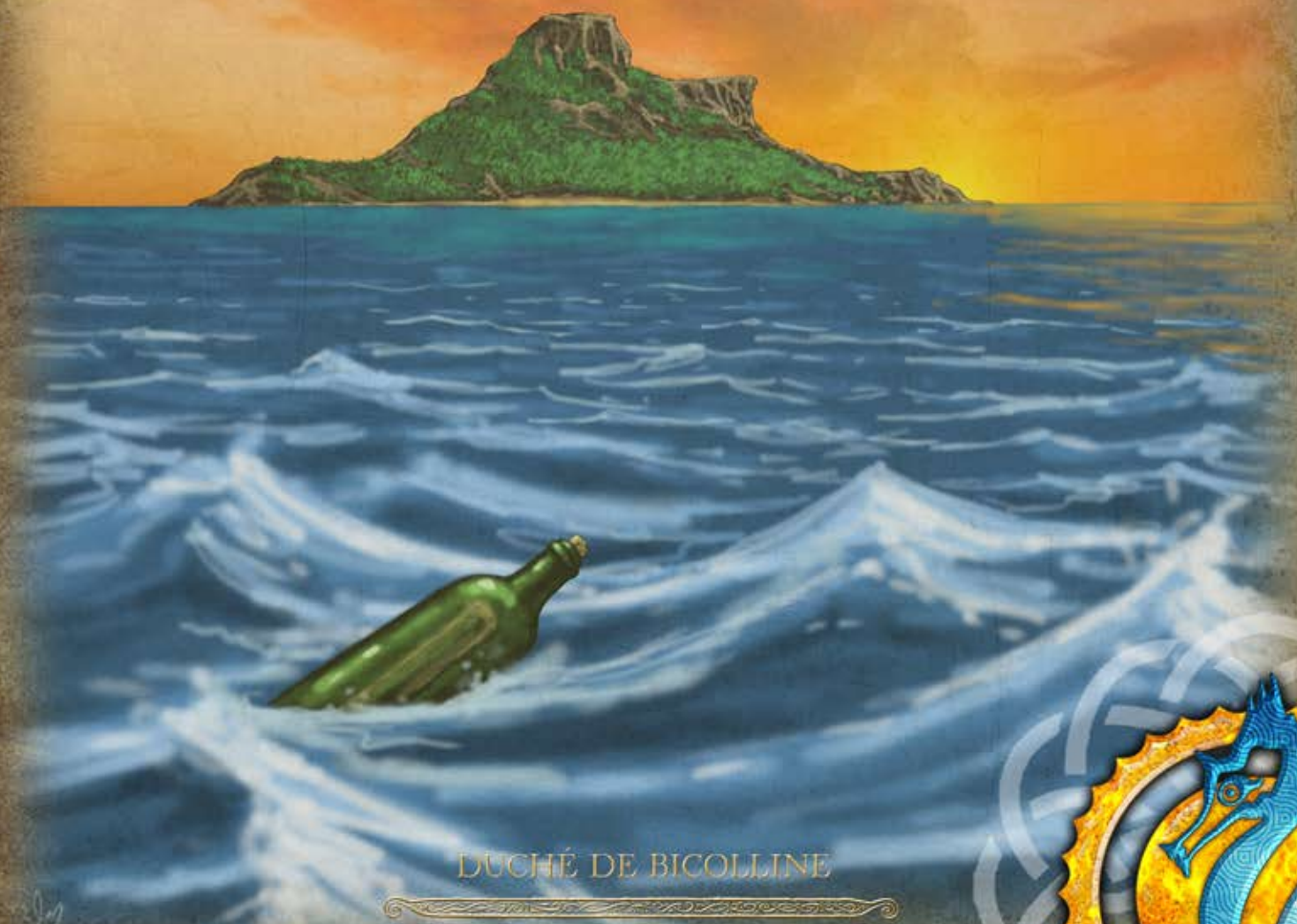


# Les Trésors de Vent Noir

CAMPAGNE



19 JUILLET 1025



DUCHÉ DE BICOLLINE





# Les Trésors de Vent Noir

## Les Trésors de Vent Noir

*Every era has its legend. Ours smells of gunpowder, rum... and gold coins.*

*A whimsical captain with an impeccable beard, Karvass Vent Noir has eluded the most persistent authorities for years. Armed most often with a wry smile, he steers his ship through the waves with lightning speed.*

*It is said that his famous vessel, the Rictus de Mimuit, glides between the currents, as elusive as an eel. As for his lair, all we know is that it's located on a tiny island, nowhere to be found on official maps, lost somewhere off the Carcosa archipelago. There, it is said, its crew take it easy in the shade of the palm trees, playing dice while sipping coconut milk directly from the skulls of the tax collectors they "happened" to come across.*

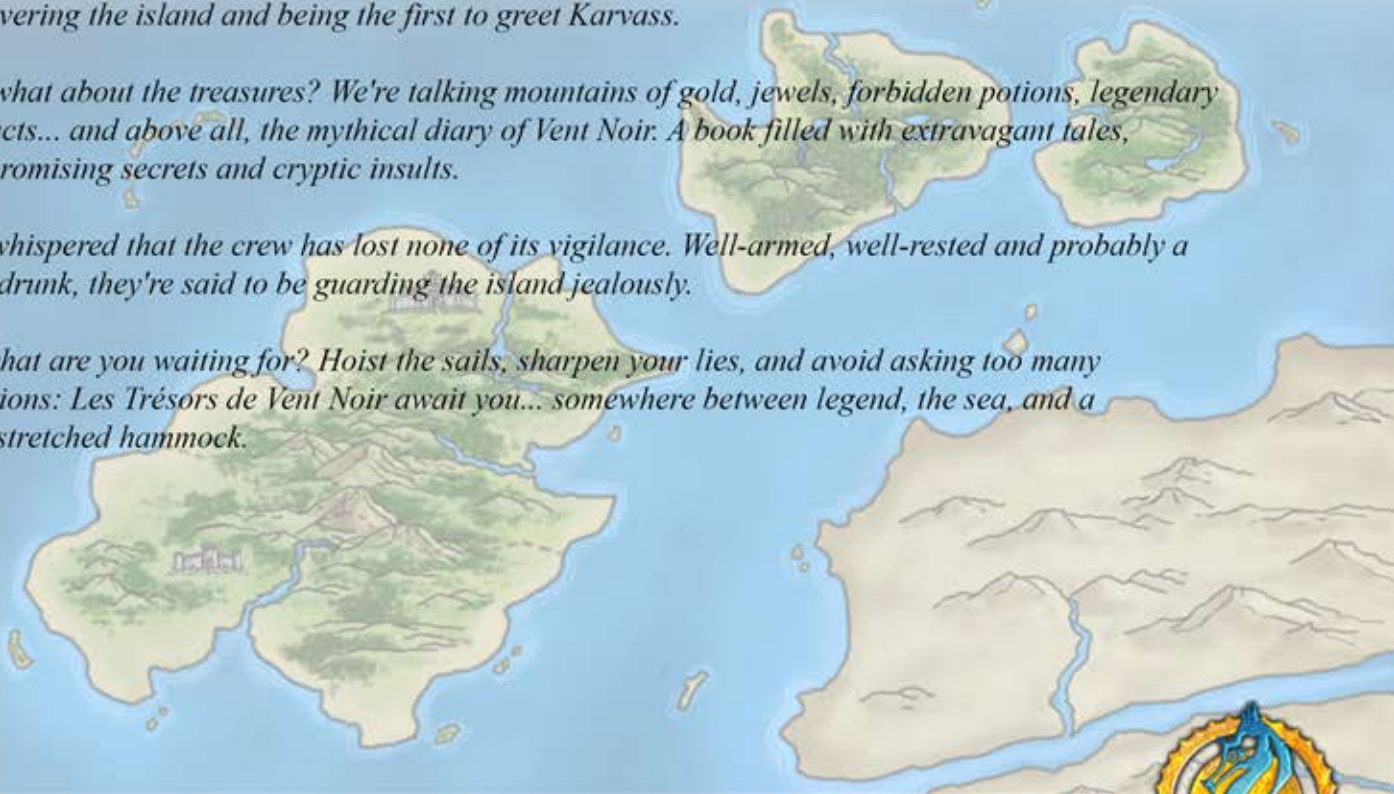
*And now a map, spat out on the shore by a whale suffering from indigestion, has resurfaced. It is said to show the location of this famous dream island, the floating kingdom of Vent Noir and his terrible pirates. An island where, according to legend, lies the Captain's greatest secret: an unprecedented way of getting rid of the toughest nuisances.*

*The news has spread like wildfire, and the docks of Carcosa are abuzz with excitement: everyone is vying for the wrecked boats in the hope of finding the treasure. The most unlikely alliances are forged, cards are stolen, forged and sometimes even eaten (out of sheer desperation). All dream of discovering the island and being the first to greet Karvass.*

*And what about the treasures? We're talking mountains of gold, jewels, forbidden potions, legendary artifacts... and above all, the mythical diary of Vent Noir. A book filled with extravagant tales, compromising secrets and cryptic insults.*

*It is whispered that the crew has lost none of its vigilance. Well-armed, well-rested and probably a little drunk, they're said to be guarding the island jealously.*

*So, what are you waiting for? Hoist the sails, sharpen your lies, and avoid asking too many questions: Les Trésors de Vent Noir await you... somewhere between legend, the sea, and a well-stretched hammock.*



## How to register

### TO REGISTER - PLAYERS

- 1- You need to contact the leader of a guest guild (see next section) so that he can authorize you to join his team and give you access to his frontline registration.
- 2- Once this has been done, you can register on the website at the address provided by the guild leader.
- 3- The deadline for registration with a meal package is Monday, July 14, 2025 at 12:00 (noon).  
The deadline for registration without a meal package is Friday, July 18, 2025 at 5:00 p.m.

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

Participants in the Ducasse following the campaign must be at least eighteen (18) years and one (1) day old.

Here is the list of guilds that have been invited to participate:

Aile Noire	Conkistadores	MacRae
Arcs Noirs	Eik Visir	Minerval
Bélier	Fidèles	Mistral
Cavaliers du Bouc	Famille Cordelian	Nains-Généieurs
Chasseurs de Helheim	Garde Immergée	Némésis
Coalition Sylvestre	Griffon	Ratatosk
Codex	Hibou d'Argent	Realms Embassy
Confrérie	Insoumis	Très Saintes Vinières
	Kik'wa'ju	

### RATES

#### Land and sea explorers

- **Member: \$80.00 CDN + taxes (\$91.98 CDN)**
- **Regular: \$95.00 CDN + taxes (\$109.23 CDN)**

The price of the activity does **not include lunch and dinner**, but it is possible to purchase a meal package (see section below).

Campaign registration includes access to the Ducasse that follows, as well as a Campaign population card for members and 5 solars. Registration is non-refundable but remains transferable to another person up to the day of the activity. It is not possible to register at the door.

When you register, please make sure you have the QR code you received by e-mail with your payment, or photo ID. Participants unable to present either of these two documents will not be admitted.



# Les Trésors de Vent Noir

## TO REGISTER - NON-PLAYING CHARACTERS

### Pirates of the Vent Noir crew

40 places are available for NPC participants wishing to play pirates from the Karvass Vent Noir crew:

- 30 places for a fighting role. You must be able to present yourself with a pirate look and the desire to fight, with the advantage of having no restrictions on your choice of weapons (with the exception of spears) or armor. The primary objective of these pirates is to put obstacles in the path of the explorer participants...
- 10 places for an acting role. You need to be able to present yourself with a pirate look and a desire to act. The primary objective of these pirates is to act on the Isle of Vent Noir, with its customs and traditions.

If you'd like to join the Vent Noir pirate crew, you'll need to contact the Exploration Game master ([simon.legault@bicolline.org](mailto:simon.legault@bicolline.org)) so that he can authorize you to join the NPC team and give you access to this front's registration. Once this has been done, he will provide you with a link for your registration.

## RATES

### Pirates of the Vent Noir crew

- Member: C\$28.00 + taxes (C\$32.19)
- Regular: C\$33.00 + taxes (C\$37.94)

The price of the activity does **not include lunch and dinner**, but it is possible to purchase a meal package (see section below).

Registration includes access to the Ducasse that follows, as well as a Campagne population card for members and 5 solars. Registration is non-refundable.

When you register, please make sure you have the QR code you will have received by e-mail upon payment, or photo ID. Participants unable to present either of these two documents will not be admitted.



# Les Trésors de Vent Noir

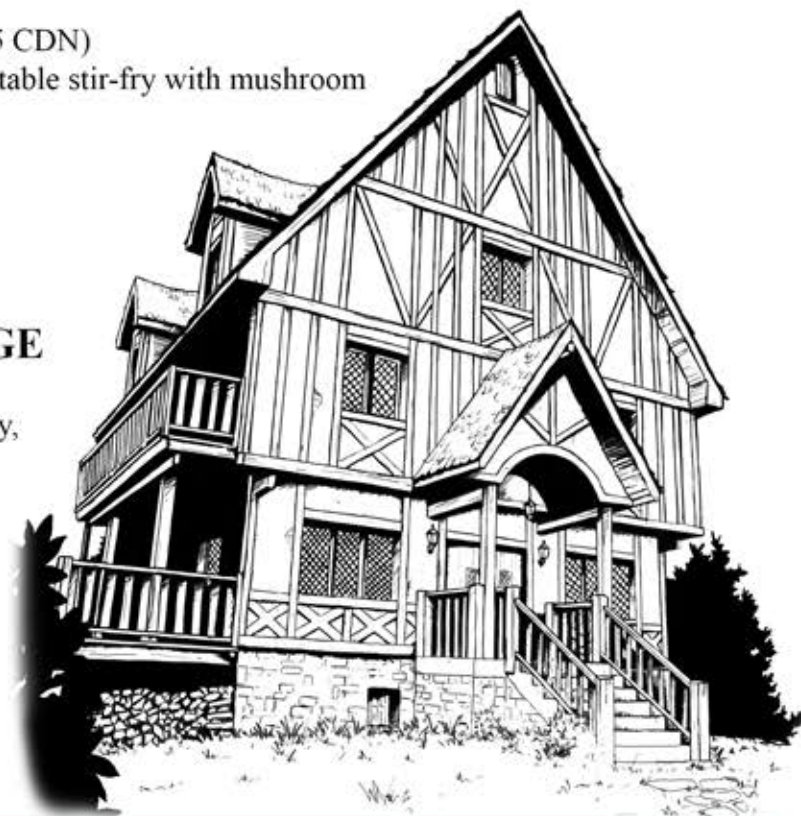
## MEAL PACKAGE

The caterer for this event is Santé Taouk.

- **DINNER:** C\$15.85 + taxes (C\$18.22)  
Sandwich with strawberry smoothie
- **DINNER:** \$26.40 CDN+ taxes (\$30.35 CDN)  
Beef/pork mechoui, baked potato, vegetable stir-fry with mushroom sauce and piece of cake

## LODGING AT THE AUBERGE

To reserve a room or a bed in the dormitory, please write to [info@bicolline.org](mailto:info@bicolline.org).



## SAFETY

We are all responsible for our own safety and that of others. No violent behavior (physical or psychological) or intoxicated states will be tolerated during the event, on pain of expulsion. Everyone's enjoyment depends on individual responsibility. *Players contravening these rules may be subject to expulsion.*

**Appropriate protective gear is recommended for all Duché combat activities.**

For the respect of all and the safety of the fires, smoking and vaping are forbidden during a combat chapter.



## Contact us

### Accommodation at the Auberge

To reserve a room or bed in the dormitory, please write to [info@bicolline.org](mailto:info@bicolline.org)

### Other

E-mails:

For questions about the game: [maitredejeu@bicolline.org](mailto:maitredejeu@bicolline.org)

For general logistical questions (registration, welcome, access to the field, etc.):

[info@bicolline.org](mailto:info@bicolline.org)

For questions related to the mechanics of the business or to become a farrier:

[activites@bicolline.org](mailto:activites@bicolline.org)

**Telephone:** (819) 532-1755

**Address:**

1480, ch. Principal, St-Mathieu-du-Parc, Qc, Canada, G0X 1N0

**Website:** [bicolline.org](http://bicolline.org)



## How the activity unfolds

*Les Trésors de Vent Noir* is an activity designed for participants wishing to experience a scripted exploration and maritime campaign featuring twenty-five (25) groups of adventurers. The day is a continuous activity in which teams accumulate victory points.

The activity is designed for twenty-five (25) teams of a maximum of twenty-five (25) participants each.

## Arrival of participants

### On the day of the activity

Participants are expected to arrive at the landing stage of the Auberge de Bicolline at 8:00 a.m. on Saturday morning. Participants are asked to park in parking lot P1 across the street, with the exception of owners of allotment parking lots. Homologation will take place in front of the Banque de l'Hippocampe. No cars will be allowed on site on the day of the event.

There will be no general information session prior to the event. However, there will be a **meeting with group leaders at 9:30 a.m. in the Basse Ville**. We invite registered participants with approved weapons to move immediately to the area in the Quartier Nord (between the Cordelian Family camp and the Phoenix camp).

The sound of the foghorn marks the start of the activity. Latecomers must join the activity in progress after passing through homologation. It is the responsibility of latecomers to find a marshal who can homologate their weapons before joining the activity.

### Arrival on Friday and departure on Sunday

Grantees may arrive on Friday and sleep on the site. Gates and access to the site close at **10:00 p.m.**, and all vehicles must be returned to parking lot **P1** across the street, or to the allotment parking lots if applicable, by that time.

Grantees may sleep on 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. Grantees must leave the site no later than **2:00 p.m.** on the Sunday following the event.



# Les Trésors de Vent Noir

## Course of the day

The activity runs continuously, without interruption, and the final tally will only be revealed at the end of the event during the Ducasse that follows.

## Winnings

- **Salary:** Each participant will receive five (5) solars, regardless of team. A population card will also be given to pre-registered participants who are members of the Duché de Bicolline. Only the participant may pick up his or her own balance and population card at the Welcome desk.
- **Team bursaries:** The organizers of each team will also receive a bursary equivalent to ten (10) solars per participant recruited (registered) in recognition of their involvement in preparing the activity. This bursary will be awarded during the Ducasse to one of the organizers of each front, who must appear in person at the Banque de l'Hippocampe counter.
- **Notoriety Point:** Teams who manage to fill 20 places will receive one notoriety point.

*In order to receive campaign earnings, each team must report to Banque de l'Hippocampe between 8:00 and 10:00 a.m. to hand in a seal. Earnings will be distributed at Banque de l'Hippocampe between 6:00 and 7:00 p.m.*

*Please note that besides that, the Banque de l'Hippocampe will be closed on the day of the event, both for the duration of the campaign and for the Ducasse that follows.*



# Les Trésors de Vent Noir

## Rules

All the usual combat rules apply. Please refer to the Combat Rules available on the Bicolline website.

### - Weapons allowed:

- Weapons up to 112 cm.
- Throwing weapons authorized.

### - Protection:

- Helmet armor only.
- Shields are authorized.

- **War machines:** War machines are not allowed in this campaign.

- **Death:** Once dead, all you have to do is wait for a healer or decide to go to the nearest healing well. The dead don't speak, and move around with their weapons upside down, avoiding combat zones as much as possible. When you die, all stealable items on your person must be deposited on the ground.

- **Buildings:** It is possible to fight on platforms, defined as a horizontal construction with no vertical structure resting on it. Blows delivered through the spaces of a vertical structure are valid. On the other hand, it is strictly forbidden to fight on or in a building, including balconies.

- Weapons and protection rules do not apply to pirates in the pay of Karvass.



## Death and healing

Unless otherwise specified in a chapter description, a healing well operates on the "you touch it, you're alive" principle. It is forbidden for a front to be within ten meters of the healing well of the opposing front (no encampment of the dead). A marshal reserves the right to determine the limits of the healing well.

Participants wishing to obtain a healing hourglass for this campaign must meet one of the following criteria:

- Be a high priest of an official faith or its cleric.
- Be a priest of an official faith and pay a believer.
- Be a delegate authorized to claim the guild hourglass.
- Purchase one at the cost of five Campaign population cards.

There is no limit to the number of hourglasses per front. Where applicable, the fee must be paid on site before receiving the healing hourglass.





# Les Trésors de Vent Noir

## Divers

Veillez SVP rapporter le matériel jeu du Duché de Bicolline près de la Banque de l'Hippocampe dès la fin de la campagne. Vous pouvez aussi le remettre directement à un maréchal.

## Daily schedule

	Schedule	Description
Seal hand in	8 :00 to 10 :00 a.m.	Mandatory to receive earnings
Continuous tests	10:00 a.m. to 4:30 p.m.	Tug-of-war
		Blind course
		Eye of the Kraken
		The Captain's Code
		Riddles of the Ocean Serpent
Scheduled events	11:00 a.m. to 12:00 p.m.	An island paradise, they say
	12:30 to 1:30 p.m.	Base camps
	2:00 to 3:00 p.m.	The treasures of Vent Noir
	3:30 to 4:30 p.m.	The grand departure
Specialized missions	1:00 to 4:30 p.m.	Specialized missions by sphere of play
Earnings	6:00 to 7:00 p.m.	According to victory points earned during the day



## Additional information

### Team composition

- Each team can have a maximum of twenty-five (25) participants. The activity is designed for groups to split into sub-groups.
- Your group of adventurers should have at least 10 feet of marked rope that can easily be tied into knots.

### Stolen items and searching a corpse

All items put into play by the organization can be stolen, with the exception of specialized mission orders. There are two ways to steal:

- Stealing items without the owner's knowledge. Under no circumstances should there be any physical contact.
- Killing the owner of the objects and recovering them from their remains. If you're dead and someone says "I'll search you" (or equivalent), you must hand over all your stealable items.

### Non-combat zone/The Village

The Basse Ville will be a no-fight zone. It's also where you'll find a number of ongoing events, as well as the port authorities, where you can go to haggle over your finds or keep track of your winnings.

### Port authorities and the Market

You probably don't want to be lugging around credits all day in danger of being stolen. Fortunately, you'll have the opportunity to spend those credits throughout the event at the market located in the Basse Ville.

Transactions will be Allowed until 4:15 p.m. Credits not used by the end of the event will be converted and applied to a list of purchases in solars at the Banque de l'Hippocampe.

Here is the list of items bought and sold by merchants. *Items may be added or withdrawn during the day, and prices may be modified according to certain events.*

This list will also be available on site.



# Les Trésors de Vent Noir

## The Market - For sale

Name	Cost	Description
Specialized mission order	50	<p>The Port authorities issue you with a document containing information relevant to a specialization mission order.</p> <p>This product will no longer be available after 1:00 p.m.</p>
Free Pass	50	<p>The port authorities will give you a Free Pass. If you give this Free Pass to the pirates, they will let you go about your business without bothering you.</p> <p>The item is lost after use.</p> <p>Quantities are limited</p>
Protection contract	125	<p>The Port authorities give you a copy of the protection agreement they have signed with the pirates. If you give the pirates this contract, they will help/protect you for a short time.</p> <p>The item is lost after use.</p> <p>This product is only available once an hour.</p>
Padlock	300	<p>A padlock worth its weight in gold, which will come in very handy during the Grande Bataille.</p> <p>Limited availability.</p> <p>Max 2 per team</p>
Exploration quest at the Grande Bataille	300	<p>6 available Max 1 per team</p>
Maritime quest at the Grande Bataille	300	<p>6 available Max 1 per team</p>



# Les Trésors de Vent Noir

## The Market - Let's buy!

Name	Value	Description
Ingots	3, 5 or 10 ingots	Gives as many credits as the amount indicated on the parchment attached to the ingot.
Kiosks	50	Reward Kiosks 1 to 6
Pirate scarf	100	Scarf worn by pirates
Planned events	Between 0 and 300	Depends on your team's performance in the planned event 1, 2, 3 or 4
Other	Variable	Other quests and missions could also grant credits...



## Section 1 - *Continuous tests*

### **Eliminate the scum of Vent Noir**

*Bands of Vent Noir forbans are still roaming the island, looting, hollering and causing mayhem wherever their boots go. Mounted in tension, these cutthroats seek out anyone who seems a little too curious or well-equipped. They don't like gatherings, except when it's their turn to ransom onlookers.*

The instructions are simple: if you come across a squad of these scoundrels and manage to make them comply, search their leader - if they have one - and get your hands on his scarf. Take it back to the port authorities: they collect it and pay cash. Not all groups have a designated leader, but those that do are far more ferocious... and far more profitable.

### **Forgotten ingots**

*Pirates in the pay of Vent Noir don't know what to do with all the treasure they're accumulating! To pass the time, they often hide them in the most unusual places until someone else finds them... and the game starts all over again!*

Wooden ingots with a parchment of credits attached to them will be scattered around and redistributed throughout the day. Take these "ingots" back to the port authorities to obtain credits.

### **Local customs**

*Like all good places, Isle of Vent Noir has its own local customs. If you take the time to learn about them, you'll certainly be enriched.*

### **The Captain's secret**

*Nobody knows what Karvass Vent Noir really looks like. It is said that he changes appearance like the tide, slipping in and out of the crowd to listen or manipulate. But his concealment isn't just a game or a ruse: it's the price of a secret. A secret he keeps alone, because it keeps his island safe from nuisances - those plagues that eat away at everything they touch. Today, he hides among the crews, dressed as someone else, playing his role with caution. Everyone pretends to be him. They all have a detail, a look, a word that could betray the truth... or lead you astray. Keep your eyes and ears open, and unmask the real Karvass. For whoever recognizes him wins more than a game: he enters the confidence of the captain himself.*



# Les Trésors de Vent Noir

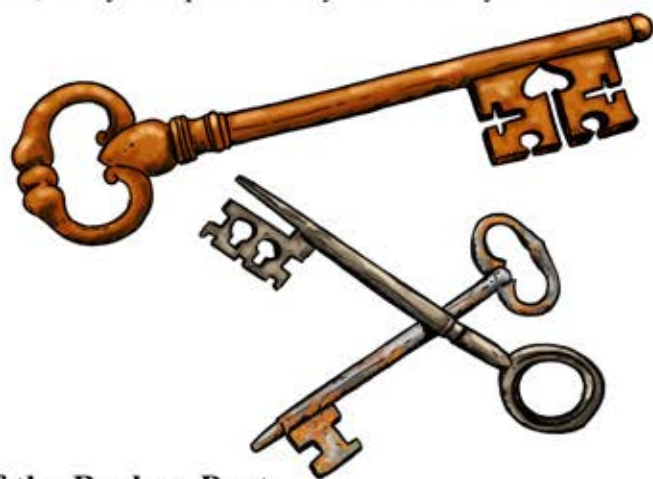
## The Dice of Destiny

*On the corner of a crate or in the shadow of a sail, three Vent Noir figures invite you to try your luck at dice. Each offers a different game, with its own rules, traps... and rewards. It's up to you to choose your opponent - or take on several if you're lucky. Choose wisely, because in Vent Noir, luck rarely smiles twice... and never on the absent-minded.*

## Black Wind Links

*Karvass never trusted maps; he swore by the ropes. He used to say that every well-tied knot was worth an oath, a secret, or a well-placed betrayal. Today, ten of his legendary knots have been hidden in the field, each carrying an ancient message.*

Your guild will have to recreate the complete rope, the one that unites them all. But beware: some knots are well hidden, others jealously guarded. Bring back the whole rope, with its ten well-executed links, and you'll prove that you're worthy to embark under the Vent Noir banner.



## The Chests of the Broken Pact

*Five chests, five padlocks on each. Twenty-five keys scattered among the crews. Each group holds just one key... and no one group can open a chest on its own. You'll have to combine, bargain, spy or betray. The chests are heavy and old. Their contents? Total mystery. A treasure, a trap, an ancient pact, who knows? Some will offer their key in exchange for a share. Others will wait until all are gathered. A few will try to block access. But what about you? Will you trust... or forge your own chains?*



# Les Trésors de Vent Noir

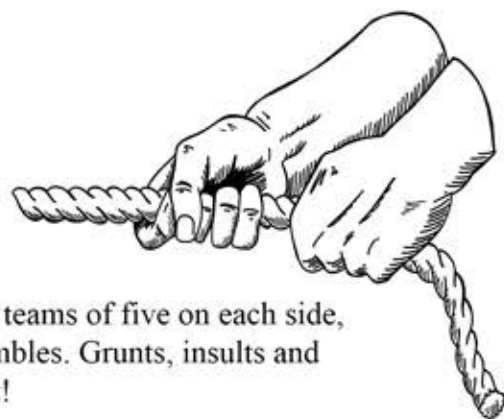
## KIOSKS

All kiosks are located in the continuous event zones, so expect interruptions, provocations and even misplaced saber-rattling.

A group that wins an event at a kiosk will receive an item identified with its group, which it can exchange at the Port merchants for a voucher.

There is only one item per event for each group, so if you wish to repeat the event you must exchange it with the Port merchants as soon as possible, who will ensure that the items are returned to the kiosk within a reasonable time.

It is not possible for one group to perform the test for another group.



### KIOSK #1 Rope Tug-of-War

Hold on to the rope as if it were a treasure you were trying to steal. Two teams of five on each side, with only one winner. Once you've started, pull until your opponent stumbles. Grunts, insults and swearing are encouraged. May the fiercest win, and the rest bite the dust!

### KIOSK #2 Blinded in the henhouse

Here, you'll have to cross the bridge blind, without putting your feet up! Three blindfolded sailors per team must cross the field without stepping on any bird's nests. Their lookout, stationed off to the side, guides them solely by voice. But beware: the slightest crushed nest sends the offending player back to the start of the course. The first team to get all three sailors across wins the round.

### KIOSK #3 Eye of the Petty Officer

One member of your crew must act as archer. Fixed to his mark, he cannot leave his circle and has a maximum of twelve arrows in his quiver. He has three minutes to hit targets of various shapes and sizes; each marked with a different score. Every shot counts. The test is not only of skill, but also of nerves; for if an enemy comes along and mows him down in full concentration, he falls and has to start all over again.





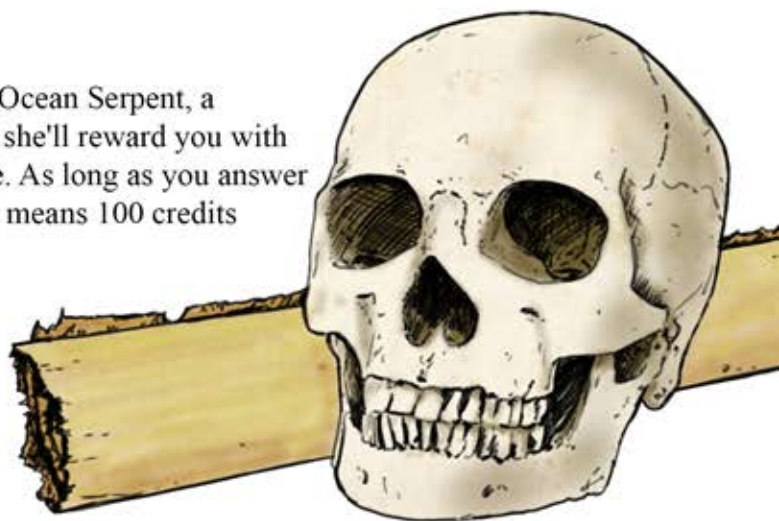
# Les Trésors de Vent Noir

## KIOSK #4 The Captain's Code

A former pirate has left behind a tough code, hidden among deceptively labeled bottles of rum. It's up to you to find the right combination, by testing, groping and deducing under pressure from the other privateers. Each attempt brings you closer... or makes a fool of you. The first crew to discover the correct order wins.

## KIOSK #5 Riddles of the Ocean Serpent

Throughout the zone, sticks have been hidden by the Ocean Serpent, a most devious pirate. Bring back one of her sticks and she'll reward you with a riddle. Two crew members can try their luck at once. As long as you answer correctly, you continue. Three riddles solved in a row means 100 credits in your purse!



## KIOSK #6 Play dead

The floor is littered with cursed flagstones, remnants of an ancient pirate ritual. You must place a member of your crew on each one, without moving, for five long minutes. The slightest step, the slightest wobble... and the hourglass starts all over again. Patience, nerves of steel and strong legs are your only weapons. Will you be able to stay frozen like figureheads?



## Section 2 - Planned tests (COMBATS)

### Trial 1 - *An island paradise they said*

*You soon realize that the island you've landed on is far from being particularly hospitable. The stories about eating coconuts and their water were unfortunately too realistic: this seems to be the only edible thing on the island. Knowing that you're certainly not alone, you quickly organize yourselves to go round the trees and gather as much of the cursed fruit as possible. Hunger comes faster than scurvy, after all.*

- **Start time:** 11:00 a.m.
- **Battlefield:** North Quarter and surrounding area
- **Chapter duration:** One hour
- **Healing:** A healing well at the Quai de la Coque Rouge

#### Goals

A cart will be present at the Quai de la Coque Rouge.

- Three (3) padlocks representing points of interest I1, I2 and I3 (one per point) will be locked on the cart in one of its two sections, "Open" or "Closed".
- It is possible to escort the cart to one of the points of interest whose associated padlock is locked in the "Open" section of the cart.
- When an escort is successful, the marshal present will change the section padlocks.

#### Earnings

Credits will be counted at the end of the event, for a total of 300 credits based on the total number of successful escorts.



# Les Trésors de Vent Noir

## Test 2 - Base camps

*You soon realize that your time on this island is going to be longer than expected. Neither the resources you've brought, nor the cursed coconuts will be enough if you want to stay as long as possible. Fortunately, the other pirate groups weren't particularly stealthy when they set up camp, and you've been able to produce a rough map of their position on the island. You could probably pick up a few victuals from them... without having to ask, of course.*

- **Start time:** 12:30 p.m.
- **Battlefield:** Plaine des Mages
- **Chapter duration:** One hour
- **Healing:** The interior of the Fort acts as a healing well.

### Goals

Bags will appear in the Plaine des Mages from 12:30 p.m. onwards. Players can pick up their bags and take them to one of the five (5) depots represented by points I1 to I5.

At each depot, five (5) teams are identified. Every five (5) minutes, the number of bags in each depot is counted. All teams associated with each depot will score the points corresponding to that depot.

### Winnings

Credits will be counted at the end of the event, for a total of 300 credits based on the total number of bags counted.



# Les Trésors de Vent Noir

## Groups (Left and Right time boxes)

### BT1

- Aile Noire, Goat Riders, Brotherhood, Ratatosk, Realms Embassy
- Aries, Codex, Eik Visir, Garde Immergée, Griffon

### BT2

- Black Bow, Faithful, Griffon, Silver Owl, Mistral
- Aile Noire, Goat Riders, Brotherhood, Ratatosk, Realms Embassy

### BT3

- Bélier, Chasseurs de Helheim, Garde Immergée, Nains-Généieurs, Très Saintes Vinières
- Coalition Sylvestre, Conkistadores, Fidèles, Hibou d'Argent, Insoumis

### BT4

- Sylvester Coalition, Codex, Conkistadores, Eik Visir, Cordelian Family
- Black Bows, Kik'wa'ju, MacRae, Minerval, Nemesis

### BT5

- Unbowed, Kik'wa'ju, MacRae, Minerval, Némésis
- Helheim Hunters, Cordelian Family, Mistral, Dwarf-Engineers, Most Holy Viners



# Les Trésors de Vent Noir

## Trial 3 - *The treasures of Vent Noir*

*Your crew has made the acquaintance of some sailors who claim to be members of Karvass' crew. By dint of a lot of chatter, under the floods of rum and coconut water that sincerely begin to lift your heart, you manage to extract the places where Karvass would have buried his treasures. Unfortunately, you only have one shovel... If only you'd known...*

- **Start time:** 2:00 p.m.
- **Battlefield:** Vieille ville
- **Chapter duration:** One hour
- **Healing:** A healing well at the Quai de la Coque Rouge

### Goals

At the beginning of the activity, at the location of the healing well, each group receives a snap hook identified with five (5) guilds at the healing well: their own and four (4) chosen at random. The other four (4) guilds receive an identical snap hook.

- Five (5) masts numbered 1 to 5 will be present in the Vieille Ville.
  - Any player can control a mast with his snap hook.
  - To control the mast, the snap hook must be attached to the central ring. If no snap hook or more than one snap hook is attached to the central ring at the time of the survey, no points will be scored.
- The five (5) masts will be raised simultaneously every five (5) minutes.

### Wins

Credits will be counted at the end of the event, for a total of 300 credits as a ratio of the total number of lifts awarded.

### Groups

- 1- Aile Noire, Goat Riders, Sylvester Coalition, Griffon, Silver Owl
- 2- Arcs Noirs, Codex, Garde Immergée, Insoumis, Némésis
- 3- Béliér, Confrérie, Eik Visir, Famille Cordelian, Ratatosk
- 4- Chasseurs de Helheim, Fidèles, Nains-Génieurs, Realms Embassy, Très Saintes Vinières
- 5- Conkistadores, Kik'wa'ju, MacRae, Minerval, Mistral



# Les Trésors de Vent Noir

## Test 4 - The great departure

*Lack of food and drinking water, hunted by mosquitoes, vomiting from eating too many coconuts... it's the beginning of the end. You've got to start filling your boats to leave, but you had the brilliant idea of unpacking everything when you arrived. It's going to take longer than expected. At least you, unlike the other groups, are responsible and leave on time. No one should disturb you while you monopolize one of the few beaches where boats are accessible.*

- **Start time:** 3:30 p.m.
- **Battleground:** Haute Ville
- **Chapter duration:** One hour
- **Healing:** A healing well at the Auberge and a healing well at the old pirate ship halt.

### Goals

- Five (5) time boxes will be set up in the Haute Ville and surrounding area.
- Each team's name will appear on two (2) time boxes, grouped with four (4) other teams. This grouping will differ from one time box to another, meaning that it will be possible to be on the same side on one time box and an opponent on another.

### Gains

Credits will be counted at the end of the event, for a total of 300 credits as a ratio of the total accumulated time.

### Groups

- 1- Aile Noire, Cavaliers du Bouc, MacRae, Nains-Généieurs, Némésis
- 2- Arcs Noirs, Codex, Confrérie, Fidèles, Kik'wa'ju
- 3- Bélier, Coalition Sylvestre, Conkistadores, Famille Cordelian, Ratatosk
- 4- Chasseurs de Helheim, Griffon, Hibou d'Argent, Minerval, Mistral
- 5- Eik Visir, Garde Immergée, Insoumis, Realms Embassy, Très Saintes Vinières



## Section 3 - Specialized missions

Until 1:00 p.m., specialized missions can be purchased from the Port authorities at a cost of 50 credits each. Each specialized mission relates to a specific sphere of play, with the exception of the exploration, maritime and military spheres. There will be six (6) specialized missions available per sphere of play. Each team can purchase as many missions as it likes, but only one per sphere of play. There will therefore be a maximum of six (6) teams competing against each other for each sphere of play:

- Artistic
- Clandestine
- Trade
- Belief
- Magic
- Occultism
- Politics

*Each of the tests in the specialized missions will be directly related to the sphere concerned. For example, you may be asked to draw or write a poem for the artistic sphere, or to carry out a burglary or fence for the clandestine sphere.*

