



GAME

Grande Bataille de Bicolline – 1025 Edition
Version 3, August 2025



Duché de
BICOLLINE





Changes in version 2:

- Updated activities and schedule for the Clandestine Sphere.
- Updated activities and schedule for the Occult Sphere.
- Added the "Trouvère Tour" to the Artistic Sphere.

Changes in version 3:

- Updated activity locations for meetings with the game master (Political and Clandestine Spheres).
- Updated activity location for the Dailypocampe.
- Updated activity location for the Compagnie des héros (registration).



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The Grande Bataille de Bicolline is an immersive, participatory event at the heart of the largest medieval-fantasy gathering in North America! Let yourself be carried away by the magic of a medieval village and meet unique and colorful characters. Elves, orcs, pirates, monsters, mages, courtesans and valiant knights gather for seven days of shows, banquets, feasts, tournaments, encounters, games and battles, leading over 7,000 participants to an epic battle!

COORDINATION TEAM

Organizing an event of this magnitude is only possible thanks to the dedication of a team whose primary concern is the success of the event. The Game coordination team for the 1025 edition of the Grande Bataille de Bicolline is made up of a coordinator supported by an assistant, managers, team leaders and, of course, a dedicated team of volunteers.

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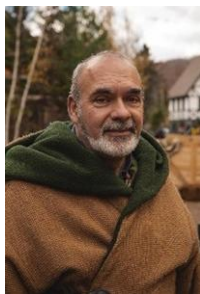
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GAME MASTERS



In memory of Kristelle Baker, who will be with us in spirit throughout the Grande Bataille de Bicolline



Martin Champagne
Political



Frédéric Dalphond
Beliefs
Maritime



David Huneault
Trade



Simon Legault
Exploration
Magic



Philip Morgan
Artistic

SCHEDULE AND LOCATION

The schedule and location of the various game activities are available in the Grande Bataille de Bicolline program (detailed schedule for the week): <https://bicolline.org/programmation-officielle/>. Please check it regularly for any changes.



ARTISTIC SPHERE

The Grande Bataille de Bicolline is full of opportunities for artists to showcase their talents. You can join in the official events described below, but you're also completely free to practice your art as you please, whether for pleasure or in exchange of a few solars.

QUESTS

You can take part in artistic quests by visiting the Bureau du Patron as specified below.

Table 1: Artistic Quests Schedule

Day	Time	Quest / Activity
Monday August 11 th	10:00 a.m. to 12:00 p.m.	Quest A distribution (earnings Thursday)
Tuesday August 12 th	10:00 a.m. to 12:00 p.m.	Quest B distribution (earnings Wednesday)
Wednesday August 13 th	10:00 a.m. to 12:00 p.m.	Quest C distribution (earnings Friday) Quest B earnings
Thursday August 14 th	10:00 a.m. to 12:00 p.m.	Quest A earnings
Friday August 15 th	10:00 a.m. to 12:00 p.m.	Quest D distribution (earnings Saturday) Quest C earnings
Saturday August 16 th	10:00 a.m. to 12:00 p.m.	Quest D earnings

ACTIVITIES

BUREAU DU PATRON

Objective

To reward participants who contribute to the beauty of the Duché de Bicolline through the arts.

Schedule

From Monday August 11th to Friday August 15th between 12:00 p.m. (noon) and 4:00 p.m.



How It Works

The Bureau du Patron is the center of artistic activity at the Duché de Bicolline, and the Patron's Second-in-Command and his critics are on hand to welcome you. The Bureau's role is to oversee the signing of contracts between artists and patrons, but it's also an open-air stage to showcase yourself, a meeting place to sell your talent or hire an artist.

- **Signing a contract:** The first step for the artist participant is to sign a contract. The participant and his or her patron must agree on the artwork or artistic performance, as well as a price for it. They can then go to the Bureau du Patron to formalize the contract, in the presence of the critics. The critics will confirm the validity of the contract, and whether the nature of the artwork corresponds to what has been agreed at the Bureau. It's important to note the time and location of the performance or handover. Since critics are very busy, it's a good idea to take advantage of the opportunity to sell your merits in order to attract a visit from one of them. It's worth noting that critics may exceptionally judge artwork directly at the Bureau, but this is never guaranteed! Ideally, the contract should be signed at least a day in advance, to allow the critics to plan their visits.
- **The critic's visit:** every day, the critics meet when the Bureau closes. They carefully read the contracts and select those worthy of mention. The more substantial and promising a contract, the greater the chance of attracting a visit from a critic. In general, critics will divide contracts among themselves according to their knowledge of the artistic field. Contracts that are not selected for a visit are still considered valid and count in particular towards the reputation of the patron signing them.
 - During a visit, the critic is to be well received. Although it is sometimes difficult to keep to a schedule during the Grande Bataille, delays and undue waiting should be avoided. The critic is received politely and courteously, ensuring that he or she can admire the artwork and talk with both the artist and the patron. After all, the critic will have to write a report on his or her assessment. Even if some critics seem eccentric, rest assured that they take this task seriously.
 - Once the review has been completed, the critic will award a certain number of "Renommée Artistique", depending on his or her assessment. Although this is the norm, the participant must bear in mind that the award is by no means guaranteed. Like all other quests, sometimes the participant fails to achieve the necessary objectives. If the participant feels unfairly critiqued, he or she can ask the Patron's Second-in-Command to assess the matter in the company of the critic.



- **Artistic evaluation:** The value of artwork is subjective. However, in the Artistic Sphere, it will be judged by a critic. Just as it's impossible for every team to win the Trollball tournament or for every archer to receive first place in the Cercle de Loren, not every artist can automatically "win" the art game. As with other disciplines, effort is often the crucial factor. To facilitate participant preparation and guide critics, a table of criteria is provided in Table 2 to help judge the reward that will be offered.

Table 2: Artistic Evaluation Grid

Scale of Fair Appreciation of a Work of Art and Fine Craftsmanship			
The Work shall be weighed according to the truth of its essence, the pain and ardor devoted to it, as well as the brilliance and imprint it will leave on souls and minds.	Apprentice	Companion	Master
	Use of modern materials, techniques, and tools: <ul style="list-style-type: none"> • Digital printing • 3D printing • Pre-recorded music 	Mixed use of modern and traditional materials, techniques, or tools: <ul style="list-style-type: none"> • Amplifiers with musical instruments • Cooking with BBQ • Sculpture with modern tools 	Use of period materials, techniques, or tools: <ul style="list-style-type: none"> • Historical instruments • Oil painting on canvas/wood • Clay firing • Traditional dance
	The work was created quickly or improvised.	The work required several hours of work or coordination by 2-3 players.	The work is the result of solid experience, of several months/years of work, or required coordination by more than 2-3 players.
	The work was presented within the guild or used for a small group of players (a tableau inside a camp, guild meal, music around a campfire, etc.).	The work was presented to another guild or had proof of public exposure (the artist performed outside the camp, presented on a public stage, or did an improvisational performance but with a diverse and numerous public, etc.).	The work was widely promoted and greatly benefited many players (the artist performed in the troll ball arena, on a public stage, or presented their creation while traveling across the Bicolline terrain).

The critic's judgment will be based on three factors:

- *The use of authentic materials and techniques.* The Duché de Bicolline is first and foremost a medieval-fantasy live action role playing game. The fantasy aspect leaves room for a certain latitude in the choice of materials and techniques, but respect for decorum is crucial. Participants must ask themselves: would it have been possible to create this in the Middle Ages or the Renaissance? Would the artwork in question have belonged in a 15th-century auberge or at the Medici court?



- *Creative effort.* Each year, a vast array of artwork is presented at the Bureau du Patron. Far from draping themselves in elitism, however, critics must be fair to everyone. Just as the best Fines Lames fighter wins first prize, it's only fair to reward the effort a participant has put into a particular artwork. So it's important to take this into account during the creation process, as well as during the critic's visit. A novice artist's performance may not have the same prestige as that of a professional artist, but the critic will appreciate the time invested by the latter if this is the case.
- *Outreach.* Ultimately, the aim of the Artistic Sphere is to spread the word about art. To achieve this, the artwork must be appreciated by as many participants as possible. This does not mean that private or ephemeral performances will not be rewarded. In such cases, the participant must consider the following question: have I entertained other participants or embellished the field for the benefit of all?

Inevitably, some participants may be disappointed. However, just as when a guild loses a military campaign, criticism should be seen as an opportunity to improve. The artist is invited to discuss with the critic. What could have been improved? Without a doubt, the next artwork will be that much better, which is good for the artist's pride and for the beauty of the Game.

- **Repeated artwork:** To be fair to all participants, physical artwork (sculpture, stained glass, etc.) completed before the year 2025 is not evaluated. Many of these pieces of art have been awarded and listed in previous years. The same applies to artwork that has been repeated and/or reproduced in a generally similar way for sale purposes.
- **Culinary arts:** Culinary arts (tea, cocktails, meals, etc.) have their own category and are not governed by the Bureau du Patron.
- **Group performances:** For performances by a group of artists, the critic will award between one and ten "Renommée Artistique" for every two people, rounded down.
- **Grand Mécène display:** Throughout the week of the Grande Bataille, the Bureau du Patron will compile the contracts awarded by the guilds. Every day, a table of the Top 3 patrons will be posted. The Top 3 will be compiled using the sum of contracts awarded in solars. Only solars paid to artists from other guilds will be considered. Although participants will see the Top 3, the amount for each contract will remain secret. On Friday at 4:00 p.m., the Grand Mécène will be awarded a "Mécène".



FESTIVALS

Objective

Any guild or nation with artistic ambitions is bound to want to showcase their art to other participants. The ideal opportunity to do so is the Artistic Festival.

Schedule

As a general rule, eight festivals are presented, four during the day and four during the evening/night. Guilds wishing to organize a festival should contact the Artistic Game Master BEFORE August 1st, 2025 by writing to philip.morgan@bicolline.org.

How It Works

- These events, open to all, must feature at least eight creations by outstanding artists or troupes. Imagine exhibitions of sublime artwork, a minstrel tournament with epic songs, or a fiery night show featuring fire-eaters, jugglers and twirling dancers. The only limit is your imagination—as long as the number of performers is eight or more.
- Each artist or troupe must sign a contract with the organizer.
- Admission to the festival must be free to the public, although an exclusive section may welcome distinguished guests or offer the sale of valuable merchandise in exchange for solars.
- As a reward for their efforts, selected guilds will receive a prestigious “Mécène”.
- As for the artists, they will have the honor of a personal visit from the critic and the Grand Mécène, who will generously distribute “Renommée Artistique” and prizes to their favorites.

THE TROUVÈRE TOUR

Objective

This activity is aimed at artists or artistic groups wishing to make themselves known, as well as guilds wishing to welcome them to brighten up their camps. The organization is centered on the nations.

Schedule

Aspiring artists must report to the Bureau du Patron between Monday August 11th and Thursday August 14th to obtain their artistic passport, following a successful demonstration of their talent. Artists have until noon on Saturday August 16th to return their passports.



How It Works

- Once in possession of the artistic passport, the artists must visit at least eight guilds from eight different nations and present their art.
- Artists are expected to deliver performances worthy of the prestigious Bureau du Patron.
 - Their art must be refined, creative and respectful of decorum, reflecting their deep artistic commitment.
 - Performances can be spontaneous or planned, but must respect the harmony and integrity of the camps.
- Each guild that is satisfied with the artistic quality will stamp the passport
- If the artist manages to collect sixteen stamps from at least ten different nations, his or her reward will be generously doubled!
- Each Arts Minister who recommends three host guilds receives a "Mécène".
- The guilds receive "Renommée Artistique".
- Although guilds are not obliged to pay performers, donations of solars or provisions are greatly appreciated.

POETRY EVENING

Objective

To provide a forum for all poets in the Duché de Bicolline to express their art through oral tradition.

Schedule

Thursday August 14th from 8:00 p.m. to 10:00 p.m. on the Auberge balcony.

How It Works

- Poets wishing to participate simply need to arrive on the Auberge balcony by 7:30 p.m. to register.
- Poems must be no longer than one page.
- Each poet will receive 50 solars and ten "Renommée Artistique" for participating in the event.



BARD CONCERT

Objective

To enable all Duché de Bicolline bards to take to the stage and perform a song from their repertoire.

Schedule

Tuesday August 13th from 8:00 p.m. to 10:00 p.m. on the Auberge balcony.

How It Works

- All bards wishing to take the stage must be present on the auberge balcony by 7:00 p.m. to register
- At 7:30 p.m., registration for the concert will close and it will no longer be possible to secure a place on the evening's schedule.
- Registered bards will be called upon to perform in turn by the master of ceremonies.
- Each bard will receive 50 solars and ten "Renommée Artistique" for participating in the event.

MEETING THE GAME MASTER

It is possible to meet with the Artistic Sphere Game Master for short informal discussions at the Bureau du Patron as specified below.

Table 3: Schedule for the Artistic Sphere Game Master

Day	Time
Monday August 11 th	10:00 a.m. to 12:00 p.m.
Tuesday August 12 th	10:00 a.m. to 12:00 p.m.
Wednesday August 13 th	10:00 a.m. to 12:00 p.m.
Thursday August 14 th	10:00 a.m. to 12:00 p.m.
Friday August 15 th	10:00 a.m. to 12:00 p.m.
Saturday August 16 th	10:00 a.m. to 12:00 p.m.



BELIEFS SPHERE

The Beliefs Sphere embodies the link between the sacred and the world. It brings participants together around spiritual doctrines and embodied rituals, in a hybrid game combining field and virtual platform. Through prayers, ceremonies and powers, the different beliefs offer a space for community and narrative play that extends beyond the guilds themselves. Each faithful believer finds a way to embody the myth, influence the world and experience deep intrigue.

This year, the existing storylines continue, enriched with tools to reinforce the role and impact of beliefs in the Duché de Bicolline universe.

- If you'd like to join the **Ordre des Mystiques** who evaluate belief ceremonies and activities, write to frederic.dalphond@bicolline.org. Priority will be given to those who have already held this role.
- Belief clergy can start booking a **ceremony** time slot by writing to frederic.dalphond@bicolline.org before August 4th, 2025 with a desired date, place and time.
 - Only one reservation per belief will be considered: please consult each other before sending in the request.

QUESTS

You can take part in belief quests. Keep an eye on the different boards during the Grande Bataille de Bicolline!

ACTIVITIES

PRAYER REPOSITORY

Objective

Encourage spiritual expression and interaction between beliefs through the collective construction of a sacred space. Any active belief can erect its own repository. Beliefs that maintain a living, active repository during the event will receive "Faveur Divine".



Schedule

Any time during the week, before Friday August 15th.

How It Works

- A call to faith rises in the winds. The Divine seems to lend an ear to those who dare to confide their doubts, prayers or promises to the visible world. Faithful believers are invited to erect a Prayer Repository in front of their own camp: a modest structure, but one charged with faith.
- Each repository becomes a sacred space where the faithful can hang prayers, vows, confessions or symbolic offerings, creating together a representation of their belief and a demonstration of their devotion.
- Repositories must be visibly erected in front of a camp and comply with the following criteria:
 - One repository per belief.
 - Minimum size: one meter high by one meter wide (1m x 1m).
 - Clear space for visitor access.
 - Clear signage (name of belief, symbol).
 - Prayers in any form: paper, fabric, talismans, engravings.
 - Other participants may freely consult the repositories.
- Theft and vandalism is strictly prohibited.

THEOLOGICAL TEA

Objective

Promote spiritual confrontation between beliefs in a supervised and immersive way, through a single-theme debate. To enable each belief to defend its worldview while influencing the collective memory of the sphere.

Schedule

Monday August 11th from 10:00 a.m. to 12:00 p.m. at the Auberge basement.



How It Works

- For two hours, representatives of various worldviews will exchange, confront and debate aloud. The aim? Make others think, disturb, seduce or simply shake up their certainties. All will be recorded, so that others can one day reread and, perhaps, react.
- A central theme is imposed and will be sent in advance to the clergy of each belief.
- Each speaker will have limited speaking time, with strict rotation.
- One or two representative per active belief (places are limited).
- Maximum duration of two hours.

MEETING THE GAME MASTER

It is possible to meet with the Beliefs Sphere Game Master for short informal discussions at the Banque de l'Hippocampe (2nd storey) as specified below.

Table 4: Schedule for the Beliefs Sphere Game Master

Day	Time
Monday August 11 th	10:00 a.m. to 12:00 p.m.
Tuesday August 12 th	10:00 a.m. to 12:00 p.m.
Wednesday August 13 th	10:00 a.m. to 12:00 p.m.
Thursday August 14 th	10:00 a.m. to 12:00 p.m.
Friday August 15 th	10:00 a.m. to 12:00 p.m.
Saturday August 16 th	10:00 a.m. to 12:00 p.m.

CLANDESTINE SPHERE

The Duché de Bicolline's underworld is a universe in itself, a waltz that is sometimes subtle, other times brutal, between insiders fighting for the most profitable territories and the honor of their group. The Clandestine Sphere is one of finesse. All crime is clandestine, but not all clandestinity is criminal. The crown spies and privateers of this world work in the underworld, serving an ideal galvanized by the authority of a sovereign. But what's the difference between a tollbooth guard and a highwayman, other than the story he tells before taking a penny from passers-by?



What's it like to live on the fringes of established norms, in the company of people who aren't always honest? Going underground during the Grande Bataille lets you experience the thrill and adrenaline rush of pulling off a big score or even a small petty theft.

QUESTS

The Clandestine Sphere's narrative quests are carried out by its followers. Information will be given directly to the heads of the official clandestine organizations.

EXPLORATION SPHERE

The Duché de Bicolline is a vast world with a multitude of unexplored territories. Whether you're a long-time resident of the Duché, just passing through or visiting for the first time, there's bound to be something you haven't explored yet!

QUESTS

You can take part in exploration quests by visiting the Banque de l'Hippocampe (2nd storey) as specified below.

Table 5: Exploration Quests Schedule

Day	Time	Quest / Activity
Monday August 11 th	9:00 a.m. to 12:00 p.m.	Distribution of quests
Tuesday August 12 th	9:00 a.m. to 12:00 p.m.	Distribution of quests and earnings
Wednesday August 13 th	9:00 a.m. to 12:00 p.m.	Distribution of quests and earnings
Thursday August 14 th	9:00 a.m. to 12:00 p.m.	Distribution of quests and earnings
Friday August 15 th	9:00 a.m. to 12:00 p.m.	Distribution of quests and earnings
Saturday August 16 th	9:00 a.m. to 12:00 p.m.	Distribution of earnings



ACTIVITIES

AMBASSADORS' COCKTAIL

Objective

Strengthen ties with the ambassadors of Terra'Kana, in the Nouveau Monde.

Schedule

Monday August 11th from 4:00 p.m. to 5:30 p.m. in the Auberge basement.

How It Works

- You must have an invitation card from the Ambassadors to be admitted.

MEETING THE GAME MASTER

It is possible to meet with the Exploration Sphere Game Master for short informal discussions at the Tour de magie et d'occultisme as specified below.

Table 6: Schedule for the Exploration Sphere Game Master

Day	Time
Monday August 11 th	9:00 a.m. to 11:00 a.m.
Tuesday August 12 th	9:00 a.m. to 11:00 a.m.
Wednesday August 13 th	9:00 a.m. to 11:00 a.m.
Thursday August 14 th	9:00 a.m. to 11:00 a.m.
Friday August 15 th	9:00 a.m. to 11:00 a.m.
Saturday August 16 th	9:00 a.m. to 11:00 a.m.



MAGIC AND OCCULT SPHERES

The Duché de Bicolline is a fantasy world opening the door to many quests and adventures involving various supernatural powers. Although you can meet experts in these arts and traditions all over the land, you can always visit the Tour de magie et d'occultisme to learn about the arcane or perfect your skills by taking on the challenges and missions they propose.

- Mages and occultists can book a **ceremony** time slot by writing to simon.legault@bicolline.org before August 4th, 2025 with a desired date, place and time.

QUESTS

You can take part in magical or occult quests by visiting the Tour de magie et d'occultisme as specified below.

Table 7: Magic and Occult Quests Schedule

Day	Time
Monday August 11 th	9:00 a.m. to 5:00 p.m.
Tuesday August 12 th	9:00 a.m. to 5:00 p.m.
Wednesday August 13 th	9:00 a.m. to 5:00 p.m.
Thursday August 14 th	9:00 a.m. to 5:00 p.m.
Friday August 15 th	9:00 a.m. to 5:00 p.m.
Saturday August 16 th	9:00 a.m. to 12:00 p.m.

ACTIVITIES

TOUR DE MAGIE ET D'OCCULTISME

Objective

Allow participants to take part in quests of a magical and/or occult nature.



Schedule

Please refer to Table 7 above.

How It Works

- The Tour de magie et d'occultisme (TMO) is located in the Cité and is open to all participants wishing to learn more about the magical traditions and occult arts of the Monde de l'Hippocampe.
- **Major change : A new team**
 - The TMO is managed by a dedicated team who will be able to guide you if necessary.
- The TMO is a diegetic universe designed to facilitate the integration of participants and increase immersion and decorum.
- Quests will be posted and assigned to those wishing to embark on the adventure! Of all types and varying difficulty, the TMO team's aim is to truly let the participants be immersed by a fantastic universe and atmosphere.
 - **Please note!** Some quests require participants to register before they can begin!
- Any participant who wishes to take part in these quests can:
 - Read the various quests posted on the TMO board.
 - Ask for general guidance if needed to confidently set off on your adventure.
 - Return to the TMO once your mission has been completed to have your achievements validated by a member of the TMO who can then formalize the completion of the quest.
- Earnings will take the form of "Faveur Magique" or "Faveur Occulte", depending on the nature of the quest. These can be exchanged at the Banque de l'Hippocampe directly.
- The principles of the TMO :
 - The TMO is in play and decorum at all times. Please keep your modern devices out of reach!
 - Effects suffered or given during quests fade quickly. Your character won't be blind... forever.
 - TMO quests have little to no impact on the virtual game.
 - No quests will require you to pick real plants.
 - No quests will allow or authorize theft. In game items will be readily identifiable.



- We have a reward chart, a way to rank appreciation and the firm intention to be fair and equitable. The TMO team does however have full latitude over rewards/earnings, duration, number of admissions and the general stream of quests to facilitate the overall flow during the week.
- No visits of the TMO are allowed.
- **Ducal letters and virtual game :** The TMO does not deal with questions regarding ducal letters.
- **Nothing is impossible to one who is valiant!**
 - Newcomers, old-timers and teens of all ages will be able to complete certain quests.
 - Children will be able to complete certain quests if accompanied at all times by a responsible adult.
 - TMO quests are often an introduction to role-playing or to the Duché de Bicolline's geopolitical system.

ÉCHOPPE D'HERBORISTERIE

Objective

Give participants the opportunity to acquire recipes that will allow them to master herbalist skills and add them to their personal Codex.

Schedule

Monday August 11th to Friday August 15th from 10:00 a.m. to 12:00 p.m. at the Herboristerie du Père Durabot on the Allée marchande.

How It Works

- Herbalism is a branch of the Occult Sphere at the Duché de Bicolline.
 - Its practice consists in the mastery of skills which can then be used in activities such as Special Scenarios, Thematic Evenings or even specific quests, when specified in the event document.
 - Recipes accumulated over time by herbalists in their Codex cannot be used in the geopolitical elements of the Duché de Bicolline's game.



- By definition, an herbalist is someone who uses occult recipes based solely on plant-based ingredients. The processes used to obtain a final product are as complex as they are varied, ranging from maceration to concoction to infusion.
 - The prestigious title of herbalist can only be earned over time, since it can only be achieved through practice.
 - When an herbalist has developed an effective recipe that he or she can repeat over and over again, following a long period of trial and error, then he or she can claim to have mastered a skill. What happens then? The herbalist returns to nature in search of other ingredients to learn a new recipe and perfect their art over and over again.
- Seven principles govern the workings of herbalism (they will be detailed afterwards):
 - Skills can only be acquired during the Grande Bataille de Bicolline.
 - Levels of expertise are acquired over time.
 - A Codex must be decorum.
 - A Codex cannot be bequeathed.
 - Skill acquisition is permanent and requires no upkeep.
 - Herbalist skills can only be used during specific events or official quests.
 - Fair play is the cornerstone of herbalism.
- **Skills can only be acquired during the Grande Bataille de Bicolline :** The non-playing characters (NPCs) responsible for transmitting and teaching herbalist skills will only be present during the week of the Grande Bataille de Bicolline. This is therefore the only opportunity participants will have to meet them, a compulsory first step in obtaining a skill.
 - During the week of the Grande Bataille de Bicolline, an NPC can easily be found at the "Échoppe du Père Durabot" in Haute Ville. Other NPCs are also available to teach players about herbalism, but only if you have the opportunity to meet them.
 - During a visit to his shop, in exchange for a Grande Bataille, Scenario or Thematic Evening "Fiche de population", Père Durabot will give the participant a recipe.
 - ♦ Participants can choose from all available recipes, but can only purchase one recipe per visit.



- ♦ Once the recipe has been chosen, the participant must then demonstrate to Père Durabot, in a role-play performance, how he or she would go about making the recipe as an herbalist.
- ♦ After having guided participants to develop their technique, if necessary, Père Durabot will approve the recipe with an official Duché de Bicolline stamp.
- The participant is then recognized as having the skill to make the recipe in his or her possession. And so, begins the true quest of every herbalist: to gather the ingredients needed to practice their art!
- To become a recognized skill, a recipe in an herbalist's Codex must be approved by the official Duché de Bicolline stamp, affixed by Père Durabot or one of his authorized acolytes.
- **Levels of expertise are acquired over time :** There are no levels of herbalism as such. Only the accumulation of recipes in the herbalist's personal Codex testifies to his or her expertise.
- **A Codex must be decorum :** The Codex is central to the practice of herbalism.
 - To avoid making mistakes, herbalists always carry it with them and must refer to it when using a skill. No recipe can be created without the Codex: it attests to the herbalist's knowledge, enabling him or her to use one skill rather than another during an event.
 - The first page of a Codex is always the identification page, given by Père Durabot, or one of his appointed acolytes, to the pupil herbalist when the first skill is learned. This is followed by all the official recipes mastered by the herbalist (with the official seal of the Duché de Bicolline).
 - When an herbalist wishes to use their skills during an event, he or she must have in their possession their Codex containing the appropriate recipe (which itself bears the official Duché de Bicolline seal) and all the necessary herbs and ingredients, in addition to performing the specific ritual required.
- **A Codex cannot be bequeathed :** A Codex is unique and belongs to the herbalist whose name appears on the identification page.
 - A Codex can only be used by the owner.
 - It is possible for a guild to have several herbalists within its ranks, just as it is possible for independent participants to become herbalists.



- **Skill acquisition is permanent and requires no upkeep** : Once the official seal of the Duché de Bicolline has been affixed to a recipe in the Codex, the herbalist can perform this skill as many times as desired, provided the required ingredients are available.
 - Skills are not subject to any upkeep or expiration date.
 - Lost pages will not be replaced. If an herbalist were to misplace their Codex, all skills are lost.
 - The Duché de Bicolline will not keep a listing of the evolution or number of herbalists. It is an herbalist's duty to keep their Codex in order.
- **Herbalist skills can only be used during specific events or official quests** : Given the complexity of the game and the number of participants, the use of herbalist skills will be reserved for Special Scenarios, Thematic Evenings and other specific in-game activities.
 - In other words, the event description will tell you whether or not you can use your skills during the event.
 - Generally speaking, herbalist skills is possible during the week of the Grande Bataille de Bicolline on official quests, outside of combat activities. Herbalism is forbidden during combat activities (battle scenarios, skirmishes, etc.).
 - During official quests or in-game events, the use of an herbalist skill must be approved by an on-site officiant to be considered valid.
 - The officiant will first make the necessary checks to ensure that the person using the Codex is the right one, and that the skill used is an integral part of the Codex.
 - The official will then collect the plants needed for the recipe and ensure that the ritual is performed in accordance with the instructions.
- **Fair play is the cornerstone of herbalism** : We expect all participants to be good players. This will ensure the smooth running and practical application of herbalist skills.
 - The most important aspect of herbalism is undoubtedly the passion that participants bring to the rituals that allow them to use their skills.
 - Be generous and make sure as many participants as possible benefit from your hard-earned expertise.

In closing, please note that it is always possible for you to use herbalist skills in your own quests and guild adventures. Simply ensure that all participants involved agree to their use, and of course report any plants used to a Duché de Bicolline Game Master afterwards. We'll be happy to harvest the fruits of your labor, plus the tasty anecdotes that come with it!



MEETING THE GAME MASTER

It is possible to meet with the Magic and Occult Spheres Game Master for short informal discussions at the Tour de magie et d'occultisme as specified below.

Table 8: Schedule for the Magical and Occult Spheres Game Master

Day	Time
Monday August 11 th	9:00 a.m. to 11:00 a.m.
Tuesday August 12 th	9:00 a.m. to 11:00 a.m.
Wednesday August 13 th	9:00 a.m. to 11:00 a.m.
Thursday August 14 th	9:00 a.m. to 11:00 a.m.
Friday August 15 th	9:00 a.m. to 11:00 a.m.
Saturday August 16 th	9:00 a.m. to 11:00 a.m.

MARITIME SPHERE

Even on land, the breath of the open sea lives in those who live for the sea. The Maritime Sphere brings naval ambitions to life in the world of the Duché de Bicolline, through a strategic game combining fleet, trade and fictitious battles.

Ports, crews, ships and shipping lanes form a rich theater of operations where captains, admirals and maritime guilds clash for control of waters and shores. Simulated on land, but very real in the game, this part of the Duché de Bicolline offers multiple narrative and geopolitical levers.

The sea is never far away; it is traced in maps, assignments and alliances.

QUESTS

You can take part in maritime quests. Keep an eye on the different boards during the Grande Bataille de Bicolline!



ACTIVITIES

CHOC DES AMIRAUX

Objective

While the nations of the Monde de l'Hippocampe have fought over the Terres du Centre for generations, recent technological advances have allowed the construction of ships capable of navigating the high seas. The Elven and Norse peoples have claimed this mastery since ancient times. At the dawn of the second millennium, the race for military and commercial fleets intensified for fear of being overtaken by progress. Meanwhile, the navigators of the maritime guilds embarked on daring expeditions to discover the secrets of the waves.

Schedule

Monday August 11th, Wednesday August 13th and Friday August 15th between 1:00 p.m. and 6:00 p.m. at the Banque de l'Hippocampe (2nd storey).

How It Works

- The Choc des Amiraux is a tabletop naval battle game where admirals and captains of the ships of our world can face off in a playful atmosphere, displaying all the panache that emanates from these great navigators and adventurers of the high seas. The idea behind it is to make maritime confrontations more tangible, while creating memories and stories to tell afterwards, since you'll have lived through it!
- All admirals wishing to register must send an e-mail before August 4, 2025 to frederic.dalphond@bicolline.org.
- Places are limited. If there are more registrations than places available, places will be allocated randomly (by draw).
- Each admiral registers their fleet for a 90-minute timeslot and will face three opponents simultaneously.
- The admiral must be present to lead his fleet.
- **Crew composition:** two or three participants per fleet. Incomplete fleets or those not present at their scheduled time will lose their opportunity.
- **Fleet composition:** Each fleet includes:
 - 1 frigate (flagship).
 - 1 galleon.
 - 1 caravel.



- **Roles:**
 - Admiral
 - Commands the frigate.
 - Has special powers that can be assigned to the captains or to the frigate.
 - Each ship can receive only one face-down (hidden) power at a time.
 - Once used, a power can be replaced.
 - If a ship is sunk, all its powers (even hidden ones) return to the admiral.
 - Captains
 - Each captain commands their own ship.
 - If a fleet has only one captain, that captain commands both secondary ships.
- **Game flow:** The game consists of three phases: the discussion phase, the movement phase and the boarding phase. These are detailed below.
 - Discussion phase:
 - Before each turn, players discuss their strategies.
 - This is when the admiral allocates (or not) powers.
 - Movement phase:
 - During the movement phase, all communication between members of a same fleet is forbidden.
 - Ship characteristics : Refer to Table 9 below.

Table 9: Ship Characteristics for the Choc des Amiraux

Boat	Initiative	Movement	Shots	Structure / Combatants
Caravel	1	Fast	2 + 2 + 1 + 1	10
Galleon	2	Medium	2 + 2 + 1 + 1	15
Frigate	3	Slow	2 + 2 + 3 + 3	20



- ♦ Naval combat rules:
 - *Deployment*: Each fleet starts in one of the four equal areas on the board. Order of play follows initiative, clockwise.
 - *Initiative*: The ship with the highest initiative moves first. For each type of ship, the order of movement is randomly drawn (e.g.: caravels, then galleons, then frigates).
 - *Movement*: Ships may turn 30° (port or starboard) at the beginning, middle or end of their move. Minimum distance required: at least half their range. Moves are made from the base of the hull.
 - *Ramming* : If the ship moves more than half its range: two (2) points of damage are inflicted. Less than half: one (1) point. The rammed ship is displaced by one (1) inch. Ramming takes place as soon as the model comes into contact with the enemy model.
 - *Boarding*: If two ships are side by side, a boarding is triggered which inflicts one (1) point of damage to each ship. Ships can still fire. Ships that are boarding cannot move until one is sunk. For a boarding to be successful, a ship must go directly to its target and then pivot a maximum of 30° to bring the ship alongside its target.
 - *Collision*: Collision with a reef (table side) or an allied ship is translated by one (1) structure point being lost. The ship completes its move, but can be reoriented by 30°.
 - *Shots*: Firing order is determined randomly. The entire fleet fires at the same time. Firing is simultaneous: a sunken ship can still fire. Shots are fired from the hull, from the base of the model, in the center for the sides.
 - *Shooting angle*: 15°, with a template. A shot is valid if the template touches a visible portion of the target model, without obstruction.
 - *Range*:
 - Short: hits on 3+ (1d6)
 - Long: hits on 5+ (1d6)
 - A "6" inflicts two (2) damage.



- Boarding phase :
 - ♦ Each side rolls 2d6 and adds its structure points (remaining combatants).
 - ♦ The difference is the amount of damage inflicted on the loser.
 - ♦ The winner receives half the damage inflicted (rounded down), limited to the loser's remaining combatants.
- **Admiral's powers:** Refer to Table 10 below.

Table 10: Admiral's Powers for the Choc des Amiraux

Power	Type	Effect
Potion d'héroïsme	Boarding	Doubles the ship's strength
Tromblons à ferraille	Boarding	Doubles the boarding dice
Baril explosif	Combat	Inflicts five (5) damage to adjacent ships when destroyed
Ancre	Movement	Allows a 180° turn before or after a movement
Grande voilure	Movement	Allows a second move
Réparation de fortune	Movement	Repairs five (5) points (without exceeding the maximum)
Canon à chaînes	Shot	Immobilizes a ship at short range for the next turn
Manœuvre d'évasion	Shot	Cancels all fire damage for the turn
Salve de l'amiral	Shot	Doubles a ship's salvo
Pacte des brumes	Movement	Admiral's power: ceasefire with another admiral for one turn (no boarding, shooting or ramming)

Note : If the frigate is sunk, all unallocated powers are lost. Powers already in play can still be used.



- **Victory conditions:** Last fleet afloat with at least one ship. If several ships are still afloat:
 - Number of structure points remaining.
 - Treasure still collected from an unsunk ship. Each treasure is worth between one and six points.
 - War trophy: Sinking a caravel offers two (2) points, a galleon four (4) points and a frigate six (6) points.
 - If still tied: admiral with most powers in hand.
- **Rewards and panache :**
 - The crew with the most panache gains +1 notoriety for the admiral's guild. A guild cannot earn this point more than once a year.
 - Each participant receives 20 solars.
 - The victorious admiral wins an "Objet de collection".
 - The winning fleet will have its name engraved on a plaque in the naval building.
 - Sanction: Losing admirals lose one (1) structure point on their flagship during the current season (geopolitics).

CREW RECRUITMENT

Objective

A quartermaster is looking to train a new generation of sailors to take to the sea again. To assess the worth of potential recruits, he organizes a series of trials open to all. The most valiant will receive their seafaring certifications and a chance to serve as shipboard fighters.

The first two days are devoted to individual trials. On the third day, the best sailors from each day will recruit and lead a team in a relay battle.

Schedule

Monday August 11th, Wednesday August 13th and Friday August 15th at 10:00 a.m. Locations will be posted on the public boards.



How It Works

- Take part in naval events where participants, under the orders of the quartermaster, combine maneuvers, balance, skill and speed to simulate life on board a ship.
- Open registration: Participants can enter spontaneously during the time slots before the start of the event.
- Each day's champions must enter a crew for the final showdown on Friday.

TREASURE IN CALAISON

Activity reserved for guilds with a maritime seal

Objective

An old logbook about a forgotten depot filled with food, treasure and cargo is said to have resurfaced... just before the suspicious death of its discoverer. Since then, torn-up maps and eyewitness accounts have fueled the rumor mill.

Several groups covet the loot, but access to the site remains blocked by the tides and a single window will open.

Schedule

The expedition will take place on Wednesday August 13th, during a race against the clock at low tide.

How It Works

- Each guild with at least one (1) maritime seal will receive instructions directly in their guild coffer at the Banque de l'Hippocampe on Monday August 11th and Wednesday August 13th of the Grande Bataille de Bicolline.

MARITIME ELECTIONS 1025

Objective

Only admirals, are invited to come and claim, or contest, control of the maritime provinces.

Schedule

Friday August 15th at 12 :00 p.m. (noon) at the Banque de l'Hippocampe (2nd storey).



How It Works

- All admirals are invited to take part in the election. They must bring with them a hand-sized object that represents them on the maritime map. Latecomers will not be allowed to vote.
- A table is displayed showing the upkeep of the maritime provinces and the total number of knowledge stones (pierres de savoir) owned by each admiral.
- Admirals are invited, in descending order of number of knowledge stones, to place their item on one of the maritime provinces in which their fleet is located, or on a maritime province adjacent to the one in which their fleet is located. Once all objects have been placed, the officiant announces the first wave of conflicts, if any.
- If there are no conflicts, all admirals are named maritime lords of the maritime province they have claimed.
- If more than one admiral has laid claim to the same maritime province, they will come into conflict with each other. Conflicts thus generated are resolved in descending order, starting with the conflict involving the greatest number of knowledge stones. A maritime election conflict is resolved as follows:
 - An admiral involved in a conflict may decide to take their object and move it to a contiguous maritime province where there is at least one (1) ship in their fleet. This action can only be carried out once, even if a new conflict is created by moving the admiral's object.
 - An admiral cannot move their object into a maritime province where a conflict has already been resolved.
 - An admiral involved in a conflict can decide to withdraw by joining their knowledge stones to those of another admiral already present in the same maritime province.
- Once all conflicts have been resolved, the officiant announces the maritime lords elected for the coming year and tells them that they must now pay for the upkeep of their maritime province. An admiral who fails to pay his upkeep costs after being elected is not officiated and does not receive the title of maritime lord. An admiral who fails to pay his upkeep costs after being elected does not receive his seigniorial seal.
- Please note that there are no rules for maritime last stands (barouds d'honneur) in the current edition of the rules.
- Details of the maritime provinces and votes available for each admiral will be published after the end of the summer season.



MEETING THE GAME MASTER

It is possible to meet with the Maritime Sphere Game Master for short informal discussions at the Banque de l'Hippocampe (2nd storey) as specified below.

Table 11: Schedule for the Maritime Sphere Game Master

Day	Time
Monday August 11 th	10:00 a.m. to 12:00 p.m.
Tuesday August 12 th	10:00 a.m. to 12:00 p.m.
Wednesday August 13 th	10:00 a.m. to 12:00 p.m.
Thursday August 14 th	10:00 a.m. to 12:00 p.m.
Friday August 15 th	10:00 a.m. to 12:00 p.m.
Saturday August 16 th	10:00 a.m. to 12:00 p.m.

MILITARY SPHERE

For all combat-related activities, please consult the Combat coordination document. You'll find all you need to know about homologation, skirmishes and the grandes batailles on Tuesday, Thursday and Saturday.

<https://bicolline.org/programmation-officielle/>

POLITICAL SPHERE

Politics is the art of governance. Both within a given region with domains, fiefs and duchies, and across borders with allies and enemies from other regions. The Monde de l'Hippocampe is home to many different worldviews, all of which clash in the political arena, whether through coups d'état or in more insidious ways... Politics write or tear down charters as revolts and regional councils come and go. Embarking on the path of politics forces us to take winding paths, strewn with pitfalls, but which guarantee power at the end of the road.



QUESTS

You can take part in political quests by visiting the Dailypocampe bureau located at the Tonnellerie near the Auberge as specified below.

Table 12: Political Quests Schedule

Day	Time	Quest / Activity
Monday August 11 th	10:30 a.m. to 12:30 p.m.	Distribution of quests
Tuesday August 12 th	10:30 a.m. to 12:30 p.m.	Distribution of earnings
Wednesday August 13 th	10:30 a.m. to 12:30 p.m.	Distribution of quests
Thursday August 14 th	10:30 a.m. to 12:30 p.m.	Distribution of earnings
Friday August 15 th	10:30 a.m. to 12:30 p.m.	Distribution of quests
Saturday August 16 th	10:30 a.m. to 12:30 p.m.	Distribution of earnings

ACTIVITIES

CONCLAVE DES NAINS

Bock, King of the Dwarves, summons all dwarves below and above, of any clan, nation or allegiance, to the annual Conclave des Nains to be held on Wednesday, August 13th, from 5:00 p.m. to 7:00 p.m. in the Auberge basement.

Only dwarves will be accepted.

POLITICAL ELECTIONS

Several elections will be held and, in accordance with the rules, they will be announced 21 days before the Grande Bataille, on Sunday, July 20th, 1025.

If an election is to be held in your province/region, **please ensure that the region's bâtonnier is in contact with the political Game Master BEFORE midnight on July 19, 2025:**

martin.champagne@bicolline.org.

The final election schedule will be posted on the public boards.



MEETING THE GAME MASTER

It is possible to meet with the Political Sphere Game Master for short informal discussions by visiting the Dailypocampe bureau located at the Tonnellerie near the Auberge as specified below.

Table 13: Schedule for the Political Sphere Game Master

Day	Time
Monday August 11 th	11:00 a.m. to 12:00 p.m.
Tuesday August 12 th	11:00 a.m. to 12:00 p.m.
Wednesday August 13 th	11:00 a.m. to 12:00 p.m.
Thursday August 14 th	11:00 a.m. to 12:00 p.m.
Friday August 15 th	11:00 a.m. to 12:00 p.m.
Saturday August 16 th	11:00 a.m. to 12:00 p.m.

TRADE SPHERE

There are plenty of bargains to be had in the streets of the Duché de Bicolline! And the best part is that everyone who trades calls himself an "honest merchant". For guild transactions involving your assets and property, however, you'll need to meet with a banker at the Banque de l'Hippocampe, or a Greffier in the Auberge basement to join a guild.

QUESTS

Commercial quests are always posted on the Banque de l'Hippocampe boards, both inside and outside the building. Check back regularly as new offers may appear every day!



ACTIVITIES

BANQUE DE L'HIPPOCAMPE AND GREFFES

Objective

Allow participants to recover their guild income as well as make certain changes, such as title deeds and seal choices.

New participants wishing to join a guild can do so in the Auberge basement.

Schedule

The Banque de l'Hippocampe is open following the schedule shown below. The Greffes in the Auberge basement also follow the same schedule, but are open only from Thursday to Saturday.

Table 14: Schedule for the Banque de l'Hippocampe and Greffes

Day	Time	Banque de l'Hippocampe	Greffes (Auberge basement)
Sunday August 10 th	12:00 p.m. to 4:00 p.m.	●	
Monday August 11 th	12:00 p.m. to 4:00 p.m.	●	
Tuesday August 12 th	10:00 a.m. to 12:30 p.m.	●	
Wednesday August 13 th	12:00 p.m. to 4:00 p.m.	●	
Thursday August 14 th	10:00 a.m. to 12:30 p.m.	●	●
Friday August 15 th	11:00 a.m. to 4:00 p.m.	●	●
Saturday August 16 th	10:00 a.m. to 12:30 p.m.	●	●

How It Works

- Have a profile picture on your account so that our bankers can recognize you.
- Guild leaders or their treasurers will be able to recover the income from their domains, ships, lairs and trade routes, as well as their upkeep bills, which have already been subtracted from their guild coffers.
 - Maintenance payments must be made with a no-fault deposit before the September Ducasse, otherwise domains and ships will be seized by the Banque de l'Hippocampe.



- The Banque de l'Hippocampe is also where guilds collect their seals and ducal letters.
- New guild leaders who have already applied to create a guild can pay the ten "Fiche de population" needed to create their guild.
 - If a guild is sponsoring the new guild, its leader or treasurer and a seal from that guild must accompany them.
 - If your guild is not complete, it is the guild leader's responsibility to send new members to the Auberge basement to join your guild.
- The Greffes in the Auberge basement are also the place to deposit cards and solars in your guild's virtual coffer, which you can use to build buildings and invest.
 - Anyone can deposit in a guild's virtual coffer.
 - Greffes will be open only starting Thursday: you can go directly to the Banque de l'Hippocampe before then.

BANQUE DE L'HIPPOCAMPE AUCTIONS

Objective

Allow participants to acquire contracts, trade pacts and undisclosed lots... but only if they are willing to pay the price!

Schedule

Wednesday August 13th at 3:00 p.m. in front of the Banque de l'Hippocampe.

How It Works

- All payments must be made in solars, minerals, or promissory notes from the Duché de Bicolline.
- All payments must be made immediately after the auction.

SUPERNATURAL AUCTION

Objective

Allow participants to acquire previously unseen objects and lots of an occult or magical nature... but only if they are willing to pay the price!

Schedule

Tuesday August 12th at 9:00 p.m. at the Grandes Archives.



How It Works

- All payments must be made in solars, minerals, or promissory notes from the Duché de Bicolline.
- All payments must be made immediately after the auction.

TRIPOT

Objective

Provide an opportunity for participants to test their luck by getting richer or poorer at the various gaming tables.

Schedule

Thursday August 14th from 8:00 p.m. to 11:00 p.m. at the Auberge basement.

How It Works

- Bets are made in solars and piécettes.
- The maximum bet for the black jack and roulette tables is five solars.

MEETING THE GAME MASTER

It is possible to meet with the Trade Sphere Game Master for short informal discussions at the Banque de l'Hippocampe as specified below.

Table 15: Schedule for the Trade Sphere Game Master

Day	Time
Sunday August 10 th	12:00 p.m. to 4:00 p.m.
Monday August 11 th	12:00 p.m. to 4:00 p.m.
Tuesday August 12 th	10:00 a.m. to 12:30 p.m.
Wednesday August 13 th	12:00 p.m. to 4:00 p.m.
Thursday August 14 th	10:00 a.m. to 12:30 p.m.
Friday August 15 th	11:00 a.m. to 4:00 p.m.
Saturday August 16 th	10:00 a.m. to 12:30 p.m.



CEREMONIES

Some actions in the geopolitical game have a special prerequisite: a ceremony must be held during an official Duché de Bicolline activity, including the Grande Bataille de Bicolline. When held, ceremonies must meet several criteria in order to be valid, including (but not limited to):

- A time slot must be reserved with the Game Master of the sphere whose action will be the subject of a ceremony no later than August 1st, 2025.
- The ceremony must take place under the supervision of a Game Master or appointed officiant.
- The ceremony must last at least fifteen (15) minutes.
- A ceremony leader/respondent must be selected prior to the official start of the ceremony.
- If a seal is to be presented, it must be deposited at the Banque de l'Hippocampe with the appropriate order.
- The ceremony must be thematically linked to the desired action.

COMPAGNIE DES HÉROS

An adventure on the frontiers of magic and faith

Adventurers of all experience levels are invited to join the famous Clowake de Grossouvre, the fearsome l-Hann Dragonar, the perceptive Amélia Oséric and their faithful allies on an extraordinary expedition where magic and ancient beliefs intertwine.

Under the guidance of this legendary trio, you'll plunge into the twists and turns of a forgotten truth, hidden since time immemorial under the weight of silence and time. What you discover may well shake the foundations of what you think you know.

But beware: the occult never offers its secrets without a price. The adventure will take you across dangerous thresholds, where the riddles are as sharp as blades, and the traps worthy of the most twisted nightmares. Those brave enough to follow the Compagnie des héros will face fear, confusion... and perhaps even death.

Will you dare lift the veil on what the world is trying to forget?



Schedule

The activity will take place on the evenings of Monday August 11th and Tuesday August 12th of the Grande Bataille de Bicolline. You must be free for both evenings to participate. Places are limited, so registration is required.

Registration will take place on Monday August 11th from 5:00 p.m. to 7:00 p.m. at the 2nd floor of the Banque de l'Hippocampe.

DAILYPOCAMPE

The Dailypocampe is the official newspaper of the Duché de Bicolline. It contains in-depth articles on current affairs, as well as entertaining columns, humorous texts, a comic strip and a game section.

It's guaranteed to entertain, and you can buy it for a coin (any coin).

FARFOUILLEURS DU DUCHÉ

One man's junk is another man's treasure! Some people in the Duché de Bicolline have a very long way to walk to dispose of their garbage in a secure way. The Duché's Farfouilleurs team, made up of some of the nicest skavens we managed to unearth, would like to reward the mighty for their efforts.

All you have to do is turn up at the Faubourg courtyard with your 75L garbage bag, and the Farfouilleurs will reward you with the card of the day. The Farfouilleurs are free to validate the quantity and size of the bags, and may or may not award a card, in order to prevent abuse.

Participants can collect the various cards and exchange them among themselves to form series that can earn them game cards of greater value. Once the series have been formed, participants can transform them at the Banque de l'Hippocampe following Table 16 below.



Table 16: Redeemable Value of the Cards Given by the Farfouilleurs du Duché

A series of...	Can be transformed into...
Five (5) "Fer à cheval" on red background	One (1) "Bétail"
Five (5) "Arêtes de poisson" on blue background	One (1) "Victuaille"
Five (5) "Bottes usées" on yellow background	One (1) "Équipement"
Five (5) "Épée cassée" on yellow background	One (1) "Armement"
Five (5) "Chapeau percé" on blue background	One (1) "Céréale"
Five (5) "Seau de cendres" on red background	One (1) "Ressource"
Six (6) different cards	One (1) basic resource of your choice: <ul style="list-style-type: none"> • "Bétail" • "Victuaille" • "Équipement" • "Armement" • "Céréale" • "Ressource"
Twenty-five (25) cards of the same color	One (1) "Fourfouilleur"

The cards will be handed out as follows:

- Monday: "Fer à cheval" on red background
- Tuesday: "Arêtes de poisson" on blue background
- Wednesday: "Bottes usées" on yellow background
- Thursday: "Épée cassée" on yellow background
- Friday: "Chapeau percé" on blue background
- Saturday: "Seau de cendres" on red background

Schedule

Monday August 11th to Saturday August 16th between 11:00 a.m. and 12:00 p.m. (noon) at the Faubourg courtyard.



GRANDES ARCHIVES

You are cordially invited to visit the Grandes Archives. Whatever their origins or affiliations, the Gardiens des Archives wear the colors and heraldry of absolute neutrality, collecting works to add to the vast knowledge already stored in the Grandes Archives, all without any political, moral or other agenda.

Access to the contents of the Grandes Archives is influenced by the quality of patrons' contributions to its vast collection of knowledge, or by the scribal labor a visitor is willing to give in exchange for a consultation.

To consult a work from the Grandes Archives, you'll need to produce a Savoir card from them. It is possible to obtain a Savor card in exchange for scribe services from the Gardiens des Archives.

Schedule

Monday August 11th to Friday August 15th from 12:00 p.m. (noon) to 6:00 p.m.