

La Dernière Marche d'Isphet

SCÉNARIO

31 MAI 1025



DUCHÉ DE BICOLLINE



La Dernière Marche d'Ishpet

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Born under the cursed mark of Shaitan, she was rejected by her kin for having been chosen as the price of an ancient pact. Betrayed and banished, she wandered to the far reaches of the Territoire de l'Oubli, where the Samatsé initiated her into the forbidden magic of the Faer'Olath. But Ishpet isn't just a necromancer. She's the living shadow of evil.

Manipulated for decades by Lo'Vokun, the Innomable of Change, she enslaved the Saoures, trapped a god, raised a ziggurat in blood, and consumed the Asif forest into a desert. She proclaimed herself queen of the ashes and fed her life crystals with mass sacrifices. Under her footsteps, life withdrew, and peoples bowed.

But two stood up: Nakkan Assan, unifier of the tribes, and Farrakh Bolsar-a sage with a veiled past. Together, they found the Sabre des Sables, a first-flux weapon capable of shattering even the Faer'Olath. They destroyed his body, fragmented his essence into four artifacts and scattered them across the world.

Centuries later, the jar was opened. Ishpet returned, this time free of all influence. Lo'Vokun no longer needed her, and she was no longer Joor'Aar to anyone. Her return was a voluntary act. A naked, icy, implacable will.

She raised her armies of the dead, made a pact with a desperate sultan, and settled in Matidja. The Sultan, Nakkan Ossan, heir to the first Assan, tried to stop her. In a final act of courage, he seized the Sabre of the Sands, the weapon once used to defeat her, and sacrificed himself by striking himself in the heart. This sacrifice was intended to weaken the enemy everyone believed to be invincible.

Ishpet had to retreat... but it wasn't long before the Innomable of Vengeance took hold of her mind. And this time, she didn't resist: she welcomed him with open arms. Ishpet has risen again - and more than ever, she is Vengeance incarnate.

Today, Ishpet gathers her legions in the shadows, ready to march towards a forgotten sanctuary on the outskirts of Necropolia. There, she will begin the ultimate ritual, the one that will seal her transcendence. If she succeeds, then Matidja, like the Assan line, can no longer be saved. The unspeakable force of Vengeance will be reborn through her, and a new chasm will open up over the world. For where she passes, life retreats, kingdoms fade and lands become ashes. Matidja, like Asif of old, will be buried under a cursed desert.

And you, heroes of a broken world, are the last bastion between the eternal lich... and the end.





La Dernière Marche d'Ishpet

Activity sequence

"Ishpet's Last March" is an activity designed for players wishing to participate in a continuous 7-hour event of intense role-playing and combat. All participants are invited to remain totally immersed, as far as possible, for the duration of the scenario. There will be no downtime during the event.

The activity will take place on Saturday, May 31, 2025 from 10am to 5pm. **No meals will be provided during the activity.** Participants are invited to bring snacks and a lunch that can be easily transported to their deployment site (Players in the Cité and Animators in the Haute Ville). A package will be available for the evening meal. A ducasse will follow the activity. Finally, the Banque de l'Hippocampe and the Records Offices will be closed during the scenario and the ducasse.

Playing field

For this event, the entire field is in play, with the exception of the Fort, the Hameau and the forest separating them.

The Cité (deployment site and player healing zone) will be inaccessible to the acting. The Haute Ville (deployment site and acting healing zone) will be inaccessible to players.

The participants

The event is designed for around 130 player participants and 200 actors. Invited guilds will be contacted by the Player Managers, who will send the final list of participants to the Game masters. The player managers are Émilie Caron (Mana des Guerriers de la Montagne) and Charles Canuel (Darius Ap Owyn du White Lion).

emilie.en.action@gmail.com
charles_canuel@hotmail.com

All participants (players and actors) must be aged 16 or over on May 30, 2025.



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Non-playing characters

The activity is designed for 200 non-playing participants, who will mainly embody Ishpet's army, Ishpet-worshipping undead and cultists, or simply characters who have been charmed by Ishpet. A few NPCs will take on roles with players, acting as their base camp in the City.

Actors' preparatory meeting

A TEAMS meeting will be held on **Wednesday, May 28 at 7:30pm** for all available actors.

Actors' Welcome (PNJ) - Saturday, 7am to 9am

Non-playing characters should be on site and ready to go by 9:30 a. (in costume and with approved weapons). Go to the terrace of the auberge at 9:30 am for the preparatory meeting and deployment.

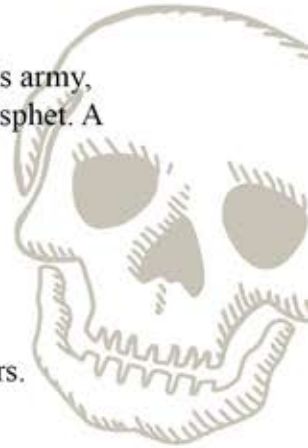
Actors

The majority of NPCs will be Ishpet army fighters. The same weapon and armor restrictions apply as for players: no hast weapons. Only weapons under 180 cm are allowed. These NPCs can embody human mercenaries, greenskins, Skaven, undead, necromancers, Ishpet worshippers, and so on. Creatures of these types are welcome!

Potential actors are invited to form groups, choose a representative, and write an e-mail to david.huneault@bicolline.org with the subject "Proposition combattants - Scénario Ishpet". If you'd like to come on your own, you can also sign up by specifying that you'd like to join the Ishpet Mercenaries group. Your e-mail must contain :

- Number of people and general concept (what type of fighter: human, undead, skaven, etc.).
- E-mail, telephone number of contact person/group leader
- Weapons and armor, reminder that no hast may be used by participants.

All roles will require you to spend the day outdoors; we're not looking for expert fighters, just people who are willing to play along.



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You will then be added to the list and receive the relevant information. All roles will involve spending the day outdoors and will require combat. We're not looking for expert fighters, just people who are willing to play along.



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Pricing

Player package

115\$ + tx for members

125\$ + tx for non-members.

- It is necessary to have the authorization of one of the responsible players to register.
- The closing date for entries is 6 pm on May 30, 2025.

Acting package

42\$ + tx for members

50\$ + tx for non-members.

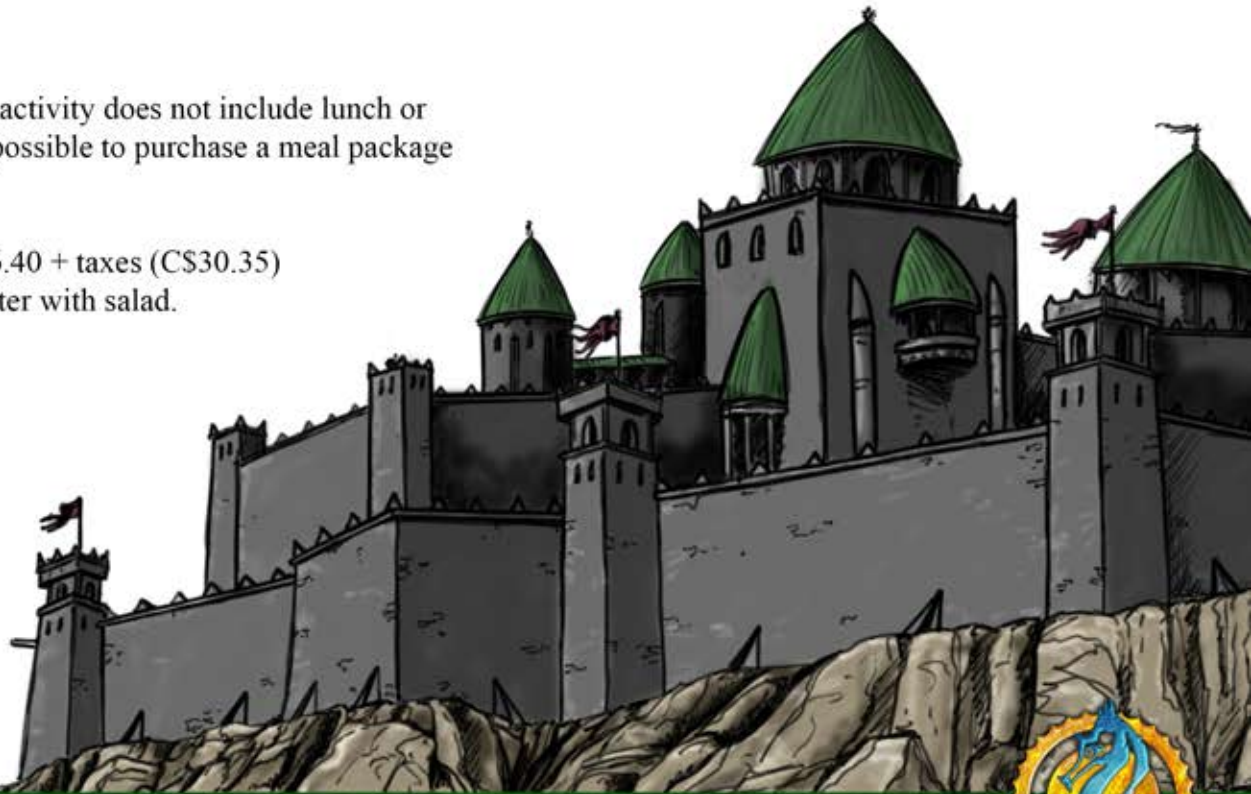
- In order to register as an actor, you must be authorized by the Game masters.
- The closing date for entries is 6 p.m. on May 30, 2025.

Meals

The price of the activity does not include lunch or dinner, but it is possible to purchase a meal package for dinner.

DINNER: C\$26.40 + taxes (C\$30.35)

Mixed meat platter with salad.





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Welcome procedure (reminders) :

Welcome at the Duché de Bicolline on Saturday, May 31. You'll be given your bracelet and 5 solars. A green population card (Scenario/Special Activity Card) will also be given to participants who are members (players and actors/extras).

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.


Arrival of participants



The day of the activity

Participants are expected to arrive at the landing stage of the Auberge de Bicolline **at 8 am** on Saturday morning. Participants are asked to park in parking lot P1 across the street, with the exception of owners of allotment parking lots. **No cars will be allowed on site on the day of the event.**

The activity will start at 10 am. Latecomers will have to 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

Building owners may arrive on Friday and sleep on site. Gates and access to the site close at 9 pm, and all vehicles must be returned to parking lot P1 across the street, or to the allotment parking lots if applicable, by this time.

Building owners 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 pm on the Sunday following the event.

Player deployment - *Saturday 8 am to 10 am*



Players will depart from the Cité, near the Tour de Magie et d'Occultisme. All participants must get there directly before the activity begins. The sound of the foghorn will mark the start of the activity.



End of event - *Saturday around*

At 5 pm the foghorn will sound again, marking the end of the activity and the start of the ducasse.



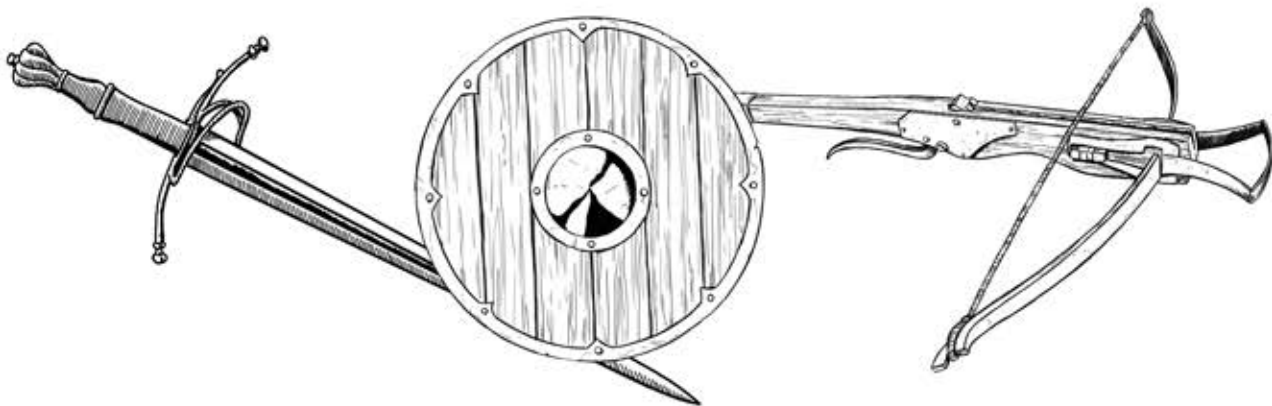
La Dernière Marche d'Ishpet

Weapons and armor restrictions

Hast weapons are forbidden for both players and actors. Only weapons less than 180 cm long are allowed.

Bows, crossbows and javelins are permitted.

All armors and shields are Allowed.



Special rules

Fighting rules

The usual Bicolline combat rules apply, with the following special features:

- **STUNNING:** It is Allowed to stun a character over the head, with an approved weapon and the words "I'm going to stun you". Helmet armor points, if any, must first be removed. The character is then unconscious for 5 minutes, and wakes up afterwards. This may not work on some creatures...
- **PRISONERS:** It is NOT possible to take and keep prisoners, unless this is a mission clearly entrusted by an NPC (at his explicit request).
- **FREE HEALING:** During this special event, healing can freely target and work on all players and NPCs. There are no usual front limits.
- **HEALING WELL:** When you're dead, you must wait **at least two (2) minutes** on the spot before going to your healing well. For players, the healing well is at the City base camp, and for actors, the healing well is in Haute Ville. You can also wait for a healer to heal you. **Remember: dead people can't talk!**



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Fighting mechanics

For the duration of the scenario, the players' front is represented by the color **BLUE** and Ishpet's front by the color **YELLOW**, as far as time boxes, position masts, etc. are concerned. No blindfolds will be given to participants; it's your responsibility to recognize the people on your front...!

Each objective ends with a smoke signal. There's no stoppage of play or foghorn sound at the end of an objective; the smoke means that the objective on that battle board is over.

Here are the battle mechanics that will be used during the day:

- **Time boxes:** the button of its color must be pushed in for the time to be calculated on its front.
- **Position masts:** The snap hook corresponding to your color must be placed in the center of the mast. To count, the enemy's snap hook must be attached to the top of the mast.
- **Cranks:** The crank must be turned until the chosen option is clearly visible in the window. Please note: not all crank positions are stable...
- **Ransacking:** Blue ribbons will be attached to the doors of buildings in the Vieille-Ville. Players must protect these ribbons to prevent Ishpet's army from ransacking the Fond-Crâne huts.

Purple band will be worn by creatures immune to spells (with the exception of Vade Retro) and non-magical weapons. These creatures are not monsters, they don't kill by touch and they don't have 10 hit points.



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Supernatural

Magic weapons

Magic weapons are identified by the wearer's sash, supplied by Bicolline. There are three possible sash colors (see photo below). They all have the same function, but we simply don't have enough stock to make them all identical.



Magic weapons do no more damage than a normal weapon (1 damage per hit), but they can affect a creature that would be impervious to non-magical weapons and spells (fitted with a **purple band**).

All magic weapons (unique and temporary) can be stolen.

- For **UNIQUE** magic weapons, **the weapon and sash** are taken from the dead player.
- For **TEMPORARY** magic weapons, **only the sash** is taken from the dead player.

In the event of injury or death, a magic weapon does not cease to function.

Poisoning

A poisoned player cannot be healed in any way, not even at his healing well. Poisoning can be cured by receiving an antidote before dying. A poisoned player who dies has two options:

- Waiting in place, dead and silent: a Resurrection brings him back to life (a healing hourglass or healing scroll **is not** a Resurrection).
- Join the actor's healing well and come back to life as an undead until he is the target of a Resurrection.



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Belief, Magic and Occultism

Some individuals may have access to powers according to their supernatural abilities and rank. Participants are encouraged to display a theatricality that makes the extraordinary nature of the action manifest. Only a mage, occultist or high priest may use the object or power of their sphere.

All powers are represented by a single-use parchment that must be torn when the power is activated. We ask everyone to keep torn papers in their pockets to avoid throwing them on the field.

Due to Necropolia's natural affinity with necromancy, all Golhir spells are free for players who are adepts, masters, grandmasters or archmages of this magical tradition.

Powers of Belief

A grand priest wishing to obtain Vade Retro/Healing (3) and Resurrection (1) powers instead of his hourglass must provide a prologue and spend 1 Croyant. The hourglass could still be used by his cleric.

- **Vade Retro / Healing:** Holds an undead or other creature at a distance or even makes it retreat for 2 minutes / Heals a wounded character (same as hourglass power).
- **Resurrection:** Brings back to life a character who has died as a result of poisoning.

General : Magic and Occultism

An adept, master or grandmaster wishing to obtain powers must provide a prologue and spend 1 Magic Energy corresponding to his magical tradition or occult art. This gives access to a certain number of powers, depending on rank:

- Adept: 1 power
- Maître: 2 different powers
- Grand maître: 3 different powers
- Archimage or Occultiste Suprême: 4 different powers (free).

Each power is represented by an approved scroll. To activate a power, the text on the scroll is read out loud, at normal speed, then the scroll is torn and kept in your pockets (do not throw them on the ground).

*Exceptions are herbalism and talisman, which operate according to specific procedures:

- Herbalism: the herbalist must have the recipe and use the required plants
- Talisman: the occultist must create the talisman and use it as specified in the rules.



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Magic powers

- **Magic weapon** (The magic of the weapon is represented by a sash that can be stolen.) This powerful spell costs 3 extra magic energies. Depending on demand, availability of this spell may be limited.
- **Armor +1** (until next armor strike)
- **Blindness** (2 minutes)
- **Dispel magic/occultism** on a spell/item/armor (Instant). Does not dispel a magic weapon
- **Inept:** no longer knows how to use a weapon/shield (2 minutes)
- **Interruption** (Stops a mage, occultist or high priest during his incantation, the power is lost)
- **Silence** (2 minutes, can no longer speak)
- **Statue** (2 minutes, cannot move/speak, immune to everything except Dispel)
- **Your weapons are burning hot** (2 minutes, can't hold any weapons)
- **Your feet stick to the ground** (2 minutes or until offensive action)
- **Your armor becomes useless** (2 minutes)
- **Your limb is broken** (Magician chooses arm or leg, can be healed)

Occult powers

- **Antidote** (heals a living victim of poisoning OR prevents the next poisoning)
- **Silver weapon** (The weapon's magic is represented by a sash that can be stolen.) This powerful spell costs 3 additional occult energies. Depending on demand, availability of this spell may be limited.
- **Imprisonment Circle** (15 minutes, maximum 5 m diameter. Rope or powder required. No spells, projectiles or attacks can affect occupants. Occupants may not leave the circle)
- **Circle of protection** (15 minutes, maximum 5 m diameter. Rope or powder required, breaks as soon as someone exits or attacks. No spells, projectiles or attacks can affect occupants)
- **Elixir of truth** (2 minutes, victim can only tell the truth)
- **Immunity to next spell or power** (Next power does not affect you, including positive powers)
- **Bark skin** (+1 armor, until next hit on armor)
- **Fear** (Target flees for 2 minutes)
- **Healing potion 3x** (restores all HP and AP) Must be alive to consume on your own; a living person can make an unconscious target drink it.
- **Occult knowledge** (Can ask a scenario-related question to the Game master of the players' camp)
- **You turn against your allies** (2 minutes of intensive attack or until death)



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Quests and missions

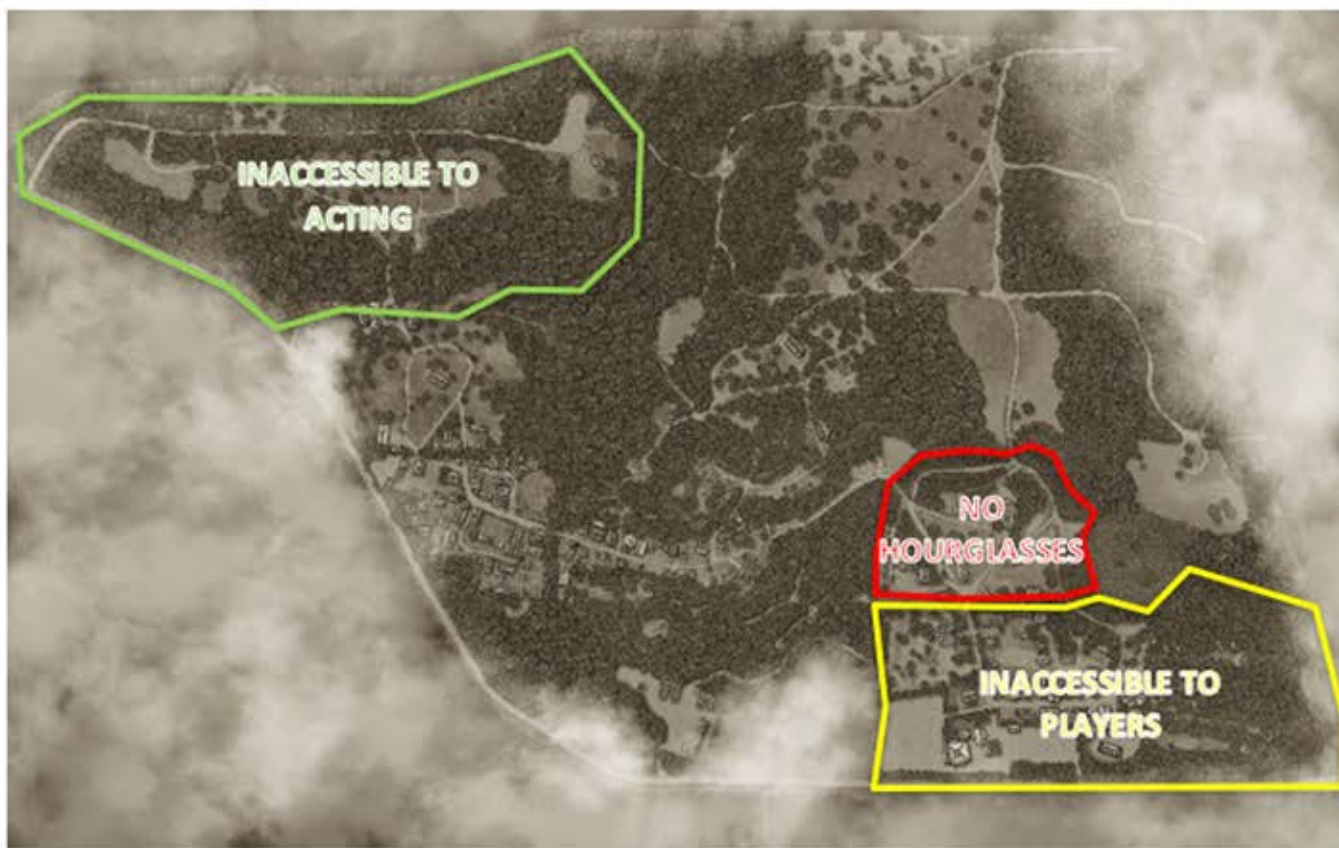
Several quests and secret missions will take place during the activity. It's part of the players' game to find these quests throughout the scenario, so various non-playing characters (NPCs) will be present among the players.

Non-healing and inaccessible zones

Healing hourglasses **DO NOT** work in the Crypt of Sails, i.e. in the entire Plaine des Tournois (**red zone**), throughout the activity. Only healing scrolls and potions can be used in this area.

In Haute Ville, the Cemetery (**yellow zone**) is inaccessible to players throughout the activity.

In the Cité, the Tower of Fas'Dûl (**green zone**) is inaccessible for acting throughout the activity. With the exception of acting by players .



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Prologues - *Preparatory ducal letter*

Here are the reasons why a prologue should be sent:

- Players who own and wish to use a unique magic weapon
- Players who own and wish to use healing scrolls
- Players wishing to perform a supernatural ritual
- Mages and occultists wishing to use powers linked to their sphere (see Supernatural section)
- Grand priests who wish to use Vade Retro/Resurrection powers instead of their hourglass

These players must send their prologue david.huneault@bicolline.org by Sunday, May 25, 2025.

Unlike regular ducal mail, a prologue-type ducal mail can be e-mailed to Game masters and doesn't cost a seal or other card.

Limit one page (250 words). The prologue for this activity **MUST NOT** be decorum.

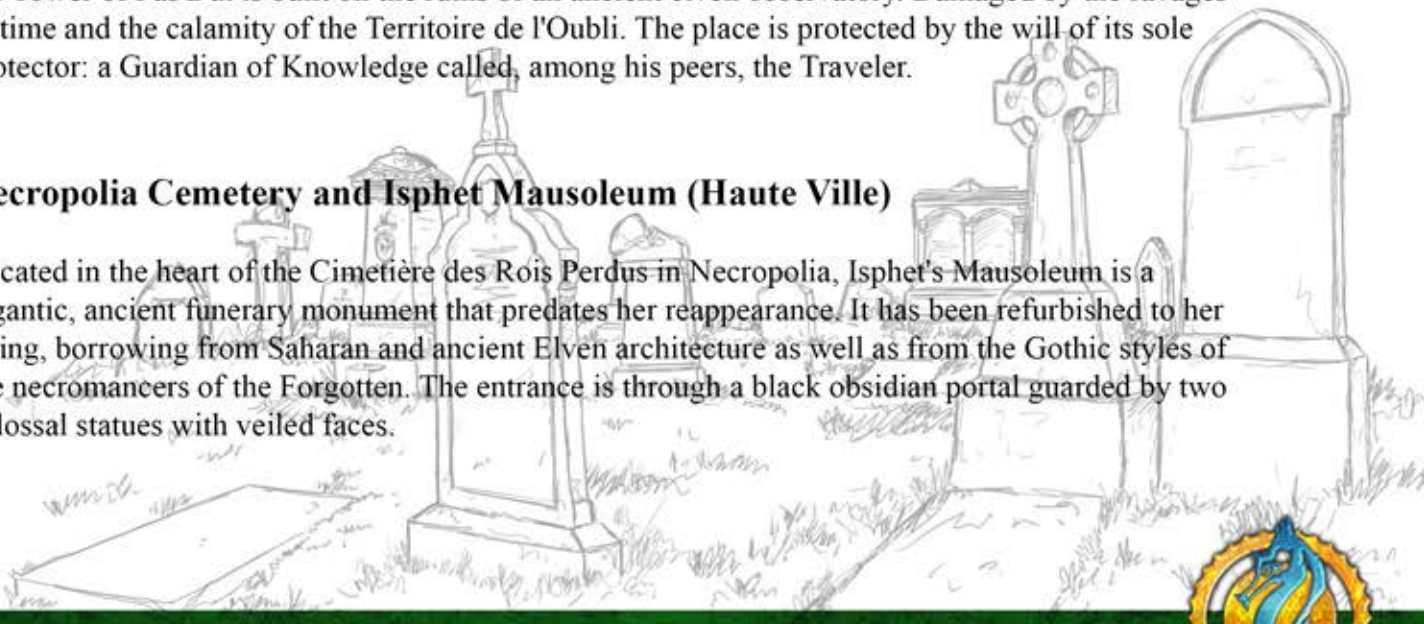
Places of interest near Necropolia

The Tower of Fas'Dûl (Tour de Magie et d'Occultisme, in the Cité)

An ancient sanctuary of Archmages, nestled on the edge of the Marais de l'Oubli and Necropolia, the Tower of Fas'Dûl is built on the ruins of an ancient elven observatory. Damaged by the ravages of time and the calamity of the Territoire de l'Oubli. The place is protected by the will of its sole protector: a Guardian of Knowledge called, among his peers, the Traveler.

Necropolia Cemetery and Ishpet Mausoleum (Haute Ville)

Located in the heart of the Cimetière des Rois Perdus in Necropolia, Ishpet's Mausoleum is a gigantic, ancient funerary monument that predates her reappearance. It has been refurbished to her liking, borrowing from Saharan and ancient Elven architecture as well as from the Gothic styles of the necromancers of the Forgotten. The entrance is through a black obsidian portal guarded by two colossal statues with veiled faces.





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La Crypte des Voiles (In the center of the Plaine des Tournois)

The crypt takes its name from the black silk veils floating strangely in the stagnant air of its corridors. Actuated by an ancient magic, these veils seem to filter the souls themselves, testing the will of anyone who ventures too far. Some say they whisper, sharing the last sighs of victims sacrificed there, or the warnings of ancient guardians departed.

Les Baraques du Fond-Crâne (Vieille-Ville)

Wedged between two hills and almost invisible from the road, these canvas and branch-roofed huts provide refuge for forced laborers from the neighboring marshes. It's said that it was in this village that Ishpet first tested her magic on the "useless" long ago. A large stele split down the middle commemorates those who perished here... or who still serve, bound by invisible chains.

Sha'Asher Promontory (Plaine des Mages)

A wide, bare plain, slightly elevated above the surrounding marshes, battered by the winds. It is said that it was here that a forgotten prophet shouted his curse against Necropolia. It's a place of dueling and visibility, with no shelter... but perfect for summoning sky spirits or observing enemy movements.

Les Dents de Ratha (Norse Coast)

Three ancient, fallen watchtowers, set in the middle of a cleft, rocky field. Once a ritual site for watching dead stars, the Teeth of Ratha are now fractured, overgrown with creepers and inhabited by echoes of the past. A dangerous field, ideal for ambushes.

Les Bas-Fonds de Valshaar (Lower Town)

This ancient village, built on the banks of a stagnant stream, is now a half-covered field of ruins. Pieces of houses are half-emerging from the water, and the floors are covered with seaweed or thick mud. Whispers can sometimes be heard rising from the bottom, coming from the forgotten drowned.



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La Voie des Cendres (Quartier Nord)

An earthy, winding path lined with rickety shacks made of salvaged materials. Once frequented by grave robbers, this road is a graveyard of stolen objects and lost memories. The shacks all look alike, making landmarks blur, almost dreamlike. Illusions slip in easily.

Camp de la XIIIe Vertèbre (Roman Camp)

A former military camp erected by the legions of a forgotten empire, structured around a central axis and star-shaped tents. Broken stelae still bear the names of campaigns against the dead. One general is said to have slept standing up for seven days, haunted by the cries of his men. The camp's organization remains rigid, almost supernatural, as if the ghosts of officers still maintain order.



Safety

We are all responsible for our own safety and that of others. No violent behavior, either physical or psychological, and no intoxicated state will be tolerated during the event, on pain of expulsion.

Everyone's enjoyment depends on everyone's individual responsibility.

In case of emergency, please note that Welcome desk is open 24 hours a day during the event.



How to reach us

Courriels :

General information e-mail info@bicolline.org

Game masters : maitredejeu@bicolline.org

Website: www.bicolline.org

Phone :

Welcome: (819) 532-1755

Address:

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

