

Les Trésors des Morts

CAMPAGNE

17 SEPTEMBRE 1022



DUCHÉ DE BICOLLINE





Les Trésors des Morts

The Treasures of the Dead

It all takes place on the battlefields of the Grande Bataille that just ended. Some of the fighters were lucky enough to return to their loved ones, others perished.

The battlefields now belong to the explorers, who come to collect whatever is on the bodies as well as the more sumptuous treasures that have not been found or have been lost in the tumult of battle.

Several parties have had the same idea and are scouring the battlefields, disturbing the vultures already busy gorging themselves on the desolate mass graves left behind by the soldiers.

The explorers have to loot whatever they can while avoiding the scavengers, the other explorers, and the ghosts of the valiant fallen warriors who rise up to protect what little honor they have left...





Les Trésors des Morts

Registration procedures

To register

All participants must be at least sixteen (16) years and one (1) day old.

Registration can be done on the website at the following address (a user account is required):

<https://bicolline.online/public/evenement/104/>

The deadline for registration with a meal package is September 12 at 12:00 (noon).

The deadline for registration without a meal package is September 16 at 17:00.

Prices

Member: 65,00 \$CA + taxes (74,73 \$CA)

Non-member: 80,00 \$CA + taxes (91,98 \$CA)

The price of the activity does not include lunch and dinner, but it is possible to buy a meal package. Registration for the campaign includes access to the Ducasse that follows. Registration is non-refundable, but is transferable to another person for the same activity. It is not possible to register at the door.

Meal Package

The Caterer for this event is Méchoui Nord-Sud.

Meal package price is 29,00 \$CA + taxes (33,34 \$CA)

- Dîner viande : Steak Salisbury au veau et oignons avec riz aux légumes et salade César.
Dessert: Feuilleté aux fraises.
- Dîner végétarien: Pâtes aux légumes orientaux. Dessert: Feuilleté aux fraises.
- Souper viande : Méchoui de bœuf mariné aux trois poivres, poulet au whisky BBQ sur la broche,
2 choix de salades: mesclun et pâte de légumes. Dessert: Gâteau forêt noir.
- Souper végétarien : Saucisses de Quinoa et 2 choix salades: mesclun et pâte de légumes.
Dessert: Gâteau forêt noir.

Accommodation at the Auberge

To book a room or a bed in the dormitory, please write to **info@bicolline.org**.



To contact a front-team

To register, you must contact the organizers of the desired front-team:

** Status: “Open” means that the guild is accepting applications. “Closed” means that the guild is recruiting by approaching the candidates themselves. “Full” means that the team is already full.**

1. Capharnaüm (closed)
2. Chiens de Guerre (closed)
3. Clan du Croc Ardent (open)
Aranel Croc-Ardent (mwuhahahaha@hotmail.com)
4. Coalition Sylvestre (closed)
5. Codex (full)
6. Compagnie du Cheval Ailé (unknown status)
7. Confrérie des Maîtres Nains (unknown status)
8. Écorcheurs (closed)
9. Familia Debeauchamps (open)
Cédrik Debeauchamps (cedrik_de_beauchamps@hotmail.com)
10. Griffon (full)
11. Hibou d'Argent (closed)
12. Hobereau (full)
13. Hydre (open)
Boris le Cuivré (townen_dl@hotmail.com)
14. Nains-Génieurs (full)
15. Los Conquistadores (open)
Rico Benito (eric.imbeault@hotmail.com)
16. MacRae (open)
Nathan MacRae (patxsthilaire@hotmail.com)
17. Œil du Vahana (closed)
18. Ordo Cervi (unknown status)
19. Ordre du Kik'wa'ju (open)
Elga Sa'ya (atelierdesmandragores@gmail.com)
20. Ordre du Loup Céleste (open)
Fanghrice (yanick_robert_@hotmail.com)
21. Raktaar (closed)
22. Ratatosk (closed)
23. Realms Embassy (closed)
24. Rescapés (full)



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25. Tarpignan (open)
Vincent de Bastres (sam.bechard@gmail.com)
26. Tchakalouy (closed)
27. Valraven (closed)
28. Voelhoorn(open)
Dofleini Toweenar 28ième (dofleini@gmail.com)
29. Von Coulong Bark (unknown status)
30. Warborn (closed)

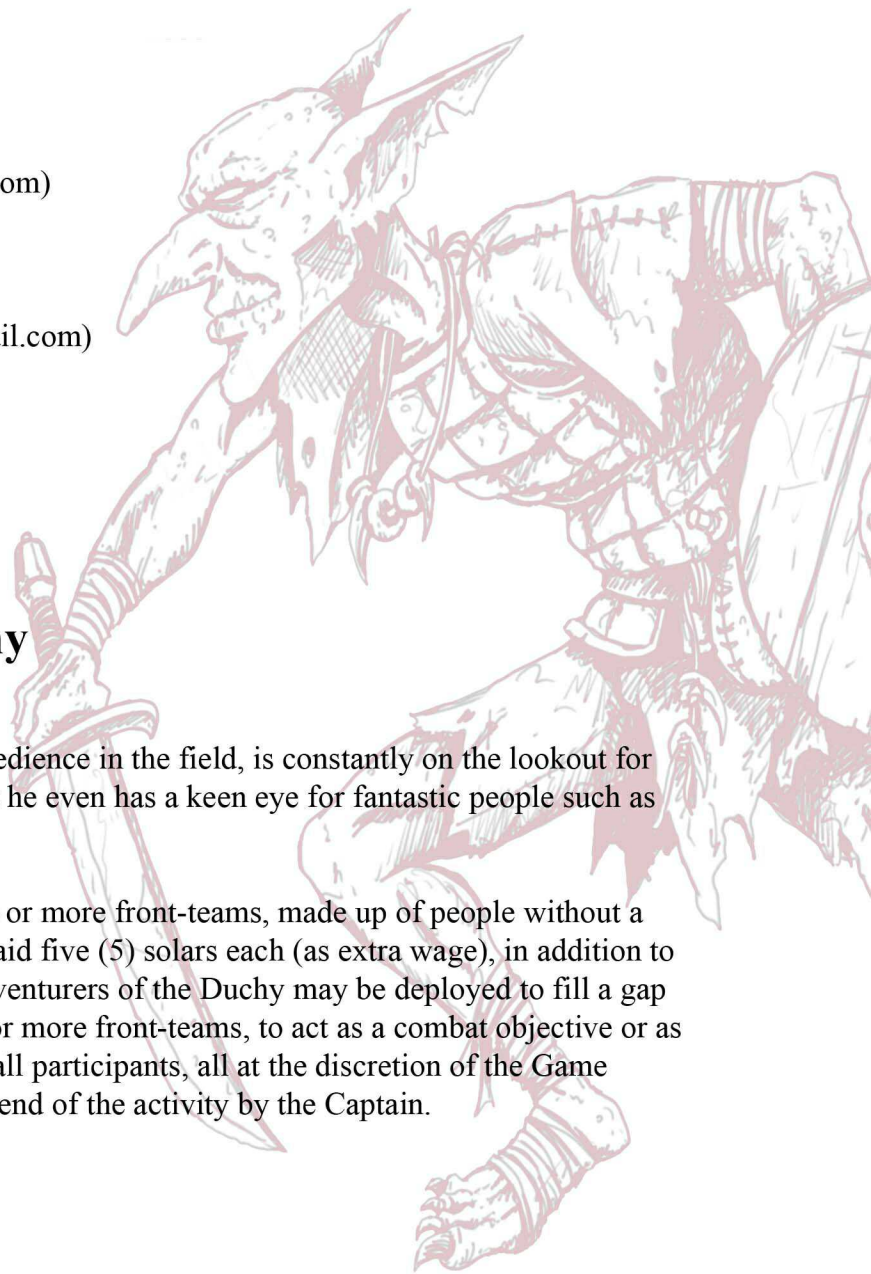
The Adventurers of the Duchy

The Captain, to whom all adventurers owe obedience in the field, is constantly on the lookout for vagrant fighters of all kinds. Rumor has it that he even has a keen eye for fantastic people such as Goblins, Ratmen and Voelhoorns (Bluemen).

For this campaign, the Captain will create one or more front-teams, made up of people without a team starting on 9 September. These will be paid five (5) solars each (as extra wage), in addition to the pay of (5) solars given at the entrance. Adventurers of the Duchy may be deployed to fill a gap in the number of participants, to balance one or more front-teams, to act as a combat objective or as another mechanic to enrich the experience of all participants, all at the discretion of the Game Masters. The extra balance will be paid at the end of the activity by the Captain.

Safety

We are all responsible for our own safety and the safety of others. No violent behavior (both physical and psychological) or altered states of mind will be tolerated during the event, under penalty of expulsion. The enjoyment of all and sundry depends on the individual responsibility of each person.





Les Trésors des Morts

Course of the activity

Les Trésors des Morts is an activity designed for participants who wish to experience a campaign-type exploration event pitting several front-teams against each other. The day will be divided into two (2) chapters that will allow the front-teams to accumulate victory points.

The activity is designed for front-teams of a maximum of twenty (20) participants each. A guild must be part of the Exploration Sphere (main seal) in order to create a front-team.

Each Front-Team organizer is responsible for submitting the list of names and emails of each of the twenty (20) selected members to the Game Master in charge (martin.champagne@bicolline.org). The Game Master in charge of the campaign will contact the organizers of each front-team directly to detail the exact procedure to follow.

Participants who do not have a front-team will be able to join the Adventurers of the Duchy starting September 9th (see Adventurers of the Duchy section above in this document).

Arrival of the Participants

Day of arrival

Participants are expected to arrive at the entrance to the Auberge de Bicolline at **8:00 am** on Saturday morning. Participants are asked to park in the P1 parking lot across the street, except for owners of assignment parking lots. Registration will be done at the blue building. **No cars will be allowed on the site on the day of the event.**

There will be a mandatory briefing for all the État-Majors at **9:45 am** at the counter in front of the fort.

Participants with not-yet-approved weapons are encouraged to get it approved before 9:45 am at the homologation booth. The sound of the foghorn marks the beginning of the activity. Latecomers will have to join the activity in progress after having passed the homologation. It is the responsibility of a latecomer to go to the counter in front of the fort to have their weapons homologated before joining the fight.

Arrival on Friday 16 September and departure on Sunday 18 July

Building owners may arrive on Friday September 16 and sleep on site. The gates and access to the site close at **8.30pm** and all vehicles must be returned to the P1 parking lot across the road or to their reserved parking lots, if applicable, by this time.

Building owners may sleep on the site after the event. No cars will be allowed on the site on the day of the event, but access will be possible the following morning. Building owners must leave the site by **2pm** on Sunday September 18th.





Les Trésors des Morts

Course of the Day

Chapter 1 runs all morning from 10:00 to 12:15 (including deployment).

Chapter 2 runs all afternoon from 13:30 to 16:00 (including deployment).

Between chapter 1 and 2, there is a lunch break of one (1) hour and fifteen (15) minutes. Participants who have taken the meal package will be able to pick up their lunch near the Auberge.

The chapters follow one another and the accumulation of victory points will only be revealed at the end of the event. The final score will only be revealed at the Ducasse that follows.

Participants who have taken the meal package will be able to pick up their dinner near the Auberge from 17:00.

Schedule of the Day

Time	The Treasures of the Dead
8:00-9:45	Arrival, Registration, and Homologation
9:45-10:00	Mandatory briefing for all the État-Majors at the counter in front of the fort
10:00-10:15	Deployment
10:15-12:15	Chapter 1 - Has Arta Morna revealed all its secrets? (Battlefield A)
12:15-13:30	Lunch Break (near the Auberge for those with the meal package)
13:30-14:00	Deployment
14:00-16:00	Chapter 2 – Where is this new monolith? (Battlefield B)
17:00	Dinner (near the Auberge for those with the meal package)
19:00	Ducasse

État-major

Each guild leader who has assembled a front-team must nominate a person to act as the État-Major. It is not possible to change the État-Major after the start of the event. It is the responsibility of the État-Major of each front-team to be aware of the deployment area and to make sure that all their front-team knows and respects the rules.



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Winnings

The Wage: Each participant in the activity will receive five (5) solars regardless of their front-team. A population card will also be given to participants who have pre-registered for the activity and are members of the Duchy of Bicolline. Only the participant themselves can collect their balance and their population card at the Accueil building when they arrive.

The Treasures : Unusual objects identified with a seahorse will be scattered around the battlefields. These objects are numbered and yield a reward when brought back to the Game Masters at the counter in front of the fort. The rewards can be more or less crucial clues to overcome some trials of the current chapter or various rewards such as, for example, purses of solars, sphere seals, items of collection, victory points, devotion points, bricoles, magical or occult ingredients, etc.

Treasures cannot be stolen from a living being, but when killed, the slain participant must deposit the treasures they carried in the place where they died. It is forbidden to conceal or hide the treasures in any way. If treasure is on the ground, it can be picked up by anyone. Treasures brought to the Game Master's Counter (counter in front of the fort) are secure. Also, the Fort Plain is out of play. A player who brings in treasures in this area cannot be killed.

Victory Points: Mainly, the front-teams will have the possibility to earn victory points in each chapter. The victory points of this campaign determine the ranking of the front-teams at the end of the day but also the reward they will be entitled to. The total amount at stake in the campaign is (20) solars per participant (approximately 8000 solars), which will be distributed to the front-teams as treasures as well as according to the victory points accumulated, on a pro-rata basis. Final prizes may include, but are not limited to, various items such as solars, inventions/occult or magical ingredients, ores and gems, remaining victory points from the Grande Bataille, and more.

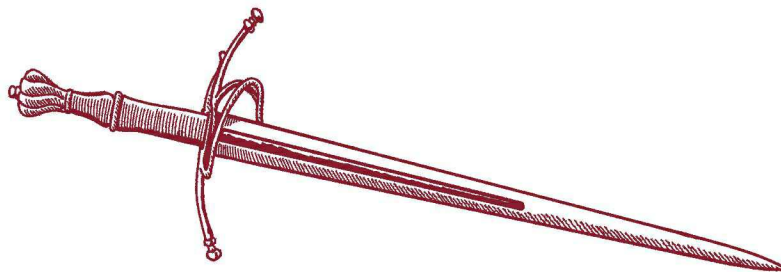


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Final prizes will be awarded according to ranking following this chart:

Classement	Gains finaux
1	2 Sceau exploration, 1 point de notoriété, récompense au prorata des points de victoire
2	1 Sceau exploration, récompense au prorata des points de victoire
3	1 Sceau exploration, récompense au prorata des points de victoire
4	1 Sceau exploration, récompense au prorata des points de victoire
5	1 Sceau exploration, récompense au prorata des points de victoire
6+	Récompense au prorata des points de victoire

Front-team organization bursary: The guild representing each team-front will receive one (1) notoriety point and the guild in first place in the ranking will receive one (1) additional notoriety point (included in the table above). In addition, the organizers of the front-teams will also receive a bursary of forty (40) solars per front-team in recognition of their involvement in the preparation of the activity, regardless of the actual number of members in the team. This bursary will be given during the Ducasse to the État-Major of each front-team, who must present themselves in person at the Banque de l'Hippocampe.



Rules

All the usual combat rules apply. Please refer to the Combat Rules, Special Roles and the Frequently Asked Questions (FAQ). **second half of each document is in English**

- **Weapons:** Only one-handed weapons are allowed (112 cm or less). Range weapons are allowed.
- **Protection:** Shields are allowed. All armor is allowed but has a maximum value of one (1) armor point.
- **War Machines:** War machines are not allowed in this campaign.
- **Death:** Once dead, you can simply wait for a healer or collectively decide to go to a respawn point if there is no more fighting around you or if a marshal allows it. The dead do not speak and they move by walking with their weapon upside down avoiding combat areas as much as possible.
- **Buildings:** Buildings are not in play. Any participant in a building, on a balcony or deck will automatically be considered dead.



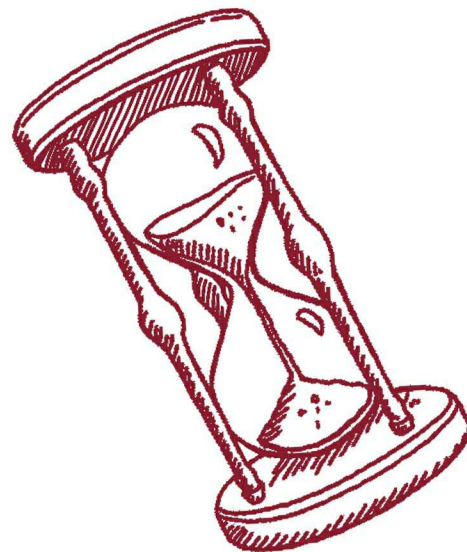
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Death and Healing

Respawn point (healing wells) : Respawn points works on the basis of "you tap it, you are alive". Respawn points are not assigned to a front-team, anyone can use them. It is forbidden for a front-team to stay within ten (10) meters of the respawn point once they have left this perimeter (no camping the dead). No combat is allowed within ten (10) meters of a respawn point. A marshal has the right to determine the boundaries of the respawn point.

Healing hourglasses : Participants who wish to obtain a healing hourglass for this campaign must meet one of the following criteria:

- To be a Grand Priest (or their cleric) of an official faith.
- Be a priest of an official faith and pay one (1) believer.
- Be part of a guild which owns a guild hourglass.
 - The guild leader must indicate his or her intention to put his or her guild's hourglass into play by sending an email to activites@bicolline.org at least 48 hours prior to the event.
 - The guild hourglass will only be given to the guild leader or their duly authorized representative.
- Purchase one at the cost of five (5) Campaign population cards.



There is no hourglass limit per front-team. Healing hourglasses will be given to authorized participants on the morning of the event near the homologation booth. When applicable, the fee will have to be paid on site before receiving the healing hourglass.

The Ghosts

"When looting graves or a battlefield, ghosts are not so rare. That's why it's crucial to have a person of faith in your ranks."

- Ghost of an adventurer before charging at looters

Ghosts : Ghosts are easily recognizable. They are invulnerable and kill with a touch. Only a person of faith (Grand Priest, Priest or active Cleric) with the power to do so can repel them.





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The person of faith : Each front-team may designate a single Grand Priest, Priest, or active Cleric among its members to have the power to repel ghosts, which will be symbolized by a **yellow armband**. The armbands will be given to authorized participants on the morning of the event near the homologation area. Only Grand Priests, Priests or active Clerics can have this power so a healer using a guild hourglass or a campaign hourglass (purchased with campaign population cards) cannot have this power. Once appointed, it is impossible to transfer the power to another participant.

Repelling the ghosts : A Grand Priest, Priest or Cleric with the power to repel ghosts (wearing an armband) can do so by holding out their hands towards a ghost and reciting a prayer or liturgical chant of their choosing. The ghost will stop 3 meters away from the Grand Priest, Priest or Cleric and will remain motionless as long as they recite their prayer or chant. The Grand Priest, Priest or Cleric can move slowly (walk) but cannot attack, defend or heal while repelling a ghost. Only one ghost can be repelled at a time and the ghost can still kill participants who pass within its range while it is immobilized.

The Exploration Trials

Both chapters have points of interest (POI) such as position masts, ritual circles, sacrificial altars, etc. These are trials that will earn victory points to front-teams that are able to successfully complete them.

Some trials are repeatable, others are one-time only. If the event is repeatable, once the event is won, it is disabled for a few minutes. A front-team that decides to repeat a previously succeeded trial will have the conditions for success doubled each time, and the reward halved. For example, if you have to hold a spot for 7 minutes to win 50 points, the second time you have to hold for 14 minutes to win 25 points and the third time for 28 minutes to win 12 points.

Some events are activated only at specific times. These times will be indicated on the position masts.

Here is the list of possible trials:

- *Buried chest (Unique):* A marshal has a shovel, dig away. To prevent someone from fighting with the shovel, it is only loaned to participants when the POI is secured. If the marshal sees enemies approaching, they will take the shovel back until the POI is secure again. The group digging up and opening the chest earns the associated victory points



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- ❑ *Used Keys (Unique)*: One lock, many keys. You might get it right the first time, but more often than not, the last one is the right one.
- ❑ *Lock Picking (Unique)*: A 4-digit combination lock. No need to waste your time if you haven't found any clues among the treasures scattered in the current chapter. A thin but strong lock-picking tool will be very useful.
- ❑ *Mystery Cylinder (Unique)*: A combination cylinder with 6 symbols. Impossible to open without finding clues among the treasures scattered in the current chapter.
- ❑ *Pressure Slabs*: Slabs are on the floor, one person must stand still on each slab for 7 minutes. If a person leaves the tile for any reason, the timer starts over.
- ❑ *Ritual Circle*: A circle is marked on the floor. A specific number of people must stand in the circle for 7 minutes. One person more or one person less and the clock starts over. The marshal will notify you when there are the correct number of people in the ritual circle.
- ❑ *Ceremonial Altar*: A Grand Priest, Priest, or active Cleric must make a prayer at the altar using their healing hourglass. After a secret number of hourglass turns, the marshal notifies the team and victory points are awarded to the person of faith's front-team. If interrupted, the prayer may be resumed later, but only completed hourglasses count.
- ❑ *Disordered Symbols (unique)*: Rune tablets must be put in the right order. Without a clue this will be almost impossible.
- ❑ *Colored orbs*: Colored orbs must be placed in the right order. The ones placed correctly will stay in place, the others will be violently ejected killing anyone hit when they are ejected.
- ❑ *Riddle Sage*: A sage asks riddles to two members of the front-team at a time. Participants can continue as long as they succeed in the randomly selected riddles. Get three in a row and you get the victory points. Fail, and another tandem must replace you.
- ❑ *Shooting event*: An archer (or crossbow wielder) must hit 20 targets while standing on a marked spot on the ground. If you don't have anyone with shooting skills and their own weapon, this is impossible.





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Delay

Unless otherwise specified in a chapter description, the end of the chapter will be truncated by the accumulated delay time. For example, a 40 minute chapter will be reduced to 33 minutes if there is a 7 minute accumulated delay, ignoring the last 7 minutes of the chapter.

Varia

- For this campaign, there is no color associated with each front-team. It is up to you to know who is in your front-team.
- Please return the game material from the Duchy of Bicolline to the blue homologation cabin at the end of the campaign. You can also give it directly to a marshal. This excludes of course the items that give winnings, which should be handed in directly to the game masters.
- The water points on the field are open and the Duchy of Bicolline will provide gallons of water when needed. Please bring your water bottles accordingly.

Contact Us

Email addresses:

For questions related to the game or the mechanics of the activity:

maitredejeu@bicolline.org

For general logistical issues (registration, sign-in, site access, etc.):

info@bicolline.org

To be marshall : **activites@bicolline.org**

Phone: (819) 532-1755

Address:

1480, chemin Principal, St-Mathieu-du-Parc, Québec, Canada, G0X 1N0

Web: www.bicolline.org





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Chapter 1 – Has Arta Morna revealed all its secrets?

Ergor Gruk's troops were no match for the tidal wave of fighters that Korban Ir managed to gather. The Fairy literally crushed the orc, forcing him to return home empty-handed. In the exhilaration of this crushing victory, did Korban Ir's forces really recover everything in the vicinity of the ancient fortress, or were they distracted by the euphoria of their bloodshed? And what about Ergor Gruk and his allies, forced to flee after the confrontation? It's safe to assume that they left behind some treasures...along with their pride!

Before the ruins of Arta Morna are fully claimed, it is time to loot. But just because we know where a treasure is, doesn't mean it's within our reach! You still have to earn it, either by force of arms at the risk of your life, or by force of mind, at the risk of your sanity... For if the trials of getting rich don't drive you mad, perhaps it's the spectres at your heels that will get the better of you...

Deployment

- D1 :
- D2 :
- D3 :
- D4 :

Battlefield A

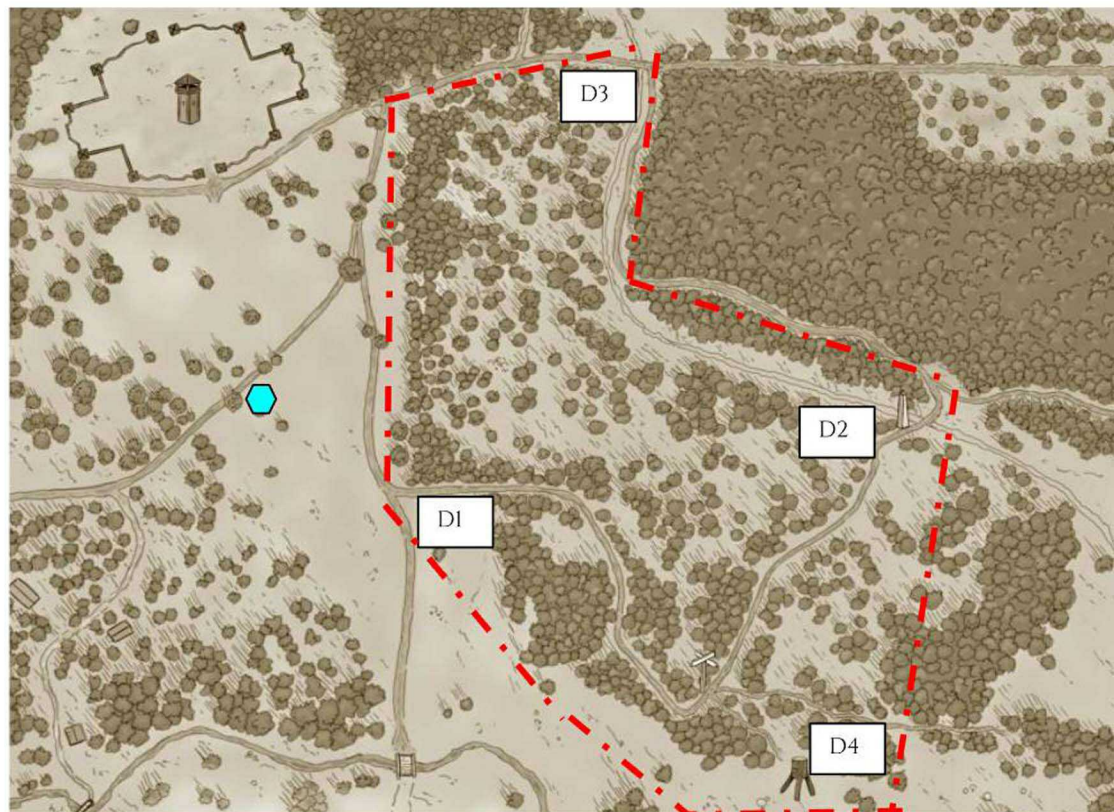
Plain of the totem pole and Chasm

Duration of the Chapter

Two (2) hours.

Healing

Healing hourglasses and four (4) respawn points (deployment areas).



Les Trésors des Morts

Objectives

Objective 1 – Loot

"Finders keepers"

-Sergent Viktor

- Find and collect the "treasures" scattered on the battlefield.
- Steal the treasures of others.
- Don't get your treasures stolen.
- Deposit the "treasures" at the counter in front of the fort to secure them and receive the clue attached to them.



Objective 2 – Overcome the exploration trials

"I don't remember where we buried the treasure!"

-A Béliér (Ram) to his Guild Master

- Each successful trial awards victory points to the front-team that successfully completed it.
- Some are repeatable, others are not. Those with the "unique" trait can only be won by one team.
- The same front-team can win an event more than once. However, the success requirements will be doubled and the reward will be halved for each new attempt.
- If the event is repeatable, once the event is won, it is disabled for a few minutes.
- Some events will only activate at specific times. These times will be indicated on the position poles.

Victory condition

The victory points accumulated in this chapter contribute to the final ranking of this campaign.

Winnings

Each "treasure" collected gives a reward when brought back to the counter in front of the fort during the chapter, as some of them give crucial clues for the tests of the current chapter.

Any treasure not brought back during the scenario has no value at the end of the scenario.

Final rewards will be awarded according to the ranking dictated by victory points.



Les Trésors des Morts

Chapter 2 – Where is this new monolith?

A Grande Bataille between small heroes! Who would have though? The troops of the dwarven hero Lukr Bouclier-de-feu were forced to concede victory to the army of the skaven hero Sidille Rkakzik, almost twice their number. Inevitably, the dwarves left some spoils behind before returning to burrow more than six feet underground. Whereas the skaven, more often accustomed to rummaging through rubbish bins for shiny objects than finding real wealth, probably left a lot of treasure behind before digging themselves out.

Exhausted by the looting of Arta Morna, you are still motivated only by the lure of riches. Fortunately, you know a bit more about what to expect, even if you still don't know what you will find. As for the souls of the valiant ones who have fallen in battle, they do not seem to be weakening. In fact, everything suggests that the anger of the ghosts hovering over the new monolith is growing deeper and deeper towards you, and they promise you an end to the day that will be far from restful...

Deployment

D1 :
D2 :
D3 :
D4 :

Battlefield B

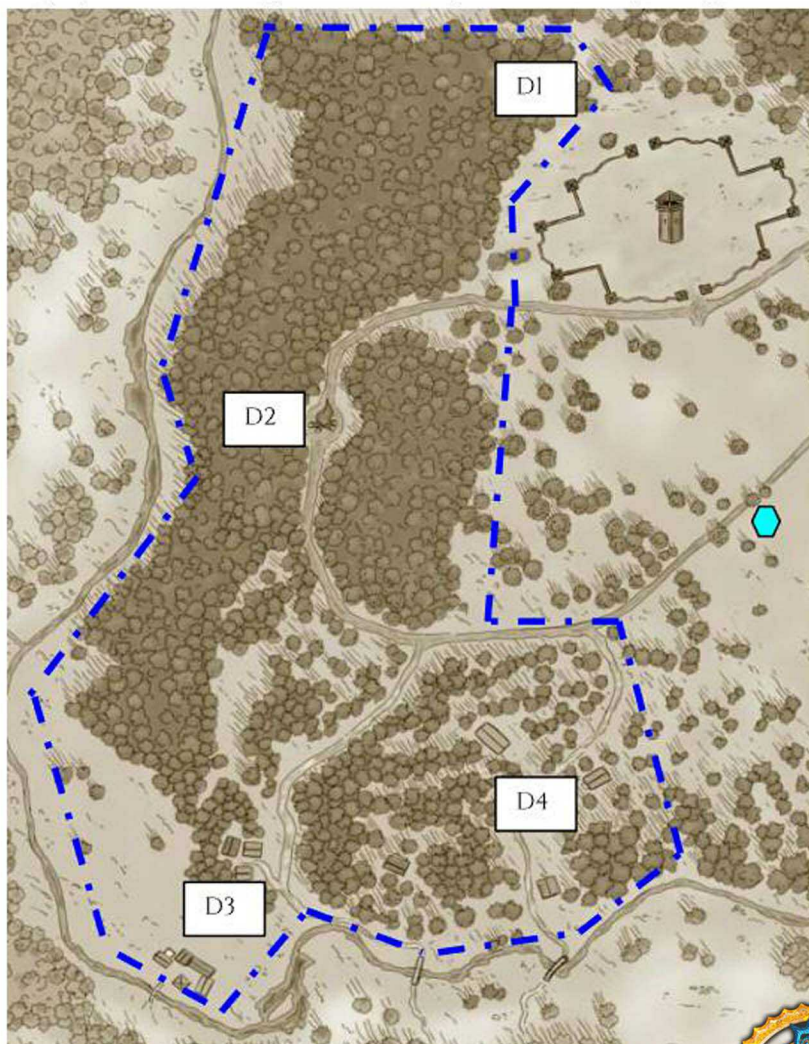
Norse camp, Lotus camp, and forest left of the fort.

Duration of the Chapter

Two (2) hours.

Healing

Healing hourglasses and four (4) respawn points (deployment areas)



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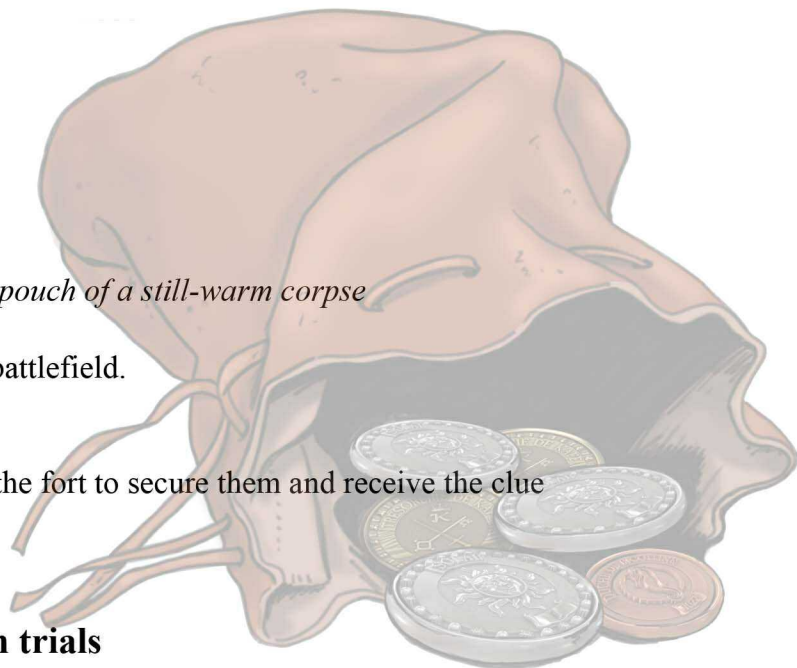
Objectives

Objective 1 – Looting

“The dead don't need solars”

-A looter grabbing the pouch of a still-warm corpse

- Find and collect the "treasures" scattered on the battlefield.
- Steal the treasures of others.
- Don't get your treasures stolen.
- Deposit the "treasures" at the counter in front of the fort to secure them and receive the clue attached to them.



Objective 2 – Overcoming the exploration trials

“Boo!”

-Ghost of an orc fallen in battle

- Each successful trial awards victory points to the front-team that successfully completed it.
- Some are repeatable, others are not. Those with the "unique" trait can only be won by one team.
- The same front-team can win an event more than once. However, the success requirements will be doubled and the reward will be halved for each new attempt.
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