



*What to do
about Tam Lin?*

love and betrayal in the court of the Faery Queen

Midnight. Samhain. At the crossroads of the worlds.



THE STORY

At Samhain in early Pagan England, Fae and Mortals congregate at the ruins of Carterhaugh for their annual Court. The fate of Tam Lin and his Mortal lover Janet hangs in the balance. The Court tell their stories of lust, incest, murder, and true love to try to influence the decision of the judges, the Queen of Fae and Thomas the Rhymer.

Janet, the daughter of the Earl of Murray discovers Tam Lin, a mortal man raised by the Fae, at the ruins of Carterhaugh. Without either knowing the full story of Tam Lin's lineage or circumstances, they fall in love and Janet is determined to free him from the Fae. Janet and Tam Lin make their appeal to a joint Court of Fae and Mortals on the night of Samhain. Witnesses present their testimonies in order to sway the Queen of Fae to either let the lovers marry, or to keep Tam Lin in the realm of the Fae.

If you are Fae do you have a grudge against Tam Lin or his kin, or Janet and her kin?
Do you want him or her for yourself?

If you are a mortal, do you fear the lovers will never be happy, based on your own dealings with Fae lovers? Do you trust the Fae to keep their bargains? Do you wonder if Tam Lin is too Fae to live among you?

Perhaps you are one of those who hopes true love will prevail. Perhaps their story reminds you of your own past.



PLAYING THE GAME

Based loosely on the ballad of Tam Lin and other traditional songs, TAM LIN is played is semi-live, with flashbacks scenes to past events.

This game has up to 14 roles and takes place at Carterhaugh, a mythical joint court of Fae Folk and Mortals which holds session at Samhain, or Halloween. Janet and Tam Lin met earlier and wish to marry, but needs permission from the Queen of Fae and to release him, as he is her tithe to be paid to Hell.

Other denizens of these worlds bring their own cases forward. These have influence on the Queen's decision, and may set precedent. Each case is argued by a lawyer, who has knowledge of legal history in the world of the Fae and in the land of Mortals. Certain characters are able to Litigate. Between the cases, the defendants and plaintiffs ask for help from others who may represent them in the Court as legal defense. Others are asked to act out the alleged crime. Each character has their own powers and abilities, and secrets to hide, which may help them bring others to their side.



Each side gets to present their version of the events. Once the arguments and the presentations are completed, the whole company of Mortals and Fae vote on which version is more believable, and the Queen pronounces a Sentence with the guidance of Thomas the Rhymer.

As each case is decided, they lead up to the final case of Tam Lin. Depending on which way that case goes, the fates of the sentenced may be affected. The fates of all the accused depend on Tam Lin and Janet's love.





SAMPLE CHARACTERS

Janet - A mortal maid who meets the man of her dreams on Midsummer's Eve. Learns she must fight for his life and perhaps for her own soul.

Tamlin - A young man, given to the Fae at birth. His origin is a mystery, but his fate is known: he has been promised to Hell by the Queen of the Fae, to pay her yearly Tithe to Infernal powers. Janet and Tam Lin beg for his release at the Annual Court held on Samhain, All Hallow's Eve, the night the Queen pays her terrible price.

The Queen of the Fae - The terrible and beautiful ruler of the Realms of Fae.

Thomas the Rhymer - Another man who has lived his life in the world of the Fae, this one touched by great insight, with the power of Insight into others' souls.

King Henry - A Mortal ruler accused of crimes against a woman of the Fae world.

Faery Anne - The lover of King Henry, bringing him to court for betrayal.

The Selkie - A spirit of the sea, killed by his Mortal lover's husband, along with their love child.

Mairi - The bereaved mother of the Selkie's child, torn between land and sea.

Edward - A mysterious mortal at court this night for his own reasons. Haunted by his sister, the Lady Margaret.



SAMPLE POWERS

ELVISH SIGHT--The ability to read the aura of another, to learn about their Nature and home realm.

SEANCE--Ability to call up a ghost to answer three questions.

INSIGHT--Thomas the Rhymer's power to perceive the secrets one hides from other, or that have been hidden from one's own self.

GLAMOUR--Power to direct what others see and do.



LITIGATION--Experience and information about precedent cases of Mortal or Faery Law.

Litigators' Specialties: Crimes of Passion, Courtly Matters, Contracts, Faery Love, Laws of Nature, Maritime Law.

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A PREVIEW FOR FASTAVAL

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