

PLAYER 1

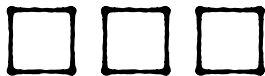
Seeds

Pick one of these seeds when setting a scene.

- A wooden chalice swept in heavy cloth
- Pouring rain gathering in muddy pools
- Pennants snapping in the breeze
- The carcass of a dead animal
- Moonlight reflecting off snowy mountain slopes
- A softly spoken prayer

Story points

Spend one story point to take over a scene already in progress or to set a scene out of turn.



Story ideas

Optional complications to spice up the story.

Montsegur hides a secret known only by few: a Holy Grail. What is the nature of the relic?

A wounded Cathar knight was given the consolamentum but recovered. With so few able warriors left, every man counts. Will the knight pick up his sword again and stain his immortal soul?

After days of unrelenting rain, the homes of the poorest Cathars wash away. Where will they go? Is it a sign?

Extras

- ❖ The Inquisitor **Durrant** who carefully captures testimonials from captured Cathars.
- ❖ **Armand de Vichier**, a Templar Knight sent by the Grand Master.
- ❖ **Imbert**, a faithful

Basic rules

- ❖ Main characters cannot die before the epilogue
- ❖ At least one main character must burn at the stake. At most one main character can escape into the night.
- ❖ Any player can appeal to the group that a scene is edited or changed. The game should be fun for everyone.

Set a scene

- ❖ Pick a seed and describe where and when the scene takes place
- ❖ Decide on the persons present in the scene and invite players to play characters
- ❖ Briefly explain what has happened and what is about to happen

When directing scenes

At the beginning of the story, take your time to describe scenery and details to connect to the story. Later, jump to decisive moments and let spoken words and character actions drive the story.

Cut scenes after a strong line from a character. It's ok to leave things unsaid and questions unanswered.

When playing a supporting character

Set focus on the main characters. Put them in difficult situations where they can show who they are.

Burn, repent or escape

Decide on the fate of Raimond through play. If you at some point feel too certain on what fate you will choose, then consider what could make your character choose another fate. Make the final decision as difficult and painful as possible.

PLAYER 2

Seeds

Pick one of these seeds when setting a scene.

- The sound of steel on steel
- A choking smoke brings forth tears
- Heavy fog obscuring all things distant
- A kiss upon naked skin
- A sharp stench of urine
- The crying of a child

Story points

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Story ideas

Optional complications to spice up the story.

A **Crusader sentry** has let small groups of Cathars through many times before. As the Cathars make their way down the path, they discover that this time will be different.

The construction of a **trebuchet** inside Montsegur rallies troops around a new hope in the darkest hour.

A brother or sister has died without taking the **consolamentum**. Why did the deceased not take the consolamentum?

Extras

- ❖ Bishop **Mathieu de Belcaire** who knows how to transform theory into results on the battlefield.
- ❖ **Brasilhac de la Baccalaira**, a mercenary and expert in the construction of siege engines.
- ❖ **Etienne**, a faithful

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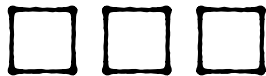
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Pick one of these seeds when setting a scene.

- The fresh blood from a black chicken
- A chicken with two heads hatching from an egg
- Torches in the night
- The spicy scent of rosemary
- Flies buzzing above the rotten carcass of a horse
- A hidden treasure of gold and silver, accumulated over decades by the faithful

Story points

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Story ideas

Optional complications to spice up the story.

Someone from the outside offers to bring **reinforcements** for an outrageous amount of 500 sous but can they be trusted?

The **Devil** shows his ugly face. The milk runs sour, the butter will not churn, the grain grows mouldy. Has a curse befallen Montsegur?

An **incapacitating** illness falls upon one of the Cathars with no sign of recovery. Who prays for the sick?

Extras

- ❖ **Pierre Amiel**, the Archbishop of Narbonne, who considers Montsegur to be the Synagogue of Satan.
- ❖ **Corbario**, a Catalan captain with a gang of mercenaries
- ❖ **Marquésia**, a faithful

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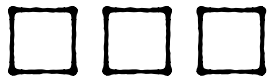
Seeds

Pick one of these seeds when setting a scene.

- A metallic taste of blood
- The laughter of a woman
- The barking of a dog
- A naked body under a coarse tunic
- Embers glowing in the dark
- An acrid smell of dried sweat

Story points

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Story ideas

Optional complications to spice up the story.

An enemy knight is **captured** by the Cathars. Can he be persuaded to join the Cathar cause? Who has he slain?

The outer defences of Montsegur have been **breached** in a surprise attack by a scout force. The enemy is repelled but only after heavy losses. Who is wounded? Was anyone negligent in their duties to allow this to happen?

While the world falls apart around them two Cathars fall in **love**. It is unconditional, mutual and true. When do they realise this?

Extras

- ❖ **Robard de Lorraine**, a landless Norman knight who knows Pierre Roger from before.
- ❖ **Geoffroy de Donjon**, a Hospitaller Knight who has seen much blood in the Holy Land.
- ❖ **India**, a faithful

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PLAYER 5

Seeds

Pick one of these seeds when setting a scene.

- Dark blood flowing in a gentle stream
- The lively sound of music
- A bird circling in the sky
- Something smells foul and mouldy
- The cold darkness of a cave
- A cry of pain

Story points

Spend one story point to take over a scene already in progress or to set a scene out of turn.



Story ideas

Optional complications to spice up the story.

A **traitor** is revealed and is questioned by the Cathars. Why did he or she do it? For revenge? For gold? Was it to shorten the unbearable waiting?

A **ghostly apparition** shows itself to one of the Cathars, a familiar face long forgotten, demanding fulfilment of a promise sworn years ago.

A **dying Cathar** has been captured after an attack. Can the Inquisition save the soul of the heretic?

Extras

- ❖ The Inquisitor **Ferrier** who patiently and systematically makes sinners repent and return to God.
- ❖ **Joscelin**, a troubadour, entertainer, and bringer of news.
- ❖ **Sicard**, a faithful

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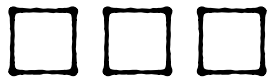
Seeds

Pick one of these seeds when setting a scene.

- Salty tears on a cheek
- The acrid odour of burning hair
- Sounds of horses riding into the night
- Buzzing insects over a flowery meadow
- A burbling mountain stream
- A pillow of snow muffles the calls

Story points

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Story ideas

Optional complications to spice up the story.

A faithful knight is knocked **unconscious** and dying, but cannot complete consolamentum without assistance. Is the ritual still valid if another completes it on his behalf?

A burning bush, a voice or a dream. The **divine** reveals itself to one of the faithful. Is it a message of salvation and hope - or an omen of defeat?

A **pious child** has been instructed in a vision to march down the hill with a candle to end the siege. Who would kill a child?

Extras

- ❖ **Hugues des Arcis**, the Seneschal of Carcassonne, who leads the siege to end the crusade.
- ❖ **Alfaro**, the bailiff in Avignonet, who serves the French king but is also secretly a faithful believer.
- ❖ **Benoît**, a faithful

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MONTSEGUR 1244

AMIEL

Boy. Orphan.
Brother of Faye.
Lives in Montsegur
with his aunt,
Arsende.



Explore during play

- What about your father do you miss the most?
- What kind of weapon have you carved out of wood?
- What do you want to be when you grow up?

MONTSEGUR 1244

ARSENDE

Woman. Harlot.
Relative of the
Count of Toulouse.
Aunt of Faye and
Amiel.



Explore during play

- Who took you by force when you were fifteen?
- How will you take care of your nephew and niece?
- What do you feel when Pierre Roger lays with you?

MONTSEGUR 1244

BERTRAND

Old man. Perfect.
Bertrand Marty is
the spiritual
leader of the
faithful. Former
herdsman.



Explore during play

- What makes your words so sincere and inspired?
- When do you doubt your beliefs?
- How did you survive the fall of the city of Béziers?

MONTSEGUR 1244

CECILLE

Old woman.
Perfect. Cecille
de Montserver is
the leading
woman of the
believers.



Explore during play

- Who is it that Faye reminds you of?
- Which colours most often find their way into the fabric you weave?
- Would you have accepted consolamentum and become a perfect, if you did not believe you were at death's door?

MONTSEGUR 1244

CORBA

Middle-aged woman. Lady of Montsegur. Married to Raimond de Péreille. Mother of Phillipa and Esclarmonde.



Explore during play

- How many children have you buried?
- What comes to your mind when you look at Phillipa?
- What is your biggest regret?

MONTSEGUR 1244

ESCLARMONDE

Young woman.
Daughter of Lord
Raimond of
Montsegur and Lady
Corba of Montsegur.
Sister to Phillipa.



Explore during play

- Why do you look out to the south at night?
- Why have you set your hair in the same way as Cecille?
- What do you envy most about your sister, Phillipa?

MONTSEGUR 1244

FAYE

Girl. Orphan.
Sister of Amiel.
Lives in
Montsegur with
her aunt, Arsende.



Explore during play

- Where did you last see your mother?
- The stone you clutch in your pocket when nobody watches you - where is it from?
- Why does the darkness of the stable make you feel safe?

MONTSEGUR 1244

GARNIER

Young man.
Mercenary.
Archer. Grew up
in the mountains
in the village of
Canon not far
from Montsegur.



Explore during play

- How long have you secretly admired Esclarmonde?
- How have you come to handle your weapon with such skill?
- What does faith mean to you?

MONTSEGUR 1244

GUILLAUME

Adult male.

Guillaume de Saint-Martin is one of Pierre Roger's knights. Sentenced to death in absentia by the inquisition.



Explore during play

- Why can no one else ride your horse?
- What did the inquisition take from you?
- Who is in your mind when you lay with Arsende?

MONTSEGUR 1244

PIERRE ROGER

Middle-aged man.
Pierre Roger de
Mirepoix commands
the defence of
Montsegur. Has lost
all his property to the
crusaders. Married to
Phillipa. Sleeps with
Arsende. Cousin of Raimond.



Explore during play

- Why do men obey you?
- What cause do you fight for?
- What were the last words of your father before he died as one of the first victims of the war?

MONTSEGUR 1244

PHILLIPA

Woman. Daughter of Corba and the lord of Montsegur, Raimond de Péreille and married to his cousin, Pierre Roger.



Explore during play

- Whose child do you carry in your womb?
- Why are you not on speaking terms with your mother?
- What is your greatest fear?

MONTSEGUR 1244

RAIMOND

Middle-aged man.

Lord of Montsegur.

Raimond de Péreille

constructed the

castle. Married to

Lady Corba of

Montsegur. Father

of Esclarmonde and

Phillipa. Cousin of Pierre Roger.



Explore during play

- Do you regret offering Montsegur as home for the Cathars?
- Why is your left leg stiff?
- Who of your beloved ones is most dear to you?