



What to do about Tam Lin?

a theater LARP/live form scenario

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Introduction to the World

At the ruins of Carterhaugh in the Scottish Borderlands near England, there is a crossroads where the many Worlds meet. Here, at Samhain, Fae and Mortals congregate for their annual Court, hosted by the Fae. At this time, the veils between the Worlds recede, and beings from the Mortal Realms, Faery and other Worlds can come together or cross over from one world to the next. In the limitless, infinite world of the Fae, beings are not limited by space or time. Those who live at radically different times may find each other in company in the same moment.

The Queen of the Fae presides over her Court. Faeries, Mortals, Ghosts and others come before her to tell their stories of lust, incest, murder, and true love to try to influence the jury, those gathered there, and the arbiters of the Court: the Queen of Fae and her Mortal/Immortal companion, Thomas the Rhymer.

Cases are announced and judged in turn, and each Claimant, (Plaintiff and Defendant), may hire a Lawyer to argue and advise their case. Claimants call witnesses to re-enact key events in the history of the alleged crimes, and court other members of Court for their testimony. After closing arguments, the Court votes for whose side of the story they believe. The Queen pronounces Sentence for those declared guilty, or Beneficences for those proven Innocent or shown proven wrong. A Boon from the Queen of the Fae is a much coveted prize.

Of the crimes tried here, some have echoed across time and gained legendary status. These stories make for gossip at the Court of Fae and elsewhere, carried by those who attend. The tragic tales of some of these star-crossed lovers, mothers, fishers, and kings, circle the Mortal world on the lips of bards. The events, as they are recounted in tales and songs, change and shift as they pass from hand to hand. So the events at the trial may show more truly what happened--or, may reflect the story as crafted by those Fae and Mortal as they manipulate, cajole and press their agendas. Or use the Powers at their disposal for their own ends. It is said that even Mortals with no supernatural characteristics gain strange abilities in the Fae Realm. The longer they stay, the more they change.

Nothing is as it seems in the Faery Realms. And nothing that enters there leaves unchanged.

Order of Play

*Upon that night, when fairies light
On Cassilis Downans dance,
Or o're the lays, in splendid blaze,
On sprightly coursers prance;
Or for Colean the route is ta'en,
Beneath the moon's pale beams;
There, up the cove, to stray and rove,
Among the rocks and streams
To sport that night.*

*Among the bonny winding banks,
Where Doon rins, wimplin' clear,
Where Bruce ance ruled the martial ranks,
And shook his Carrick spear,
Some merry, friendly, country-folks,
Together did convene,
To burn their nits, and pou their stocks,
And haud their Halloween
Fu' blithe that night.
-- Robert Burns, "Hallowe'en"*

Blessed Be and Merry Meet!

Esteemed Members and Guests of the joint Court of Fae and Mortals at Carterhaugh, welcome one and all. We gather here at Samhain near midnight, as we have for two thousand moons. We come as old friends and relations, meeting at the Crossroads between our worlds to settle debts, grievances, and more joyful contracts such as marriages and treaties. May we uphold this peaceful tradition for two thousand moons to come, through changes in time and space, as the old ways give rise to new ones, as old faiths give rise to new ones, as old trees give rise to new ones in the forest of our universe. May the Great Mother and Father bestow blessings upon us tonight and for many nights to come, as they see fit, as we remain worthy. So mote it be.

Those of you unfamiliar with our ways, please take a moment to acquaint yourselves with the customs and etiquette of Court on this night.

We Begin with the Procession

As we enter the Hallowed Hall where we gather on this auspicious night, please walk deliberately and silently. Thomas the Rhymer, Consort and Companion of the Queen of Fae will enter first. He stands at the entrance, and will announce each member and guest. First Mortals, then the Fae, then the Queen. Please remain standing until Her Highness tells everyone to sit.

Sentries will distribute any materials each member will need, and collect anything that needs to be collected

Introductions

At this time, the Sentries [GM's] will provide a brief explanation of what is to

transpire. They will review the Etiquette of Court, when one can and cannot use certain gifts, and take attendance. When members and guests hear their name called this time, they will rise and introduce themselves. Please keep this introduction pithy and to the point!

If you are an Officer of Court (lawyer), please give a description of your legal specialty. Plaintiffs and defendants, take note. The Officers will help you argue your side of your case should you choose representation. Choose your lawyer wisely!

Thomas the Rhymer will then read the Docket. When your name is called, please stand and acknowledge the complaint.

Announcements

At this time, the Sentries will make announcements and addenda to the evening's proceedings. Typically Samhain is the time to pay the Tithe to Hell if it is due. The price the Fae has recently increased from just one captured Mortal soul to one Mortal soul who walks between the worlds. Carterhaugh at the crossroads is the place where the price is paid, since the veils between worlds are the thinnest there. However, the Queen feels this is an unfair price, and in protest she has forbidden any Devils, Demons, and Agents of Hell from entering the Hallowed Hall. We kindly request that all such beings leave at this time.

The Tithe to Hell is scheduled to be paid at the end of this night's Court. A special dispensation is made for Demons to enter the Fae Realm. Satan's messenger will enter to claim the Sacrifice.

If you have a claim or complaint that was not announced, or your name was not called during the procession please stand up and place your name on the Docket. State your claim.

Socialize/Break

This is the time where you build your case. Find a lawyer, gather, interview, and influence your witnesses. The Sentries will mingle throughout the crowd to help answer questions of etiquette or customs, run short interviews, assist in the use of any powers, etc.

Court is in Session

Following break, court will begin as promptly as Fae nature will allow. There will be a short break between each case, so the plaintiff, defendant, and witnesses may gather themselves and resolve any issues not addressed in the case.

Addressing the Addenda

At this time, any added cases or issues will be resolved.

Court Etiquette & Structure

The Charges, Plaintiffs and Defendants at Tonight's Court:

Case1: *Seduction and Misrepresentation of Services*

Sweet William vs. Leanan Sídhe (Ballad: "Barbara Allen")

Case 2: *Justice outside of Jurisdiction*

Faery Anne vs. King Henry (Ballad: "King Henry")

Case 3: *Abduction and Child Endangerment*

Mairi vs. The Selkie (Ballad: "The Great Selkie")

Case 4: *Breach of Contract*

Jean Baptiste vs. Colette (Ballad: "James Harris, or The Demon Lover")

Addendum: *Release from Services (i.e. being the Tithe to Hell)*

Janet and Tam Lin vs. Queen of Fae ("Ballad: Tam Lin")

Order of Events in Court

Sentries Call Court to Order

Announce the Case

- Introduce Plaintiff and Defendant
- Announce charges
- Plaintiff requests desired Sentence

Opening Arguments (Lawyers: Prosecuting, then Defending)

Witness Testimony – re-enactment of events

- Plaintiff's version
- Defendant's version

Jury Votes – assembled vote for version they believe, Queen breaks ties

Queen Announces Sentence

Sentencing Guidelines for the Queen of Fae

Plaintiff suggest sentences or give their demands, it's up to the Queen to grant the demands or deliver one of the following sentences:

1. Monetary Payment
2. Humiliation
3. Indentured Servitude to the Injured Party
4. Loss of status or demotion, impoverishment
5. Banishment from Home Realm
6. Final and Absolute Death
7. Reversal of nature (return to original existence, or changed from Mortal to Fae and vice versa), aka "The Seventh Sentence".

Witness Testimony

During breaks the Plaintiffs and Defendants have time find others willing to portray them in scenes that show events of the crime. They explain their version of the events to the other members of the Court and ask them to play out the events in a

flashback sequence during trial case. This playing out the events is the Witness Testimony.

During the Flashback, the Plaintiff or Defendant directs the action by narrating the events and directing the court members as they act out the events. You may do this by setting the scene at the start of the flashback, commenting on the way the characters are acting, and giving specific directions to those playing a role to take a certain action or attitude, and also by calling a break to describe the Claimant's inner thoughts at the time that the events took place. You may also use Powers to ensure witnesses do and say what you wish.

An example Witness Testimony will be played out during the Introductions.

The Ordeal

For cases where a Defendant wants access to a higher appeal, may choose to undergo Trial by Ordeal. To do so, he needs a Champion to undergo the Ordeal for him. No mortal has successfully passed the ordeal in the Realm of the Fae, and few have been brave—or foolish—enough to try. The Defendant, their Champion and also the Queen of the Fae, have the right to invoke Trial by Ordeal.

The Champion must wrap a green mantle around the Defendant. The Queen of Fae transforms him into a variety of animals and objects such as a bar of hot iron, a lion, a snake, and finally his true form. The other members of court take turns encouraging or discouraging the Champion to release the Defendant, drawing from their own experiences.

Example: The Defendant is transformed into a snake. A Court member who has had troublesome dealings with Fae may declare, "He is like a snake. He will shed his skin and reveal his true form. You will never be able to trust him."

Another character may counter that with, "You may be different..." The Champion decides after each transformation whether she will hold on to the Defendant and continue with the Ordeal, or release him.

Gathering Witnesses and "Allies", through Powers and Bribery

Throughout the game you may use your powers on other characters to recruit witnesses, sway others to her side, tamper with the jury, tamper with testimony on the stand, confuse or beguile her opponent in her case, and manipulate lawyers.

Some powers, Invisibility, Insight, and Litigation, occur automatically when you take actions or wear a certain object or are indicative of character abilities. Other powers, require drawing from the hand of other character's cards. Each player will have her own deck of 5 to 9 or so cards. The cards are handed out at the start of the game. Some cards have special directions on them, some describe a character's state of mind. The character using the Power is the Commander, the character she uses her power against is the Target.

Each character has the following types of cards:

Nature - The Realm to which the character belongs: Human, Fae, etc. Many characters have more than one Nature, and some have hidden Natures.

Successes - These cards are used to determine successful draws.

Powers - Special abilities with varying strengths.

Flaws - Weaknesses or shortcomings. Some reveal vulnerabilities to or strength against Powers, some give brief descriptions of temperament which others can manipulate.

Weapons - Certain characters carry weapons of Iron to defend against Fae Powers.

The powers that use Cards are: Elvish Sight, Whispers, Glamour, Seduction Glamour, Binding and Possession. Each character that has one of these powers has a rating from 1 to 3 in that Power. When any of these Powers are used against your character, use the target player's deck of cards to determine the Success of the command.

Bribery

Do not fret if you cannot impose your will magically, there's always bribery and bargaining. Offer some bit of information about your character or another character in exchange for complicity. Lawyers are particularly open to bribes, so be sure to choose a lawyer who can both argue your case effectively, and give or glean information for you. Thomas the Rhymer cannot be bribed or bargained with, however he will divulge secrets and details to other characters which may be indirectly useful to you.

Building your Case

First, interview lawyers. Use Bribery and Powers in the process. Each lawyer specializes in an area of law which will pertain to any of the cases on the docket. Lawyers also have experiences and knowledge of you and other characters which will help tell your side of the story. One witness per Claimant is sufficient.

Next, consider your history and find two or three incidents you will present to the court as evidence of your innocence or injury. Present your ideas to your lawyer, then find actors for your testimony. You do not have to convince characters that your testimony is true, but you may want to bargain for your testimony in their case in return. However, witnesses and actors may still see your testimony in a different light once the facts are revealed, and may alter their testimony once on the stand. It can't help to throw a little glamour or seduction their way to ensure they stay on your side when it counts.

If you have time, your lawyer may suggest some jury tampering. Court the members of Court who are not in your scenes to believe you without question, or bargain for votes.

What's True?

In the Court of Fae, the Truth is a fluid and mutable thing. If it's written in your character description, it happened, although others may recall it happening differently. If Thomas the Rhymer reveals it to you, it's true. If you glean information through Elvish Sight it's true. Other than that, any other details in your case and experience are fair game. The Bards will have one account of that happened. You were there. Now is your chance to reveal what *really* happened.

Law of the Realms

These are Aspects and Specialties of Law Relevant to the Court at the Crossroads. The Sentries carry copies of Faery Law and Mortal Law and serve as advisors to the Court Officers, Jury, and Claimants. Lawyers also have knowledge of specific specialties. Lawyers should consult with one another should they find the case they argue requires minor details from other specialties.

Please note that the Law, especially in the Court of Fae is grossly open to interpretation and what is written here serves only as a guideline.

Faery Law

WORLD OF THE FEY

THE FAE ARE SURPRISINGLY ATTRACTED TO LAWS, ALTHOUGH THEY LIKE TO MAKE THEM UP, BREAK THEM, IGNORE THEM, INTERPRET THEM, AND OTHERWISE MANIPULATE THEM ACCORDING TO THEIR WHIMS.

RULE OF 3:

- Three true witnesses or accounts verify truth
- A promise repeated three times is a sworn vow
- To cast or break a spell, cant the words three times

TRUE NATURE AND APPEARANCES - In the world of the Fae, ones Appearance may not match one's True Nature (as Human, Fae or other). Fae have the power to change their appearance at will, and the appearance of objects around them. Turning leaves into gold, for example.

LAW OF SYMPATHIES - That which appears similar will have similar attributes, or can be used to invoke the other

LAW OF REALMS AND BOUNDS – One breaks the Bounds of the World at his peril. The Queen of the Fae maintains the Bounds of the Fae Realm.. Fae may cross to the Mortal world at will, but Mortals can only enter the Fae realm if invited, or shown a gateway. Fae may enter the world of the dead, or bring back Mortal ghosts with them from their Shadow Lands. Demons are strictly banned from crossing from Hell into Fae realms, and the penalties against Fae or Mortals who help them enter are high. Fae are discouraged from traveling to Hell, those who choose to, do so at their own risk, with no protection from the Queen of the Fae offered.

DEALINGS WITH THE FAE

THANK YOUS - It is rude to thank a Faery; it releases her from a Mortal's service.

EATING - If a Mortal eats food in the Faery realm, he is trapped there until released.

OFFERINGS AND BARGAINS - Mortals may strike bargains and make offerings to the Fae in return for their good will, but the continuation of the terms depends on continued offerings and keeping one's end of the bargain.

BENEFICENCE OF THE FAE - The Fae like to reward Mortals who unknowingly treat them kindly. They may disguise themselves as beggars or outcasts and ask for help from human passersby. The Fae richly reward acts of kindness.

BINDING WORD - A Faery's word, once given, is an unbreakable bond. However, they are only bound to the literal word, and if a loophole or exception can be found, they will take advantage of it. Tricking humans is a point of pride for Faeries.

RIGHT OF POSSESSION VS. STEALING - Fairies do not understand the concept of private property. For them, items are owned by the person who bears them. If they have it, it is theirs; there is no stealing.

COURTLY ETIQUETTE

LOYALTY TO LORD AND LIEGE – The Queen of Fae protects all Fae, and they owe her their obedience.

RIGHT OF PRECEDENCE is set by rank or status in Court, and is determined by the favor of the Queen.

RIGHT OF TRIAL BY ORDEAL - A Claimant who desires access to a higher appeal may choose to undergo Trial by Ordeal. To do so, he needs a Champion to face the Ordeal for him. No mortal has successfully passed the ordeal in the Realm of the Fae, and few have been brave—or foolish—enough to try. The Claimant, their Champion and also the Queen of the Fae, have the right to invoke Trial by Ordeal.

Mortal Law

WORLD OF MORTALS AND OTHERS

LAW OF REALMS AND BOUNDS - The otherworldly realms--of the Fae, of the Dead, of Demons and Angels--are dangerous. Mortals avoid them except under necessity. They can enter through gates that appear at particular times, in particular places, or are created by talented folk. Desire, love and curiosity most often lead humans to cross these bounds.

LEGAL RIGHTS

CONTRACTS - Are sealed by signature, a broken contract leads to fees/fines/imprisonment.

IMMUNITY FROM TESTIMONY - Blood relatives and married couples are exempt from having to testify against one another.

RIGHT TO TRIAL BY JURY - An accused has the right to be heard by a jury of their peers.

RIGHT TO HAVE WITNESSES - Claimants may call others to speak for them and against their adversary in court.

FILIAL RESPONSIBILITIES - Parents have a responsibility for the welfare of their children; children have responsibility to show respect and care for their parents, and siblings.

RIGHT TO PRIVATE PROPERTY - recognized for objects built, purchased or rightfully found.

COURTLY ETIQUETTE

LOYALTY TO LORD AND LIEGE - All owe their Allegiance to the Crown, and to those above them in rank. Nobles answer to the King or Queen. Knights to Nobility and Royalty. Merchants to Knights, Nobility and Royalty. Commoners to all.

RIGHT OF PRECEDENCE - In Court, set by rank or status. This is determined by blood, title, wealth and favor of the Crown.

NOTE ON JURISDICTION:

Law pertaining to a case is determined by the Jurisdiction under which the alleged crime took place.

Jurisdiction is determined by the Realm in which the events occur, whether Mortal, Fae or Other.

The Court at which a case is plead may influence interpretation of Jurisdiction. For example, when appealing to the Court of the Fae, matters of Fae Law may over- rule those of Mortal Law.

The Faery and Mortal Courts do not recognize the Laws of Hell. .

AREAS OF SPECIAL KNOWLEDGE

Game note: These details serve as guidelines and inspiration to create the fiction. Lawyers should take the minor details of the laws and find ways to fit them into the fiction.

Litigators know Mortal and Fae law, and each lawyer has a specialty in one of the following legal areas:

Contracts

BARGAINS - An agreement of exchange between two parties. Must be sealed to be recognized by law.

- Mutual bargains - Each party gains, terms are set at the beginning.
- Bargains under duress - a bargain made under duress may be null and void.
 - Extreme need - extreme need is a valid reason to make or break a contract, but there may be forfeits exacted.

CONTRACT BINDERS - Bargains may be sealed by word, bond, soul or blood.

- If by bond, the goods held in security are forfeit if the contract is broken.
- If by word the contract requires a witness.
- Sacrifice and/or Blood spilled seals a bargain especially in Fae.
- Souls and Lives – This is the ultimate price for a bargain, often made in times of extreme need.

BREAKING CONTRACTS – When an original agreement is null and void, terms and conditions are suspended, a price may be exacted depending on type and seal.

CONTRACT FOR SERVICES - One agrees to take actions for another in return for payment, should be scrutinized for validity of the task required. Often subject to loopholes especially in Fae.

TITHING - tribute offered to a better or stronger party. Tithes are paid to Hell for the purpose of maintaining the balance between the Worlds. The Fae pay a tithe to Hell, which usually requires a blood or soul sacrifice, so that the Mortals, who are bound by conscience, do not have to do it.

Courtly Matters

COURTLY RANK, STATUS AND PRECEDENCE - Everyone has their station, be they King or commoner. These are paralleled in both the world of Fae and Earth. Those with higher status take precedence over those with lower.

PROTECTION BY THE CROWN - Subjects offer obedience and tribute to the Crown. In return they can expect the protection of their betters.

OBLIGATIONS BASED ON RANK - Each owes their fealty and tribute to their betters: commoners to Knights and Lords, Knights to their Lord and King, Lords to their Queen and Realm.

ETIQUETTE OF THE COURT - In matters of entrance, the lowest go first to await their betters. In matters of state, the highest can expect to gain the ear of the Monarch or Court as the whim of the Ruler suits them. However, the Court itself is ordered so that all may have a chance to be heard, and their suit to be answered. Everyone gets their day in court.

POWERS OF THE CROWN (both Mortal and Fae)

- Execution and exile - Criminals can be removed from the court without cause.
- Amnesty - The Crown reserves the right to forgive.

- Right of audience - All have the right to seek to be heard, whether they will depends on Precedence and the Will of the Crown.

RIGHT OF MARRIAGE - Subjects have the right to be joined in matrimony, but those of high rank may require the permission of the Crown.

- Secrets and Vows – One may rescind a vow to wed when secret knowledge comes to light, or the time of betrothal exceeds the statute of limitations.

TRIBUTE - Commoners are expected to pay tribute in goods and their services in dire circumstances such as war or disaster; Knights and Nobility are expected to pay tribute at momentous occasions such as weddings, births, coronations, feast days, and when they ask favor from the Crown.

Crimes of Passion

REPRESENTATION OF SERVICES - The true terms of an agreement are binding

SEDUCTION -The crime of seduction is that the seduced party loses a modicum of freedom and is often put in physical, social, or spiritual danger, possibly leading to loss of life. The crime itself does not depend on whether the seduced party actually suffered danger. Seduction with regard to Crimes of Passion are exclusively of a sexual/sensual nature. There are two degrees of Seduction:

1st degree--using magical power over someone.

2nd degree--using personal charisma and charm.

ABANDONMENT - State of neglect, sometimes pardonable depending on circumstancing motivating flight.

TEMPORARY INSANITY - may be caused by an overwhelming flood of emotion, traumatic or ecstatic.

FAERY LORE

Knowledge and history of the history of Fae and Mortal interactions:

STOLEN CHILDREN - The Fae are known to steal children and refuse to return them to their parents except when given a prize in return, or are tricked out of it. Often the children have to find their own way to escape.

Examples:

- The Ice Queen: Children break a spell by spelling "eternity" in glass shards.
- Hansel and Gretel: Siblings escape a witch by tricking her into her own oven.

CHANGELINGS - Sometimes fairies replace children, or make a gift of changelings to couples unable to have a child. They often grow up to be odd or scary to others. The Mortals must find a way to fulfill the Changeling's needs, or a way to destroy it. Sometimes the children have supernatural powers, or are a Mortal re-incarnated.

Examples:

- Little Otik or Greedy Guts: a tree stump turned into a child that ate everything in sight. Killed by a hoe to the stomach.

- Tuan Mac Cairill: born, died, and reborn as a man, then a stag, then a fish. The Queen of Ulster eats the fish and he is re-born as her son.

FALSE KNIGHTS - A sinister knight or other figure on the road who asks questions of passersby. Those who answer wrong pay the price. Others test those who they encounter.

Examples:

- "False Knight on the Road" (Child Ballad 3): The knight asks unanswerable questions, and delivers those who hesitate to the Devil. A young boy with quick answers, guesses the knight's Nature and sends him back to Hell.

- Lady Isabel and the Elf Knight - kidnapped by a Fae knight. She tricks him by having him turn around while she changed, and pushes him out of a window, where he topples to his Mortal death.

TASKS AND GIFTS - Faeries and other spirits may offer to help a mortal accomplish an impossible task, Sometimes in return for a favor done un-knowingly, or in return for an impossible price.

Examples:

- Rumpelstiltskin - Spun straw into gold for a young girl, but asked for her first born child unless she could guess his name in three days.

OATHS AND WORK - Sometimes to break (or hold) a spell on a loved one, Mortals agree to hold to an oath for a specified time. It often involves back-breaking work, or difficult conditions.

- The Three Ravens - To free her brothers from transformation into Ravens, a girl vows to be silent for three years, three months, three days, three minutes and three seconds. She marries a king, who blames her for the death of their children. She holds silent until nearly the time. One brother keeps Raven wing.

- The Seven Swans - Another young girl goes through the same, but has to spin each brother a shirt from stinging nettles.

- The Little Mermaid - To be able to walk up on the land, the mermaid must be silent until Prince says he loves her. Every step she takes on land feels like broken glass.

Laws of Nature

Humans are bound to the Laws of Nature, where Fae by nature are ruled by their will and whim.

Birth and Death - all that lives is born and dies, in the Mortal Realm.

Procreation - living beings come together to create more, the next generation.

Rebirth - what was living dies, but may be reborn.

Time and Space - all that exists a given space during a given time, unless the laws of Time and Space are suspended.

Seasons - Time flows forward, one season follows the next.

Limitations of the flesh - the body has limits of pain, want and strife that it can endure.

Limits of the mind - the mind can be broken by grief, betrayal or loss. The body and mind can endure to their limits, insanity and death wait beyond.

Mortal Powers - At the Crossroads, some mortals find they possess the Power of Whispers, which is similar to the Fae Power of Glamour. This gift only works in this realm.

Nature of Being - dogs act like dogs, Humans act like Humans. Fae act like what they want, and anything can be both Fae and something else.

Ghosts may be summoned through Séance, possess the living (though not the Fae except when weakened), and often have a purpose which they are obsessed with fulfilling.

Maritime Law

Time and Tide - inexorable markers of the passage of time. They are things no one can control. Fae may step outside of their influence, but they continue to affect the world around them.

Sea change - Sailors often return from the sea irrevocably changed. They may not be who they say are (be it another mortal or something of an entirely different nature).

The Sea is No Man's Land - Sailors may defy death through appeals to the rulers of the Sea. It is unclear who actually rules the Sea, but all sailors know the Sea house a million gateways to Hell.

Vows of marriage made to sailors:

Limitations of time – After seven years the sailor may be presume dead or lost, and all contracts or vows of marriage are considered null and void.

Longing for the Sea - One who is of the sea or who has lived at sea will long to return to the sea if on the land too long. The Sea draws all her kith and kin back to her.

Character Attributes

Nature

In the Court of Fae and the surrounding Crossroads, one's Nature dictates what laws bind her, particularly when she transcends time and space. In our time, Mortals, Fae, Ghosts, and the Beings of Heaven and Hell maintain a delicately peaceful co-existence. Beings of Heaven and Hell are new residents to this plane, and pose something of a threat to the "Old Guard" Fae. Angels and Demons represent a new time, they impose themselves upon the Mortals in a way the Fae never desired to, and they represent a god who has never revealed himself to the Fae. Demons pose a particular threat to the Fae. Their King, the Devil Himself, imposes his will upon both Mortals and Fae in the form of the tithe. The Fae agree to pay it, perhaps out of pride, or affection, or concern for the Mortals, given that it requires a blood or soul sacrifice. The tithe ensures balance between the worlds. Most mortals are too weak minded and bound by conscience to willingly give up one of their souls.

Nature is a tricky thing. Even the most self reflective being may not know his true Nature. The Fae are adept at concealing theirs. Like eye color and nose shape, it is hereditary. So the scion of Mortal mother and a Fae father will have both Mortal and Fae Nature. One may inherit some Nature through one's environment, so a Mortal child raised among the Fae will carry her Mortality and will adopt some Fae Nature. Those with more than one Nature have a dominant side. It is difficult to predict which Nature will be more dominant, although typically if one lives among Mortals, the Mortal Nature dominates and vice versa if one lives among the Fae.

MORTALS AND GHOSTS

Mortals are bound to the Laws of Nature, which concern Birth, Death, Time, Space, Seasons, and Limitations of the Flesh and Mind. Mortals are born from women and can die with the passing of time. At death, most Mortals pass on to the Hereafter, a world void of Fae, but appears to be full of Angels and Demons. However, those who die and leave unfinished business may continue to exist on this plane as Ghosts. In the Court of Fae and the Crossroads, Ghosts regain Mortal flesh, and once their business is resolved, they may return to the Hereafter for good.

With the advent of this new god with her Demons and Angels, some mortals choose to disbelieve in the existence of Fae. This disbelief makes them less susceptible to Fae Powers.

FAE

It is difficult to define Faery Nature, as they are ruled by whim and will. However, Faery Law has limits and rules. We recommend consulting a Lawyer who specializes in Faery Law for more information. Faery can be born from anything they choose, including toadstools, borrowed eggs, water, gold and emotions. The Fae are not bound to a particular shape. Many have one or more preferred shapes, and they enjoy imitating human and animal forms.

While not considered immortal, Faeries have long lives, and time has little effect on their lifespan. The more powerful Fae can bestow immortality upon themselves and others, including Mortals. Fae can and do die, although it is rare that a dying Faery lets others witness his death. Little is known about what becomes of a Fae after

death.

Many Fae feel it is beneath them to mingle with Mortals. Their associations with them may consist entirely of trickery and deceit. These Fae should be considered dangerous and a Mortal is wise to avoid them at all costs.

BEINGS FROM HEAVEN AND HELL

Little is known about these newcomers. It appears the New Path makes a clear distinction between "Good" and "Evil", and these creatures divide themselves in the opposing camps. Angels are "good" hypothetically, and Demons are "bad". Angels are noticeably absent in the Court of Fae. It is believed that Angels, agents of Heaven, have no free will, and therefore are unable to choose to come to the Court. Demons, agents of Hell, are unwelcome, but they sneak into court from time to time. Most Demons have some Mortal Nature. A little time spent in Hell confers a little Demon Nature. Given that Angels make no appearance in the Court of Fae, it is unclear as to whether an Angel carries Mortal Nature. No Faerie has ever visited Heaven or Hell, and thus no Demon carries Fae Nature.

Character Nature

Characters have three Nature cards, combinations of Mortal, Fae, Demon, and Ghost. Some characters are purely Fae or Mortal. All Ghosts have some Human, and in special cases some Fae. Some characters have a True Nature, which is revealed at the start of the game or must be uncovered during the game. Only Elvish sight can reveal one's True Nature.

Powers

Characters have a variety of Powers at their disposal, and are used in two different ways.

Elvish Sight – Every being has a True Nature, be it Human, Fae or from the Celestial or Demonic realms. In some, this nature is plain and obvious. Others mask their True Nature, or it may be obscured from their own knowledge. Those with Elvish Sight may discern the True Nature of others.

Your Sight has a number from 1 to 3. To use Elvish Sight, show your Elvish Sight card to the target and declare that you wish to read his aura. The target fans out cards, using all cards, they make a deck from their Nature Cards and their Powers. Draw that many cards, look at them and then return them to their owner. You may not reveal the cards to other players. Aura Readings may be asked for in the Faery Court of Law.

The commander shows the target her Elvish Sight card. Make note of any special directions (specifically for Elvish Sight 3). The target fans out a hand of cards from his deck, minus Success cards, faces towards the target, and offers the hand to the commander, who draws a number of cards equal to their rating in Elvish Sight. Any special effects based on the commanding player's rating should be attended to. The commander reads the cards she draws, then returns them to the target. Players may not use this Power on the same target two times in a row, unless a reasonable

amount of time (5 minutes or more) has elapsed between uses of the Power on the first target.

Whispers, Glamour, Seduction Glamour, Binding and Possession – The commander shows the target the Power card she will use. The target assembles a hand including Success cards. The commander picks the number of cards according to the strength of the Power (1 to 3) without looking. The target reveals any Success Cards or modified Successes. Note that some Flaws act as extra Successes, and some Weapons negate Successes. Count those in the total if they apply. As described for each Power, if you gain two (or more!) Successes the effect of the command is stronger. Return all cards to the target. These powers are limited in how many times you can attack a certain target in total throughout the game.

The commander narrates the outcome of successful attacks, however the target decides the actions which arise from the attack.

Insight - The gift of Insight allows the bearer to know true things about those they see. Sometimes a blessing and sometimes a curse, this knowledge can make clear the passions and fears of others. Sometimes truths may be revealed that were unknown to the other. If asked by another, those with the Insight are compelled to speak truly, despite the consequences or what the other might wish was not said. Insight is admissible as evidence in the Fae Court of Law.

Invisibility – Those with this gift bear a magical bauble which makes them completely unseen by other. It is a difficult state to maintain, and no other powers may be used while invisible, however one may use normal faculties such as speech, sight, hearing, and you may touch and move inanimate objects.

Whispers - A subtle form of mind control, where one can whisper thoughts or commands to another. May be used effectively once on a single target, and no more than three times in game. Attempts to use it on the same person more than once negates the effect of the previous whisper. With one success, the target knows who gave the command but cannot resist doing it. With two successes the target does as he is told and does not know who commanded him. May not be used more than three times on a single target.

Glamour - A famous power of the Fae. It is similar to Whispers, where the commander exerts a measure of control over the target to command them to think or do something. With Glamour, however, the commander can control the target to see him as something or someone he is not, be it physically or mentally. With one success, the target perceives a physical or mental illusion. With two successes, the target perceives both physical and mental illusions.

Seduction Glamour – A specialized form of Glamour. The commander attempts to magically seduce the target and leave the target with a lingering obsession for the commander. With one success, the target sees and believes one event as the commander reveals it. With two or more successes, the target sees and believes two events as the commander reveals them.

Binding – The target's movements are subject to the control of the commander, and he must stay in the place where he was bound, shackled by the commander's will. They may speak freely, but their actions are not theirs own to choose. With a successful test, the target is held in this state for five minutes. If Prone to Binding,

target must be released by the commander, or may be freed by a successful Glamour command by another. With one success, the target cannot move, but can speak. If two successes, the target cannot speak or move.

Possession - Ghosts have the ability to possess any Mortal or Fae and can give up to three commands of speech and action to the possessed vessel. After 10 minutes the possession wears off and the possessed vessel regains her will. One success grants one command. Two successes grant three commands.

Weapons

Square Axe and an Iron Blade –Iron weakens the Power of the Fae. These weapons negate one success in a Glamour attack.

Flaws

Easily Bribed (Lawyer) – Greed and cupidity outweigh devotion to justice or common courtesy. Lawyers can be swayed to work against their clients for the right price. What do you most desire? Is it money? Status? Power? Bribe and take bribes to trade secrets or services to others. The target must show one or more (non-Success) Cards, or reveal a secret valuable to the target's case, be it his personal case, or the case he's arguing. Negotiate price as appropriate to the service.

Broken Hearted - Your life was shattered when your True Love was taken from you. Though you hide it from the world, you want to find a sympathetic ear that can understand how you have been hurt so. You will do what you can to repay those who lend you their ear. And you will do all that you can to help others avoid your terrible mistakes, or avert others from suffering the same fate.

Prone to Glamour - You are vulnerable to the powers of persuasion and ensorcellment. The Fae and others have magical powers of beguilement, which you fall prey to all too easily. Are you tempted by their powers? Are you weak in your protections due to disbelief or ignorance? Have you been cursed? [Counts as one extra Success against Glamour attacks.]

Blood Infatuation - Humans are so weak and vulnerable, yet they are so appealing somehow. Their little lives, so short, like a snowflake falling from the sky. Now in it's unique crystalline beauty, only to melt in tomorrow's sunlight. These frail creatures call to you somehow. Their beauty like a flower makes you long to preserve it and make it your own. You fall in love easily with humans, and may be manipulated by your need to be with them.

Bouts of Rage - Your anger flares like a supernova when you are crossed. You will have your way, and anyone who gets in your way will quickly learn who they are dealing with. You are likely to rail at others, screaming and losing your temper, sometimes when it is the last thing you should be doing.

Naïveté - The world is a huge wonderful place, that you are just discovering. Everyone is a potential friend, and you can't imagine why anyone would want to hurt

you. You are blessed with optimism about others motives, never having a second thought about what someone's agenda might be for why they should be with you or ask you to do something. You are a trusting soul who always gives others the benefit of the doubt, even in the face of your own betrayal.

Bloodthirsty - Live by the sword, die by the sword. You are eager to resort to violence and bloodshed. It solves problems quickly, and leaves few with whom to argue....

Disbeliever - Although the evidence may be standing there, living and breathing before you, you still are not convinced that the Fae Folk are really Fae. Perhaps you've heard of the new beliefs spreading in the south with the Roman Empire, the one which denies the existence of this other world. Your skepticism may manifest as outright disbelief in the notion of Fae as Fae, or as pure distaste for this strange and likely wicked race of beings, and anything in between denial and dislike. [Negates one Success in Glamour attack.]

Contempt for Lesser Beings - You remember a time when the Fae were like gods. You were feared and loved and worshiped. Associations and contact with Mortals has weakened the Fae. You know your time as superior beings comes to a close soon. Your people will soon be forced to the unseen world, reduced to myth and folklore, misunderstood and disrespected. Silly, stupid, Mortals. How will you fare without us? [Negates one Success in Whisper command.]

Arrogance - You believe you are invincible. No one will ever pin a crime on you. No one will ever know your secrets. No one will find your weakness. No one can break your heart.

Jealousy - The focus of your love and lust must be yours and yours alone. They may have walked away or been taken from you, but you know they will be yours no matter what the cost. Others around them are just keeping you from being with them, and you will stop at nothing to possess your beloved.

Ghostly Purpose – You have an obsessive need for release or vengeance that keeps you from your final reward. Due to a great wrong that was done you or yours, you linger in the Mortal or Fae Realms stalking those whom you love or hate, waiting for your time to undo what has been done. Once your purpose is complete, you may find your rest—or eternal damnation depending upon your own actions when living.

Prone to Binding - You are in service to the Queen of Fae, but this is not of your choosing. You must do as she instructs, and am subject to her every whim. [Counts as a Success when the Queen attempts to Bind him.]

List of Props

Bell or Chime – to announce beginning of a Case

Veils for Ghosts

Jewelry for Invisibility

Manacles for Tam Lin

Character Attribute Cards: use for Elvish Sight, Whispers, Glamour, Seduction

Glamour, Binding, Possession

- Nature
- Successes
- Powers
- Flaws

Book of Laws for Litigation

Witness Sheets for Claimants

Case List for Lawyers

Signs:

Docket of Cases

"Demons Not Allowed!"

"This Way to Hell--->"

"Check Your Weapons Here"

The Ballads

The Child Ballads

The Child Ballads are a collection of 305 folk ballads published by Francis James Child in the late nineteenth century. In the character sketches and throughout the game, you'll find snippets of each ballad. Some stanzas are not the Child version, but other versions, some modern interpretations from songs. On a few occasions, I ever so slightly altered a phrase to better fit the character or plot in our game. We changed the number of Jean Baptiste's ships from six to seven, for example. Such is the prerogative of the spoken tradition!

Note that for some of these songs, Child lists several versions, some of which have different outcomes for the characters. Access the complete list of Child Ballads and extra versions of the ones listed here at:

<http://www.sacred-texts.com/neu/eng/child/>

Here are the Child Ballads, with some notes and recommendations of recorded versions of each song.

On Language: We kept the language and most of the spelling from Child's *Popular English and Scottish Ballads*.

Tam Lin

O I forbid you, maidens a'
That wear gowd on your hair
To come or gae by Carterhaugh,
For young Tam Lin is there.

There's nane that gaes by
Carterhaugh
But they leave him a wad,
Either their rings, or green mantles,
Or else their maidenhead.

Janet has kilted her green kirtle
A little aboon her knee,
And she has broded her yellow hair
A little aboon her bree,
And she's awa to Carterhaugh,
As fast as she can hie.

When she came to Carterhaugh
Tam Lin was at the well,
And there she fand his steed
standing,
But away was himsel.

She had na pu'd a double rose,
A rose but only twa,
Till up then started young Tam Lin,
Says, Lady, thou's pu nae mae.

Why pu's thou the rose, Janet,
And why breaks though the wand?

Or why comes thou to Carterhaugh
Withoutten my command?

'Carterhaugh, it is my ain,
My daddie gave it me;
I'll come and gang by Carterhaugh,
And ask nae leave at thee.'

Janet has kilted her green kirtle
A little aboon her knee,
And she has broded her yellow hair
A little aboon her bree,
And she is to her father's ha,
As fast as she can hie.

Four and twenty ladies fair
Were playing at the ba,
And out then cam the fair Janet,
Ance the flower amang them a'

Four and twenty ladies fair
Were playing at the chess,
And out then cam the fair Janet,
As green as onie glass.

Out then spak an aul grey knight,
Lay oer the castle wa,
And says, Alas, fair Janet, for thee
But we'll be blamed a'.

'Haud your tongue, ye auld fac'd
knight,
Some ill death may ye die!
Father my bairn on whom I will,
I'll father nane on thee.'

Out then spak her father dear,
And he spak meek and mild;
'And ever alas, sweet Janet,' he says,
'I think thou gaes wi child.

'If that I gae wi child, father,
Mysel maun bear the blame;
There's neer a laird about your ha
Shall get the bairn's name.

If my love were an earthly knight,
As he's an elfin grey,
I wad na gie my ain true-love
For nae lord that ye hae.

'The steed that my true-love rides on
Is lighter than the wind;
Wi siller he is shod before,
Wi burning gowd behind.'

Janet has kilted her green kirtle
A little aboon her knee,
And she has broded her yellow hair
A little aboon her bree,

And she's awa to Carterhaugh
As fast as she can hie.

When she cam to Carterhaugh,
Tam Lin was at the well,
And there she fand his steed
standing,
But away was himsel.

She had na pu'd a double rose,
A rose but only twa,
Till up then started young Tam Lin,
Says Lady, thou pu's nae mae.

Why pu's thou the rose, Janet,
Amang the groves sae green,
And a' to kill the bonnie babe
That we gat us between?

'Oh tell me, tell me, Tam Lin,' she
says,
'For's sake that died on tree,
If eer ye was in holy chapel,
Or Christendom did see?

Roxbrugh he was my grandfather,
Took me with him to bide,
And ance it fell upon a day
That wae did me betide.

'And ance it fell upon a day,
A cauld day and a snell,
When we were frae the hunting come
That frae my horse I fell;
The Queen o Fairies she caught me,
In yon green hill to dwell

'And pleasant is the fairy land,
But, an eerie tale to tell,
Ay at the end of seven years
We pay a tiend to hell;
I am sae fair and fu o flesh,
I'm feard it be myself

'But the night is Halloween, lady,
The morn is Hallowday;
Then win me, win me, an ye will,
For weel I wat ye may.

'But the night is Halloween, lady,
The morn is Hallowday;
Then win me, win me, an ye will,
For weel I wat ye may.

But how shall I thee ken, Tam Lin,
Or how my true-love know
Amang sae mony unco knights
The like I never saw?

'O first let pass the black, lady,
And syne let pass the brown,
But quickly run to the milk-white
steed,
Pu ye his rider down.

'For I'll ride on the milk-white steed,
And ay nearest the town;
Because I was an earthly knight
They gie me that renown.

'My right hand will be glovd, lady,
My left hand will be bare,
Cockt up shall my bonnet be,
And kaimd down shall my hair,
And thae's the takens I gie thee,
Nae doubt I will be there.

'They'll turn me in your arms, lady,
Into an esk and adder;
But hold me fast, and fear me not,
I am your bairn's father

'They'll turn me to a bear sae grim,
And then a lion bold;
But hold me fast, and fear me not,
As ye shall love your child.

'Again they'll turn me in your arms
To a red het gaud of airn;
But hold me fast, and fear me not,
I'll do to you nae harm.

'And last they'll turn me in your arms
Into the burning glead;
Then throw me into well water,
O throw me in wi speed.

'An then I'll be your ain true-love,
I'll turn a naked knight;
Then cover me wi your green
mantle,
And cover me out o sight.

Gloomy, gloomy was the night,
And eerie was the way,
As fair Jenny in her green mantle
To Miles Cross she did gae.

About the middle o the night
She heard the bridles ring;
This lady was as glad at that
As any earthly thing.

First she let the black pass by,
And syne she let the brown;
But quickly she ran to the milk-white
steed,
And pu'd the rider down.

Sae weel she minded whae he did
say,
And young Tam Lin did win;
Syne coverd him wi her green
mantle,
As blythe's a bird in spring.

Out then spak the Queen o Fairies,
Out of a bush o broom:
'Them that has gotten young Tam
Lin
Has gotten a stately groom.'

Out then spak the Queen o Fairies,
And an angry woman was she:
'Shame betide her ill-far'd face,
And an ill death may she die,
For she's taen awa the bonniest
knight
In a' my companie.

'But had I kend, Tam Lin,' she says,
'What now this night I see,
I wad hae taen out thy twa grey een,
And put twa een o tree.'

Tam Lin (Child ballad 39A)
<http://tam-lin.org/dict.html>

Child lists fourteen versions of Tam Lin. The story is arguably about as influential on English and Scottish literature, folklore, and balladry as the tales of Camelot....

There's a wonderful resource of other versions from songs to films to children's books at <http://www.tamlin.org>.

Anne Brigg's and Fairport Convention with Sandy Denny's vocals are not to be missed. Current 93's version takes the folk ballad tradition on another path and gives

it pleasant dark gothic twist. Goth music and folk ballads make for wonderful bedfellows.

Barbara Allen

It being late all in the year
The green leaves they were fallin'
When Sweet William rose from his own country
Fell in love with Barbara Allan

Get up, get up, her mother said
Get up and go and see him
Oh mother dear, do you not mind the time
That you told me how to slight him

Get up, get up, her father said
Get up and go and see him
Oh father dear, do you not mind the time
That you told me how to shun him

Slowly, slowly she got up
And did slowly she put on her
Slowly she went to his bedside
And slowly looked upon him

You're lyin' low young man, she said
And almost near a dyin'
One word from you would bring me to
If you be Barbara Allan

One word from me you never will get
Nor any young man breathin'
For the better of me you never will be
Though your heart's blood was a spillin'

Look down, look down at my bed foot
It's there you'll find them lyin'
Bloody sheets and bloody shirts
I sweat them for you Allan

Look up, look up to my bed-head
And there you'll find them hangin'
My gold watch and my gold chain
I bestow them to you Allan

As she was goin' home to her father's hall
She heard the death bell ringin'
And every clap that the death bell gave
It was woe be to you Allan

As she was goin' home to her mother's hall
She saw the funeral comin'
Lay down, lay down that weary corpse
Till I get lookin' on him

She lifted the lid up off of the corpse
And bursted out with laughin'
And all his weary friends around
Cried hard-hearted Barbara Allan

She went into her mother's house
Make my bed long and narrow
For the death bell did ring for my true love
today
It will ring for me tomorrow

Out of one grave there grew a red rose
Out of the other a brier
And they both twisted into a true lover's knot
And there remained forever

Barbara Allen (Child Ballad 84)

This ballad is perhaps the most fun to interpret. Some believe that Barbara Allen's laughing as she hears the death bells tolling indicate she was a witch. Our story is inspired Charles Vess' *Book of Ballads* series, where William is the enchanted being. I find Barbara Allen to be the more sympathetic character in most versions, although ultimately, their deaths can be chalked up to a big misunderstanding. Why was William singing the praises of other women while in a tavern if he was so in love with Barbara Allen that he'd die without her love? It feels a bit like supernatural manipulation.

Incantation and the Sergeant Early Band's version from the ballet *Sergeant Early's Dream* (Christopher Bruce, choreographer) is sparse, haunting, and perhaps a little

too sympathetic towards William. Stripped of the twee violins and banjos of the Appalachian and American folk version, the tragedy of the star-crossed lovers is all the more apparent.

While Judy Collin's version is void of several verses and is overproduced (perhaps for a folk ballad), the remaining stanzas weave the story of a woman saying goodbye to her lover--her "true love" even.

One can forgive the lack of tension between William and Barbara Allen in Collin's version given the sweet romance she creates. You get the closest thing to a happy ending one will find in any Barbara Allen.

Jean Ritchie's Appalachian spin on Barbara Allen, Edward, and several other Child ballads not used in our game are classic examples of how many of these ballads evolved as English, Scottish and Irish immigrants passed the songs on to their American descendents.

The Selkie

An earthly nourris sits and sings
And as she sings, Ba lilly wean
Little ken I, my bairns father
Far less the land that he steps in.

Then in steps he to her bed fit
And a gromly guest I'm sure was he
Sang Here am I, thy bairns father
Although I be not comely

I am a man upon the land
And I am a silkie in the sea
And when I'm far and far from land
My home it is in Sule Skerry

Ah, tis not well, the maiden cried
Ah, tis not well, alas cried she
That the Great Silkie from Sule Skerry
Should have come and brought a bairn to me

Then he has taken a purse of gold
And he has laid it on her knee
Saying, git to me, my little young son
And take me up thy nouriss-fee.

It shall come to pass on a summer's day
When the sun shines hot on every stone
That I shall take my little young son
And teach him for to swim the foam

And thou shalt marry a proud gunner
And a proud gunner I'm sure he'll be
And the very first shot that ever he'll shoot
he'll kill both my young son and me.

Alas, Alas, the maiden cried
This weary fate's been laid for me
And then she said and then she said
I'll bury me in Sule Skerry.

The Selkie (Child Ballad 113)

Selkies, silkies or selchies are found in English, Scottish, Norwegian, and Icelandic folklore. In water they resemble seals, and can shed their seal skins to appear as humans. One who has the seal skin of a selkie can keep him bound to the land.

Solas performs a version called, "The Grey Selchie", which has a lullaby quality, even at then end when the Selchie and his son are killed by the gunner as he promised.

The Secret of Roan Inish by Rosalie Fry, and the film written and directed by John Sayles, has a lovely Selchie side plot.

King Henry

Let never a man a wooing wend
That lacketh things three,
A store of gold, and open heart,
And full of charity;
And this was seen of King Henry
Though he lay quite alone,
For he's taken him to a haunted hall
Seven miles from the town.

He's chased the deer now him before
And the doe down by the den
Till the fattest buck in all the flock
King Henry he has slain.
His huntsmen followed him to the hall
To make them burly cheer,
When loud the wind was heard to sound
And an earthquake rocked the floor.

And darkness covered all the hall
Where they sat at their meat,
The grey dogs, yowling, left their food
And crept to Henry's feet.
And louder howled the rising wind
And burst the fastened door,
And in there came a grisly ghost
Stramping on the floor.

Her head hit the roof-tree of the house,
Her middle you could not span,
Each frightened huntsman fled the hall
And left the king alone,
Her teeth were like the tether stakes,
Her nose like club or mell,
And nothing less she seemed to be

More meat, more meat you King Henry
More meat you give to me,
Go Kill your greyhounds King Henry
And bring them here to me;
And when he's slain his good greyhounds,
It made his heart full sore,
She's eaten them up both skin and bone,
Left nothing but hide and hair.

More meat, more meat you King Henry
More meat you give to me,
Go fell your goshawks King Henry
And bring them here to me;
And when he's slain his gay goshawks,
It made his heart full sore,
She's eaten them up both skin and bone,
Left nothing but feathers bare.

Some drink, some drink now King Henry
Some drink you give to me,
Oh you sew up your horse's hide
And bring in a drink to me,
And he's sewed up the bloody hide
And a pipe of wine put in,
And she's drank it up all in one draught
Left never a drop therein.

A bed, a bed now King Henry,
A bed you'll make for me,
Oh you must pull the heather green
And make it soft for me;
And pulled has he the heather green
And made for her a bed,
And taken has he his gay mantle
And o'er it he has spread.

Take off your clothes now King Henry
And lie down by my side,
Now swear, now swear you King Henry
To take me for your bride.
Oh God forbid, says King Henry,
That ever the like betide,
That ever a fiend that comes from hell
Should stretch down by my side.

When the night was gone and the day was come
And the sun shone through the hall,
The fairest lady that ever was seen
Lay between him and the wall.
I've met with many a gentle knight
That gave me such a fill,
But never before with a courteous knight
That gave me all my will.

King Henry (Child Ballad 32)

Steelye Span's version is probably the most popular modern recorded version of this song, and captures the terror and bawdiness of the ballad. King Henry fulfills the monster's greed is rewarded with a bedmate in the form of a beautiful woman. Unfortunately, King Henry doesn't have a good track record with his bed mates historically, so one wonders what happens to her in the end.

James Harris / The Daemon Lover

Well met, well met, my own
true love
Well met, well met, cried he
I've just returned from the salt,
salt sea
And it's all for the love of thee

O I could have married the
king's daughter dear
And she would have married
me
But I have refused the crown
of gold
And it's all for the sake of thee

If you could have married the
king's daughter dear
I'm sure you are to blame
For I am married to the house
carpenter
And he is a fine young man

If you'll forsake your house
carpenter
And come away with me
I'll take you to where the grass
grows green
On the banks of the sweet
Willie

If I forsake my house
carpenter
And come away with thee

What have you got to maintain
me upon
And keep me from slavery

I've six ships sailing on the
salt, salt sea
A-sailing from dry land
And a hundred and twenty
jolly young men
Shall be at thy command

She picked up her poor wee
babe
And kisses gave him three
Saying stay right here with the
house carpenter
And keep him good company

They had not sailed much
more than a week
I know that it was not three
When altered grew his
countenance
And a raging came over the
sea

When they reached the shore
again
On the far side of the sea
It was there she spied his
cloven hoof
And wept most bitterly

O do you weep for your gold,
he said
Your houses, your land, or
your store?
Or do you weep for your
house carpenter
That you never shall see
anymore

I do not weep for my gold, she
said
My houses, my land or my
store
But I do weep for my poor
wee babe
That I never shall see anymore

What hills, what hills are
those, my love
That are so bright and free
Those are the hill of Heaven,
my love
But not for you and me

What hills, what hills, are
those, my love
That are so dark and low
Those are the hills of Hell, my
love
Where you and I must go

James Harris, (Daemon Lover, Child Ballad 243)

While we stuck with the names found in at least one common version of each ballad, we put a French twist on the Demon Lover's story. There are eight Child versions. In American folk balladry, the song is commonly known as the "House Carpenter", and very often the supernatural aspect--the vengeful demon or ghost--is downplayed or eliminated altogether. Still, Nickel Creek's version is not to be missed, even if the ship just springs a leak without explanation. Thankfully, Bob Dylan keeps the ghost in his version, as does Tim O'Brien's "Daemon Lover".

Edward

How came this blood on your
shirt sleeve?
O dear love, tell me.
It is the blood of the old grey
mare
That plowed that field for me,
me, me,
That plowed that field for me.
It does look too pale for the
old grey mare
That plowed that field for
thee, thee, thee,
That plowed that field for
thee.

How came this blood on your
shirt sleeve?
O dear love, tell me.
It is the blood of the old
greyhound
That traced that fox for me,
me, me,
That traced that fox for me.
It does look too pale for the

old greyhound
That traced that fox for thee,
thee, thee,
That traced that fox for thee.

How came this blood on your
shirt sleeve?
O dear love, tell me.
It is the blood of my sister dear
Who came away with me, me,
me,
Came away with me.

And it's what did you fall out
about?
O dear love, tell me.
Twas all about a bonny little bush
That soon would have grown to a
tree, tree, tree,
That soon would have grown to a
tree.

And it's where will you go now,
my love?

O dear love, tell me.
I'll set my foot in yonder ship
And I'll sail across the sea, sea,
sea,
And I'll sail across the sea.

And it's when will you come
back, my love?
O dear love, tell me.
When the moon sits yonder in
the sycamore tree,
And that will never be, be, be,
And that will never be.

And it's what will you do with
our bonny little babes?
O dear love, tell me.
I'll leave them here in this lone
world
To dance upon your knee, knee,
knee.
To dance upon your knee.

Edward (Child Ballad 13)

In the lyrics of James Yorkston and The Athletes rendition of "Edward", he creepily implies that he killed his pregnant sister. At least that's what Julia hears. ("It's all about a bonny little bush that soon would have grown to a tree, tree, tree."). The restrained, minimal instrumental accompaniment tragically reflects the gradual sinking horror of Edward's wife or lover as he first tries to lie about what he's done, then admits it, then answers her point for point how he must abandon everything and run away, that his life is over. The violin in the background sounds like emotional pain. Edward's wife would make an interesting character!

In other versions he kills his brother, father, some neighborhood kid, and his mother (instead of his wife or lover), asks him what he plans to do. If Edward's mother asks (in Child 13A she doesn't), Edward reveals that he and his victim fought over a sickly sapling. Killing his sister, and saying the bush would have grown to a tree adds a new possible meaning of that tree.

Karan Casey performs an "Edward" variant called "Who Put the Blood".

In a related murder ballad, "Lord Randall" (Child 12), the conversation is between a woman (his mother or lover) and Lord Randall, who has returned from visiting a lover. As the questioner asks him the standard "Where have you been?" and "What

will do you with your possessions", Lord Randall begs her to make his bed as he is sick and wants to lie down. He knows he's been poisoned. At the end of the ballad, Lord Randall says he will leave the person who poisoned him (his mother, sister, lover, and occasionally the person asking the questions) "a rope to hang her".

Sheath and Knife

There was a sister and her brother
The sun gaes tae your tower there with
Wha maist and tightly loved each other
God give we had never been sib

O sister we'll gang tae the broom
Where dear sister I would lay thee doon

Brother alas would ye dae sae
Sooner would my deith gang tae

Oh the folk they talk through ither
The lassie's wi' bairn tae her brother

Oh brother ye hae done me ill
We will both burn on yon hill

We'll gang tae my feither's stable
And tak twa horses stood and evil

She's up on the white horse he's on the black
With his yew tree bow slung fast his neck

They had nae rode a mile but ain
When her pains they did come on

I would gi' all my feither's land
If I had a midwife at my command

We'll gang tae yon hill sae hi'
And tak your bow and arrows wi'

When you hear me lood lood cry
Then bend your bow and let me die

When he heard her lood lood cry
He bent his bow and let her die

When he came to her beside
The babe was born, the lady died

Then he's ta'en up his young young son
And bore him tae a milk-woman

He's git himself ae wonderful si'er
We'll never gand tae the broom nae mair

Oh methier I hae tint my knife
I lo'ed it better than my life

But I hae tint a better thing
That bonnie sheath my knife was in

Is there nae a cutler an tae Fife
That could mak tae thee a better knife

There's nae a cutler in all the land
That could mak sac a knife tae my command

Knife and Sheath (Child Ballad 16)

From the liner notes of Ewan MacColl's *Black And White* (1984), on which a sparse, chilling rendition appears.

"This spectacular incest ballad, with its hair-raising denouement and its dramatic poetic devices, is an outstanding example of the genre. Ewan loved the traditional ballads above all forms of folksong - the economy of language, the stark dramatic form, the presentation of the conflicts in society as seen through the eyes of individuals who are at the mercy of social pressures."

While not necessarily related, we intertwined the stories in Edward and Sheath and Knife to tell Edward and Lady Margaret's story, to enhance the murder and incest. We use Ewan MacColl's version in the text, the only recording I've ever found of this

song.

Incest is a common theme in folk ballads. The interesting aspect of "Sheath and Knife is that while in many incest ballads the lovers discover they are siblings after they've fallen in love and consummated their relationship. In Sheath and Knife, the brother and sister pair have sex knowing they are related, and most of the people around them know they're having sex as well.

Thomas the Rhymer

True Thomas he pulled off his cap
And bowed down to his knee:
"All hail, thou Queen of Heaven!
For thy peer on earth I never did see."
"O no, O no, Thomas," she said,
"That name does not belong to me;
I am but the queen of fair Elfland
That am hither come to visit thee."
"Sing and play, Thomas," she said
"Sing and play along with me,
And if ye dare to kiss my lips,
Sure of your body I will be."
"Betide me weal, betide me woe,
That fate shall never frighten me."
And he has kissed her rosy lips,
All under the Eildon Tree.
"Now ye must go with me," she said,
"True Thomas, ye must go with me,
And ye must serve me seven years,
Through weal and woe, as chance may be."
She mounted on her milk-white steed,
She's taken True Thomas up behind,
And every time her bridle rung
The steed flew faster than the wind.
O they rode on, and farther on,
The steed went swifter than the wind;
Until they reached a desert wide,
And living land was left behind.
"Lie down, lie down now, True Thomas,
And rest your head upon my knee;
Abide and rest a little space,
And I will show you wonders three."

"O see ye not yon narrow road,
So thick beset with thorns and briars?
That is the path of righteousness,
Though after it but few enquire."
"And see ye not that broad, broad road
That lies across the lily leven?
That is the path of wickedness,
Though some call it the road to heaven."
"And see ye not that lovely road,
That winds about the fern'd hillside?
That is the road to fair Elfland,
Where thou and I this night must ride."
"But Thomas, you must hold your tongue,
Whatever you might hear or see,
For if you speak in fair Elfland,
You'll never get back to your own country."
Soon they came to a garden green,
And she pulled an apple from a tree;
"Take this for thy wages, True Thomas,
It will give ye the tongue than can never lie."
"My tongue is my own," True Thomas said,
"A goodly gift ye would give to me!
I'd neither dare to buy or sell,
At fair or tryst where I may be."
"I dare neither speak to prince or lord
Or ask favor from fair lady -"
"Now hold thy peace," the Lady said,
"For as I say, so must it be!"
He has gotten a coat of velvet cloth,
And a pair of shoes of velvet green,
And till seven years were gone and past
True Thomas on earth was never seen.

Thomas the Rhymer (Child Ballad #37)

Based on a 13th century legend of Thome Rymour de Ercildoun, of a man with prophetic powers. There were many versions of this ballad, and there is some evidence that this legend is the source of Tam Lin. Recorded by Ewan MacColl and Steeleye Span. There is also an unfinished opera by Ralph Vaughan Williams by this name.

Characters

1. Tam Lin
2. Janet MacMurray
3. The Queen of Fae
4. Thomas the Rhymer
5. King Henry
6. Faery Anne
7. Jean Baptiste
8. Colette
9. George, the House Carpenter
10. The Great Selkie
11. Mairi
12. Seamus
13. Sir Edward
14. Lady Margaret
15. Barbara Allen
16. Sweet William
17. Leanan Sídhe

Tam Lin

Nature: Human, given to the Fae at Birth

Social Standing: High in Faery Court

Background: You walk between the worlds of the Fae and Mortals. You are the prized child of your adopted mother, the Queen of the Fae, but you can't forget that you were mortal born, under strife most likely, and one of your parents made a bargain with the Queen of Fae to love you, raise you, protect you. Life as a human is difficult in the realm of the Fae, even if you are one of the Queen's favorites. You are still considered a foreigner. You can never master their powers, and your instincts and morals are naturally mortal. At least you think so.



You have tried in the past to bind yourself to the Mortal world, to be free of the Fae and their whimsy, their contempt for your kind. You convinced the Queen to let you dwell at the edge of the Crossroads, in a hidden bower at Carterhaugh. From there you watch the mortal world go by, the birds, the burrowing animals, the occasional trespasser of Carterhaugh. The simple act of putting your bare feet on the earth gives you a measure of comfort. You think this is what it must feel like to be "human".

The Leanan Sídhe showed you a few tricks of seduction. Nothing transforming or life-binding, nothing to rob one of the free will to love you or not, just a little glamour to help bring you some warmth and company under your bower. Faery Anne warned you that seducing young women would displease the Queen. At first she wouldn't say why, but you pressed. You appealed to her sense of longing for the life she lived among the Mortals. Finally she relented, but only in the way Fae like to disclose secrets. Smiling, she said, "If she pulls the rider down, you'll regain your whole half." It made less sense than the Queen's disapproval of your dealings with mortal women, when no Fae would have you.

So you returned to your bower, filed away Faery Anne's puzzling statement, and sought the softness and warmth of the maidens who ventured too close to Carterhaugh and caught your eye. You demanded payment to pass through your bower, as if it were truly yours, as if anything in this world is truly yours, including your life. You accepted trinkets and gold, tokens of love that belonged to their true beloveds, and if you convinced them through seduction or fear, their virtue. There was Lady Clare, Lady Elizabeth, Lady Cybil, Lady Bathsheba. You seduced them all, first by summoning a warm breeze to carry breathless whispers of affection, then by letting them catch small glimpses of you, then by stolen kisses and caresses.

You developed quite a reputation.

*O I forbid you, maidens a'
That wear gowd on your hair
To come or gae by Caterhaugh,*

For young Tam Lin is there.

There's nane that gaes by Carterhaugh
But they leave him a wad,
Either their rings, or green mantles,
Or else their maidenhead.

Janet took you by surprise. Earlier that day you frightened a young man into giving you his steed, and you spent the morning riding up and about the hills of Carterhaugh. While you took a break at the well, you didn't notice her watching you until it was too late. You tried to gain your composure, you tried to frighten her to see what she would give you, but you couldn't sway her in the typical way.

She was the mortal steward of Carterhaugh's daughter! And a beauty at that. When she saw you, she called you by name, "Tam Lin!" She cried. "I've been warned, but I'm not afraid of you!" And there she stood in a green kirtle hitched to the knee, wielding a crude iron sword. She took you for one of the Fae. You took the sword from her hand, caressed her soft Mortal fingers, and pulled her close to you.

"I am not afraid of you either." You whispered.

Who seduced whom? It is difficult to tell, and matters little. For weeks she met you at the well, and you closed the bower around you two. Eventually you forgot your plan to have her help you leave the Fae, and live fully among Mortals, as a Mortal. Your time together was escape enough.

But then she stopped visiting. Janet did not return for a few months, but when she did, you immediately saw the change. Her cheeks had lost their glow, but her figure appeared fuller, beautifully fuller. You watched her without her noticing and realized she was collecting the bitter herb, the one you gave other lovers to help bring on their cycles.

Why did it matter this time? Why did your heart swell at the thought that she carried your child?

"Why pu's thou the rose, Janet,
Amang the groves sae green,
And a' to kill the bonny babe
That we gat us between?"

She carries your child. She must pull the rider down.

The trials. If you could convince Janet to be your champion in the Faery Court, your son would bind you to the mortal. Claiming you as the baby's father was a legitimate grievance to file. She asked you where you came from, and you couldn't shake your Fae nature. You answered her with half truths and euphemisms.

You offered to marry Janet, but warned that she would have to plead with the Fae Queen to grant your release. She hesitated, but she agreed.

'And pleasant is the fairy land,
But, an eerie tale to tell,
Ay at the end of seven years

We pay a tiend to hell;
I am sae fair and fu o flesh,
I'm feard it be myself

But even Thomas the Rhymer looks at you with pity and concern. They all think you can't find someone faithful to you who will be your champion. Not even your mother and father claim you. But Janet does.

You hope Janet can convince the Queen of Fae to release you. If she cannot, you and Janet will have to endure the trials. Even you are unsure of what they really are.

You hear the Faery riders in the distance. Samhain. They come for you now. Court begins in hours. "Hide!" You tell Janet. "Follow me at a distance. I will see you tonight, my....love."

The last word tastes of warmth and fear.

Addendum: Release of Service

Tam Lin and Janet vs. The Queen of Fae (Ballad: Tam Lin)

Trial Information: (Plaintiff)

You have asked Janet to come to the Court of the Faery Queen to save you from being the Tithe to Hell. You will sue the Queen of Fae for Release of Service. Your case is not on the docket, so you and Janet will have to speak up during the introduction of the cases to let your case be heard. And the Queen has such powers over you--you really can't do this without Janet's help! You need the help of a good Lawyer, who can use the real facts of the matter to help you press your case. You will stand against the Queen of the Fae, who is knowledgeable about all matters of Fae and Mortal Law, and familiar with the various specialties of Law that others represent. With Janet's help you will press charges against the Queen, and even ask for the Sentence you desire. You will show the Court how events played out from your point of view. You must find a Lawyer and you need the help of others who will take on the roles of those from your past, and Janet's help in finding them. Your Lawyer will help you put together a strong Scene of Prosecution. But good luck, the Queen does not let go of what is hers. You have heard some at Court talk about the Ordeal, a last ditch test that those who want justice can appeal to. Janet is the ideal Champion. Others may call on you to help in their cases. After each case closes, you and all assembled (other than the Claimants and The Queen) will vote to determine which side wins.

Power:

Seduction Glamour (1) – A specialized form of Glamour. The commander attempts to magically seduce the target and leave the target with a lingering obsession for the commander. With one success, the target sees and believes one event as the commander reveals it. With two or more successes, the target sees and believes two events as the commander reveals them.

Flaws:

Prone to Binding – Due to the influence of magic in your life, or the weakness of your will, you are vulnerable to the power of others to limit your actions through Binding. Binding spell will remain in place unless removed by spell caster, or another with strong Glamour who can convince you to move.

Naïveté - The world is a huge wonderful place, that you are just discovering. Everyone is a potential friend, and you can't imagine why anyone would want to hurt you. You are blessed with optimism about others motives, never having a second thought about what someone's agenda might be for why they should be with you or ask you to do something. You are a trusting soul who always gives others the benefit of the doubt, even in the face of your own betrayal.

Who do you know:

Janet--Love is new and strange to you, but you are happy to feel it for Janet, the mother of your child, a child you claim so you may be free of the Fae.

Queen of the Fae--Your adopted mother. You know her to be kind and loving, but very much steeped in her Fae nature. At the end of the day, you cannot trust her to do right by anyone but herself and her whims, and thus you fear your fate will not be decided by the traditional methods.

Thomas the Rhymer--The Queen's other mortal companion, faithful servant, lap dog. He's grown comfortable living among the Fae. Too comfortable, but he's still your confidant.

Janet McMurray

Nature: Human

Social Standing: High in Human Realm, father is the mortal Lord and steward of Carterhaugh

Background: You courted Lord Philip for six months before he came to you and announced that he intended to marry your sister Lady Ellender. It wasn't a surprise. You heard the maids talk about seeing her leave her bedroom late into the night to meet him. You knew before he told you. You sat by your sister's side at the wedding banquet to show everyone that you supported the union.

Not long after they left Carterhaugh for York you heard the maids talking about how pale and sick you looked.

Out then spoke a little servant girl,
She lift her hand and smiled
Says "I think my lady has loved too long
And now she goes with child, me dears
Oh and now she goes with child."

Out then spoke the second serving girl
"Oh ever and alas," Said she
"But I think I know a herb in the merry green wood
It'll twine the baby from thee, my dear
It'll twine the baby from thee."

You understood the euphemism. Find Tam Lin the Fae who haunts Carterhaugh. Seduce him. Return to Carterhaugh and let him claim the child. He would show you where the bitter herb to end the pregnancy grows. He would take the baby.

So you went to his bower and found him as expected. Well, not quite as you expected. You didn't expect that he would be as pleasing to the eyes. You called him by name, "Tam Lin! I've been warned, but I'm not afraid of you!" You gripped your iron sword in case he tried some of his Fae glamour on you. His face, though, you couldn't break your gaze. He took the sword from your hand and pulled you close to him.

"I am not afraid of you either." He whispered.

Who seduced whom? It is difficult to tell, and matters little. Eventually you would get your herbs and be able to move on from the terrible ordeal of watching your lover take your sister over you. For weeks you met Tam Lin at the well, and he closed the bower around you two. Eventually you forgot your love for Lord Philip. Tam Lin filled your senses, your heart, your thoughts, even when you weren't together.

You stopped visiting. and did not return for weeks. You needed space and distance



between you to think. To fall in love with one of the Fae is dangerous business, and rarely comes to any good. That your friends and maids all knew Tam Lin should have been indication enough that he might not feel the same towards you.

Others, like your father, began to notice your condition.

"If that I gae wi child, father,
Mysel maun bear the blame,
There's neer a laird about your ha,
Shall get the bairn's name.

You protected your sister and her husband's reputation, and said the only thing you could think of that would avert speculation from your father's men, none of whom you'd want to marry.

"If my love were an earthly knight,
As he's an elfin grey,
I wad na gie my ain true-love
For nae lord that ye hae.

You spoke out loud for your heart. What a predicament. You asked your most trusted friend, Lady Cybil, where the bitter herb grew. She'd once had relations with Tam Lin after her dark eyed sailor set sail and never returned from Sea, leaving her alone and with child. You would not rely on another man to keep his word.

You returned to Carterhaugh, hoping Tam Lin wouldn't find you. You hastily collected the bitter herb, but he caught you.

"Why do you pull that bitter little herb
The herb that grows so grey
All to destroy that fine young babe
that we got in our play, my dear,
That we got in our play?"

"Why do you think, Tam Lin?" You asked. "You are one of the Fae. I could never ask you to be true to me." He looked at you as if he didn't understand.

"Oh tell to me Tam Lin" she said
"Why came you here to dwell?"
"The Queen of Fairies caught me
when from my horse I fell

He's not a Faery! He's a man as much as Lord Philip. Then he told you about the Tithe to Hell.

And at the end of seven years
she pays a tithe to hell
I so fair and full of flesh
and fear'ed be myself

But tonight is Halloween
and the fairy folk ride,
Those that would their true love win

at mile's cross they must hide.

A man worth fighting the Queen of Fae for? Perhaps. A father to your child? Certainly. You agreed to go to Court, to speak on his behalf, to claim your father's child. He is the father your child deserves, who sired the baby matters little now. You hope you can convince the Queen of Fae to release Tam Lin. If you can't, you and Tam Lin will have to endure the trials. Even he is unsure of what they are. He could only describe them in Fae talk.

"They'll turn me in your arms, lady,
Into an esk and adder,
But hold me fast, and fear me not,
I am your bairn's father.

"They'll turn me to a bear sae grim,
And then a lion bold,
But hold me fast, and fear me not,
And ye shall love your child.

"Again they'll turn me in your arms
To a red het gand of airn,
But hold me fast, and fear me not,
I'll do you nae harm.

"And last they'll turn me in your arms
Into the burning glead,
Then throw me into well water,
O throw me in with speed.

"And then I'll be your ain true-love,
I'll turn a naked knight,
Then cover me wi your green mantle,
And hide me out o sight."

You hear the Faery riders in the distance. Samhain. They come for him now. Court begins in hours. "Hide!" He tells you. "Follow me at a distance. I will see you tonight, my....love."

"Yes, my love." You say, knowing it to be true.

Addendum: 5 *Release of Service*

Tam Lin and Janet vs. The Queen of Fae (Ballad: Tam Lin)

Trial Information: (Plaintiff)

You come to the Court of Faery at Tam Lin's request to stop Faery Queen from paying the Tithe to Hell with his life. He sues her for Release of Service. Your case is not on the docket, so you and Tam Lin will have to speak up during the introduction of the cases to let your case be heard. You need a good Lawyer who can use the real facts of the matter to help you press your case. But you will be up against the Queen of the Fae, who is knowledgeable about all matters of Fae and Mortal Law, and familiar with the various specialties of Law that others represent. You will show the Court how events played out from your point of view. You need others who are

willing to take on the roles of those from Tam Lin's past. Help Tam Lin find them. Your Lawyer will be able help you put together a strong Scene of Prosecution. You may be called on by others to help in their cases. And after each case closes, you and all assembled (other than the Claimants and The Queen) will vote to determine which side wins.

Powers:

Whispers (3) - A subtle form of mind control, where one can whisper thoughts or commands to another. May be used effectively once on a single target, and no more than three times in game. Attempts to use it on the same person more than once negates the effect of the previous whisper. With one success, the target knows who gave the command but cannot resist doing it. With two successes the target does as he is told and does not know who commanded him. May not be used more than three times on a single target.

Who do you know:

Tam Lin--You never expected to love him. You planned to find a father for your child, a father who would help you end the pregnancy, but you and the baby got more than you bargained for.

Edward--He was once married to your aunt Lady Catherine, but abandoned her amid a cloud of accusations of murder of his sister, Lady Margaret.

Queen of the Fae

Nature: Fae

Social Standing: Royalty

Background: You are the Queen of the Royal Seelye Court of Fae. Your reign in this place has spanned beyond the lifetime of seven times seven mortal lifespans. You hold the power of life and death over those who enter your presence. Your powers are great, you can bind others to your will and command the shape others of the Fae may take if they displease you. Humans are yours to command if they make the mistake of looking you in the eye.



The great shame of your long life is that a simple Mortal slipped through your life like fading blades of grass and broke your heart. His name was Alessio and you loved him, even though he loved a young maid, Jemma, and planned to marry her. The more he refused you, the more you wanted him. Even your gifts of Glamour Elvish Sight could not turn him. So you sought out the help of a lowly Leanan Sidhe, whose eternal life was devoted to stalking unwary lads of the countryside, woo them to her bed, only to turn them into a cursed version of herself, a Gancanagh, or Love Talker: Half-Fae, Half-Mortal. In this state she banished them from the company of all and cursed to them to walk the earth turning others into the same. Your jealousy blinded you to the true costs of this power, you chose to learn this power. You told yourself you could cure him and make him wholly Fae, wholly yours.

Unfortunately, you found yourself helpless to halt the changes. You brought your young beloved to your bed, and in time watched him waste away into the blasted spirit as any Love Talker would. You cursed the Leanan Sidhe and banned her from your sight. Of your young love, you used the power you had...to end his half-life all together. You swore to never love again.

Currently, your companion is Thomas the Rhymer. This gentle fellow came across you in his youth and agreed to come join you in your Halls of Endless Light. He came with you, then returned to his own world though seven years had passed in what had seemed a single night. He promised to return but asked for a token to remember you by. You gave him the choice of the gifts of the Bard, or of the Prophet. He chose Prophecy and gained the True Sight--which also meant he could never tell a lie. He lived out his life in the mortal world, then you took him into your land again on the day he died, granting him also the gift of Immortality to keep him by your side. He reminds you sometimes of the love you lost, but you do not tell him. You know he could tell if he chose to look into your heart. Perhaps he already has. Thomas is an easy companion and true, but you do not love him with your heart. He, like all others, is there to amuse you as the infinite years pass. Though something about his bright spirit is a comfort to you.

You are aware of all that goes on in your lands. All Fae are subject to you, and must answer to your summons. You are subject to the demands of other courts...higher and lower. At the end of every seven years, you pay a tiend or tithe to what humans call Hell. You must give your fairest and most lovely subject to them on the night of Samhain. Your adopted son Tam Lin has become that subject.

Samhain is also the traditional time for you to hold Court, since the veils are thin. This is an occasion for all those of your subjects to bring before questions and problems for your intervention. Mortal and Fae seek your judgment. Counsel from each side offer arguments. The Defendant and Plaintiff give those assembled a re-enactment of the events of the case. Those gathered vote on which side has the best case, and you give the sentence. Thomas the Rhymer may vote to break a tie. Your sentences are often harsh, especially to mortals. Those who dally in the affairs of their superiors should learn to fear those powers.

Things are changing between the relations between the courts of Fae and Hell. The Devil has increased the price from one Mortal soul to one Mortal soul who walks between both the world of Mortals and Fae. There aren't many who walk between worlds. The Devil knows they are valuable souls to the Fae, holding the changeable, fresh nature of Mortality, while being able to accompany the Fae on their long walk into eternity. This may be too much. You have made it harder for the Tithe collectors from Hell to gain entrance into the Fae court, even at Samhain, as you are reluctant to pay the tithe. You may even be curious to see what mayhem would ensue should the balance tip one way. But it is your job to protect your Realm, and you do so by banning Demons from your Court except at the moments when it is absolutely necessary. You suspect that the Devil is becoming. You have asked Thomas the Rhymer to be on guard for signs of Satan's minions.

Addendum: *Release of Service*

Tam Lin and Janet vs. The Queen of Fae (Ballad: Tam Lin)

Trial Information: (Judge)

You are the arbiter of the Court, overseeing the suits of your subjects and others who wish to claim your judgment. You are familiar with the cases before you.

Case1: *Seduction and Misrepresentation of Services*

Sweet William vs. Leann Sidhe (Ballad: Barbara Allen)

A mortal, Sweet William, turned into a Gancanagh, a Love Talker, by the very Leanan Sidhe who misled you so long ago! You can barely stand to see that creature before you, but the Laws of the Fae Court protect her, since she has been called to the defend herself. Oh, if you get the chance to Sentence her...

Case 2: *Justice outside of Jurisdiction*

Faery Anne vs. King Henry (Ballad: King Henry)

A common Fae, Faery Anne, connived to seduce Henry, the King of England, and make herself his Queen. You applaud her ambition! But then he executed her. Faery Anne calls for justice from his betrayal, and claiming that he had no right to kill her, being under your Jurisdiction as a Fae subject. It will be interesting to see how the Lawyers make their arguments.

Case 3: *Abduction and Child Endangerment*

Mairi vs. The Selkie (Ballad: The Great Selkie)

The third case deals with the loss of a Fae child. That rascal the Selkie fathered a child on a fisher woman Mairi, then stole it, and had the temerity to curse the mother with marrying the man who would someday kill the Selkie and her child! It might do him some good to get taken down a peg or two, Mr. Great "No Man's Land is my Home" Selkie.

Case 4: Breach of Contract

Jean Baptiste vs. Colette (Ballad: The House Carpenter)

This case deals with a Breach of Contract between a sailor and a woman who loved him. He was lost at sea to pirates, and she took another husband. He says she broke vows to him. We shall see.

The Claimants need a good Lawyer. They will assemble a prosecution or defense. The Plaintiffs ask for a Sentence that they would like enacted if the Defendant is found Guilty. You have the final word on that score. There are traditional Sentences that you have pronounced many times before, but sometimes you like to get creative and create a special Sentence uniquely suited to a given crime.

Once the Lawyers have made their arguments, the Claimants tell their side of the story by letting the Court see how events played out from their point of view. They will need the help of others who take on the roles of those from their past. You and Thomas the Rhymer will not take part in these Scenes. Your role is to oversee the court and offer final Judgment. After all the Scenes and Arguments, those assembled, other than the Claimants, vote: if the vote is in favor of the Defendant, he is deemed innocent. If the vote is in favor of the Prosecution, you exercise your prerogative and deliver Judgment and choose a Sentence. Your or Thomas the Rhymer's vote breaks ties.

In rare cases, someone feels she was not given a fair trial. She may protest the decision of the court, and may request the Ordeal. You may also call for the Ordeal at any point to determine the outcome of a Trial. It is strong magic, and not entered into lightly. The one under Ordeal requires a champion. You have never seen a Mortal succeed.

Sentencing Guidelines for the Queen of Fae

Plaintiff suggest sentences or give their demands, it's up to the Queen to grant the demands or deliver one of the following sentences:

1. Monetary Payment
2. Humiliation
3. Indentured Servitude to the Injured Party
4. Loss of status or demotion, impoverishment
5. Banishment from Home Realm
6. Final and Absolute Death
7. Reversal of nature (return to original existence, or changed from Mortal to Fae and vice versa), aka "The Seventh Sentence".

Powers:

Glamour (2)- A famous power of the Fae. It is similar to Whispers, where the commander exerts a measure of control over the target to command them to think or do something. With Glamour, however, the commander can control the target to see him as something or someone he is not, be it physically or mentally. With one

success, the target perceives a physical or mental illusion. With two successes, the target perceives both physical and mental illusions.

Elvish Sight (3) - Every being has a True Nature, be it Human, Fae or from the Celestial or Demonic realms. In some, this nature is plain and obvious. Others may mask their True Nature, or it may be obscured from their own knowledge. Those with Elvish Sight may discern the True Nature of others. If they are within touching distance of the other, they may focus their intent and read the aura of another. If your focus is strong enough, you may divine information about other beings around you.

To use Elvish Sight, you must be within touching distance of another. Tell them you wish to read their Aura. They make a deck from their Nature Cards and their Powers. Your Sight has a number from 1 to 4. Draw that many cards, look at them and then return them to their owner. You may not reveal the cards to other players. Aura Readings may be asked for in the Faery Court of Law.

Binding (2)— The target's movements are subject to the control of the commander, and he must stay in the place where he was bound, shackled by the commander's will. They may speak freely, but their actions are not theirs own to choose. With a successful test, the target is held in this state for five minutes. If Prone to Binding, target must be released by the commander, or may be freed by a successful Glamour command by another. With one success, the target cannot move, but can speak. If two successes, the target cannot speak or move.

Flaws:

Broken Hearted - Your life was shattered when your True Love was taken from you. Though you hide it from the world, you want to find a sympathetic ear that can understand how you have been hurt so. You will do what you can to repay those who lend you their ear. And you will do all that you can to help others avoid your terrible mistakes, or avert others from suffering the same fate.

Who do you know:

Tam Lin - Your beautiful Mortal child, raised by your hand in the Fae Realm. He has seen more glory and wonder in his short life than hundreds of his kind will ever know. His number has come up, someone has to pay the price. What would happen to you and your Court if you failed in your duties, or looked weak by letting him go? Their love tears at your heart. Could there be a way out for all of you? It is your job to safeguard your realm by paying Hell's price. You cannot let anyone know of your sympathy, it would show weakness.

Janet - This upstart girl thinks she can just walk in and take your beautiful Knight. You will show her the truth about the Worlds. She is young and needs to learn what it is for a heart to be broken. You wish things were different for them. But why should they know love when you are in so much pain?

Thomas the Rhymer - Your companion and favorite. He asks little of you and provides a balance to the pain and contempt you feel for most others. You trust him implicitly, knowing that he gives only the truth.

Leanan Sídh - This back-stabber lead you to believe you could gain Allessio's love. You curse the memory of her laughing as he turned into the gaunt haunted figure of a Love Talker. You swore never to be so powerless again, and banished her from

your Kingdom. Now she has returned to stand trial for undoing another pair of lovers.

Edward - A mortal Lord from nearby the mundane land of Carterhaugh. A twinkling ago, he came to you with a child who had lost it's mother. He offered you the child asking you to keep him safe, saying that the baby could be the Tithe to Hell someday. If not Edward would pay that price himself. You have wondered if he could be the child's father, but what father would make such an offer, especially when he didn't have to? You named the child Tam Lin.

Lady Margaret – The mother of Tam Lin. You are unsure why Edward was her midwife. She had made arrangements with you to take her child and raise him as your own, no questions asked. The Edward brought the child to you and increased the terms of the bargain. The Lady died before you could confer with her to make sure she accepted these new terms.

The Great Selkie - A powerful trickster Fae from the Sea. His home, Sule Skerry is under your power and protection. Like many Fae from the watery Realms, he likes to play fast and loose with the Laws and Bounds of the Realms. He is learned in Litigation, and his specialty is Maritime Law.

Faery Anne - A common Fae from your realm. You think you have met her before, perhaps. Thomas the Rhymer tells you that comes to Court as a Litigator as well, and specializes in Faery Lore. Always good to have the deeds of the Fae remembered. It's good that--what was her name again?--is carrying on this tradition.

King Henry - A great King from the Mortal land where Carterhaugh touches their realm. A visit from an august Mortal visitor is an important event. You welcome him as befits his rank and yours, but he is subject to the laws of your Realm as are all the others. You understand that he has an understanding of Faery and Mortal Law, and offer his Litigation services. Of course his specialty is in Courtly Matters.

Sweet William - A Mortal who has had some dealings with the hateful Leanan Sídh. He has called her here on a suit against her. It is said that he has studied in Faery and Mortal law, to offer Litigation services at Carterhaugh, and specializes in Crimes of Passion, as may befit the crime that he accuses the Leanan Sídh.

Colette - A Mortal woman involved in a case before you tonight. She has studied Litigation, and offers specialized knowledge in matters of Contract Law.

Mairi - Another human woman involved in a court case (they do like to complain don't they!). She has studied to offer Litigation at the Court, and specializes in the Laws of Nature.

Thomas the Rhymer

Nature: Human, Immortal, Lives with the Fae

Social Standing: High Court of Faery, Human Commoner

Background: You live among the Fae, immortal yet human. The Queen of the Fae gave you long life and your gifts of True Sight and prophecy. She found you in your youth and asked you to come join her in the Halls of Endless Light. You agreed and spent a night of bliss with her, but when you returned to your own world you found that seven years had passed in what had seemed a single night.

Still, you promised to return to her and asked for a token to remember her by. She gave you a choice: the gifts of the Bard or of the Prophet. You chose Prophecy and gained the True Sight--which meant that you could never lie. You lived out your life in the Mortal world, and at your passing she took you into her land again. She granted you the gift of immortality in order to keep by your side. You see that she holds you close to keep the pain of some other loss at bay. She does not love you with all her heart, but you think you may be a comfort to her. Though your gift of Sight could let you know all there is to know, you have never looked deeply into her heart, to allow her peace and privacy with her loss.



Your power of True Sight has made you both beloved and hated among humans and Fae alike. When you first returned from the Lady's embrace, you foretold the rise of leaders, the fall of houses, and even the end of the world--which thankfully you have yet to see. When asked by another for her own truth, you are compelled to tell what you see. You do not see unbidden, you must concentrate on a being to see them Truly. In the world of Fae, the paths of the future are more twisted and uncertain than on the Mortal plane. Your Sight always gives you the Truth of a person's past.

Trial Information: (Bailiff)

Your duties at Court include overseeing the cases before the Queen. Each must take place at it's appointed hour, and you call the assembled to witness the pleas before the Queen. Mortals and Fae who are in attendance decide the cases by vote, but your delivers the sentence. Her justice can be cold to humans at times, but she does look to you for guidance and balance at times. And in the case of a tie, you or the Queen cast the deciding vote. You also serve as Bailiff of the Court, keeping order in the court and moving the cases along.

Case1: Seduction and Misrepresentation of Services

Sweet William vs. Leann Sidhe (Ballad: Barbara Allen)

A Mortal, Sweet William, turned into a Gancanagh, Leanan Sídhe who apparently had a run-in with the Queen long ago. You fear for her standing before the Queen, but the Laws of the Fae Court protect her since she has been called to the defend herself.

Case 2: Justice outside of Jurisdiction

Faery Anne vs. King Henry (Ballad: King Henry)

A common Fae, Faery Anne, connived to seduce Henry, the King of England, and make herself his Queen. But then he executed her, his own wife. Faery Anne calls for justice from his betrayal, claiming that Henry had no right to kill her, as she is under Jurisdiction of the Fae Realm. It will be interesting to see how the Lawyers make their arguments.

Case 3: Abduction and Child Endangerment

Mairi vs. The Selkie (Ballad: The Great Selkie)

The third case deals with the loss of a Fae child. The Selkie fathered a child with a fisherwoman Mairi, then stole the baby, and cursed the mother with marrying the man who would someday kill the Selkie and her child! A sad, sad, situation, with so much anger and grief. If only the child could have been saved!

Case 4: Breach of Contract

Jean Baptiste vs. Colette (Ballad: The House Carpenter)

The fourth case deals with a Breach of Contract between a sailor Jean-Baptiste and a woman, Colette, who loved him. He was lost at sea to pirates, and she took another husband, a house carpenter named George. He says she broke vows to him to do so.

These Claimants need a good Lawyer. They present their case and the Plaintiffs ask for a Sentence should the Defendant be found Guilty. The Queen pronounces the final sentence. Once the Lawyers please their side of the case, the Claimants tell their side of the story. They need the help of some others take on the roles of those from their past. You and the Queen do not take part in these Scenes. Your role is to oversee the court. After all the Scenes and Arguments, those assembled vote for which side they believe. You tally the votes, and you may vote or abstain. You or the Queen break ties. If the Court votes in favor of the Defendant, he is deemed innocent. If the Prosecution's side wins, the Queen invokes a sentence. If someone feels he was not given a fair trial, or he wants to protest the decision of the Court, he may request the Ordeal. It is a terrible sight, and not entered into lightly. The one under Ordeal requires a champion.

Powers:

Insight - Insight - The gift of Insight allows the bearer to know true things about those they see. Sometimes a blessing and sometimes a curse, this knowledge can make clear the passions and fears of others. Sometimes truths may be revealed that were unknown to the other. If asked by another, those with the Insight are compelled to speak truly, despite the consequences or what the other might wish was not said. Insight is admissible as evidence in the Fae Court of Law.

Who do you know:

The Queen of the Fae - Your Lady and Mistress. She has shown you such mercy and care, she has your undying loyalty. You would do anything for her. You fulfill your duties at Court for her, and do your part to maintain the Balance between the Worlds.

Tam Lin - A beautiful Mortal lad, adopted and raised by the Queen. He too has seen glory and wonder in his short life than most Mortals even dream of. But it is his turn to pay the Tithe to Hell with his life to maintain the Balance between the Worlds.

Janet - Tam Lin's Mortal lover. You think she shows the tenacity and spirit to save him. You can see that there is true love there, and perhaps something more comes from their attachment. You wish there was some way you could help them be together, but the Laws are the Laws.

*Leanan Sídh*e - A Fae who seduces mortal men, and transforms them into the Gancanagh, vulgarly known as a Love Talker, a Half-Fae that in turn seduces and turns their lovers into Love Talkers. The Queen hates her, and has banned her from the Court. You must make sure the Queen remembers that since the Leanan Sídh has been called to defend herself at court, she is under the Queens own protection until the Court is over. You also wonder if the Queen can be trusted to deliver a right sentence? Her pain and anger may make her deliver an unfair punishment to whatever crime it is that the Leanan Sídh may have committed. If the Leanan Sídh is found innocent, will the Queen accept this?

Edward - A mortal Lord from near the mundane land of Carterhaugh. He seems to know the Queen, and perhaps Tam Lin? You do not know why he is at Court. Perhaps he is here to help Janet and Tam Lin with their case? He avoids you for some reason.

The Great Selkie - A powerful trickster Fae from the Sea. His home, Sule Skerry is under the Queen's power and protection. Like many Fae from the watery Realms he likes to play fast and loose with the Laws and Bounds of the Realms. He is learned in Litigation specializing in Maritime Law.

Faery Anne - A common Faery from the Queen's realm. She lived in the Mortal realms for many years, and is now embroiled in a lawsuit with the King of England. You wonder how this common Fae ever found her way into the presence of the King. Anne is a Law Officer of the Court, specializing in Faery Lore. Always good to have the deeds of the Fae remembered. It's good that--what was her name again?--is carrying on this tradition.

King Henry - The King of England, where Carterhaugh exists in the mortal realm. A visit from an august Mortal is an important event. You will welcome him as befits his rank. You met Mortal Lords and Kings before as they find your gift invaluable. You respect him, as a former subject, but here he is under the laws of the Fae Queen's Realm. He understands Faery and Mortal Law, and offers his Litigation services with a specialty in Courtly Matters.

Sweet William - The mortal who has called the Leanan Sídh here. As a lawyer, he specializes in Crimes of Passion.

Colette - A human woman who is involved in a case before you today. She has studied Litigation, and offers specialized knowledge in matters of Contract Law.

Mairi - Another human woman involved in a court case. She offers Litigation services at the Court, and specializes in the Laws of Nature. You knew Mairi's father, having met him during your travels before you left the Mortal world for the final time. She looks just like him! Too bad she found herself involved in such a complicated case.

King Henry

Name: King Henry

Nature: Fae, raised by humans (secret even to him)

Social Standing: Royalty

Background: A proud scion of the English Royal House, you are used to being obeyed and hold yourself like a peer of the realm. You a normal childhood for a Prince, and seeing evidence of Fae in the woods of your lands, you learned your place in the Balance of the Worlds as all Rulers must be taught. Strangely, you have webbed fingers, but all view it as another mark of your Royal Blood. It has never been a problem for you.



That false creature Faery Anne accuses you of Betrayal and Justice Outside of Jurisdiction. She ensorcelled you and ensnared your heart. On a hunt with your men in wild woods, the night came on quickly and you found yourself stranded in the midst of a dark and wild forest. Eventually you came across a modest manor, large enough to house you and your men, so you all hunkered down for night. Before you closed your eyes, a great roar split the night. A beast standing two men high, fanged and dripping ichors appeared at your feet and spoke to you in the tongue of men:

'Some meat, some meat, ye King Henry,
Some meat ye gie to me!'

It demanded the deer you had hunted, the life of your beloved steed, and your gray hounds, which you sacrificed willingly and fearfully. Then it insisted that it lay beside you in bed, which you did, loathe though you were. And lo! In the morning, beside you lay a beautiful woman, Lady Anne, who said then:

'For I've met with many a gentle knight
That's given me such a fill,
But never before with a courteous knight
That gave me all my will.'

You took her home and married her. Left your first wife, and turned the kingdom upside down for her. You lived happily, love for her consumed you. But your advisers grew worried and weary of the influence of this unknown woman at the court. After two miscarriages of precious sons, your closest advisor, Thomas Cromwell, wore you down until you confronted Anne, asking to learn about her past. At first she refused, but then she changed into a being winged with gossamer and moonlight. Anne tried to escape, but the guards held cold iron to her neck, and

shackled her with the same. She was executed and swore vengeance on you.

Case 2: Justice outside of Jurisdiction

Faery Anne vs. King Henry (Ballad: King Henry)

Trial Information: (Defendant)

You've been called to the Faery Court, to answer Faery Anne's charges of Betrayal and Justice Outside of Jurisdiction. You need the help of a good Lawyer who can use the real facts of the matter to defend you. You are trained in law yourself, with a specialty in Courtly Matters. You know some of the ways of the Fae as well, though you aren't quite sure what to expect at a Fae court. You will defend yourself, and answer the charges by letting the Court see how events played out from your point of view. You need the help of some others who will take on the roles of those from your past. You may act as your own Lawyer, or you may find someone else with a specialty that will help you put together a strong Scene of Defense as well. Other may call on you for help in their cases. After each case closes, you and all assembled vote to determine which side wins.

Powers:

Litigation (Courtly Matters) - Litigators are knowledgeable about Mortal and Fae law, and each lawyer has a specialty in one legal area. See *Law of the Realms*.

Elvish Sight (1) - Every being has a True Nature, be it Human, Fae or from the Celestial or Demonic realms. In some, this nature is plain and obvious. Others mask their True Nature, or it may be obscured from their own knowledge. Those with Elvish Sight may discern the True Nature of others.

Your Sight has a number from 1 to 3. To use Elvish Sight, show your Elvish Sight card to the target and declare that you wish to read his aura. The target fans out cards, using all cards, they make a deck from their Nature Cards and their Powers. Draw that many cards, look at them and then return them to their owner. You may not reveal the cards to other players.

The commander shows the target her Elvish Sight card. Make note of any special directions (specifically for Elvish Sight 3). The target fans out a hand of cards from his deck, minus Success cards, faces towards the target, and offers the hand to the commander, who draws a number of cards equal to their rating in Elvish Sight. Any special effects based on the commanding player's rating should be attended to. The commander reads the cards she draws, then returns them to the target. Players may not use this Power on the same target two times in a row, unless a reasonable amount of time (5 minutes or more) has elapsed between uses of the Power on the first target.

Flaws:

Prone to Glamour - You are vulnerable to the powers of persuasion and ensorcellment. The Fae and others have magical powers of beguilement, which you fall prey to all too easily. Are you tempted by their powers? Are you weak in your protections due to disbelief or ignorance? Have you been cursed? [Counts as one extra Success against Glamour attacks.]

Who do you know:

Faery Anne - This seductress took you and your men captive, then stole your heart. It destroyed you to have her beheaded, but when you saw her true nature, you had no choice.

Queen of the Fae - You have seen her, but only at a distance, at the head of her pack of hunters, pursuing her quarry across the dark winter sky. When Faery Anne was executed, a flock of Nixies appeared and said they were taking her body back to her Queen. Royalty respects royalty, regardless of the realm ruled.

Thomas the Rhymer - As a child you heard the song of Thomas the Rhymer at your nurse's knee. Something about the story of the poet's journey from the mortal world to Faery lands tugged at your heart. You have always wanted to meet him, and have heard that he has powers to see into a person's soul. You wonder what he would say about you.

Faery Anne

Nature: Fae

Social Standing: Royalty to Humans,
Commoner in Faery

Background: Once a Queen always a Queen. You saw a way to rise to the heights. In the realm of the Fae, you are a lowly Fae, who hopes to catch the eye of the Queen and become part of her entourage. But she overlooked you always, spending time instead with the loathsome Leanan Sídh. You stalked them both and heard the deal that they struck. The Queen plotted to catch a Mortal through the Leanan Sídh's power, and turn this man into a Gancanagh to satisfy her lusty whims! She with all her power turning to gain help from a no-one like her! You were glad when it went wrong, when the Queen came back alone, white with grief and a new distance from her Court. Perhaps she caught a glimpse of vindication in your eyes when you looked at her. The contempt you felt from her before multiplied a hundred fold, and you knew that there was no hope for you to rise here.



So you looked elsewhere, into the Mortal realms.

So many in the Court of Fae look down upon the Mortals treat them as playthings. Their lives pass so quickly, and they act like kittens or bitches whelping underfoot. The Fae like to keep beautiful knights like prized hounds, and parade them around for all to see. Then they toss them aside at a whim, send back to the Mortal realm to dwell in confusion, separated in time from all that have once knew, or worse, driven mad by the desire to return to the Fae world.

You watched the humans, and learned their ways and manners. You found they had their heights and their glories, and powers all their own. So you bided your time, and chose one to make your own: the King of England himself.

Let never a man a wooing wend
That lacketh things three,
A store of gold, and open heart,
And full of charity;
And this was seen of King Henry
Though he lay quite alone,
For he's taken him to a haunted hall
Seven miles from the town.

You followed King Henry when he went hunting with his men. An ill wind blew (little did they know it was your doing), and they lost their way in the woods. They wandered until they came across a manor you lead them to and naturally they took shelter from the night. A lonely home that they took shelter in. That night you

appeared, in grisly monstrous form. Huge and dark, with gleaming teeth like stakes, and a nose like a club. You called out to Henry as his men deserted him, telling him:

Some meat, some meat you King Henry,
Some meat you give to me,
Go kill your horse you King Henry
And bring him here to me;
He's gone and slain his berry brown steed
Though it made his heart full sore,
For she's eaten up both skin and bone
Left nothing but hide and hair.

He slayed his horse, his hounds, and his hawks. He gave you wine to drink, made a bed for you, and lay with you that night. He gave you all you asked, and more. In the morning you rewarded him with yourself in the form of beautiful Lady, dazzling as the sun. He took you back to his castle, entranced by your beauty. You let him believe that he broke some kind of "curse" and released you to your natural beautiful form. He married you, cast aside his first wife, and turned the kingdom upside down for you. All of this without your resorting to the aid of the Leanan Sidhe.

All told you lived happily together. He was obsessed with you. Eventually his advisers grew worried and weary of the influence you wielded over him. To keep him close, you faked two pregnancies and let them end in "miscarriages". But Henry's closest advisor, Thomas Cromwell, finally wore him down and demanded he confront you and force you to reveal your past. At first you refused, but and he threatened you with force and imprisonment. You showed him your true form. He has never told you what he saw. Your appearance changes depending on the one who sees it. You tried to escape, but the guards held cold iron to your neck, and shackled you with the same.

You were executed, beheaded by steel blade, which ended your Mortal life. With your last breath you swore vengeance upon him. Tonight you will see justice done.

Case 2: *Betrayal and Justice Outside of Jurisdiction*

Faery Anne vs. King Henry (Ballad: King Henry)

Trial Information: *(Plaintiff)*

You call King Henry to the Faery Court to answer to the crimes of Betrayal and Justice Outside of Jurisdiction. How could he have you, his wife, a Queen in her own right, executed? You are a citizen of Faery. You were unfairly sentenced and executed on Mortal soil. You are a subject of the Queen of Fae not this Mortal King. You need the help of a good Lawyer who can use the real facts of the matter to defend you. You are trained in law, and specialize in Faery Lore, and can offer your services to others. You will defend yourself, and answer the charges by letting the Court see how events played out from your point of view. You need the help of some others who will take on the roles of those from your past. You may act as your own Lawyer, or you may find someone else with a specialty that will help you put together a strong Scene of Defense as well. Other may call on you for help in their cases. After each case closes, you and all assembled vote to determine which side wins.

Powers:

Glamour (2) - A famous power of the Fae. It is similar to Whispers, where the commander exerts a measure of control over the target to command them to think or do something. With Glamour, however, the commander can control the target to see him as something or someone he is not, be it physically or mentally. With one success, the target perceives a physical or mental illusion. With two successes, the target perceives both physical and mental illusions.

Litigation (Courtly Matters) - Litigators are knowledgeable about Mortal and Fae law, and each lawyer has a specialty in one legal area. See information below.

Flaws:

Arrogance - You believe you are invincible. No one will ever pin a crime on you. No one will ever know your secrets. No one will find your weakness. No one can break your heart.

Who do you know:

King Henry - You first saw him as a way to the top. But when he sacrificed his horses and dogs so willingly for you, he melted your heart. The years you spent together were your happiest, so you never expected him to turn on you and have you killed. Though you are immortal, he still makes you burn.

Queen of the Fae - The Protector and Ruler of your Realm, she is your Lady and Mistress, though you tried to leave her land to seek your own fortune. In her Court, you were no one. She never gave you a second glance. But when you became Henry's Consort, you were as her equal-- a Queen of the Mortal Realm. She must show you her respect now!

Thomas the Rhymer - The loyal companion of the Queen. A Mortal gifted with immortal life by Fae Queen. He orders the Court and presents members of the Court to the Queen. He is said to have powers of Insight into all beings' Souls.

Leanan Sídh - A Fairy with the power to seduce mortal men, turning them into a Gancanagh, vulgarly known as a Love Talker, a Fae being that in turn seduces and turns their lovers into Love Talkers. She and the Fae Queen have some bad blood between them.

Jean Baptiste

Nature: Demon, Passing as a Faery (secret from all but him)

Social Standing: High in Faery, Low in Hell

Background: You were once a young privateer captain seeking adventure and fortune on the High Seas. Back home, you were betrothed to Colette, a comely and faithful woman whom you promised to marry when you returned from that one last voyage.

One year into your travels, your crew rescued the king from enemy hands. You showed exceptional bravery and cunning, and the grateful king sent you and your crew home with pockets full of gold, supplemented your sailor's rations of salt pork with venison, and gave you more rum than you ever imagined a ship could carry. He personally rewarded you with seven ships loaded with treasure. He topped the boon by giving you his beautiful daughter's hand in marriage, as well as title and fertile land in his country. While you took the gold, the rum and the treasure laden merchant ships (manned by inexperienced crews and carrying little in the way of arms), you declined the marriage--for the love of Colette.



The king saw this as an insult! Sure he had never looked into Colette's bright eyes, or kissed her soft hand, but his daughter's beauty could launch a thousand ships. Your apologies and descriptions of the lovely Colette did nothing to soften the sting of the faux pas, but to save face the king graciously sent you on your way back home with the material joys that would surely seal this voyage as your last.

The embarrassment of wealth--vulnerable wealth, that is, caught the eye of a handsome but merciless Barbary corsair, Lella Rashida Nur bint Abdul Rahman. She handily overpowered your merchant vessels, and almost as handily boarded your ship and took you and your intrepid crew captive. In your cell below deck, you wrote your final declarations of love for Colette. You prepared to die with the name of your beloved sweetening the bitter taste your own blood. You knew you would either die or be sold into slavery.

But all was not lost! Not yet. Your handsome face caught Lella Rashida's eye. She made you an offer a man whose heart wasn't held captive by the love of a beautiful woman would never refuse: joint command of her fleet of bloodthirsty corsairs. Oh, and being a recent widow, her hand in marriage. It was a fair and advantageous offer. Lella Rashida was, by all accounts, the Queen of the Barbary Corsairs, an intelligent and beautiful woman who spoke your native tongue French fluently. On the other hand, accepting her offer meant you would never see your sweet Colette again. You couldn't bear it. You would rather die than never be with Colette again. You told Lella Rashida as much, as gently and as kindly as you could, for the smile

dancing on her ruby lips made it difficult to think the alternative prudent.

Lella Rashida did not flinch or show emotion when she said in pitch perfect French, "Very well, Captain Jean-Baptiste. You and your first mate will die and I will send your ship to Hell. Your crew will fetch a good price in Rabat. Adieu, Captain." Rashida ordered your hands bound and dragged you back to your ship, where she quickly and wordlessly cut your throat and forced your first mate swab the deck with your blood. When she returned to her own vessel, she commanded her gunnery master to blow 13 holes in the ship. As your life slipped away, you swore you heard the dulcet voice of Colette agreeing to marriage vows. It was a beautiful dream.

All sailors know the Sea is No Man's Land. There are 13 known gates to Hell in the Ocean, and an experienced (or superstitious?) sailor knows how to identify and avoid them, even when the waves sweep calmly at the surface. It is difficult to tell the difference between natural sea creatures, Water Fae, and agents of The Devil Himself, for they all change shape at will. The Fae pay a tithe to Hell to maintain the balance of Earth, Hell, the Sea, and the lands of the Fae. All sailors know that a man who dies at Sea will face harsher judgment, as life on the water causes mortals to act in ways they would never act on land. Moreover, only the greenest privateers, pirates, and corsairs have swords untainted with the blood of other men. At least 100 souls tasted your blade or a shot from your blunderbuss on this last voyage alone. It is why you wanted this to be the last assignment. No need to tempt fate and find yourself below the water, standing before The Devil Himself in judgment of your deeds, your acts of state sanctioned cruelty. Not even love could save you from the hand of the Devil.

The Devil wasted less time than the Piratess did in dispatching you to Hell. He welcomed you warmly and cordially, for he is always pleased to have a blemished but feeling soul like yours among his minions. You became the tithe collector. You took Fae form, traveled through space and time to the Fae Court of Carterhaugh and collected the Devil's due. You settled into your new existence quite comfortably. You even enjoyed the administrative tedium of settling accounts and collecting tithes. Most sailors who end up in Hell find the role of a demonic bureaucrat very suitable, for they tend to regret their sins rather than revel in them. The job even took your mind off of Colette as your humanity eroded away.

Just before your most recent collection, you met Edward, a new resident of Hell, not yet a Demon, who murdered his own sister while she was in the throes of labor (of his own child, no less!). A fine fellow, although you found, even in your new incarnation of Demon, the thought of impregnating one's own sister rather off-putting. You and Edward got to talking one timeless evening. When he heard of your upcoming journey to Carterhaugh, he made you an offer that most self respecting demons might have refused, but he sweetened the deal with something which you couldn't turn down. It was getting more and more difficult to gain entrance into the Fae court, even at Samhain, and the Fae were becoming more and more reluctant to pay the tithe. Mostly because they wanted to see what mayhem would ensue should the balance tip one way, but also because The Devil had recently increased the tithe from one mortal soul to one mortal soul who walked between both the world of Mortals and Fae. There aren't many who walk between worlds, and The Devil knows they are valuable souls even the Fae, who value little besides themselves and their whims.

Edward, claimed to have intimate dealings with the Queen of the Fae, offered to

grant you easy access Carterhaugh if you took him with you. In return he would use the last of his humanity to give you a glimpse of the mortal world. This, of course, meant a glimpse of Colette. (What he didn't tell you was that The Devil, concerned with your performance and your desperate clinging to that last bit of love, gave him permission to give this glimpse, knowing what you would see would quickly transform you into a fully formed Demon.)

Edward opened a window into Colette's life, the woman for whom you turned down both the hands of the king's fair daughter and dark eyed Queen of the Barbary Pirates. The woman to whom you remained faithful as your lifeblood spilled on the deck of your ship. You saw she retained her radiance, her sweetness. She was a virtuous mother and wife...Mother and wife? Wife? Yes, Captain Jean-Baptiste, Colette committed the ultimate sin of any woman who loves a man who loves the Sea. She took you for dead, and married a man bound to the land, a house carpenter. Your silent heart cleaved in two and filled with anger and revenge. You flew into a rage that even The Devil admired. So he gave you the tools to smite that false hearted succubus: your old ship desecrated with your own blood, seven tempting ships laden with gold and riches beyond what that king first gave you, and a fleet of handsome demon sailors who, too had been wronged by the lovers they left behind.

At long last you returned to your beloved:

Well met, well met, my own true love
Well met, well met, cried he
I've just returned from the salt, salt sea
And it's all for the love of thee

O I could have married the king's daughter dear
And she would have married me
But I have refused the crown of gold
And it's all for the love of thee

I've come for the vows that you promised me
To be my partner in life
She said my vows you must forgive
For now I'm a wedded wife

Yes I have married a house carpenter
To him I've born two fine sons
For it's seven long years since you sailed to the west
And I took you for dead and gone

You listened intently and made her an offer she couldn't refuse, even if she never loved you.

If you'll forsake your house carpenter
And come away with me
I'll take you to where the grass grows green
On the banks of the sweet Willie

It took her a moment, but when she looked into your eyes, and saw your love, her heart melted. She kissed her babies and came away with you. For a short while on

the ship, you showered her with all the love you had left in your heart, but your demon nature gradually chipped away your mortal disguise...

They had not sailed much more than a week
I know that it was not three
When altered grew his countenance
And a raging came over the sea

As you approached the gates of Hell, where you planned to take Colette to be your eternal wife, Edward reminded you of the Fae Court, and the tithe The Devil expected you to collect. Moreover, your grievance with her would make the perfect reason to gain entrance to Carterhaugh.

For now, Colette's descent to Hell will have to wait. You need her more than ever. You hide your Demon nature even from Colette, walk into Court as a ghost with a grievance from the grave against your lost love. Edward claims to be with you for "moral support". All told, he's the last one you'd have for "moral" anything, but you've come to understand that one doesn't choose his allies in Hell.

Case 4: Breach of Contract

Jean Baptiste vs. Colette (Ballad: The House Carpenter)

Trial Information: (Plaintiff)

You've called Colette back from the dead to appear at the Faery Court. You are suing her for the crime of Breach of Contract. She swore she would wait for you! You suffered trying to come back to her, only to find her in the arms of another.

You need a good Lawyer who can use the real facts of the matter to defend you. You will defend yourself, and answer the charges by letting the Court see how events played out from your point of view. You need the help of some others who will take on the roles of those from your past. You may act as your own Lawyer, or you may find someone else with a specialty that will help you put together a strong Scene of Defense as well. Other may call on you for help in their cases. After each case closes, you and all assembled vote to determine which side wins.

Aside from the trial, you come to court to collect the Devil's due. You care little about the form it takes, although you hear the Devil looks forward to the young Tam Lin joining his minions.

Powers:

Whispers (3) - A subtle form of mind control, where one can whisper thoughts or commands to another. May be used effectively once on a single target, and no more than three times in game. Attempts to use it on the same person more than once negates the effect of the previous whisper. With one success, the target knows who gave the command but cannot resist doing it. With two successes the target does as he is told and does not know who commanded him. May not be used more than three times on a single target.

Flaws:

Arrogance - You believe you are invincible. No one will ever pin a crime on you. No one will ever know your secrets. No one will find your weakness. No one can break your heart.

Broken Hearted - Your life was shattered when your True Love was taken from you. Though you hide it from the world, you want to find a sympathetic ear that can understand how you have been hurt so. You will do what you can to repay those who lend you their ear. And you will do all that you can to help others avoid your terrible mistakes, or avert others from suffering the same fate.

Who do you know:

Colette--This inconstant woman broke your heart. You need her to complete your ruse to get into the Fae Court to collect the tithe, but you are most looking forward to seeing her cry for mercy.

George--You don't know him per se, but you know his ilk: Sea fearing men who snatch up the lovers of sea faring men while they're away.

Edward--You met in Hell, he helped you to gain entrance to the Fae Court so you can collect the tithe. Also showed you what became of Colette. You will keep his secret (that he killed his sister who was the mother of his child) and he will keep yours (that you are a low level Demon tithe collector.)

Queen of the Fae--You've met many times over the years, she never recognizes you, as The Devil gives you a new disguise each time to come to collect the tithe.

Thomas the Rhymer--You know him to be fair and just. You don't know why he is off limits as a tithe. He does walk between two worlds, doesn't he? Nevertheless, you expect him to side with you. Your case is clearly air tight.

Collette

Nature: Human

Social Standing: Commoner

Background:

You barely knew him, but you liked his hands, and he treated you like a queen. He praised your wit. When he held you close, your cares lost all significance. You were his one and only.

You stood by him while he ascended the ranks from stripling sailor to bold ship Captain. You didn't just wait seven years for him to return, you waited for him from the first day you met. How long does a woman wait when her lover's lover is the Sea? Jean Baptiste was worth waiting for until you felt a chill in your heart. You knew he wasn't coming back, not as a breathing man. He lived for the Sea, and you both knew he would die by the Sea.



Still, you barely knew him.

You were more than the wait. While Jean Baptiste rode the waves in search of his fortune, you honed your skill as a storyteller, a writer. You never doubted for a moment that he had affairs, the affair with Ocean being the longest running and the most passionate. You two spent more time apart than you did together. You had affairs, too, to take the pain of yearning away. They were never serious, though. Jean Baptiste was your Ocean, for a time.

Jean Baptiste told you this would be your last wait. His last voyage. While you waited you turned to a lover whose bed you had shared before Jean Baptiste declared his intentions with you: George, the house carpenter, who built the lighthouse that lead Jean Baptiste's vessel back to your shore. You quickly found that you liked George's hands more than you could remember Jean-Baptiste's. And he treated you like an equal. He matched your wit and encouraged you to put pen to paper and do what you loved. When he held you close, you imagined beyond the possibilities.

When you heard word that Jean-Baptiste and his crew had been intercepted by pirates, you feared and in some way welcomed the worst. And you waited. And George waited for you. He never pressured you with his intentions, even though you knew them. Seven months after you heard the news of the pirates, on the day the midwife confirmed that you carried your lover's child, a lone survivor of Jean-Baptiste's crew, likely set free to tell of fate of the crew, found his way to the ray of the lighthouse. He told the story of a vicious and bloodthirsty Lady Corsair who chased Jean-Baptiste's fleet and captured those she and her brutish men didn't kill. The sailor lamented that Jean Baptiste died with his ship and first mate, and the lady corsair sold his men at the slave market in Rabat. Your betrothed was dead, carried away in the arms of his lover the Sea. Oddly, you thought this was a fitting end for him. Other sailors would immortalize him in their shanties. The thought gave you a measure of peace.

And when you told George of the child, he proposed to you, and you happily accepted. In two years, you bought two sons into this world. You hammered iron nails into their cradles to keep away the Faeries that whisper the enchantments in babies' ears that make them long for the Sea. You were happy for a time, but the babies and the housekeeping wore on you. You slowly came to realize that the thing you liked best about Jean Baptiste was his presence and his absence. You were free of the demands of a husband, even a fiancé. You had space to grow. Space to breathe. After the second baby, Matthieu, was born, you fell apart. A foggy malaise descended upon you. You dreamed of throwing yourself into the Sea. You, too, knew her allure.

George's work took him far inland for a time. The night before he was to return, Jean-Baptiste returned to haunt your doorstep.

"Well met, well met, said an old true love.
"Well met, well met, said he.
"I have just returned from the salt, salt sea.
"And it's all for the love of thee."

Come in, come in, my own true love,
And have a seat by me.
It's been three-fourths of a long, long year,
Since together, we have been.

No, it had been seven years. You knew something was wrong. Was this his ghost? He looked as handsome and inviting as the day you met. Those were happier times, free times. It did not surprise you when he offered to take you with him. His offer pulled you out of your malaise.

'The ship wherein my love shall sail
Is glorious to behold;
The sails shall be of finest silk,
And the mast of shining gold.'

When he had told her these fair tales,
To love him she began,
Because he was in human shape,
Much like unto a man.

As if in a trance, you followed him. You would be free of this life. If he was a Fae or a ghost, you still would be free. It was not long before you returned to your senses and realized what you gave up.

"A curse, a curse to the sailor," she cried.
"A curse, a curse," she swore.
"You robbed me of my darlin' little babes,
"That I shall never see no more."

His laughter made you realize that this was not Jean Baptiste. This was a Faery or a fell demon of the Sea, and that he was going to kill you.

And he struck the topmast with his hand,
The main mast with his knee,
And he broke that shining ship in two
And he dashed it into the bottom of the sea.

You breathed a sigh of relief when Jean Baptiste came to you and said he intended to take you to Carterhaugh to press charges before the Queen of the Fae. He was not a demon after all, but a ghost of the man you once loved. You would have your day in court, and you knew the laws: you had waited long enough for him. At some point we must go on with our lives and stop waiting for the dead.

Case 4: Breach of Contract

Jean Baptiste vs. Colette (Ballad: The House Carpenter)

Trial Information: (Defendant)

You have been called back from the shades of death by Jean-Baptiste to the Faery Court, to answer his charge of Breach of Contract. You need the help of a good Lawyer who can use the real facts of the matter to defend you. You are trained in law, and specialize in Contract Law (which you learned at your father's knee, a Mortal solicitor), and can offer your services to others. You will defend yourself, and answer the charges by letting the Court see how events played out from your point of view. You need the help of some others who will take on the roles of those from your past. You may act as your own Lawyer, or you may find someone else with a specialty that will help you put together a strong Scene of Defense as well. Other may call on you for help in their cases. After each case closes, you and all assembled vote to determine which side wins.

Powers:

Invisibility--Those with this gift bear a magical bauble which makes them completely unseen by other. It is a difficult state to maintain, and no other powers may be used while invisible, however one may use normal faculties such as speech, sight, hearing, and you may touch and move inanimate objects.

Litigation (Contracts) - Litigators are knowledgeable about Mortal and Fae law, and each lawyer has a specialty in one legal area. See information below.

Flaws:

Naïveté - The world is a huge wonderful place, that you are just discovering. Everyone is a potential friend, and you can't imagine why anyone would want to hurt you. You are blessed with optimism about others motives, never having a second thought about what someone's agenda might be for why they should be with you or ask you to do something. You are a trusting soul who always gives others the benefit of the doubt, even in the face of your own betrayal.

Who do you know:

Jean Baptiste--this much you know: on the land he was your mortal lover. When he went to sea you were both free to do what you wished, be what you wished. What he was when at sea, you couldn't say. Mortal? Fae? What does it matter now?

George--A loving husband and father, filled the void left when you heard Jean Baptiste had died. You have asked him to Court as your witness.

Edward--A friend of Jean Baptiste's, a mortal with his own grievance to air at Court. There is something unsettling about him.

Queen of the Fae--The ruler of the Fae Realms, you know of her more than you know her. You have heard tales of her, Lady of the Hunt, who rules the Fae world with an iron grip.

Thomas the Rhymer--Everyone one who has dealings with Fae knows Thomas the Rhymer, or at least his reputation. The story of the poet's journey from the mortal world to Faery lands is known everywhere. You have always wanted to meet him, and have heard that he has powers to see into a person's soul. You wonder what he would say about you.

George, The House Carpenter

Nature: Human

Social Standing: Commoner

Background: You are a steady and hardworking carpenter, who has made his modest fortunes through mastery of his craft. You've plied your trade with all the best people in your land, building fine cabinets and furnishings that even the Duke extols as the best of their kind. The only thing remaining to complete your contentment was to find a loving wife, a companion to you for your mature years, a mother to your children. You dreamed of having a son, too, to whom you could pass on family business.



And you and Colette found one another again, after many years. She was still a fine figure of a woman with the brightest eyes and the softest hands. When you met her again, she still longed for a sailor whom she had not heard from in a couple of years. It seemed likely that the Sea had claimed him. But the sorrow she wore though it dimmed the light of her eyes, only made her more lovely to you: her loyalty and true feeling were apparent. This woman would make a fine help meet, you were sure. You were there for her when she heard the word of what had happened, that her husband Jean-Baptiste and his crew had been intercepted by pirates. You waited for her. You never pressured her with your intentions, but you made sure she knew them.

Seven months after you heard the news of the pirates, on the day the midwife confirmed that Colette carried your child, a lone survivor of Jean-Baptiste's crew, likely set free to tell of fate of the crew, found his way to the ray of the lighthouse. He told the story of a vicious and bloodthirsty Lady Corsair who chased Jean Baptiste's fleet and captured those she and her brutish men killed. The sailor lamented that Jean Baptiste died with his ship and first mate, and the lady corsair sold his men at the slave market in Rabat. Her betrothed was dead, carried away in the arms of his lover. You felt righteous in your standing by her. Surely, he had not deserved the likes of Colette if he had dallied with this mad lady pirate while far from home. Colette would be better off by far with you.

When she told you of the child, you proposed to her, and she happily accepted. In your two years together you bought two sons into this world. She insisted on driving iron nails into their cradles to keep away the Faeries that whisper the enchantments in babies' ears that makes them long for the Sea. You laughed at her fears, but it seemed a harmless fancy to indulge.

After a time, something happened to Colette. It seemed that childrearing and the housekeeping wore on her. She seemed distant and irritable at times, refusing your

love where she had clung to you before. She seemed to want more and more time to herself. After the second baby, Matthieu, was born, she fell apart. She seemed one in a dream even when waking. You would find her gazing at the sea, but she refused to tell you what was wrong.

You tried to comfort her, to reason with her, then you begged her to come to her senses. You took on a woman to tend the children, and tried to spend as much time with her as you could. But sometimes your work took you far inland. One time when you were measuring a job for the Duke, something terrible happened while you were away. Apparently her husband had not died at the hand of the lovely Corsair as had been said. He came back, and took her from your beautiful home, leaving your children behind, and set out upon the sea with her. Then a new tragedy loomed.

She had not been upon the seas
Passing days three or four
But the mariner and she were drowned,
And never were heard of more.

When tidings [from] old England came
The ship-carpenter's wife was drowned,
He wrung his hands and tore his hair,
And grievously fell in a swoon.

'Oh cursed be those mariners!
For they do lead a wicked life;
They ruind me, a house-carpenter,
Be deluding away my wife.'

Apparently, a great storm moved in on their ship and wrecked it, leaving no survivors. The news left you grief-stricken and lost. Mourning the loss of your beloved wife, and that your young sons would never know their mother. You decided to move far from the sea, the sight of which now drove you to despair. But one night, before you had left the house entirely, a knock came at the door. Colette returned, gaunt and stricken, saying she needed you to come with her to--of all things--speak before the Queen of the Fae, at something she called the Faery Court. Madness! Perhaps she had been driven mad by the grief and that is why she disappeared? Who knew what the truth was now? You at first refused, saying that you had to be with your children, and tried to get her to stay and explain what had happened, but she grew distraught and made you promise to follow her, to speak for her before the Queen. To humor her, you agreed, never thinking anything would truly come from this. But surely you could not leave her in the clutches of whatever madness or mischief she was in the grip of. If her old betrayer-beloved Jean Baptiste had returned, surely he meant nothing good for her. So you walked out with her into the night, on the Evening of All Hallows, when it is said that ghosts walk the earth. But those are just fairy tales and nonsense.

Case 4: Breach of Contract

Jean Baptiste vs. Colette (Ballad: The House Carpenter)

Trial Information: (Witness)

You've followed Colette who has been called to the Faery Court, whatever that means. That rogue Jean Baptiste sues her for Breach of Contract. She is your wife, he was lost at sea. As far as you are concerned, she owes him nothing! You'll do all

you can to protect her, and maybe somehow bring her back to be with your family again.

Colette needs a good Lawyer who can use the real facts of the matter to defend her. Colette will answer the charges by letting the Court see how events played out from her point of view, and you will be her witness. She needs others to take on the roles of those from her past. She may act as her own Lawyer, find someone else with a specialty that will put together a strong Scene of Defense as well. Other may call on you for help in their cases. After each case closes, you and all assembled vote to determine which side wins.

Power/Weapons:

Square Axe – A tool for your craft, but a good weapon for self-defense too when needed. Iron is said to be a weakness of the Fae. Perhaps it will come in handy to have this at hand. The Fae hate iron. This negates one success in a Glamour attack.

Flaw:

Disbeliever - Although the evidence may be standing there, living and breathing before you, you still are not convinced that the Fae Folk are really Fae. Perhaps you've heard of the new beliefs spreading in the south with the Roman Empire, the one which denies the existence of this other world. Your skepticism may manifest as outright disbelief in the notion of Fae as Fae, or as pure distaste for this strange and likely wicked race of beings, and anything in between denial and dislike. [Negates one Success in Glamour attack.]

Who do you know:

Colette - Your beautiful wife, the mother of your two sons Pierre and Mathieu. You thought you had lost her to her horrible former lover. Now you will do all that you can to get her back.

Jean Baptiste - A looming figure from your wife's past. You've heard terrible tales about his murder by pirates as he sailed on the open seas. Then came back and your wife. You thought he drowned with her in a wreck. He's brought nothing but pain to your family. You've tried to arm yourself as best you could, in case of foul play.

Thomas the Rhymer - You think you've heard his name in a song or tale. Something about a poet's crossing from the mortal world to Faery lands, and gifts of prophecy.

The Great Selkie

Nature: Fae

Social Standing: Commoner in Faery

Background: You are a Fae of the sea, and a trickster. On land you walk as a man, in the water you take the form of a seal. While roaming the wilds of the deep you saw a lovely lass on the shore, and how caught your eye! The next day you took human form and pretended to wash ashore. The Mortal woman, Mairi, thought you were ship-wrecked. She brought you back to her home which overlooked the ocean, the home she shared with her aging father. He thought there was something odd about you, but couldn't place what it was. The one thing you could never hide was your webbed fingers. This mark of the sea travels with you even when you walk upon the land. Mairi, though, dismissed her father's warning, coming to love you as she nursed you back to health. "Perhaps he is a nobleman!" She defended. "Such deformities are common among the Royals."



She fell in love with you. You were a mystery in her life, but in the time honored way of your kind, you asked her never to ask where you came from or who you were, and out of fear for your leaving her, she agreed. In time she grew full with child. While the bairn liven inside her, your longing for the sea returned. Each day you walked along the shore farther and farther, until she called for you to come back. One day you walked too far to hear the worry in her voice, that sound that forced you to betray your true nature and stay on land in Mortal form. You never returned, but you stayed close and out of sight. Close enough to watch her carry your child.

On the day she brought your son into the world, she cried out "where is my son's father and who is he?" For a moment you considered returning to live with her as a husband and father. Then you heard her curse your name in the final throes of labor. It stung your pride, and your trickster side won out in the end. You returned to her briefly. As she nursed the newborn, you told her who you were, the Great Selkie, from Sule Skerry, and that you came to claim your child.

Then in steps he to her bed fit
 And a gromly guest I'm sure was he
 Sang Here am I, thy bairns father
 Although I be not comely.

I am a man upon the land
 And I am a silkie in the sea
 And when I'm far and far from land
 My home it is in Sule Skerry.

You left her a bag of gold and took the boy she named Patrick--who also bore the mark of the sea on his tiny webbed fingers. You left her with a promise and a curse: She would see you and her son once more.

And thou shalt marry a proud gunner
And a proud gunner I'm sure he'll be
And the very first shot that ever he'll shoot
he'll kill both my young son and me.

Alas, Alas, the maiden cried
This weary fate's been laid for me
And then she said and then she said
I'll bury me in Sule Skerry.

You intended to fulfill most of those words someday, but the moment you looked at your son, your heart melted with love. You raised him as a Selkie like you, taught him the ways of the Water Fae, and cherished him as any proud father would. When it came time to fulfill the curse, you searched for the right place to keep your son safe until Mairi forgot about you and the baby. You placed Patrick in a Prince's cradle and stole that Mortal child. You placed that baby in front of Mairi's husband's harpoon and let him die. You hid beneath the boat until the sailors gave you both up for dead.

The problem with Water Fae is that unless there's a great body of water nearby, they are unable to find their way on land. You lost your way searching for the manor where you hid Patrick. No matter. You left him in good hands. You knew you would find him again. How many full Mortals have webbed fingers?

Case 3: Abduction and Child Endangerment

Mairi vs. The Selkie (Ballad: The Great Selkie)

Trial Information: (Defendant)

As you went about your business spreading mischief in the Worlds, you heard that Mairi intended to sue you for the crimes of Abduction and Child Endangerment. You have returned to answer to the charges, perhaps find some trouble to encourage. You are curious to see just what that Mortal girl has cooked up. She may find out that you're still living, not a Shade as she thought, but you're determined she not learn that her son is still living. Who knows where he is anyway?

You need a good Lawyer who can use the real facts of the matter to defend you. You are trained in law yourself, with a specialty in Maritime Law. You know the ways of the Fae as well. You will defend yourself, and answer the charges by letting the Court see how events played out from your point of view. You need the help of some others who will take on the roles of those from your past. You may act as your own Lawyer, or you may find someone else with a specialty that will help you put together a strong Scene of Defense as well. Other may call on you for help in their cases. After each case closes, you and all assembled vote to determine which side wins.

Powers:

Elvish Sight - Every being has a True Nature, be it Human, Fae or from the Celestial or Demonic realms. In some, this nature is plain and obvious. Others mask their True Nature, or it may be obscured from their own knowledge. Those with Elvish Sight may discern the True Nature of others.

Your Sight has a number from 1 to 3. To use Elvish Sight, show your Elvish Sight card to the target and declare that you wish to read his aura. The target fans out cards, using all cards, they make a deck from their Nature Cards and their Powers. Draw that many cards, look at them and then return them to their owner. You may not reveal the cards to other players.

Litigation (Maritime Law) - Litigators are knowledgeable about Mortal and Fae law, and each lawyer has a specialty in one legal area. See information below.
Litigation - Through your long life you have learned to represent others at the Court of the Queen. Your specialty is Maritime Law.

Flaws:

Contempt for Lesser Beings - You remember a time when the Fae were like gods. You were feared and loved and worshiped. Associations and contact with Mortals has weakened the Fae. You know your time as superior beings comes to a close soon. Your people will soon be forced to the unseen world, reduced to myth and folklore, misunderstood and disrespected. Silly, stupid, Mortals. How will you fare without us? [Negates one Success in Whisper command.]

Who do you know:

Mairi - Your lover, and the mother of your child, Patrick. It is your nature to love what is beautiful, and when you saw Mairi you knew she could be yours. You took your opportunity to take back what was your, your child, and wove a tale to make Mairi believe that she would one day lose him finally, and yourself as well. Humans can be so gullible! You took your son and hid him with another human family. These short lives of theirs would be so dull without the Fae to bring them drama.

Queen of the Fae - She is the Lady of all the Fae of the Land. You respect her authority, but her jurisdiction does not extend to the sea. All sailors know the Sea is No Man's Land. There are 13 known gates to Hell in the Ocean, and more that you have seen. Sea creatures, water Fae, and agents of The Devil Himself, change shape at will and do as they will unbounded by the rules of Mortal or Faery above. When on land, as the Court and your home the Island of Sule Skerry, you bow to her superiority, but in the Ocean you recognize no Master.

Thomas the Rhymer - The Queen's lapdog. A mortal, said to have been granted immortality by the Queen, and gifts of Vision and Insight. He seems a bit too upright and uptight for you. His role at Court is to announce the cases and present members of the Court.

King Henry - You know him by his webbed fingers. He must be your son! Do you dare tell him or Mairi? It could help your case.

Mairi

Nature: Human

Social Standing: Commoner

Background: You are a fisher lass from a small village on the coast of Scotland. Your mother died when you were young, and you spent your life taking care of your father. He was injured while fishing, so since then you've done what you can, taking in laundry and repairing nets to make ends meet. Then one day, everything changed. You found a young man lying on the beach, battered and bedraggled, and bare breathing. You thought him nearly drowned, casualty of a ship wreck. You brought him to your home, and tended him until he regained his strength and recovered. But he refused to tell you where he came from, asking you to swear not to ask him who he was. You thought perhaps he was running from someone or something. When he looked at you with those eyes the color of the sea in storm, you forgot your worries and just wanted him to hold you close, which he was happy to do.



Your father never trusted him. He told you to turn him out, or he'd eat you out of house and home. Your father had some midnight fears that he was a ghost or a faery, come out of the sea to destroy you. You laughed at his fears. This bonny lad? Never. Webbed fingers? So what? Some say that was a sign of royal blood.

But then you learned.

You and your love conceived a child. You thought he was glad, but then one day, he disappeared. You searched for him, up and down the beach, nearly losing yourself in the tide. Every night cried yourself to sleep, then woke in the morning and looked for some fresh sign. It never came. Eventually you gave up, and took care of yourself so that you could take care of the babe. It was all you had of him. When you were laboring to bring the child into the world, all your love and longing came back. You wished he were there with you. But the pain of labor and heartbreak unleashed your anger, and you cursed your lover's name. What kind of man would abandon his lover and son?

As you nursed your baby for the first time, a figure darkened your door again. Awash in the light of the setting sun, he seemed golden and tan. Sleek and more than man. He told you who he was. The Great Selkie, from Sule Skerry, come to take your child. He handed you a bag of gold and took your son. At his parting, he also left you with a promise and a curse: You would see him and your son once again. You would love again and marry, and your husband would be a gunner upon a ship. You would see him take his first shot and shoot two seals with his gun's harpoon.

It shall come to pass on a summer's day
When the sun shines hot on every stone
That I shall take my little young son
And teach him for to swim the foam

And thou shalt marry a proud gunner
And a proud gunner I'm sure he'll be
And the very first shot that ever he'll shoot
he'll kill both my young son and me.

In time you did find new love, Seamus, a fisherman like your father, no gunner so you felt safe that the Selkie's words were not true. You did well together, and with the gold from the Selkie he bought a new boat. But unbeknownst to you, he bought a whaling vessel with a harpoon. You cried when you saw it, but what could you say? How could you tell him you were accursed, that a spirit from the sea stole your virtue and then your baby? Still, you made him promise never to spear a seal or the other creatures of the land and the sea. You told him you loved them above all creatures, and that you would not see them hurt. He promised and stopped questioning you.

The first day that he brought the boat out to sea you watched him from the shore. And there, in the water, you saw two figures swimming by the boat. Small and large. A dolphin swam between them and the boat, and your husband shot. He missed the dolphin and speared the two figures. Two seals.

Your son and the Great Selkie.

Alas, Alas, the maiden cried
This weary fate's been laid for me
And then she said and then she said
I'll bury me in Sule Skerry.

Because he was one of the Fae, you come to the court of the Fae Queen to have her hear your case. You want vengeance upon the shade of your lost love, the Great Selkie. He left you, cursed you, and stole your son. He lead your son to his death. A Mortal death is not enough punishment for him. He killed your son, half Mortal, half Fae, out of spite or folly.

Seamus worries about you, but this one thing now consumes you: to make the Selkie pay.

Case 3: *Abduction and Child Endangerment*
Mairi vs. The Selkie (Ballad: The Great Selkie)

Trial Information: (Plaintiff)

You called the Selkie to answer for his crimes at the Faery Court. You are suing him for the crimes of Abduction and Child Endangerment. What right did he have to steal your child from you? He that put your son in harm's way.

You need a good Lawyer who can use the real facts of the matter to defend you. You are trained in law yourself, with a specialty in Laws of Nature. You will defend yourself with your lawyer, and answer the charges by letting the Court see how events played out from your point of view. You need the help of some others who will take on the roles of those from your past. You may act as your own Lawyer, or

you may find someone else with a specialty that will help you put together a strong Scene of Defense as well. Other may call on you for help in their cases. After each case closes, you and all assembled vote to determine which side wins.

Powers:

Litigation (Laws of Nature) - Litigators are knowledgeable about Mortal and Fae law, and each lawyer has a specialty in one legal area. See information below.

Whispers (2) - A subtle form of mind control, where one can whisper thoughts or commands to another. May be used effectively once on a single target, and no more than three times in game. Attempts to use it on the same person more than once negates the effect of the previous whisper. With one success, the target knows who gave the command but cannot resist doing it. With two successes the target does as he is told and does not know who commanded him. May not be used more than three times on a single target.

Flaws:

Bloodthirsty - Live by the sword, die by the sword. You are eager to resort to violence and bloodshed. It solves problems quickly, and leaves few with whom to argue....

Who do you know:

The Selkie - You loved him and nurtured him, and believed in him without question. How could he have done this to you? You are determined to have justice served. For what he did to your child, Patrick, he must suffer.

Seamus - Seamus is a loving husband. You don't want to see him hurt, but he must understand what you need to do. The pain of a mother who loses their child comes before even a partner's love.

Queen of the Fae - You have heard tales of her, Lady of the Hunt, who rules the Fae. You feel weak at the thought of confronting this strange authority, but since her court offers justice you must take the chance.

Thomas the Rhymer -- Everyone one who has dealings with Fae knows Thomas the Rhymer, or at least his reputation. The story of the poet's journey from the mortal world to Faery lands is known everywhere. You have always wanted to meet him, and have heard that he has powers to see into a person's soul. You wonder what he would say about you.

Seamus

Nature: Human

Social Standing: Fisherman and whale hunter, Commoner

Background: When you met Mairi, she was in the prime of her life and beautiful as a gull on wing, but she always had a sadness about her. She would never tell you what it was, though others in the village said that she'd had a love that went wrong and a child that she lost at birth. She never talked of the child or the man. Her Father tried to warn me off, talked of some darkness that followed her. But how could you resist wanting to help bring this poor wounded bird back into the light? You courted her, won her, and married on Midsummer Day. Before you were married, you made a promise to Mairi that when you fished and hunted, you might bring back any prey except the silkies, the seals, in the sea. She said she loved them and wouldn't sleep well knowing any might fall by your hand. You promised, and you meant to keep your word.



After you were married, though, Mairi revealed one of her secrets: she had a store of money. When you asked her where it came from, she said it was a gift from the sea, so you thought she'd found it cast off from a wreck. She gave you the money to purchase a new fishing vessel. You chose a whaling boat with a sharp harpoon to hunt the big sea game like the Minke whale and walrus. When she questioned your purchase, you renewed your promise to never hunt seal. Still though, on the first day out, she watched your ship go out, and you thought the shadow that had left her for so long had returned.

On the first day out you hunted a pod of porpoise. Your men took the ship fast windward after them and chased them past a group of silkies. You took aim, but just as you shot the wind shifted and the boat began to yaw. As the bow veered starboard your shot sent the harpoon through two of the silkies that swam side by side. The harpoon took them both and your crew started to reel them up onto the deck, but one started a cry. Men they were, not seals! You rushed to see, but by then the rope had been cut and the bodies were sent to drift to the bottom of the sea. Little did you know, you had fulfilled a prophesy.

It shall come to pass on a summer's day
When the sun shines hot on every stone
That I shall take my little young son
And teach him for to swim the foam

And thou shalt marry a proud gunner
And a proud gunner I'm sure he'll be
And the very first shot that ever he'll shoot
he'll kill both my young son and me.

When you returned home, Mairi told you her full sad story, why she forbade you to

hunt seal. She said she knew in her heart of hearts that you had harpooned her half Fae son and his Selkie father. Her son! And that Selkie, the Great Selkie it is said. He is all to blame. Him with his cursed Faery ways. If only you could show her that he was the one who made her unhappy, and that you were the one who could bring her true, Mortal happiness. This case is madness, bringing the Selkie to trial before the Queen of the Faeries? Mairi is doomed to fail. But maybe this is your chance to convince her that you are the one she is meant for, and to help her forget this past darkness.

Case 3: Abduction and Child Endangerment

Mairi vs. The Selkie (Ballad: The Great Selkie)

Trial Information: (Witness)

You accompany Mairi to the so-called Faery Court, so she can sue the so-called Great Selkie for Abduction and Child Endangerment. Because of him her child is dead. You are unsure where the facts and the fiction of her tale divide. You knew she had a lover before you and she had a baby who died at birth. Perhaps this fantasy is a way for her to work through her grief. If it isn't, you cannot understand why is she digging all this up again.

Mairi needs the help of a good Lawyer, who can use the facts of the matter to prosecute the Selkie. You can help her find one, and you will be able to help her let the Court see how events played out from her point of view by taking on the roles of those from her past. Her Lawyer will help you assemble a strong Scene of Prosecution as well. Maybe after this you and she can live in peace, free from the shadow that damned water sprite! You may be called on by others to help in their cases. And after each case closes, you and all assembled other than the Claimants and The Queen will vote to determine which side wins. You may be called on by others to help in their cases. After each case closes, you and all assembled vote to determine which side wins.

Power/Weapon

An Iron Blade – A good weapon for self-defense too when needed. Iron is said to be a weakness of the Fae. Perhaps it will come in handy to have this at hand. The Fae hate iron. Negates one success in a Glamour attack.

Flaws:

Jealousy - The focus of your love and lust must be yours and yours alone. They may have walked away or been taken from you, but you know they will be yours no matter what the cost. Others around them are just keeping you from being with them, and you will stop at nothing to possess your beloved.

Who do you know:

The Selkie - He is this strange creature, crawled out of the sea who took Mairi's heart and then stole her child away! He deserves to be punished, but the ways of the Fae are wild and unpredictable. He is likely beyond the reach of the likes of you and Mairi. But he had better stay away from her! You don't know how, but if you can, you will make sure of that.

Mairi - She is your wife, and you love her deeply. But the changes that have come

over her make you not recognize her as the woman you loved. Can she return from this trial to live at peace? Can anything sooth the loss of her child? You hope so, and you will stand by her to help make it so.

Queen of the Fae - You have heard tales of her, Lady of the Hunt, who rules the Fae world with an iron grip. You don't know how Mairi can have the strength to face her, but you will do all to help your wife get the Queen to listen to her pleas.

Thomas the Rhymer--Everyone one who has dealings with Fae knows Thomas the Rhymer, or at least his reputation. The story of the poet's journey from the mortal world to Faery lands is known everywhere. You have always wanted to meet him, and have heard that he has powers to see into a person's soul. You wonder what he would say about you.

Sir Edward

Nature: Human, lived among the humans, exiled to a foreign land. Last residence unknown

Social Standing: Once high among the Humans, presumed dead

Background: You and your twin sister Lady Margaret were always close. Growing up, it was difficult to ignore the talk of the servants. Twins, a boy and girl, inseparable, devoted to one another almost like lovers. As you both approached adolescence, neither of you could deny the feelings between you. Feelings that a couple of generations ago would not carried the taboo they did in your time. It pained you, some believed unnaturally so, to see her marry. You insisted that she and her husband move into your manor near Carterhaugh.



You and Margaret seized the cloak of matrimony and consummated your love. It was no surprise when she discovered she was with child, and you knew without a doubt that the father was not her husband. You, ever the doting brother, withdrew from your family and became irritable, irrational, and given to bouts of rage, but never an ill word passed your lips regarding your beloved sister. When she was due to give birth, you took her on a brief ride, to help ease her discomfort and possibly hasten her labor.

We'll gang tae yon hill sae hi'
And tak your bow and arrows wi'

At the end of the day, only you, Edward, returned, clothes covered in blood, and without a solid alibi:

How came this blood on your shirt sleeve?
O dear love, tell me.
It is the blood of the old grey mare
That plowed that field for me, me, me,
That plowed that field for me.
It does look too pale for the old grey mare
That plowed that field for thee, thee, thee,
That plowed that field for thee.

Eventually you confessed your crime to your persistent wife, who died shortly after you fled to avoid persecution. Margaret, unable to bear the shame of bearing her brother's child demanded that you kill her. A witness to your murdering and midwifing your sister offered you a bargain you could not refuse and swore you to secrecy. The Queen of the Fae could not save Lady Margaret, but she took the child to her realm. What kind of life could you offer him anyway? In exchange for adopting your child, in your desperation and grief of the loss of your beloved, you suggested he would make a wonderful offering to Hell when he came of age. What does that

mean to you now? If it weren't for the baby, your sister would not have wanted to die.

Dysentery claimed your life fleeing your fate on a ship bound for Morocco. The Devil Himself claimed your soul. You settled in to your new eternal homestead, content knowing that your son would be loved and cherished and treated as royalty. And when his time came, you might see him again, albeit in Hell.

The Devil grants some of his minions small glimpses into the life they left behind. It helps to keep them in thrall and servitude. You saw pieces of Tam Lin's life in the Faery Court. You saw him grow strong and you came to regret the bargain you had made.

Recently, you met Jean Baptiste, a sailor turned Demon, who was the Tithe Collector for Hell who was pledged to go to the Queen's Court this Samhain to collect the tithe—your son, Tam Lin. You struck up an acquaintance with him, learned that it was getting more and more difficult to gain entrance into the Fae court, even at Samhain. The Fae were becoming more and more reluctant to pay the tithe. Mostly because they wanted to see what mayhem would ensue should the balance tip one way, but also because The Devil had recently increased the tithe from one mortal soul to one mortal soul who walked between both the world of Mortals and Fae. There aren't many who walk between worlds, and The Devil knows they are valuable souls even the Fae, who value little besides themselves and their whims.

You told him that you had intimate dealings with the Queen of the Fae—though you wouldn't say just what they were—and offered to grant him easy access Carterhaugh if he took you with him. In return you used the last of your humanity to give him a glimpse of the mortal world. This, of course, meant a glimpse of Colette. (What you didn't tell him was that The Devil, concerned with his performance and his desperate clinging to that last bit of love, gave you permission to give this glimpse, knowing what you would see would quickly transform him into a fully formed demon.) When she saw she had married again it enraged him and he tore back to the Mortal Plane to drag her down to hell with him. He almost had her in tow and almost blew his disguise. You asked Jean Baptiste if he had the right to bring her to hell in this untimely way? You offered him another choice—bring her to the Faery Queen's Court and seek a Sentence from those Powers.

All transpired as the Devil Himself had said it would, and you introduced your "friend" to the Queen and let him plead his right to a case with her. Satan gave Jean Baptiste the power to disguise his Nature from even her. When Jean Baptiste summoned Colette to the Court to answer to the crime of betrayal, you offered to help your friend as a witness and confidante. He may yet be useful, and you have the upper hand since he does not know that you are the father of the very one he is meant to take down to Hell.

It is Samhain, at the crossroads where all worlds meet, anything can happen.

Addendum: *5 Release of Service*

Tam Lin and Janet vs. The Queen of Fae (Ballad: Tam Lin, Edward, Sheath and the Knife)

Trial Information:

You are here because it is time for Tam Lin to pay the Tithe to Hell with his life. It has been so long since you have seen him, you wonder how you will feel to see your son again? You have never attended the Court of the Fae, but you understand that others will be present pressing their cases against one another.

Those involved in lawsuits need a Lawyer, who is familiar with matters of Fae and Mortal Law, many of whom have a specialty they have studied. If there is anything that you can do to change the course of events, now is the time. Could you beg for mercy from the Queen? You will also be able to help those who are involved in cases by taking on the roles of those from their pasts during Scenes of Prosecution and Defense. Others may ask you to take part on their behalf. What will you do for Tam Lin, if anything? Or will you just be witness to his demise and damnation as you were to his infernal entry into the Mortal World? You may be called on by others to help in their cases. And after each case closes, you and all assembled other than the Claimants and The Queen will vote to determine which side wins.

Powers:

Invisibility – Those with this gift bear a magical bauble which makes them completely unseen by other. It is a difficult state to maintain, and no other powers may be used while invisible, however one may use normal faculties such as speech, sight, hearing, and you may touch and move inanimate objects.

Flaws:

Bouts of Rage - Your anger flares like a supernova when you are crossed. You will have your way, and anyone who gets in your way will quickly learn who they are dealing with. You rail at others, scream and lose your temper, sometimes when it is the last thing you should do.

Who do you know:

Queen of Fae--You are in her debt, and fear she will collect if you cannot keep your end of the bargain.

Lady Margaret--Your beloved, beloved sister, the sheath to your knife.

Tam Lin--You can't bear to look at his eyes. He looks so much like his mother.

Jean Baptiste --A good friend, even if he is a demon, but you need to stop him from collecting the tithe--your son. Though you are risking your own safety by helping him enter the Queen's Court unseen.

Colette--She reminds you of your wife. What was her name?

Thomas the Rhymer--Everyone one who has dealings with Fae knows Thomas the Rhymer, or at least his reputation. The story of the poet's journey from the mortal world to Faery lands is known everywhere. You have always wanted to meet him, and have heard that he has powers to see into a person's soul. You know what he would say about you. Since he could reveal the secrets you have kept hidden for so long, you want to steer clear of him as much as you can while in the Court of the Queen.

Lady Margaret

Nature: Ghost, straddles the line of the world of Human and Fae.

Social Standing: None, but once a human lady of notable pedigree.

Background: You are Sir Edward's twin sister. Growing up, it was difficult to ignore the talk of the servants. Twins, a boy and girl, inseparable, devoted to one another like lovers. As you both approached adolescence, neither of you could deny the feelings between. Feelings that a couple of generations ago would not carry the taboo they did in your time. When you married, you hoped to get away from the temptation of your handsome brother, but everyone thought it a wonderful idea to live in his manor, befriend his wife, be close to your childhood protector and defender and womb-mate.



There was a sister and her brother
The sun gaes tae your tower there with
Wha maist and tightly loved each other
God give we had never been sib

O sister we'll gang tae the broom
Where dear sister I would lay thee doon

Brother alas would ye dae sae
Sooner would my deith gang tae

Oh the folk they talk through ither
The lassie's wi' bairn tae her brother

You and Edward seized the cloak of matrimony and consummated your love. It was no surprise when you discovered you were with child, and you knew without a doubt that the father was not your husband. You saw the truth in a well, and you could not live with that. When the time of your birth neared, you stayed close to your brother, to help him through his anger, you said. When he invited you on a ride, you made sure he took his bow and arrow. You made sure he would be man enough to end your suffering. You summoned a representative of the Fae to be a witness, to ensure the safe birth of your child, knowing it would also be your death. You made a bargain with the Queen of Fae to take your baby and protect him from the shame of his parentage, raise him as her own, love him, keep him safe.

When you hear me lood lood cry
Then bend your bow and let me die

When he heard her lood lood cry

He bent his bow and let her die

When he came to her beside
The babe was born, the lady died

Then he's ta'en up his young son
And bore him tae a milk-woman

As your life slipped away, you sensed the Fae Queen was there, waiting to take the baby. Then you heard Edward offer her a bargain asked her to take the child far away. He offered that the child as the Tithe to Hell. How could he do this? And why did she agree? You had already made arrangements for her to take the baby without such steep terms. Fae like Mortal men, are not to be trusted.

Rage shook you as you died, but you were powerless to stop this man who had so betrayed you, and killed you. Not able to go the way of those who had passed, you Shade rose from the grave waiting and watching like a jealous specter, watching the growth of your son. You have been waiting for the moment when you can save him from this fate and take your revenge on you brother. It is your Purpose to reveal your brother's crimes and to release Tam Lin. You will do all in your power to do so.

Addendum: 5 Release of Service

Tam Lin and Janet vs. The Queen of Fae (Ballad: Tam Lin, Edward, Sheathe and the Knife)

Trial Information:

You are here because it is time for Tam Lin to pay the Tithe to Hell with his life. It has been so long since you have seen him, you hunger to see your son again. You have never attended the Court of the Fae, but you understand that others will be present pressing their cases against one another. Those involved in lawsuits will need the help of a good Lawyer, who is familiar with matters of Fae and Mortal Law, many of whom have a specialty they have studied. If there is anything that you can do to change the course of events, now is the time. Could you beg for mercy from the Queen? You also help those who are involved in cases by taking on the roles of those from their pasts during Scenes of Prosecution and Defense. Others may ask you to take part on their behalf. You are consumed with the desire to save your son. There must be some way to avert this final fate. If only you could bring Edward to Justice. The burning need for justice to be done is what tethers your soul to these living planes. You may be called on by others to help in their cases. After each case closes, those assembled vote to determine which side wins.

Powers:

Invisibility - Those with this gift bear a magical bauble which makes them completely unseen by other. It is a difficult state to maintain, and no other powers may be used while invisible, however one may use normal faculties such as speech, sight, hearing, and you may touch and move inanimate objects.

Possession (2) - Ghosts have the ability to possess any Mortal or Fae and can give up to three commands of speech and action to the possessed vessel. After 10

minutes the possession wears off and the possessed vessel regains her will. One success grants one command. Two successes grant three commands.

Whispers (2)- A subtle form of mind control, where one can whisper thoughts or commands to another. May be used effectively once on a single target, and no more than three times in game. Attempts to use it on the same person more than once negates the effect of the previous whisper. With one success, the target knows who gave the command but cannot resist doing it. With two successes the target does as he is told and does not know who commanded him. May not be used more than three times on a single target.

Flaws:

Ghostly Purpose – You have an obsessive need for release or vengeance that keeps you from your final reward. Due to a great wrong that was done you or yours, you linger in the Mortal or Fae Realms stalking those whom you love or hate, waiting for your time to undo what has been done. Once your purpose is complete, you may find your rest—or eternal damnation depending upon your own actions when living.

Who do you know:

Sir Edward - Your brother, your lover, your midwife, your murderer.

Queen of the Fae – You rage against the bargain she made, but you knew she will be a good mother until her Fae nature compelled her to be otherwise.

Tam Lin – The child you lost at birth. You will do anything to protect him.

Barbara Allen [NPC]

Nature: Human

Social Standing: A merchant's daughter

Background: You and Sweet William had an ordinary courtship until the night he seduced you. Then everything fell apart. Where Sweet William was once shy and somewhat awkward, he suddenly became overly gregarious and flirtatious. His eyes roamed over the curves of other women when you walked through town together. Sweet William knew what to say and do, he became the perfect gentleman. Where his words once tripped from his mouth with affection, they now dripped from his lips with an intense conviction. You weren't sure one could call it love, although it sounded like it.



So you began to back away from him. When he came to call, you refused him. He sent you gifts, you sent them back. It crushed you to do it, because you loved Sweet William--the old Sweet William--and something in your heart told you that something was not right with him. Finally he came to you one evening, while you sat in the parlor of your father's house sewing. He admitted to seeking the assistance of Leanan Sídhé to win you, and he didn't understand why you turned him away instead. It all made sense. "Such assistance comes with a price," You told him. "If I don't love you, we'll both die. But if I give in to your words, I won't be loving you, I'll be loving the thing that the Leanan Sídhé made you." He chuckled with suave grin, and asked for just one word from you: Yes. You couldn't give it. How could he be so foolish? Barbara Allen loved Sweet William, not the Love Talker he had become. You told him to go home and never call on you again, even though you knew it would mean you death and likely his. And you knew if you told anyone of Sweet William's nature, the Leanan Sídhé would come after you. All young ladies should be taught to beware when their true loves become too good to be true.

You lived alone with your fate, without word from Sweet William until news of his impending death reached your door. Your parents, unaware of the mutual curse, made you visit his deathbed.

You're lyin' low, young man, she says,
And almost near a-dyin'
One word from you will bring me to,
If you be Barbara Allen.

Sweet William begged you one last time to say yes, a simple word to set you both free from the shadow of an enchanted death. But you refused and fled from his side.

One word from me you never will get,
Nor any young man breathin',
For the better of me you never will be,

Though your heart's blood was a-spillin'.

As you walked the last mile to your home, you felt death's shadow loom and follow your three steps behind. You died hours later, content to know you would be with your true Sweet William in the hereafter.

Out of one grave there grew a red rose
Out of the other a briar
And they both twisted into a true lover's knot,
And there remained forever

Case 1: Seduction and Misrepresentation of Services

Sweet William vs. Leanan Sídhé (Ballad: Barbara Allen)

Trial Information: (Witness)

You've been called to appear at the Faery Court as a witness for Sweet William. He is suing the Leanan Sídhé for the crimes of Seduction and Misrepresentation of Services. You've borne the pain of his betrayal so far already, now to add this public humiliation? Does he love you at all?

Sweet William needs good Lawyer who can use the facts of the matter to prosecute the Leanan Sídhé. You can help him find one, and you will be able to help him let the Court see how events played out from her point of view by taking on the roles of those from her past. His Lawyer will help you and William put together a strong Scene of Prosecution as well. Maybe after this you can return to the grave in peace. You may be called on by others to help in their cases. And after each case closes, all assembled vote to determine which side wins.

Who do you know:

Sweet William—You know him as the man you could not love and the Love Talker he became. But when you refused him, it was from love.

Leanan Sídhé --A conniving deceiver of mortals at best, a soul thief at worst.

Thomas the Rhymer--Everyone one who has dealings with Fae knows Thomas the Rhymer, or at least his reputation. The story of the poet's journey from the mortal world to Faery lands is known everywhere. You have always wanted to meet him, and have heard that he has powers to see into a person's soul. You wonder what he would say about you.

Sweet William

Nature: Human, possessed by a Leanan Sídh, and now a Love Talker or Gancanagh (Fae)

Social Standing: Fae Commoner

Background: It was a misunderstanding that compelled you to seek out the Leanan Sídh. In an effort to seem worldly, you slighted your sweetheart Barbara Allen. She forgave you, but the self doubt lingered. What if Barbara Allen had not truly forgiven you? You had come so close to losing her once before, a little help from the one who knew love magic was all you needed.

"Don't you remember not long ago,
The day down in the tavern?
You toasted all the ladies there,
But you slighted Barb'ry Allen."

"Oh yes, oh yes, I remember well
That day down in the tavern.
I toasted all the ladies there,
But I gave my heart to Barb'ry Allen."



As it frequently happens with business deals and bargains between mortals and Fae, you got more than you bargained for. Leanan Sídh turned you into a Love Talker, a Gancanagh. Barbara Allen would not be able to resist your words and actions. She would become yours, body and soul--unless, of course (and there's always an "unless"), she found a way to resist. Unfortunately, she did resist. Barbara Allen saw through the ruse, because she loved the real Sweet William. You even tried coming clean. You admitted seeking the Leanan Sídh's help, knowing Barbara Allen would know that if she refused you, you'd both die. She chose to die than to be with a Love Talker.

Even in Mortal death, it all seems unfair. The Leanan Sídh misled you, letting you think that seeking her help would let you gain Barbara Allen's love. She never could have helped you, and her "help" condemned you to an untimely death.

Although, being a Gancanagh isn't all bad. You could teach a few of these star-crossed couples a thing or two about love. Or seduction. Or forcing one's will.

Case 1: Seduction and Misrepresentation of Services
Sweet William vs. Leanan Sídh (Ballad: Barbara Allen)

Trial Information: (Plaintiff)

You have called the Leanan Sídh to the Court of Fae to answer for the crimes of Seduction and Misrepresentation of Services. You say she misled you into believing that her powers could help you gain Barbara Allen's love. It seems that you need the

help of a good Lawyer, who can use the real facts of the matter to help you press your case. You are trained in law yourself, with a specialty in Crimes of Passion, and have learned lore of the ways of the Mortal and the Fae as well though. You know you will be able to press your charges against the Leanan Sídh, and even ask for the Sentence you desire. You will be able to let the Court see how events played out from your point of view. You will need the help of some others who are willing to take on the roles of those from your past. You may act as your own Lawyer, or you may find someone else with a specialty that will be able to help you put together a strong Scene of Prosecution. You may be called on by others to help in their cases. And after each case closes, you and all assembled (other than the Claimants and The Queen) will vote to determine which side wins.

Powers:

Litigation (Crimes of Passion) - Litigators are knowledgeable about Mortal and Fae law, and each lawyer has a specialty in one legal area. See information below.

Seduction Glamour – A specialized form of Glamour. The commander attempts to magically make themselves irresistible to the target. If successful, the target will have sex with the commander, and have a lingering obsession for the commander. Those with a strong will, or who are truly in love with someone else may resist. Seduction Glamour may only be used effectively on a single target once, and no more than three times in game.

Who do you know:

Barbara Allen--You always loved her. In those fleeting hours of regret when you feel the weight of your humanity tug at your glistening Gancanagh skin, your heart aches to be near her again.

Leanan Sídh--She tricked you! Why did she give you an axe when all you needed was a knife to carve your affections into Barbara Allen

Queen of the Fae--Now you are Fae, and she is your Queen.

Thomas the Rhymer--Everyone one who has dealings with Fae knows Thomas the Rhymer, or at least his reputation. The story of the poet's journey from the mortal world to Faery lands is known everywhere. You have always wanted to meet him, and have heard that he has powers to see into a person's soul. You wonder what he would say about you.

Leanan Sidhe

Nature: Fae

Social Standing: Low, even among the Fae

Background: They come to you, you help them, you do exactly as they ask, and then when things go wrong, they blame you. Sweet William, the Queen. They all blame you.

Yet everyone comes to you. The Great of the Court even "stoop" to attain your power. Even the Fae Queen asked for your help in gaining someone's love. How you laughed when you learned she desired a Mortal youth! Long ago, there was a youth, Allesio, who she loved. But he spurned her love. He loved a young maid, Jemma, and planned to marry her. The more he refused the Queen, the more she wanted him. Even her powers of Glamour and Elvish Sight could not turn him. So she turned to you. You tried to warn her, but her jealousy blinded her to the true costs of the what she asked, and she chose to learn this power from you. Unfortunately, she found yourself helpless to halt the changes. She brought her young beloved to her bed, and in time watched him waste away into the blasted spirit as any Love Talker would. Then she turned on you, cursing you and banning you from her sight.

Sweet William's problem was that he didn't maintain the connection with Barbara Allen, and she managed to figure out that you had turned him into a Gancanagh, vulgarly known as a Love Talker, after he seduced her and put her under his spell. Now he's called you to the Court of the Queen of Fae, on charges of Seduction and Misrepresentation of Service.

He came to you to help him win the love of a fair maid he loved. She refused him and he sought otherworldly aid to gain her heart. As it frequently happens with business deals and bargains between mortals and Fae, Sweet William, got more than he bargained for. Your powers gave him what he wanted, but also turned him into a Gancanagh. Barbara Allen would not be able to resist his words and actions. She would become his, body and soul--unless, of course (and there's always an "unless"), she found a way to resist. Unfortunately, she did resist. Barbara Allen saw through the ruse, because she loved the real Sweet William. For some crazy reason he told Barbara Allen what he'd done! Knowing that Barbara Allen would know that if she refused him, they'd both die. It's not your fault these two couldn't see the benefits and power to be gained by becoming Love Talkers! They chose to go down the road to the Shadow Realms together.

Why must everyone forget that even among the Fae, gifts of affection come with a price, and to force anyone's feelings is the worst way to win someone's heart? Honestly, if you were in love with someone, you'd never seek help from the likes of you.



Case 1: Seduction and Misrepresentation of Services

Sweet William vs. Leanan Sídh (Ballad: Barbara Allen)

Trial Information: (Defendant)

You are called Court to answer Sweet William's suit. You don't know what will happen when the Queen sees you again, but you have the protection of the Law of Faery since you've been called to defend yourself. It seems that you need the help of a good Lawyer, who can use the real facts of the matter to defend you. You were just going according to your nature! You will have the chance to defend yourself, and answer the charges by letting the Court see how events played out from your point of view. You will need the help of some others who are willing to take on the roles of those from your past. Your Lawyer can help you assemble your Scenes of Defense as well.

Powers:

Seduction Glamour (3) – A specialized form of Glamour. The commander attempts to magically seduce the target and leave the target with a lingering obsession for the commander. With one success, the target sees and believes one event as the commander reveals it. With two or more successes, the target sees and believes two events as the commander reveals them.

Flaws:

Blood Infatuation - Humans are so weak and vulnerable, yet they are so appealing somehow. Their little lives, so short, like a snowflake falling from the sky. Now in it's unique crystalline beauty, only to melt in tomorrow's sunlight. These frail creatures call to you somehow. Their beauty like a flower makes you long to preserve it and make it your own. You fall in love easily with humans, and may be manipulated by your need to be with them. .

Who do you know:

Queen of the Fae - The Queen of the Fae holds power over all in her Domain, including you. She is the protector of her realm, but you have seen her in moments of vulnerability so you know that there is fear and longing lurking beneath her facade of frosty nonchalance and confidence.

Thomas the Rhymer - The loyal companion of the Queen. A mortal gifted with immortal life by Herself. He orders the Court and presents members of the Court to the Queen. He is said to have powers of Insight into all beings' Souls.

Sweet William - A mortal who came to you for help winning the heart of Barbara Allen, a mortal woman he loved. All went wrong, they both died, and now he's back from the dead, blaming you for it all!

Barbara Allen - The mortal woman who refused the advances of a Sweet William, whom you had turned into a Gancanagh (Love Talker). His seductive powers should have drawn him to hear, then they both could have been together at Love Talkers. But somehow she resisted, and since he could not bring her to him again, they both died. Amateurs!

What the Sentries (GM's) Know

Read through the Character descriptions, familiarize yourself with the Order of Court, the Powers and Flaws. Use the GM Quick Reference to help keep track of the characters.

Each player receives a set of Cards. Here is a list of the sets. Note that the number in parentheses is the level of Power, not the number of cards:

Tam Lin
2 Human
1 Fae
2 Success
Seduction Glamour (1)
Naïve
Prone to Binding

Janet
4 Human
1 Success
Whispers (3)

Queen of the Fae
4 Fae
1 Success
Elvish Sight (3)
Glamour (2)
Binding (2)
Broken Hearted

Thomas the Rhymer
2 Human
1 Immortal
2 Success
Power: Insight

King Henry
3 Human
2 Success
Elvish Sight (1)
Litigation (Courtly Matters)
Prone to Glamour

Faery Anne
3 Fae
2 Success
Glamour (2)
Litigation (Faery Lore)
Arrogance

Jean Baptiste
1 Demon
2 Human
2 Success
Whispers (3)
Arrogance
Broken Hearted

Colette
2 Human
1 Ghost
2 Success
Invisibility
Litigation (Contracts)
Naïve

George, the House Carpenter
3 Human
2 Success
Square Axe of Iron
Disbeliever

The Great Selkie
3 Fae
2 Success
Elvish Sight (1)
Glamour (3)
Litigation (Maritime Law)
Contempt for Lesser Beings

Mairi
3 Human
2 Success
Whispers (2)
Litigation (Laws of Nature)
Bloodthirsty

Seamus
3 Human
2 Success
An iron blade
Jealous

Edward
2 Human
1 Ghost
2 Success
Invisibility
Bouts of Rage

Lady Margaret
3 Ghost
2 Success
Invisibility
Possession (2)
Whispers (3)
Ghostly Purpose

Barbara Allen
3 Human
2 Success

Sweet William
1 Fae
2 Human
2 Success
Seduction Glamour (2)
Litigation (Crimes of Passion)

Leanan Síthe
3 Fae
2 Success
Seduction Glamour (3)
Blood Infatuation

PCs and NPCs

There are several characters that would make good NPCs:

Seamus (Mairi's husband)
George (Colette's husband)
Barbara Allan
Thomas the Rhymer
Lady Margaret

Seamus, George and Barbara Allen are not integral to the cases they are involved in. Though each of them takes a part in the events of the alleged crimes. They are neither Claimant, however, and have lesser powers than the other characters, so they are good characters to give to players who are interested in playing a less demanding role. If they are used as player characters (PC), give them their full complement of powers and traits. If they are played as non-player characters (NPC), allow player actions on them to be automatic successes. They may also be left out of play.

Thomas the Rhymer holds a central role in overseeing order in the Court. His role is one of revealer to others, rather than as actor on his own part. Therefore, he can either be treated as an NPC who helps keep the game rolling, or as a PC who is there to highlight and reflect others. If played as a PC, instruct him before the game on the roles of Bailiff and power of Insight. If NPC, abstain from voting, and divide time between GMing and conducting actions in role of Thomas. Thomas' Insight power is important to the other characters, so this power and the secrets he reveals should be in play regardless of whether he is an NPC or PC.

If playing with fewer than the full complement of 17 players, leave out one Case: *Barbara Allen*. Since there are connections between the characters of King Henry and the Selkie, the Case of Sweet William and the Leanan Sídhe is less integral to playing the game. This reduces the number of players to 14. If Thomas the Rhymer, George, Seamus and Lady Margaret are all NPCs, that brings player count down to 10.

Thomas the Rhymer's Insights

At any time between Court Cases, players may approach Thomas the Rhymer to give them his Insight upon them. The following information for each character may be shared in character by Thomas. Players then add these new details to their Character Deck. Some things the character already knows, but once Thomas the Rhymer reveals it, others may discover these details through Bribery and Powers.

1. Tam Lin

Child of Incest

You are a child of incest, and your father killed your mother at your birth. Your father hid you with the Queen of Fae to hide his shame.

Corrupted Innocent

You are an innocent, who was traded to powers of the Fae as a child. But you yourself were innocent, until you began using the powers of the Fae, seducing young mortals and sharing the herb with young pregnant women to help them lose their unwanted child.

True-Hearted

There have been others before Janet. She is different, though. You love her truly.

2. Janet

Pregnant

You are pregnant with your sister's husband's child. You came to Tam Lin for help getting rid of child. Now you are truly in love. You must take this secret to the grave. As far as you're concerned, the father of your baby is Tam Lin.

3. Queen of the Fae

Broken Hearted

A Mortal youth, Alessio, broke your heart by choosing another. You turned him into a Love Talker, and he died rather than be forced to stay at your side.

4. Thomas the Rhymer

Insight

Knows the hearts of others. Immortal.

5. King Henry

Scion of a Fae

Your father was a shape shifting Faery. Discard one Mortal Card for the new Fae card

6. Faery Anne

Power Hungry

You sought power that you lacked in Faery, through the Mortal World by marrying the King. You knew who he was when you tricked him into loving you, and held him in your thrall until despair let him see through it.

7. Selkie

Trickster

You live to create chaos in the lives around you. You stole your son Patrick-- that is, you traded him for gold--then you cursed wife with the guilt of marrying the killer of your son. In truth, you staged your own death and that of your son's, by replacing him in a Mortal child's cradle. The final trick is on you: think of how much you've lost.

8. Mairi

Hope May Heal

Your son is not dead. Find the goodness in the Selkie's heart and you'll find what was lost.

9. Seamus, the Fisherman

Broken Hearted

Mairi's lust for vengeance breaks your heart. Help her heal her heart and she can mend yours as well. You never meant to kill those silkies and she knows it.

10. Jean Baptiste

Demon

You are a Demon! A tithe collector! Your appearance hidden by some infernal means. You masquerade as a human or Fay, but truly you are from the Nether Kingdom. Stand to meet the consequences of breaking the Queen of Fae's ban of your kind in Court.

11. Colette

Torn Heart

You are in love with both George and Jean Baptiste. Will spending eternity with your dark eyed sailor be all that bad? But you could return to life, how rich would you be at the side of the steady and constant House Carpenter and your children!

12. George, House carpenter

Strong Will

All you want is to protect Colette and bring her back to your child. You want to rescue her, to find some way for her to come back to her senses and reunite your family. [Negates one Success in a Seduction Glamour attack.]

13. Edward

Murderer

You impregnated your sister and killed her when she gave birth to your child. Although you couldn't bear to kill the child, you offered the baby to the Queen of

Fae, sweetening the bargain by suggesting he's make a good tithe to Hell. Demon is as Demon does.

14. Lady Margaret

Vengeance

You are Tam Lin's mother. Unable to bear your guilt, you arranged for the Queen of Fae to adopt him, no strings attached. Why did she accept Edward's offer? Delivering Tam Lin as the tithe to Hell was never part of your bargain.

15. Barbara Allen

Strong Willed

You resisted Sweet William not out of spite, but of love and strength of will, to rescue you both from unearthly fate through death. Although you refused him to the end, you always loved Sweet William, and you never disclosed that you knew he was possessed by the Leanan Sídh. [Negates one Success in Seduction Glamour Attack.]

16. Sweet William

Lust for Power

Once you were human, you took on the form of Love Talker by choice to gain Barbara Allen's love. But the truth of it is, that you loved the power the Leanan Sídh gave you. You sought out the Leanan Sídh because you wanted power. Barbara Allen got in your way.

17. Leanan Sídh

Shunned

You taught Sweet William and the Queen powers of Seduction Glamour. You took time to help them, but ended up banished for your trouble. The Queen must fear for her power, if she had to exile you from the court to hide what you knew.

Running and Pacing the Game

Chances are you will play this game within a set frame of time. In order to cover all the scenes and cases, The Sentries should be mindful of the time. Here is a suggested schedule to play the game in a little over four hours:

Procession and Introductions: 15 minutes. Give a quick explanation of the world, assign characters.

Announcements: 5 minutes. Give Janet and Tam Lin a chance to stand up and get their case on the Docket.

Socialize, Break, Prepare the cases: 45 minutes.

Hear the Cases: 1.5 hours.

Janet and Tam Lin: 1 hour. This is the wrap-up. Everyone will take part in encouraging or discouraging Janet and Tam Lin, based on their own cases.

To keep the action interesting and the pace of the game running at an exciting clip, consider cutting scenes right after a major revelation. Give the players a moment to digest what just happened to their characters. Allow a chance later in the game to process the revelation.

Assigning Characters

Before the Game

If you have the luxury of time, and your players have signed up ahead of time to play the game. As is the practice at some LARP oriented conventions such as Interactivities' Intercon, you can send out a questionnaire to the players to gather information about their preferences and strengths.

Example questionnaire:

Would or are you...

- like to play Fae or Human?
- familiar with Childs Ballads?
- love arguing in a good debate?
- enjoy speaking in front of a large group?
- be comfortable portraying a character in a (consensual) incest relationship?
- enjoy playing a leadership role?
- don't mind being dead (aka a ghost)?
- don't mind being a murderer?
- like being an underdog?
- enjoy:
 - Playing in flashbacks to provide back story.
 - Having my fate hang in the balance.
 - Getting to tell my side of the story.
 - Negotiate for my own or someone else's fate.
 - Being in the background, Influencing events.

What is your gaming experience?

- This is my first rpg (live action or tabletop) experience ever.
- This is my first LARP, but I've gamed before.
- I've LARP'ed a few times.
- I've LARP'ed many times.
- I am familiar with improv and Jeepform styles of role-playing.
- I've played Jeepform/improv role-playing games before.

Essay Question: You're at a Renaissance Faire. You can take any role you want. What do you do and why?

At the Start of the Game

If you are playing at a convention or some other gathering where you do not know who will play ahead of time, in the game materials there is a list of brief descriptions of the characters that the players can look through and choose based on. Or bring out the stack of character backgrounds, sorted by gender, and let the players look through them to choose one they like. Be sure to point out the Lawyers, so that people know they will be asked to make arguments for the cases.

Resource List

The Mudcat Cafe: <http://www.mudcat.org/>

Information on the Tam-Lin ballad and story: <http://tam-lin.org/>

Child Ballads: <http://www.contemplator.com/child/index.html>

Vess, Charles. *The Book of Ballads*

Roberts, John S., ed. *The legendary ballads of Scotland and England*.

Child, James Francis. The English and Scottish Popular ballads

Full Text: <http://www.sacred-texts.com/neu/eng/child/>

Cheat Sheets

GM Quick Reference

Powers and Flaws

Character Descriptions

Case Info Sheets

- Claimants
- Lawyers

GM QUICK REFERENCE

1. **TAM LIN** - Human/Fae
Tithe to Hell, Fae Court fostered.
Power: Seduction Glamour (1)
Flaws: Naive, Prone to Binding

2. **JANET** - Human
Pregnant, loves Tam Lin.
Powers: Whispers (3)

3. **QUEEN OF THE FAE** - Fae
Ruler of Fae Realm.
Powers: Elvish Sight (3), Glamour (2), Binding (2)
Flaw: Broken Hearted

4. **THOMAS THE RHYMER** - Human/Immortal
Companion to Queen.
Power: Insight
Immortal.--may give to any character at the end of the story with the Queen's Permission

5. **FAERY ANNE** - Fae
Common Fae become Human Queen.
Powers: Glamour (2), Litigation (Faery Lore)
Flaw: Arrogance

6. **KING HENRY** (Patrick)-Human/Fae
Powers: Elvish Sight (1), Litigation (Courtly Matters)
Married and Executed Faery Anne.
Flaw: Prone to Glamour--Counts as a success when the target of Glamour From Thomas the Rhymer:
Trade 1 Human Nature card for 1 Fae

7. **SELKIE** - Fae
Mairi's lover, stole their child.
Powers: Elvish Sight (1), Glamour (3), Litigation (Maritime Law)
Flaw: Contempt for Lesser Beings--Negates a success if the target of Whispers

8. **MAIRI** - Human
Blames Selkie for their son's death.
Powers: Whispers (2), Litigation (Laws of Nature)
Flaw: Bloodthirsty

9. **SEAMUS** - Human
Mairi's husband. Thinks shot child.
Power: An iron blade--Negates one success if the target of Glamour
Flaw: Jealous

10. **JEAN BAPTISTE**-Human/Fae/Demon
Hidden Nature. Sues Collette.
Power: Whispers (3)
Flaws: Arrogance, Broken Hearted

11. **COLLETTE** - Human/Ghost
Married again when Jean Baptiste lost
Powers: Invisibility, Litigation (Contracts)
Flaw: Naive

12. **GEORGE**, House carpenter -Human
Married Collette. Disbelieves Faery.
Power: Square Axe of Iron--Negates one success if the target of Glamour
Flaw: Disbeliever--Negates one success if the target of Glamour

13. **EDWARD** - Human/Ghost
Traded son to Fae. Here for Tam Lin.
Power: Invisibility
Flaw: Bouts of Rage

14. **LADY MARGARET** - Ghost
Killed by lover/brother. Save Tam Lin.
Powers: Invisibility, Possession (2), Whispers (3)
Flaw: Ghostly Purpose

15. **BARBARA ALLEN** (NPC) - Human/Ghost
Refused Sweet William. Both died.

16. **SWEET WILLIAM** - Human/Fae/Ghost
Loved Barbara Allen. Got help from Lianan Sidhe.
Powers: Seduction Glamour (2) Litigation (Crimes of Passion)

17. **LEANAN SÍDHE** - Fae
Gave others Love Talker Power.
Banned from Court by Queen.
Power: Seduction Glamour (3)
Flaw: Blood Infatuation

ORDEAL

Invoked by Claimant or Queen.
Champion chosen.
Divide Court in two:
Transformations - choose image, describe change Claimant undergoes.
Tribulations - reasons Champion should hold on or let go.
Pass if Champion holds fast or finds other key to breaking spell.

THE CHARGES, PLAINTIFFS AND DEFENDANTS:

Case 1: Seduction and Misrepresentation of Services
Sweet William vs. Leann Sidhe
(Ballad: Barbara Allen)

Case 2: Justice outside of Jurisdiction
Faery Anne vs. King Henry (Ballad: King Henry)

Case 3: Abduction and Child Endangerment
Mairi vs. The Selkie (Ballad: The Great Selkie)

Case 4: Breach of Contract
Jean Baptiste vs. Collette (Ballad: The House Carpenter)

Addendum: Release from Services (i.e. being the Tithe to Hell)
Janet and Tam Lin vs. Queen of Fae (Ballad: Tam Lin)

ORDER OF EVENTS IN COURT

CALL COURT TO ORDER

1. **Announce Case**
 - o Introduce Plaintiff and Defendant
 - o Announce charges
 - o Plaintiff requests desired Sentence
2. **Opening Arguments** (Lawyers: Prosecution, then Defense)
3. **Witness Testimony** – re-enactment of events
 - o Plaintiff's version
 - o Defendant's version
4. **Jury Votes** – assembled vote for version they believe, Queen breaks ties
5. **Closing Arguments** - Lawyers
6. **Queen Announces Sentence**

SENTENCING GUIDELINES

FOR THE QUEEN OF FAE

Plaintiff suggest sentences or give their demands, it's up to the Queen to grant the demands or deliver one of the following sentences:

1. Monetary Payment
2. Humiliation
3. Indentured Servitude to the Injured Party
4. Loss of status or demotion, impoverishment
5. Banishment from Home Realm
6. Final and Absolute Death
7. Reversal of nature (return to original existence, or changed from Mortal to Fae and vice versa), aka "The Seventh Sentence".

Characters

1. **TAM LIN** - A mortal raised in the Court of the Fae by the Queen herself. His life now to be given as a Tithe to Hell. Fighting with his new love Janet to free him from paying this price.
2. **JANET** - A mortal woman, fallen in love with Tam Lin. Coming before the Queen of the Fae to fight for his freedom, despite--or because of --the child Janet carries in her womb.
3. **QUEEN OF THE FAE** - The protector and ruler of the Land of the Fae. Powerful and ancient, pronounces Sentence on the those who come before her for Justice.
4. **THOMAS THE RHYMER** (potential NPC)- A mortal man, companion of the Queen of the Fae. Made immortal and blessed or cursed with the ability to see truly into the hearts of those he meets.
5. **KING HENRY** - Monarch of England, who became entangled with a Fae, Faery Anne. Called to court to defend himself against charges of unlawfully executing her in the Mortal Lands. Will stand as a Lawyer knowledgeable about Courtly Matters.
6. **FAERY ANNE** - A common Faery who rose to the heights and became Queen of England. Here to sue her former husband, King Henry, who had her killed. A Lawyer, learned in Faery Lore.
7. **SELKIE** - A trickster Fae from the No Man's Land of the Sea. A shape-shifter who delights in up-ending the expectations of others. Called to the court to answer for abandoning a fisher maid and allowing their child to be killed. Will act as a Lawyer, with a specialty in Maritime Law.
8. **MAIRI** - A fisher woman, who thought she rescued the Selkie and was cursed with marrying the man who would kill her son and the Selkie too for her trouble. Suing the Selkie for Abandonment and Child Endangerment. Has become learned Legal Matters, with a concentration in the Laws of Nature.
9. **SEAMUS** (potential NPC)- The hunter who married Mairi, whose shaft is blamed for her child's death. There as a Witness for the case, and to keep that Selkie away from her.
10. **JEAN BAPTISTE** - A sailor who loved Collette and was lost at sea. Took his revenge by using unknown powers to drag her down with him. Suing her now for Breach of Contract for coldly marrying a House Carpenter and forgetting his memory.
11. **COLLETTE** - Back from the dead to defend herself in a suit beyond life and death from the sailor who she loved and who loved her. Defending herself at court with Litigation knowledge and being well versed in Contract Law.
12. **GEORGE, THE HOUSE CARPENTER** (potential NPC)- Collette's loyal husband, bewildered by what has happened and disbelieving in all things Fae and supernatural. Here to try to bring Collette home.
13. **EDWARD** - A mysterious figure at court. With sordid secrets in his past, and an agenda to pursue. Known to Jean Baptiste and Lady Margaret.
14. **LADY MARGARET** (potential NPC)- A ghost, torn from life when her child was born. Here at court for her own purpose. Obsessed with the need for justice that has kept her from her rest.
15. **BARBARA ALLEN** (NPC) - A mortal maid loved by Sweet William, who spurned his love even at the cost of her own and his death. Called hard-hearted Allen, but may have other sides.
16. **SWEET WILLIAM** - A once Mortal man who fell in love with Barbara Allen. Suing the Leanan Sidhe for Misrepresenting her Services and giving him powers to Seduce that cost he and his love their lives. Stands as a Lawyer with a special area of knowledge in Crimes of Passion,
17. **LEANAN SIDHE** - A Love Talker, seducing men and making them drawn to her on pain of death. Asked by many to give this power to them, and then blamed when things go wrong! Answering Sweet William's suit.

Court Notes

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