silver Dragon seriously. As a Commoner, he knows he will never gain a title higher than that of Knight, so he makes being a knight his role in life above and beyond many of his peers.

Court: Unseelie

Unseelie Legacy: Exploit Dependence

Seelie Legacy: Create Hope

Seeming: Wilder

Kith: Troll

Birthrights: Titan's Power, Stubbornness

Frailties: Bond of Duty

House: Ailil

Secret Society: The Guardians of the Silver Dragon

Ravaging Threshold:

Musing Threshold:

Attributes:

Physical: Strength 4, Dexterity 3, Stamina 4

Social: Charisma 3, Manipulation 3, Appearance 2

Mental: Perception 2, Intelligence 3, Wits 3

Abilities:

Talents: Alertness 2, Athletics 2, Brawl 4, Dodge 2, Intimidation 3

Skills: Drive 2, Etiquette 1, Firearms 3, Melee 4, Security 1

Knowledges: Enigmas 1, Gremayre 1, Investigation 1, Politics 2

Advantages:

Backgrounds: Contacts 1, Resources 2, Title 2

Arts: Primal 3

Realms: Actor 2, Fae 1, Prop 2

Tempers:

Glamour 5

Willpower 3

Banality 3



Sir Oliver de la Croix

Sir Oliver is a Troll Grump of twenty-eight who knows that it will not be long until the Mists of Forgetfulness take him, so he is spending the twilight years of his Faerie existence as fully as he possibly can. He is determined to go out with a bang, and is therefore inclined to take on more dangerous missions than his younger comrades, knowing that should he physically die his Faerie self will reincarnate into a new body. Despite this, he is not a fool, and will not waste his life on a mission that might prove to be futile. He is also one of the wisest of the Cohort and is often called upon by Sir Patrick for Elder Counsel.

Court: Unseelie

Unseelie Legacy: Regent

Seelie Legacy: Knave

Seeming: Grump

Kith: Troll

Birthrights: Titan's Power, Stubbornness

Frailties: Bond of Duty

House: Ailil

Secret Society: The Guardians of the Silver Dragon

Ravaging Threshold: Create Anger

Musing Threshold: Foster Trust

Attributes:

Physical: Strength 5, Dexterity 4, Stamina 3

Social: Charisma 2, Manipulation 3, Appearance 2

Mental: Perception 3, Intelligence 3, Wits 2

Abilities:

Talents: Alertness 1, Athletics 1, Brawl 3, Dodge 2, Intimidation 4, Kenning 1, Streetwise 2

Skills: Drive 1, Etiquette 1, Firearms 2, Melee 4

Knowledges: Enigmas 2, Gremayre 1, Investigation 2, Lore [Fae] 1, Politics 3

Advantages:

Backgrounds: Contacts 3, Remembrance 1, Resources 2, Title 2

Arts: Chicanery 2, Primal 3

Realms: Actor 2, Fae 3

Tempers:

Glamour 4

Willpower 5

Banality 5



Thanks and Legal Stuff

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Phil Brennán 2003.

And now for the legal stuff...

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