

Templar Intrigue



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Templar Intrigue is a game of hidden information, partial information, deduction, deception, and accusations. In Templar Intrigue there are two teams, those loyal to France (and thus the King) and those loyal to the Templars, both of which start with asymmetric information. Oh, and you might not even know who is on your team for sure...

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Unlike some other games of this type, Templar Intrigue has no moderator, no player elimination, and gameplay should be lightning quick. You are more likely to have fun if you are actively participating in the game and trying to help your team by either finding or hiding the Templar Grandmaster and the Archivist.



Setting the scene

(Read aloud to new players)

King Philip IV of France

has extremely ambitious goals for his family and offspring to be rulers all over Europe. Ambitions can be expensive, especially when you add the cost of modern warfare with the English. As a result, King Philip finds himself searching for money.

Philip signs over lands (and their associated rents) to the Knights Templar in exchange for immediate cash. Later, he can recover the lands by giving the cash back to the Templars. A clever way to perform lending in a land where charging interest is against the law.

After many years, King Philip IV of France is deeply indebted to the Knights Templar who now control most of the land that used to belong to Philip. The war with England and his spendthrift lifestyle might be his downfall. In 1306, Philip expels the Jews from France in an effort to recover some of their wealth.

In 1307 there seems to be no hope for the once wealthy King to recover the lands that are in Templar control. But the King of France still wields immense political power. Being a clever man, he sees an opportunity to recover what he had lost.

Historically, on Friday the 13th of October in 1307 King Philip had the Knights Templar in France arrested to be later tortured into confessing to the crime of heresy which is punishable by death. Philip never recovered the lands which he traded to the Templar for the wealth which he squandered. In this game, we will see if history repeats itself or if it can be changed by the cunning of Philip and his team of monks and Templar traitors.

ROLES AND LOYALTY

Loyal to King Philip

- 1** King Philip IV of France
Known to all players
- 2** Templar Traitors
Templar knights who are loyal to the King
- 2** Benedictine Monks
Loyal to the King



Loyal to The Knights Templar

- 1** Templar Grandmaster
Leader of the Templar Order
- 1** Templar Archivist
A Benedictine Monk loyal to the Templar
- 3** Knights Templar
Knights who are loyal to the Templar Order

The color of the card indicates what the back of the role card displays. The number indicates the number of cards in of this type are included.



Roles to use based on the number of players

DISCOVERING YOUR ROLE

A. Choose your King

The final result of any hand will come down to the King's decision, and some players may not want that responsibility. Choose randomly between willing players who will play the role of **King Philip IV**.

Give the **King Philip IV** card to the player who will play the role of the King. **Shuffle** the remaining role cards and deal **one** to each remaining player.

B. Identify Players Roles

- 1 **King Philip identifies himself.**
Make sure all players know who the King is.
- 2 **Identify (by raise of hand) who is a Monk.**
All Monk cards have blue backs with a Fleur de Lis logo.
(Remember, the Templar Archivist is a Monk)
- 3 **Identify (by raise of hand) who is a Templar.**
All Templar cards have red backs with a Holy Grail logo.
(Remember, this only includes the Templar Grandmaster, Knights Templar, and Templar Traitors.)



The King and Monks close their eyes.

- 4 **Templars Identify their Grandmaster.**
To prevent the grandmaster being identified by rustling of clothing or the like, all Templars raise their hands with a closed fist except the grandmaster. He identifies himself by raising an open hand.

Everyone closes their eyes.

- 5 **The Grandmaster and Archivist identify each other.**
The two players open their eyes and make eye contact. You must not be discovered by Philip.

Everyone opens their eyes.

PLAYING THE GAME

Templar Intrigue is a game of social deduction and deception. It is to be played in an **open discussion format**. So as soon as you start playing, you should be **asking questions, making accusations**, and trying to help your team be victorious in the hand.

At any time, **King Philip IV** will pick one of his **Monks** to be his **Inquisitor**. The King instructs the Monk to investigate another player of the **King's choosing**.

The **Inquisitor** is shown the Player's card in **secret**, then declares for all the **Role** of the Player he investigated. (Note: The card is not revealed to the group and the Inquisitor is not required to be truthful when he reveals the player's role)

The group then **openly discusses** the revealed role. Both Templars and Monks are encouraged to participate in the discussion to **aid** or **confuse** The King.

Remember, **The King** can send **each Monk** as an Inquisitor **once** and can do so at **any time** as long as the Monk has not yet seen a card. The King does not need to wait for discussions to end or have a pause. It's good to be the King.

If **all** Monks have had the opportunity to be an inquisitor, then the time for King Philip IV to make his **big descision** approaches. After some final discussion, The King will end the current hand by choosing **One Templar** (red backs) and **One Monk** (blue backs) to receive swift judgment.

If The King has chosen both the **Templar Grandmaster** and the **Templar Archivist**, then he has destroyed the power of the order and recovered the wealth of the Templars. All players **loyal to the King** score **1 point**.

If The King has chosen **incorrectly**, then all of the players **loyal to the Templars** score **1 point**.

If any players have **3 points**, then all of those players win!

If **no player** has **3 points**, then a **new King** is chosen and a **new hand** is dealt.

QUICK GUIDE

- A** **Deal Cards.** Discover your **role**.
- B** Players **identify each other's** roles
 - Identify the **King** and his **Monks**.
 - Identify the **Templars**.
 - Templars** identify the **Grandmaster** in **secret**.
 - Grandmaster** and **Templar Archivist** identify each other in **secret**.
- C** Table discussion begins.
- D** The **King** chooses **one Monk** as his **Inquisitor** and pick's the player the monk is to **investigate**.

- E** The **Inquisitor** is shown the player's role card in **secret**.
- F** The **Inquisitor** reveals to the group the **role** of the player they investigated. (*The card is not shown and you do not have to be truthful*)
- G** Table discussion continues.
- H** Whenever **The King** wishes, a **new Monk** is chosen as **Inquisitor** and play repeats from (step D) until **each Monk** has been the inquisitor
- I** **The King** selects **one Templar** and **one Monk** for the final judgement. If correct, players loyal to The King scores a point. If not, players loyal to The Templars score a point.