

L'Atlas des Abîmes

S C É N A R I O

27 SEPTEMBRE 1025



DUCHÉ DE BICOLLINE





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King Kurzik, true to his usual mischievous nature, had not yet revealed the chosen location. Only now does he reveal the challenge: the four guilds that have made it to the final round of his great competition must descend into his own domains and map what lies beneath. A seemingly simple, almost mundane task, were it not for the fact that no one has ever returned. It is said that these tunnels are older than the memory of the creatures that still roam the depths.

For beneath the gray stone, there is a different stratum, a layer where the world seems to breathe with an evil breath. The rare rumors that reach the surface are whispered by madmen or murmured by dying men whose voices fade prematurely, leaving only fragments of information. The guilds, accustomed to the shifting tunnels of the Skavens, will find neither familiar sounds nor landmarks there. Down under, all is silence, a silence so dense that one would swear the rock walls themselves are holding their breath.

Some say that this silence is not empty but filled with watchful vigilance. Shadows that move too slowly, lurking shapes, glowing eyes that are always spotted too late. Legends speak of reclusive peoples, strangers to light, who know nothing but fear. Other tales tell of huge webs hanging from the vaults, stretched like cathedral traps, from which hang silhouettes that seem alive until they sway in the invisible wind of the abyss.

There are also stories considered blasphemous: forgotten offspring of the skavens, who remained too long away from Kurzik, who are said to have learned a forbidden language, a foreign magic, a cult whose name alone freezes the ink of the scribes' pens. Their priests, it is said, feed on prayers as others drink blood.

And always, around the bend of a corridor, traces of sealed doors, walls with half-erased runes, guardians of a past that refuses to disappear. It is said that behind these cold stones, the metallic clang of hammers that have not been heard for centuries sometimes echoes.

The mission is simple to describe, but impossible to conceive: to trace the contours of a world that is fading away, to record the passages of a space that is changing beneath our feet. The four guilds must press on despite the constant feeling of being followed, watched, and watched, as if every line written on the parchment attracted invisible hostility.

Kurzik, of course, promises glory. He assures them that the names of the guilds will be engraved alongside the greatest. But those who have heard his shrill laughter know that there is a bitter taste to this promise. For if the maps ever resurface, they will likely be written in blood as well as ink.

So who will dare to descend? For today, everyone is laughing... but only Kurzik knows who will have the last laugh.



Activity details

« *L'Atlas des Abîmes* » marks the culmination of more than two years of exploration competition between guilds. This scripted activity is aimed at a select group of players, who will be integrated into a brand new scenario set in a previously unexplored part of the Terres du Centre. All players are invited to immerse themselves in **twelve hours of intense, continuous role-playing, punctuated by a few battles**, in a thrilling survival atmosphere, similar to a race against time. **Immersion is at the heart of the experience**: everyone is invited to remain in character, without interruption, for the entire duration of the scenario. No breaks are planned.

The activity will begin on Saturday, September 27 at 3:00 p.m. and end on Sunday, September 28 at around 3:00 am. A meal will be served in the early evening. For rest after the activity, rooms and dormitories at auberge will be available for rent, allowing you to avoid hitting the road while tired. Grantees and their guests will also have the option of sleeping in their buildings after the event. Finally, please note that the Banque de l'Hippocampe and the Records Office will remain closed for the duration of the scenario.

Player participants

The activity is designed for 60 predetermined player participants:

- 15 players invited by the Hibou d'Argent
- 15 players invited by Nemesis
- 15 players invited by the Très Saintes Vinières
- 15 players invited by Valraven

All participants must be 16 years of age or older as of September 26, 2025.

Playing field

For this event, the entire field will be in play, progressively depending on how the activity unfolds.

RED tape will clearly mark off inaccessible areas: only a game master, stage manager, or authorized NPC may remove or cross this **RED** tape.

The Grand Archives building will be off-limits for the duration of the event. In case of any problems or issues related to your health or safety, please go there. A member of the Bicolline team will be stationed there for the duration of the activity.



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Finally, the Quartier Nord section marked in red on the map will be off-limits and inaccessible for the duration of the event, except in the following exceptional situations:

- A health or safety issue: the participant can go directly to the Grandes Archives
- A participating player who has been dead for 15 minutes: they must go to the Grandes Archives to receive further instructions.



Welcome of player participants at the Duché site - *Saturday from 1:00 p.m. to 2:30 p.m.*

Welcome and other formalities will take place at the Duché de Bicolline reception building (1480 chemin principal, Saint-Mathieu-du-Parc, QC, G0X 1N0).

Please park in parking lot P1 across the street, except for those who have reserved parking spaces for allotment. **No cars will be allowed on the site on the day of the activity or the day before.**

We will give you your wristband and 5 solars. A green population card (Scenario/Special Activity Card) will also be given to participants who are members (players and NPCs/actors). Homologation will take place at the Welcome desk after you have received your wristband.

When you register, please make sure you have the QR code you received by email when you made your payment, or a photo ID. Participants who cannot present one of these two documents will not be admitted.



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Deployment of player participants

The game master will give final instructions at 2:30 p.m. at the landing stage.

Starting at 3:00 p.m., players will be invited to enter the field from the landing stage to officially begin the game. The sound of the foghorn will mark the start of the activity. Latecomers will have to join the activity in progress

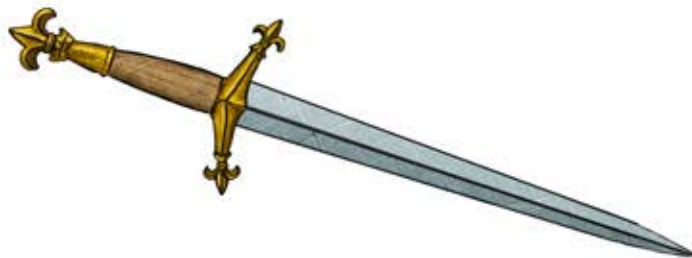
End of the event - *Sunday around 3:00 a.m.*

At around 3:00 a.m. the foghorn will sound again, marking the end of the activity.

Departure from the site - *Sunday at 4:00 p.m.*

Players are strongly encouraged to rest on Sunday morning before leaving the Bicolline site. However, all participants must leave the site by 4:00 p.m. on Sunday, September 28.

If necessary, participants' cars will be able to access the site after the event on Sunday, September 28, from 8:00 a.m. to 3:00 p.m.



Pricing

Player package

- 225\$ + tax for members
- 235\$ + tax for non-members.
- You must obtain authorization from one of the responsible players to register.
- The registration deadline is **September 26, 2025, at 6:00 p.m.**

Acting package

- 55\$ + tax for members
- 70\$ + tax for non-members.
- You must obtain authorization from the game masters in order to register as an actor.
- The registration deadline is **September 26, 2025, at 6:00 p.m.**

Food and drink

A meal will be served during the game.

Coffee and snacks will also be available from 8:00 p.m. until the end of the scenario at strategic locations.

On-site accommodation

As the event begins on Saturday, there will be no possibility of staying on site before the event.

Participants who own buildings and their guests may stay there **after** the activity or rent a room at the Auberge (private room or dormitory). Accommodation is only available in the buildings on site: no tents or pavilions may be set up.

Please note that nights can be cool in September in the Saint-Mathieu-du-Parc countryside.

You can rent a room at the Auberge or a bed in Auberge's dormitory by contacting info@bicolline.org.



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Weapons and armor restrictions for players

Shooting weapons (bows and crossbows), projectiles, and weapons longer than **112 cm** are prohibited. "+2" armor is prohibited. Players who wish to wear "+2" armor for safety reasons may do so, but this armor will only provide "+1" protection. Shields are permitted.



Special rules

Injuries

- When a player is wounded in a limb, that limb becomes unusable. A player who is hit in the legs cannot move.
- When a player is wounded in the torso (0 HP), they are considered dying for a period of 1 minute. They can perform a few very simple actions that do not require concentration, such as speaking slowly or drinking a potion, but they cannot move or defend themselves. Another blow to the torso or head during this minute will cause immediate death.
 - A "dying" player cannot use a scroll or hourglass to heal themselves or another person.

Healing

During this special event, healing can freely target and work on all players and NPCs. There are no usual frontline restrictions.

- A **player** who falls in combat has two options:
 - Be healed on the spot
 - Be physically transported by allies to a healer, then be healed (the dead cannot help you)
- If after 15 minutes no allies have found you, please go to the Grandes Archives. You are considered dead while traveling: please keep your weapon upside down and walk in silence.
- An **NPC (actor)** who falls in combat has two options:
 - Get healed on the spot
 - Be physically transported by allies to a healer, then be healed (the dead cannot help you)
- If after 15 minutes no ally has found you, please go to your faction's headquarters. You are considered dead while traveling: please keep your weapon upside down and walk in silence.

REMINDER: All other usual rules for healers apply (see page 11 of the document "Bicolline Combat Rules," available in the "Participant Guide" section at www.bicolline.org).



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Searching and Stealing

Throughout the scenario, only "in-game" items may be stolen. These items include:

- Magical weapons and unique items (Sword of Tocaryon, Saber of the Sands, Great Artwork, etc.)
- Items with a Hippocampe "sticker," an "MDJ" stamp, or the Bicolline symbol
- Coins from the depths

All other items cannot be stolen: psalms of belief, magic scrolls, occult items, healing hourglasses, cards, and solars. It is also forbidden for player participants to steal or move the personal belongings (weapons, armor, clothing, etc.) of other participants. All searches must be simulated: they must remain decent and respect the person being searched. Inappropriate behavior will not be tolerated, and it is very important to report it if it occurs.

An item can only be stolen from a character who is knocked out, unconscious, or dead. This action requires one (1) minute of searching in-game. The searched character must hand over their "stealable" items to the character who stole them at the end of the one-minute search.



Combat

The usual Bicolline combat rules apply, with the following exceptions:

- **KNOCKING OUT:** It is allowed to knock out a character by gently hitting them on the head with an approved weapon and saying "I'm knocking you out." Any armor points from the helmet 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 hold prisoners, unless it is a mission clearly assigned by an NPC (at their explicit request).

REMINDER: No combat may take place in buildings or on balconies, staircases, etc. However, it is allowed to use a platform without any vertical structures or objects. It is possible to knock out a character in a building if the action can be performed safely.



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Visual mechanics

RED glowsticks will be carried by the most resistant creatures of the deep: these creatures can only be touched by magical weapons or runic warriors. Their hit points (HP) may vary from one creature to another... as may their resistance to supernatural powers. They kill on contact, including weapons and shields. It is not possible to block their attacks. When facing these creatures, please focus on role-playing rather than simple mechanical combat!

PURPLE glow sticks will be carried by players who possess a **UNIQUE** magical weapon. Magical weapons do not do more damage than a normal weapon (1 damage per hit) but they can affect creatures that are immune to non-magical weapons. These weapons can be stolen.

BLUE glow sticks will be carried by players who are Rune Warriors. Rune Warriors do not do more damage than a normal warrior (1 damage per hit), but they can affect creatures that are immune to non-magical weapons. **BLUE** glowsticks also identify reinforced shields that resist creatures. These powers are not stealable or transferable.

GREEN glowsticks will be carried by creatures that possess a poisoned weapon. All damage caused by a creature carrying a **GREEN** glowstick confers the poisoned status. Thus, a blow to a shield, parried by a weapon, or which removes one armor point (AP) does not poison the target. A hit that removes a health point (HP) will inflict the poisoned status.

YELLOW glowsticks will identify special mechanics in the game. It's up to you to discover them.

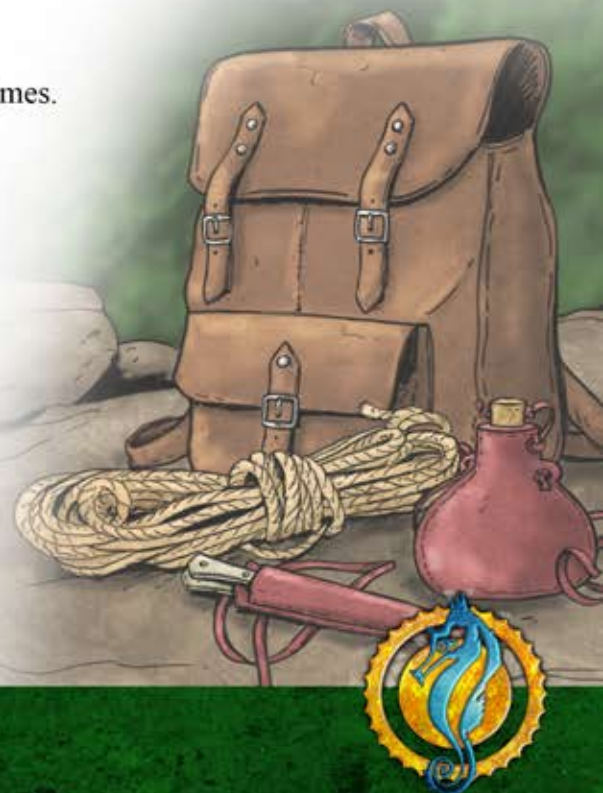
Light

All devices emitting "normal" light must be 100% decorum at all times.

No devices emitting UV light will be accepted, with the exception of "vision crystal" powers. These devices must be provided by the players and approved before use.

Other

Is a good explorer really one if they dare to venture out of their lair without papers, pens, and a few useful resources?



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Supernatural

Due to certain scenario mechanics, some types of powers may not always work everywhere... Please pay close attention to the instructions that will be given throughout the activity.

Magic Weapons and Rune Warriors

UNIQUE magic weapons are identified by a **PURPLE** glowstick provided by Bicolline, which must be attached to the weapon and clearly visible. Magical weapons do not cause more damage than a normal weapon (1 damage per hit) but they can affect creatures that would be immune to non-magical weapons. These weapons can be stolen (Sword of Tocaryon, Saber of the Sands, etc.). All players who wish to use a UNIQUE magical weapon must request it in their prologue.

The powers of Rune Warriors are represented by a **BLUE** glowstick provided by Bicolline, which must be worn by the player and clearly visible. These powers are not stealable because they represent the power of the person who possesses them.



Poisoning

A poisoned player cannot be healed in any way. Poisoning can be cured by receiving an antidote before healing can take place. An antidote does not prevent poisoning. A poisoned player who dies must wait silently in place: a Resurrection will bring them back to life (a healing hourglass or healing scroll is not a Resurrection). They can also be physically transported by allies to a safe place where they can receive a Resurrection.

If after 15 minutes no ally has found you, please go to the Great Archives. You are considered dead while traveling: please keep your weapon upside down and walk in silence.



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Belief, Magic, and Occultism

In this scenario, Grand Priests, Mages, and Occultists have the ability to activate supernatural powers in a context consistent with their specialization. The golden rule here is consistency! For example, an alchemist discovering an alchemy laboratory could attempt to produce an antidote to save the life of a poisoned character. Similarly, a sorceress who finds a fragment of a grimoire containing an entire incantation could attempt to perform the ritual described therein.

The presence of a game master or NPC authorized to supervise this action will be required.

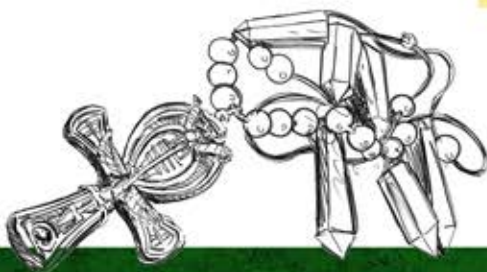
Since the use of such objects is far from commonplace, players are encouraged to use theatricality to highlight the extraordinary nature of the action.

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

Belief Powers

This table summarizes the powers included and the costs to obtain additional powers. All players must provide a prologue to use their hourglass or obtain powers.

	Hourglass	Additional Powers and Cost
Grand priest	Included	1 Croyant to obtain 1 Resurrection psalm
Cleric when the Grand Priest is absent	Included	1 Croyant to obtain 1 Resurrection psalm
Cleric whose Grand Priest is present	-	1 Croyant to obtain: 3 psalms of Healing AND 1 psalm of Resurrection
Priest	Included	1 Croyant to obtain 1 Resurrection psalm



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Healing: Allows you to heal an injured character (same as an hourglass power)

- The player must prepare 3 psalms (scrolls) with a quatrain lasting about 20 seconds

Resurrection: Allows you to bring back to life a character who has died as a result of poisoning

- The player must prepare one psalm (scroll) with a sonnet in about 1 minute

Magic and Occultism

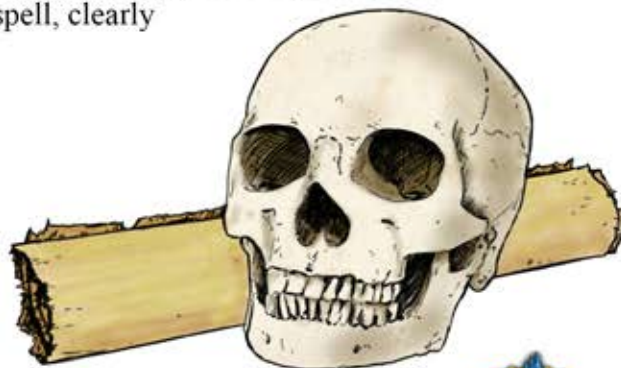
It is possible to start the activity with a few items that activate single-use supernatural powers. In general, mages have scrolls. However, the items available to occultists take on a greater number of forms. With the exception of rune warriors, who require three specific energies, one energy must be spent for each player in order for them to be entitled to these supernatural items during this special activity (i.e., one magical energy for magical scrolls and one occult energy for occult items). A prologue must also be written.

The number available depends on the rank achieved:

- Adepts have access to two (2) basic supernatural items during this scenario.
- Masters have access to two (2) basic supernatural items and one (1) advanced supernatural item.
- Grand Masters, Archmages, and Supreme Occultists have access to three (3) basic supernatural items and two (2) advanced supernatural items.

The number of items available cannot be combined, regardless of the number of types of magic or occult arts learned by the player. However, a player who has reached the Master level in at least one other magical tradition or occult art may receive one (1) additional basic supernatural item (only one!). For example, a Grand Master in Manthora using magical energy may start with three basic and two advanced magic scrolls. If they are also a Master in alchemy, they may receive one additional basic supernatural item in alchemy. In any case, no player may start the adventure with more than six (6) supernatural items.

Players wishing to obtain magical and occult powers must provide a prologue AND provide the items required by their powers (one occult item or scroll per spell, clearly representing the chosen power).



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The Herbalism Codex

Players in possession of an herbalism codex and the required plants may use the recipes it contains. Herbalists must also announce their intention to use their codex in a prologue.



Magical Powers

- **Magic Shield** (protects the target from the next magical or occult attack)
- **Calm** (the target cannot attack for 15 minutes; the power ends as soon as the target is attacked)
- **This corpse can speak** (allows you to talk to a dead being, lasts 15 minutes, the target is not required to cooperate)
- **Dispel Magic/Occultism** (instant effect on a spell, item, or armor; cannot dispel an **ADVANCED** or **RITUAL** effect)
- **Silence** (1 minute, target cannot speak)
- **Statue** (1 minute, the target cannot move or speak, is immune to everything except Dispel)
- **Your feet are stuck to the ground** (the target cannot move for 1 minute)
- **Your limb is broken** (the mage chooses the arm or leg, can be healed)

- **[ADVANCED] Telluric Affinity** (allows you to obtain clues about the nature and properties of a magical object)
- **[ADVANCED] Magical Armor** (2 AP to the head and torso for the duration of the event, the target cannot wear any armor, the 2 AP are restored with healing).
- **[ADVANCED] Charm** (creates a friendly relationship with the charmed character, lasts 30 minutes)
- **[ADVANCED] Runic Warrior** (the target can injure **[RED]** glowstick creatures, the player's power is represented by a **[BLUE]** glowstick carried by the player) This powerful spell costs 3 additional magic points. The availability of this spell is limited. Once activated, this power is not transferable.



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Occult Powers

- **Antidote** (cancels the active effects of poisoning)
- **Reinforced Shield** (the shield resists [RED glowstick] creatures for the duration of the scenario. A BLUE glowstick must be clearly visible on the shield)
- **Circle of Imprisonment** (15 minutes, maximum 5m diameter. White rope required. No powers or attacks can affect occupants. Occupants cannot leave the circle).
- **Circle of Protection** (15 minutes, maximum 5 m diameter. White rope required, breaks as soon as someone leaves or attacks. No spells or powers from outside can affect occupants)
- **Truth Elixir** (15 minutes, the victim is unable to lie but is not compelled to speak)
- **Fear** (the target intensely flees from the source of their fear for 1 minute)
- **Healing Potion 3x** (restores all HP and AP; the target must be alive or "dying" to consume it themselves; a living person can give it to an unconscious target to drink)
- **Rage** (1 minute of intense attack, 5 "global" HP until death or until the power ends)

- [ADVANCED] **Vision Crystal** (enchants a crystal to detect arcane traces [UV lamp])
- [ADVANCED] **Immunization** (prevents the effects of THREE poisonings on the same person for the duration of the scenario; does not cure an active poisoning)
- [ADVANCED] **Occult Knowledge** (allows you to ask a question to an available entity that will answer a specific question, requires an in-game ritual (15 minutes) and the availability of the game master)
- [ADVANCED] **Regeneration Talisman** (the target regains 1 HP every 15 minutes as long as the talisman is worn; the target cannot wear any armor; cannot be combined with Magic Armor; the talisman can be given but not stolen)



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Prologues – Preparatory ducal letter

Ideally, a prologue is desired for all player participants.

Here are the mandatory reasons why a prologue must be sent:

- Players who own and wish to use a unique magic weapon
- Grand priests, Clerics, and Priests who wish to use an hourglass or powers of belief
- Mages and occultists who wish to use powers related to their sphere
- Players who wish to perform a supernatural ritual
- Players who wish to use a specific item (ancient scroll, crystal, cube, etc.)
- Any other special situation

IMPORTANT: Players are responsible for providing their belief psalms, magic scrolls, and occult items for the scenario: these must be approved before the activity begins. Only glow sticks will be provided by Bicolline.

These players must submit their prologue using this form by Friday, September 12, at 11:59 p.m. NO prologues will be accepted by email.

LINK: <https://forms.office.com/r/e32RzmD2Rb>

OR



Unlike regular ducal mail, ducal mail of the prologue type does not require a seal or other card. The prologue for this activity does not need to be decorum.



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Non-playing characters (actors)

The activity is designed for a minimum of 120 non-player participants (actors) who will play the roles of inhabitants and creatures of the deep. This is the perfect opportunity to explore a different role-playing game and decorum and to experience Bicolline from a new angle, spending a night below the surface.

Duché de Bicolline has a few masks and costumes available for loan, while supplies last. Please indicate your needs on the registration card. NPCs with their own masks and costumes will be given priority for the event.

All NPCs (actors) must be 16 years of age or older as of September 26, 2025.

Buildings

NPCs with access to a building will also be prioritized in order to maximize the in-game locations during the event.

Makeup artists

NPCs with makeup skills who wish to contribute to the smooth running of the activity are invited to indicate their interest on the registration form.

Preparatory meetings for NPCs

TEAMS meetings will be held on **Wednesday, September 17 at 7:30 p.m. and Thursday, September 18 at 7:30 p.m.** for all available actors (two identical meetings).

NPC welcome – Saturday from 9 a.m. to 1 p.m.

Non-playing characters must be on site and ready to go by 2 p.m. (in costume and with approved weapons, if applicable). Please gather near the auberge terrace at 1:30 p.m. for the preparatory meeting and deployment.

NPCs (actors) who have access to a building to sleep in may arrive at the Duché de Bicolline on the evening of Friday, September 26, 2025. Game masters and stage managers will also be available at that time to answer your questions.



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NPC weapons and armor

Firearms (bows and crossbows), projectiles, and weapons longer than 180 cm are prohibited. Certain factions will have access to different armor; details will be shared with NPCs as needed.

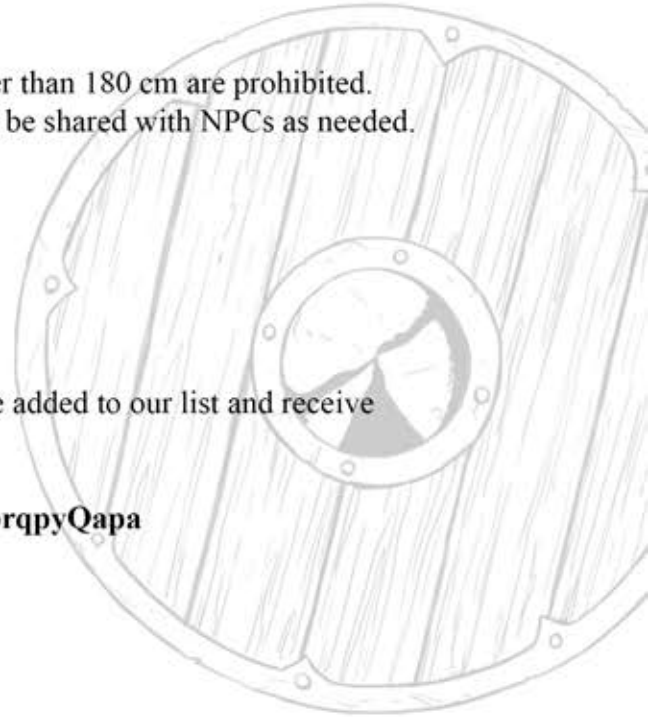
Shields are permitted.

NPC registration

Potential actors are invited to fill out this form. You will then be added to our list and receive relevant information.

LINK: <https://forms.office.com/r/jbrqpyQapa>

OR



Safety

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

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

In case of emergency, please note that the Welcome desk is staffed 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

