



GAME

Grande Bataille de Bicolline – Edition 1026

Version 3, August 2026



Duché de
BICOLLINE





The masculine gender is used in this document as a neutral and inclusive gender. The use of the masculine gender is intended solely to streamline the text and make it easier to read.





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The Grande Bataille de Bicolline is an immersive and participatory event at the heart of North America's largest medieval fantasy gathering! Let yourself be swept 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 filled with shows, banquets, festivals, tournaments, encounters, games, and duels... leading more than 7,000 participants toward an epic battle!

COORDINATING TEAM

Organizing an event of this magnitude is only possible thanks to the dedication of a team committed to ensuring the event's success. The Game Coordination Team for the 1026th edition of the Grande Bataille de Bicolline consists of a coordinator supported by an assistant, managers, team leaders, and, of course, a dedicated team of volunteers.

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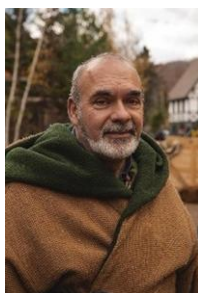
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GAME MASTERS TEAM



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Politics
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ARTISTIC SPHERE

The Grande Bataille de Bicolline is brimming with opportunities for artists to showcase their talents. You can join the official events described below, but you're also completely free to practice your art however you like, whether just for fun or in exchange for a few solars.

QUESTS

You can participate in artistic quests by reporting to the Bureau du Patron according to the schedule at **Erreur! Source du renvoi introuvable.**

Table 1: Art Quests Schedule

Day	Time	Quest / Activity
Monday, August 10	10:00 AM. to 12:00 PM	Quest Handout
Tuesday, August 11	10:00 AM. to 12:00 PM	Quest Handout
Wednesday, August 12	10:00 AM. to 12:00 PM	Quest Handout
Thursday, August 13	10:00 AM. to 12:00 PM	Quest Handout
Friday, August 14	10:00 AM. to 12:00 PM	Quest Handout

ACTIVITIES

BUREAU DU PATRON

Objective

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

Schedule

Monday, August 10, through Friday, August 14, from 10:00 AM. to 4:00 PM

How It Works

The Bureau du Patron is the hub of artistic activity in the Duché de Bicolline, and the Patron's Second-in-Command, along with the art critics, will be there to welcome you. Primarily, the Bureau's role is to



oversee the signing of contracts between artists and patrons. But it is also an open-air stage for artists to showcase their work, a meeting place to market one's talent or hire an artist.

- **Signing a contract:** The first step for participating artists is to sign a contract. The participant and their patron must agree on the artwork or artistic performance, as well as a price for it. They can visit the Bureau to formalize the agreement in the presence of the critics. The critics will confirm the contract's validity and verify that the nature of the work aligns with the Bureau's standards. It is important to note the time and location of the performance or handover. Since the critics are very busy, it's a good idea to take this opportunity to promote your work in order to attract a visit from one of them. Note that, in exceptional cases, critics may judge a work directly at the Bureau, but this is never guaranteed! Ideally, the contract should be signed at least one day in advance to allow the critics to schedule their visits.
- **The Critics' Review:** Every day, the critics meet after the Bureau closes. They carefully read the contracts and select those worthy of mention. The more detailed and promising a contract is, the greater the chance it has of attracting a critic's visit. Generally, the critics divide the contracts among themselves based on their knowledge of the artistic field. Contracts that are not selected for a visit are still considered valid and contribute, in particular, to the reputation of the signing patron.
 - During his visit, the critic expects to be well received. Although it can sometimes be difficult to stick to a schedule at the Duché de Bicolline, delays and undue waiting times should be avoided. The critic should be received with politeness and courtesy, ensuring that he or she has the opportunity to admire the artwork and speak with both the artist and the patron. Indeed, the critic will be required to write a report on their evaluation. Even if some critics may seem eccentric, rest assured that they take this task seriously.
 - Once the review is complete, the critic will award a certain number of Renommée Artistique cards based on their assessment. Although this is the norm, the participant must keep in mind that receiving a reward is by no means guaranteed. As with all other quests in the Duché de Bicolline, there are times when the participant fails to meet the necessary objectives. If the participant feels they have been unfairly treated, they may ask the Patron's Second-in-Command to review the matter together with the critic.
- **Artistic Evaluation:** The value of a work of art is subjective. However, within the Artistic Sphere, it will be judged by a critic. Just as it is impossible for every team to win the Trollball tournament or for every archer to win first prize in the Cercle de Loren, not every artist can automatically "win" the art contest. As with other disciplines, the effort put forth will often be the crucial factor. To assist participants in their preparation and to guide the critics, the **Erreur! Source du renvoi introuvable.** outlines the criteria used to determine the reward that will be offered.

The judge's evaluation will be based on the extent to which three factors are met:



- *The use of authentic materials and techniques.* The Duché de Bicolline is first and foremost an immersive game with a medieval fantasy flavor. The fantasy element allows for some flexibility in the choice of materials and techniques, but adherence to historical accuracy is crucial. Participants should ask themselves the following question: Would it have been possible to create this during the Middle Ages or the Renaissance? Would the work in question have been at home in a 15th-century inn or at the Medici court?
- *Creative Effort.* Each year, a wide range of works is presented to the Bureau du Patron. Far from seeking to cloak themselves in elitism, the judges must nevertheless be fair to everyone. Much like how the best fighter in the Fines Lames tournament wins first prize, it is only natural to reward the effort a participant has put into a particular work. Thus, it is important to keep this in mind not only during the creative process but also when the critic visits. A work by a novice artist may not carry the same prestige as that of a professional artist; however, the critic will appreciate the time the artist has invested, if that is the case.
- *Visibility.* Ultimately, the goal of the Artistic Sphere is to promote art. To achieve this, the work must be appreciated by as many participants as possible. This does not mean that private or ephemeral works will not be recognized. In such cases, the participant should ask themselves the following question: Have I entertained the other participants or beautified the grounds for the benefit of everyone?
- *Uniqueness.* Although art is all around us, the Patron is always on the lookout for what is distinctive, original, rare, or new! So even though all works can be presented, they will also be rewarded based on their ability to stand out from the crowd.
- *Roleplay.* Art is often an outlet, a window into the artist's personality! Since Bicolline is first and foremost a role-playing game, presentation and roleplay are essential to interactions. The effort put into roleplay will therefore also be taken into account when awarding rewards.

Inevitably, some participants may be disappointed. However, much like when a guild loses a military campaign, criticism should be viewed as an opportunity to improve. The artist is encouraged to discuss the feedback with the critic. What could they have done better? Undoubtedly, the next piece will be all the better for it, which benefits both the artist's pride and the beauty of the game.



Table 2: Artistic Evaluation Grid

	SCALE OF FAIR APPRECIATION OF A WORK OF ART AND FINE CRAFTSMANSHIP		
	APPRENTICE	JOURNEYMAN	MASTER
THE WORK SHALL BE WEIGHED ACCORDING TO ITS TRUE ESSENCE, THE TOIL AND ARDOR DEVOTED TO IT, AS WELL AS THE LUSTER AND IMPRINT IT SHALL LEAVE UPON SOULS AND MINDS.	USE OF MODERN MATERIALS, TECHNIQUES AND TOOLS: DIGITAL PRINTING 3D PRINTING PRE-RECORDED MUSIC ETC	MIXED USE OF MODERN AND TRADITIONAL MATERIALS, TECHNIQUES OR TOOLS: USE OF AMPLIFIERS WITH MUSICAL INSTRUMENTS SCULPTURE WITH MODERN TOOLS.	USE OF PERIOD MATERIALS, TECHNIQUES AND TOOLS: HISTORICAL INSTRUMENTS OIL PAINTING ON CANVAS/WOOD TRADITIONAL DANCE ETC.
	THE WORK WAS CONCEIVED QUICKLY OR IMPROVISED.	THE WORK REQUIRED SEVERAL HOURS OF WORK OR THE COORDINATION OF 2-3 PLAYERS.	THE WORK IS THE RESULT OF SOLID EXPERIENCE, SEVERAL MONTHS/YEARS OF WORK, OR REQUIRED THE COORDINATION OF MORE THAN 2-3 PLAYERS.
	THE WORK WAS PRESENTED WITHIN THE GUILD OR BENEFITS A SMALL GROUP OF PLAYERS (PAINTING INSIDE A CAMP, GUILD MEAL, MUSIC AROUND A FIRE CIRCLE.)	THE WORK WAS PRESENTED TO ANOTHER GUILD OR DEMONSTRATED PUBLIC EXPOSURE (THE ARTIST TRAVELS TO ANOTHER CAMP, PERFORMS ON A PUBLIC STAGE BUT OFF THE MAIN ROADS, OR OFFERS A SHOW BY INVITATION BUT WITH A DIVERSE AND LARGE AUDIENCE, ETC)	THE WORK WAS THE SUBJECT OF SPECIAL PROMOTION AND GREATLY BENEFITED SEVERAL PLAYERS (THE ARTIST PERFORMS IN THE TROLLBALL ARENA, ON A STAGE ACCESSIBLE TO THE GENERAL PUBLIC, OR ACROSS THE BICOLLINE GROUNDS)
	THE WORK FOLLOWS ALREADY KNOWN FORMS AND IDEAS. IT IS WELL MADE, BUT DOES NOT REALLY STAND OUT FROM OTHERS.	THE WORK SHOWS PERSONAL CHOICES AND SOME ORIGINAL IDEAS. ONE CAN SOMEWHAT RECOGNIZE THE ARTIST'S STYLE.	THE WORK IS CLEARLY UNIQUE AND STRIKING. IT SHOWS GREAT MASTERY AND LEAVES A STRONG IMPRESSION.
	THE WORK WAS PRESENTED IN A VERY ORDINARY WAY WITHOUT REALLY MAKING CONNECTIONS TO THE GAME, WITHOUT BEING IN CHARACTER.	THE WORK WAS PRESENTED WITH SOME EFFORT IN ROLEPLAYING AND MAKING SMALL CONNECTIONS WITH THE GAME.	THE WORK WAS PRESENTED IN A REMARKABLE MANNER IN ROLEPLAYING, MAKING CONNECTIONS WITH THE GAME AND STANDING OUT FROM THE MAJORITY OF OTHER PRESENTATIONS.

- **Repeated Works:** To ensure fairness to all participants, physical works (sculptures, stained glass, etc.) created before the year 2026 are not considered. Many of these works have already been awarded and cataloged in previous years. The same applies to works that have been repeated and/or reproduced in a generally similar manner for commercial purposes.
- **Culinary Arts:** Since the Culinary Arts (tea, cocktails, meals, etc.) have their own governing body, they are not under the jurisdiction of the Bureau du Patron.
- **Group Performance:** For performances by a group of artists, the critic will award between one and ten Renommée Artistique cards for every two participants, rounded down.



FESTIVALS

Objective

Every guild or nation with artistic ambitions will undoubtedly want to showcase their arts to the other participants. The ideal opportunity is the Festival artistique du Duché.

Schedule

As a general rule, eight festivals are held: four during the day and four in the evening or at night. Guilds wishing to organize a festival must contact the Artistic Sphere Game Master BEFORE July 15, 2026, by emailing philip.morgan@bicolline.org.

How It Works

- **Registration for a festival requires the submission of an artistic seal (to be presented to the judge during the event).**
- These events, open to everyone, must feature at least eight works by outstanding artists or troupes. Imagine exhibitions of sublime masterpieces, a tournament of minstrels singing epic ballads, or a fiery nighttime spectacle featuring fire-eaters, jugglers, and twirling dancers. The only limit is your imagination, as long as the number of artists is eight or more.
- Each artist or troupe must be bound by a contract with the organizer.
- Admission to the festival must be free to the public, although an exclusive section may host distinguished guests or offer valuable merchandise for sale in exchange for solars.
- As a reward for their efforts, the selected guilds will receive a prestigious Mécène Card and a grant of 500 solars.
- As for the artists, they will have the honor of a personal visit from the critic, who may generously bestow Renommée Artistique and monetary rewards upon their favorites.



LA TOURNÉE DES TROUVÈRES

Objective

This activity is intended for artists or artistic groups wishing to make a name for themselves in the Duché de Bicolline, as well as for guilds wishing to host them to liven up their camp. The organization is centered around the nations.

Schedule

Aspiring artists must report to the Bureau du Patron between Monday, August 10, and Thursday, August 13, to obtain their artistic passport after successfully demonstrating their talent. Artists then have until noon on Saturday, August 15, to return their passport.

How It Works

- Artists must be 14 years of age or older.
- Once they have received their artist's passport, aspiring artists must visit at least ten guilds from eight different nations and perform their art there.
- Artists are required to deliver performances worthy of the prestigious Bureau du Patron.
 - Their art must be refined, creative, and respectful of decorum, thereby reflecting their deep artistic commitment.
 - Performances may be spontaneous or planned, but must respect the harmony and integrity of the camps.
- Each guild convinced of the artistic quality will issue a stamp.
- If an artist manages to collect sixteen stamps from at least ten nations, their reward will be generously doubled!
- Each Minister of the Arts who recommends three host guilds receives a Mécène card.
- The guilds, for their part, receive Renommée Artistique.
- Although guilds are not required to pay artists, any donation of solars or provisions is greatly appreciated.



SOIRÉE DE POÉSIE

Objective

To provide a platform for all poets in the Duché de Bicolline so they can express their art through the oral tradition.

Schedule

Wednesday, August 12, from 8:00 PM to 10:00 PM on the Auberge's balcony.

How It Works

- Poets wishing to participate should simply arrive at the Auberge's balcony by 7:30 PM to register.
- Poems must be no longer than one page. Maritime themes are encouraged.
- Each poet will receive 50 solars and a varying number of Renommée Artistique cards for their performance.

CONCERT DES BARDES

Objective

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

Schedule

Tuesday, August 11, and Friday, August 14, from 7:00 PM to 10:00 PM on the Auberge's balcony.

How It Works

- All bards wishing to perform must report to the Auberge's balcony at 6:00 PM to register. A maximum of 30 bards per evening will be accepted. Bards who were unable to register on Tuesday will be given priority for Friday. If spots are available, it will be possible to register for both events.
- At 7:00 PM, registration for the concert will close, and it will no longer be possible to secure a spot in that evening's lineup.

Registered bards will be called to perform in turn by the master of ceremonies.

Each bard will receive 50 solars and a variable number of Renommée Artistique cards for their performance.



SOIRÉE DES CONTES

Objective

To allow the storytellers of Bicolline to enchant us with their best tales of fishing or shipboard adventures!

Schedule

Thursday, August 13, from 7:00 PM to 10:00 PM on the Auberge's balcony.

How It Works

- All storytellers who wish to participate must arrive at the Auberge's balcony at 6:00 PM to register. A maximum of 24 spots will be available, first come, first served!
- Stories should be approximately 5 to 7 minutes long. The content must be suitable for a "general audience" and ideally highlight the event's maritime theme. If in doubt, you may submit your story in writing to philip.morgan@bicolline.org for approval or present it during meetings with the game master at the Grande Bataille.
- At 7:00 PM, registration for the evening will close, and it will no longer be possible to secure a spot in the evening's schedule.
- Those who have registered will be called upon to perform in turn by the master of ceremonies.
- Each storyteller will receive 50 solars and a variable number of Renommée Artistique cards for their performance.

MEETING WITH THE GAME MASTER

You can meet with the Game Master of the Artistic Sphere for brief, informal discussions at the Bureau du Patron according to the schedule below.

Table 3: Schedule for Meetings with the Game Master of the Artistic Sphere

Day	Time
Monday, August 10	10:00 AM. to 12:00 PM
Tuesday, August 11	10:00 AM. to 12:00 PM
Wednesday, August 12	10:00 AM. to 12:00 PM
Thursday, August 13	10:00 AM. to 12:00 PM



Day

Friday, August 14

Saturday, August 15

Time

10:00 AM. to 12:00 PM

10:00 AM. to 12:00 PM

CLANDESTINE SPHERE

When night falls on Bicolline and families go home to bed, the back alleys come alive. Between the buildings, in dimly lit spots, shady backyards, and smoke-filled cellars, people traffic, extort, kill, lie, and conspire. There are no half-measures here: the underground is the Duché's underworld. A world of con artists, tough guys, fence operators, cutthroats, and petty lords of the underworld who rule over what no one else would dare to name.

Listen carefully: you need to be old enough, have the money, and have the stomach to hang out in our alleys. Blood, vice, drawn blades, but also fake papers, forged artworks, forged signatures, and false rumors, all of this is part of daily life. Anyone who isn't cut out for this kind of dealings has no business being here. We play hard, we lie better than we breathe, and traitors don't last long.

The underground world dwells in the shadows. No banners, no heralds, no official grounds. You enter by invitation, you survive by the blade or by your word, and you never come out completely clean.

QUESTS

The great families, organizations, and clandestine networks that possess a clandestine seal will receive directly, through the usual channels of ducal mail, whatever they need to know about the plots that concern them. Contracts, debts to settle, goods to smuggle, heads to be taken, alliances to be sealed in blood, forgeries to produce, or rumors to spread: everything will be conveyed to them with the discretion the trade demands. It is then up to each individual to capitalize on whatever falls into their hands, or to pay the price.

Guilds and individuals who do not yet have a clandestine seal, but who wish to carve out a place for themselves in the alleys of Bicolline, must first prove themselves. There is no other way. The best way is to knock on the right door: make contact with the well-established clandestine guilds, offer your strength, your blades, your pen, your art, or your influence, make yourself useful, and above all, keep your mouth shut at the right moment. In this world, reputation is earned one step at a time. And it can be lost with a single misstep.

Rumors from the Underworld



Word on the street is that the famous “Ramonne et moi” tavern is a particularly good spot for anyone looking to make connections in the underworld. Apparently, hooded figures can be found there who know a thing or two about what’s being sold, what’s being stolen, what deals are being struck on the sly, and what’s being settled behind closed doors.

Another rumor, a less serious one, suggests that certain illustrious figures from the underworld are currently roaming the lands of the Grande Bataille. The Putois, the Cochon Lettré, and the Marmotte have reportedly been spotted on several occasions in that very same tavern. Those who manage to be in the right place, at the right time, and with the right intentions, might well cross paths with them there. For better or for worse.

Activities in the Underworld

The underground comes alive after dark. The underworld’s calendar is governed by its own schedule: hushed gatherings of the great houses, settling of scores that take place far from the Duché’s watchful eye, and impromptu meetings between masterminds and operatives that form and dissolve as the nights go by.

No public schedule will be released for these activities. That is the very nature of the game: what is plotted is plotted among insiders, and an invitation must be earned before it is granted. Keep your ears open, keep your eyes peeled, and frequent the right places. The rest will follow.

MEETING WITH THE GAME MASTER

Since the Clandestine Sphere is a hidden game, no public meetings with the game master are held. Communications take place through the discreet channels of the underworld: seals, ducal letters, guild contacts, and word of mouth in the alleyways. For any questions, you must address the shadows. They will know where to find us.

COMMERCIAL SPHERE

There are plenty of great deals to be had in the streets of the Duché de Bicolline! And the best part is that every merchant calls themselves an “honest merchant.”



QUESTS

Commercial quests are permanently posted on the bulletin boards inside the Banque de l'Hippocampe.

ACTIVITIES

BANQUE DE L'HIPPOCAMPE

Objective

Allow participants to collect their guild income and make certain changes, such as property titles and seal selection.

Participants wishing to join a new guild may also do so at the Banque de l'Hippocampe.

Schedule

The Banque de l'Hippocampe is open according to the schedule posted at **Erreur! Source du renvoi introuvable..**

Table 4: Banque de l'Hippocampe Schedule

Sunday, August 9	12:00 PM to 3:00 PM
Monday, August 10	12:00 PM to 3:00 PM
Tuesday, August 11	10:00 AM. to 12:30 PM
Wednesday, August 12	12:00 PM to 4:00 PM
Thursday, August 13	10:00 AM. to 12:30 PM
Friday, August 14	11:00 AM. to 4:00 PM
Saturday, August 15	10:00 AM. to 12:30 PM

How It Works

Make sure you have a profile picture on your account so that Bankers and Clerks can easily identify you.

Guild leaders or their treasurers can:

- collect income from their estates, ships, hideouts, and trade routes;



- view their maintenance bill, the amount of which has already been deducted from the guild treasury.

Important: Maintenance payments must be made via a deposit before the September Ducasse.

Otherwise, estates and ships will be seized by the Banque de l'Hippocampe.

The Banque de l'Hippocampe is also where guilds can:

- collect their seals and ducal letters;
- complete the procedures for creating new guilds.
 - Leaders of new guilds who have already submitted a creation request can pay the required ten Fiche de population cards there.
 - In the case of sponsorship, the leader of the new guild must be accompanied by the leader (or treasurer) of the sponsoring guild, who must bring the guild's seal.
 - If your guild is not yet full, it is the guild leader's responsibility to direct new members to the Banque de l'Hippocampe so they can join.
- The Banque de l'Hippocampe also allows you to deposit cards and solars into your guild's virtual vault. These resources will be used to construct buildings and invest in your assignments.
- Anyone can make a deposit into a guild's virtual vault.

ENCHÈRES DE LA BANQUE DE L'HIPPOCAMPE

Objective

To allow participants to acquire contracts, trade pacts, and exclusive lots... but only if they're willing to pay the price!

Schedule

Wednesday, August 12, at 3:00 PM in front of the Banque de l'Hippocampe.

How It Works

- All payments must be made in cash solars, minerals, or bills of exchange from the Duché de Bicolline.
- All payments must be settled immediately after the auction concludes.

ENCAN SURNATUREL

Objective



To allow participants to acquire unique items and lots of an occult, magical, or religious nature... but only if they are willing to pay the price

Schedule

Tuesday, August 11, at 9:00 PM at the Grandes Archives.

How It Works

- All payments must be made in cash, minerals, or bills of exchange from the Duché de Bicolline.
- All payments must be settled immediately following the auction.
- Only one participant per guild is permitted to enter the Encan surnaturel.

TRIPOT

Objective

To provide participants with the opportunity to test their luck by either winning or losing money at the various gaming tables.

Schedule

Wednesday, August 12, from 8:00 PM to 11:00 PM at the Ragnarok.

How It Works

- Bets are placed in solars and small coins.
- The maximum bet is five solars at the blackjack and roulette tables.

MEETING WITH THE GAME MASTER

You can meet with the game master of the commercial sphere for brief, informal discussions on the ground floor of the Banque de l'Hippocampe during the bank's business hours (Table 4).

BELIEF SPHERE

The Belief Sphere embodies the connection between the sacred and the world of Mundus. It brings participants together around spiritual doctrines and embodied rituals in a hybrid game that blends the real world with a virtual platform. Through prayers, ceremonies, and powers, beliefs offer a communal



and narrative space for play that extends beyond guilds. Here, every believer finds a way to embody the myth, influence the world, and experience profound storylines.

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

- If you'd like to join the Ordre des Mystiques, which evaluates belief-related ceremonies and activities, please email frederic.dalphond@bicolline.org. Priority will be given to participants who have previously filled this role.
- Clergy of the various faiths may begin reserving a ceremony time slot by emailing frederic.dalphond@bicolline.org by July 25, 2026, with the desired date, location, and time.
 - Only one reservation per faith: please coordinate among yourselves before submitting the request.

QUESTS

You can participate in quests related to the realm of faith. Keep an eye on the bulletin boards during the Grande Bataille de Bicolline.

ACTIVITIES

REPOSOIR DES CROYANCES

Objective

To foster spiritual expression and interaction among beliefs through the collective creation of a sacred space. Any active belief can erect its own shrine. Beliefs that have maintained a living, active shrine throughout the event will receive divine blessings.

Schedule

How It Works

- A call to faith rises on the winds. The Divine seems to be listening to those who dare to entrust their doubts, prayers, or promises to the visible world. Beliefs are invited to erect, in front of their own encampment, a Reposoir des Croyances (a modest structure, yet imbued with faith).
- Each Reposoir des Croyances (or shrine) becomes a sacred space where the faithful can hang prayers, vows, confessions, or symbolic offerings, collectively creating a representation of beliefs and a demonstration of their devotion.



- Shrines must be placed in a visible location in front of a camp and meet the following criteria:
 - One shrine per belief system
 - Minimum size: 2m high x 1.5m in circumference.
 - Clear space around it to allow visitor access.
 - Clear and visible signage: the name and symbol of the faith must be easily identifiable by passersby from a reasonable distance. Elements requiring the handling of an object or the consultation of a book or scroll do not constitute sufficient signage.
 - Prayers in all forms: paper, fabric, talismans, engravings.
 - Other participants may freely view the shrines.
- Prohibited actions: theft of objects and vandalism.
- Notify the belief's MDJ or a mystic once the shrine is in place
- Shrines may be upgraded daily. Starting Sunday evening, trials and quests will be posted publicly each day, and faiths will have a set amount of time to prepare. Trials are optional, but to participate, faiths must have an active shrine that meets the basic criteria. These trials and quests will grant bonuses to participating faiths or believers.

THÉ THÉOLOGIQUE

Objective

To foster spiritual dialogue among faiths that share a common core doctrine through a themed debate. To allow each faith to defend its worldview, present its interpretations, and influence the collective memory of the religious community.

How It Works

The Thés théologiques take the form of several sessions spread out over the course of the Grande Bataille. Each session brings together representatives of faiths that share the same core doctrine. Participants are invited to exchange ideas, compare perspectives, and debate aloud on a common theme.

The goal is not to reach a consensus, but to provoke thought, persuade, challenge, or deepen understanding of the various worldviews. Discussions may be recorded to preserve the debates and allow others to respond to them later. A central theme is assigned to the participating clergy at the beginning of each session.



- One to three representatives per active faith group (limited spaces).
- Speaking time is limited, with a guided rotation.
- Several sessions are scheduled throughout the week.
- Groups are formed according to the primary doctrines of the participating faiths.
- The schedules and locations of the meetings will be posted on the bulletin boards.

MEETING WITH THE GAME MASTER

You may request a meeting with the Game Master of the Belief Sphere for brief, informal discussions through the Banque de l'Hippocampe or the Tour de Magie et d'occultisme.

EXPLORATION SPHERE

The world of the Hippocampe is full of secrets, legends, and discoveries just waiting to be revealed. Exploration focuses as much on known and unknown places as it does on forgotten knowledge, ancient artifacts, and mysteries that span history.

By following clues, solving puzzles, or cross-referencing information gathered through their encounters, explorers gradually lift the veil on the secrets of the Mundus.

QUESTS

You can participate in quests related to exploration by visiting the exploration tent at the entrance to the Plaine des Mages according to the schedule at **Erreur! Source du renvoi introuvable.**

Table 5: Exploration Quests Schedule

Day	Time	Quest / Activity
Monday, August 10	9:00 AM. to 12:00 PM	Distribution and Awarding of Quest Rewards
Tuesday, August 11	9:00 AM. to 12:00 PM	Distribution and payment of quest rewards
Wednesday, August 12	9:00 AM. to 12:00 PM	Distribution and awarding of quest rewards



Day	Time	Quest / Activity
Thursday, August 13	9:00 AM. to 12:00 PM	Distribution and award of quest rewards
Friday, August 14	9:00 AM. to 12:00 PM	Distribution and awarding of quest rewards
Saturday, August 15	9:00 AM. to 12:00 PM	Quest Reward Distribution

ACTIVITIES

MATRIMONIALES DE ROUGECONNE

The Rougecogne delegation is taking advantage of its visit to the Grande Bataille to invite the public to a social reception marked by courtesy and diplomacy.

Following the Bal Pourpre in Méridia, where several young women expressed their interest in His Excellency Duke Régis of Rougecogne, some of them will be invited to pursue this matter with representatives of the Royal Council.

During this gathering, these suitors will be received so they may introduce themselves and highlight the qualities that might make them worthy of such a union. Visitors will be free to attend the introductions, interact with the delegations from Terra'Kana, and take this opportunity to get to know the representatives from overseas.

Schedule

Wednesday, August 12, from 1:00 PM to 3:00 PM at the Préau.

MEETING WITH THE GAME MASTER

You may request a meeting with the Game Master of the Exploration Sphere for brief, informal discussions through the Banque de l'Hippocampe or the Tour de Magie et d'occultisme.



MAGIC AND OCCULTISM SPHERES

The Duché de Bicolline is a fantasy world that opens the door to countless quests and adventures involving various supernatural powers. Although you can meet experts in these arts and traditions throughout the Duché, you can always visit the Tour de Magie et d'occultisme to be initiated into the arcane arts or hone your skills by taking on the challenges and missions offered there.

- Mages and occultists who wish to perform a ceremony may reserve a time slot by emailing simon.legault@bicolline.org by July 26, 2026, with the desired date, location, and time.
- Please note that no ceremonies will be accepted on Wednesday, August 12, between 12:00 PM and 4:00 PM.

QUESTS

You can participate in magical or occult quests by visiting the Tour de Magie et d'occultisme according to the schedule posted at **Erreur! Source du renvoi introuvable.** .

Table 6: Magic and Occult Quests Schedule

Day	Schedule
Monday, August 10	9:30 AM. to 4:30 PM
Tuesday, August 11	9:30 AM. to 4:30 PM
Wednesday, August 12	9:30 AM. to 4:30 PM
Thursday, August 13	9:30 AM. to 4:30 PM
Friday, August 14	9:30 AM. to 4:30 PM
Saturday, August 15	9:30 AM. to 12:00 PM

ACTIVITIES

General Note

Quests at the Tour de Magie et d'occultisme and the Échoppe d'herboristerie often involve writing recipes, transcribing arcane symbols, or coloring ritual illustrations. A well-kept parchment, a realistic-looking quill, and colored pencils: these details aren't just for show, they're part of the game!



Mages, occultists, and herbalists are strongly encouraged to slip a few notebooks and sheets of handmade paper or parchment, a quill or pencil, and a set of colored pencils into their pouches. Some quests will require you to produce documents that may well remain in the game or become references in the Great Archives: they might as well look right at home in the Monde de l'Hippocampe!

TOUR DE MAGIE ET D'OCCULTISME

Objective

To allow participants to take part in quests of a magical and occult nature.

Schedule

Refer to the Table 6 above.

How It Works

- The Tour de Magie et d'occultisme (TMO) is located in the Cité and is open to all participants who wish to learn more about the magical traditions and occult arts of the Mundus.
- Quests will be posted and assigned to those who wish to embark on an adventure! Offering adventures of all types and varying levels of difficulty, the TMO team aims to immerse you in a fantasy world and let you experience its atmosphere.
 - Please note! Some quests require participants to register before starting!
- Any participant who wishes to do so:
 - Can read the various quests posted on the TMO bulletin boards.
 - Can ask for directions as needed to set off on their adventure with confidence.
 - Can return to the TMO once their mission is complete to have their accomplishments verified by a staff member, who will officially confirm the completion of the quest.
- Quest rewards will take the form of Faveurs magiques or occultes cards, depending on the nature of the quest completed. These Faveurs can be exchanged at the Banque de l'Hippocampe or used for ducal mail.
- The Principles of the TMO:
 - The TMO is in-game and decorum must be observed at all times. So keep your modern devices out of reach!
 - Effects suffered or inflicted during quests wear off quickly. Your character will not go blind... forever.
 - TMO quests have negligible impacts on the virtual game.



- No quest permits or authorizes theft. In-game items will be easily identifiable.
- We have a reward policy, a rating system, and a firm commitment to fairness and equity. However, TMO organizers retain full discretion over rewards, duration, the number of participants, and the overall progression of quests to ensure the smooth running of the entire week.
- **Ducal correspondence and the virtual game:** the TMO does not handle matters related to ducal correspondence.
- **Where there's a will, there's a way:**
 - Newcomers, veterans, and teenagers of all ages will have the opportunity to complete certain quests.
 - Children may complete certain quests if accompanied by a responsible adult.

ÉCHOPPE D'HERBORISTERIE

Objective

To give participants the opportunity to learn about the plants and mushrooms of Mundus and to develop their herbalism skills by creating unique products using recipes from their Codex.

Schedule

Table 7: Échoppe d'herboristerie Schedule

Day	Shop Hours	Special Event at the Faubourg
Monday, August 11	9:30 AM. to 12:00 PM	1:30 PM to 2:30 PM
Tuesday, August 12	9:30 AM. to 12:00 PM	-
Wednesday, August 13	9:30 AM. to 12:00 PM	3:30 PM to 5:00 PM
Thursday, August 14	9:30 AM. to 12:00 PM	-
Friday, August 15	9:30 AM. to 12:00 PM	1:30 PM to 2:30 PM

How It Works

- Herbalism is a field-based discipline with no impact on the geopolitical game. It focuses on the natural properties of plants and fungi found in the lands of the Hippocampe.
- The Échoppe d'herboristerie on the Allée Marchande is the go-to spot for herbalists. Père Duradis and Valoche the Skaven are available there, according to the schedule in the table above, to chat with you and guide you through your experiments.



- A complete explanation of the herbalism mechanics can be found in the Player's Guide, available at the Échoppe d'herboristerie.





MEETING WITH THE GAME MASTER

You can meet with the Game Master for the Magic and Occultism Spheres for brief, informal discussions by scheduling an appointment with him through the Tour de Magie et d'occultisme. You may also run into him every morning at the Échoppe d'herboristerie on the Allée Marchande or at the Tour de Magie et d'occultisme in the Cité.

MARITIME SPHERE

Sailors know that adventure isn't limited to the open sea. It's on the docks, in taverns, or around a map spread out on a table that the stories and ambitions leading toward the horizon take shape. The Maritime Sphere showcases the lives of crews, the traditions of seafarers, and the many adventures that unfold around ships. Whether it's joining a crew, tracing an old legend, or participating in the Duché's maritime activities, the sea continues to inspire those who choose this path.

QUESTS

You can participate in quests related to the maritime sphere by reporting to the maritime tent at the entrance to the Plaines des Mages according to the schedule in Table 8.

Table 8: Maritime Quests Schedule

Day	Time	Quest / Activity
Monday, August 10	9:00 AM. to 12:00 PM	Distribution and awarding of quest Rewards
Tuesday, August 11	9:00 AM. to 12:00 PM	Distribution and awarding of quest rewards
Wednesday, August 12	9:00 AM. to 12:00 PM	Distribution and awarding of quest rewards
Thursday, August 13	9:00 AM. to 12:00 PM	Distribution and awarding of quest rewards
Friday, August 14	9:00 AM. to 12:00 PM	Distribution and awarding of quest rewards
Saturday, August 15	9:00 AM. to 12:00 PM	Awardind of quest rewards



ACTIVITIES

CHOC DES AMIRAUX

Objective

While the nations of the Monde de l'Hippocampe have been vying for control of the Terres du Centre for generations, recent technological advances have enabled the construction of ships capable of sailing the high seas. The elven and Norse peoples have claimed this mastery since ancient times. At the dawn of the second millennium, the race to build military and commercial fleets is intensifying out of fear of being left behind by progress. Meanwhile, sailors from maritime guilds are embarking on daring expeditions to uncover the secrets of the seas.

Schedule

Table 9: Choc des Amiraux Schedule

Day	Schedule	Quest / Activity
Monday, August 10	11:00 AM. to 4:00 PM	One session at 11:00 AM. and the second at 2:00 PM
Wednesday, August 12	11:00 AM. to 4:00 PM	One session at 11:00 AM. and the second at 2:00 PM
Friday, August 14	11:00 AM. to 4:00 PM	One session at 11:00 AM. and the second at 2:00 PM

How It Works

- Choc des Amiraux is a tabletop naval battle game where participants can compete in a fun atmosphere, channeling all the flair of these great navigators and adventurers of the seas. The idea behind it is to make naval battles more tangible, while creating memories and stories to share afterward, since you'll have "lived through" them!
- The game is open to everyone, and the complete rules are available here: [Rules of the Choc des Amiraux](#)
- All participants wishing to register must send an email by August 4, 2025, to vanessa.aubin@bicolline.org
- Spaces are limited. If there are more requests than available spots, participants will be selected by lottery.



- Each Admiral (or team leader) registers their fleet for a 90-minute slot, facing three opponents simultaneously.
- The Admiral must be present to command his fleet.
- **Crew composition:** two or three participants per fleet. Fleets that are incomplete or absent at their scheduled time will forfeit their slot.

LE RECRUTEMENT DU CORSAIRE

A wild life spent sailing the seas, weathering storms, engaging in boarding actions, and making a few bad bets eventually cost a privateer every last one of his ships. Now confined to port, he has chosen to devote his time to training the next generation. After all, a good sailor isn't born at sea—he learns from someone who already knows the waves.

He is therefore launching a major recruitment drive: participants must register as parent/child pairs, consisting of a ship's boy aged 15 or younger and a sailor, to take on a series of challenges inspired by maritime life. The crew that demonstrates the best qualities will earn the privateer's admiration and win his recognition.

Schedule

Table 10: Le recrutement du Corsaire Schedule

Day	Schedule	Quest / Activity
Tuesday, August 11	1:00 PM	Parent/Child Challenge
Thursday, August 13	1:00 PM	Parent/Child Challenge

The event locations will be posted on the bulletin boards.

How It Works

- Teams will have to complete various challenges that test their coordination, observational skills, resourcefulness, and team spirit.
- Open registration: Participants are invited to arrive with their pre-formed parent/child pairs.
- Points will be awarded for each challenge. At the end of the activity, the team with the highest score will receive a special award as well as various maritime prizes.



MARITIME ELECTIONS 1026

Objective

Only admirals are invited to come and claim or challenge control of the Maritime Provinces.

Schedule

Friday, August 14, from 1:00 PM to 2:00 PM on the second floor of the Banque de l'Hippocampe.

Procedure

- All admirals are invited to participate in the election. They must bring with them an object the size of a hand that will represent them on the maritime map. Latecomers will not be able to vote.
- A chart is displayed showing the maintenance costs of the maritime provinces as well as the total number of pierres de savoir possessed by each admiral.
- Admirals are invited, in descending order of the number of pierres de savoir they possess, to place their object on one of the maritime provinces where their fleet is located or on a maritime province adjacent to the one where their fleet is located. Once all objects have been placed, the presiding officiant announces a first round of conflicts, if any.
- If there are no conflicts, all admirals are named maritime lords of the maritime province they have claimed.
- If multiple admirals have placed their objects in the same maritime province, they are in conflict with one another. The conflicts thus generated are resolved in descending order, starting with the conflict involving the greatest number of pierres de savoir. A maritime election conflict is resolved as follows:
 - An admiral involved in a conflict may decide to take his token and move it to an adjacent maritime province where at least one (1) ship from his fleet is located. This action may be performed only once, even if a new conflict is created by the admiral's move.
 - An admiral cannot move his object to a maritime province where a conflict has already been resolved.
 - An admiral involved in a conflict may decide to withdraw by combining his pierres de savoir with 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 informs them that they must now pay the maintenance fee for their maritime province. An admiral who fails to pay their lordly maintenance fee after being elected is not



officially recognized and does not receive the title of maritime lord. An admiral who fails to pay their seigneurial dues after being elected will not receive their seigneurial seal.

- Details regarding the maritime provinces and the votes available to each admiral will be published after the end of the summer season.

MEETING WITH THE GAME MASTER

It is possible to request a meeting with the Game Master of the Maritime Sphere for brief, informal discussions through the Banque de l'Hippocampe or the Tour de Magie et d'occultisme.

MILITARY SPHERE

For any combat-related activities, please consult the Combat Coordination document on the Bicolline website. There you will find all the information regarding certification, skirmishes, and major battles.

POLITICAL SPHERE

Politics focuses on the institutions, organizations, and relationships that shape the regions of the Monde le l'Hippocampe. Whether within domains, fiefs, and duchies or across borders, collective decisions, alliances, and conflicting interests influence the course of events. Regional councils, charters, elections, reforms, and revolts all contribute to the evolution of societies and organizations. Understanding these mechanisms provides deeper insight into the issues driving the world and the motivations of those involved. Embarking on the path of politics leads us to discover the structures that underpin the regions, the ideas that shape them, and the changes that mark their history.

QUESTS

You can participate in quests related to the political sphere by visiting the Bureau du Dailyppocampe located at the Tonnellerie near the Auberge, according to the schedule in Table 11 below.



Table 11: Political Quests Schedule

Day	Schedule	Quest / Activity
Monday, August 10	10:30 AM. to 12:30 PM	Quest Handout
Tuesday, August 11	10:30 AM. to 12:30 PM	Quest Reward Redemption
Wednesday, August 12	10:30 AM. to 12:30 PM	Quest Handout
Thursday, August 13	10:30 AM. to 12:30 PM	Quest Reward Redemption
Friday, August 14	10:30 AM. to 12:30 PM	Quest Handout
Saturday, August 15	10:30 AM. to 12:30 PM	Quest Reward Redemption

ACTIVITIES

CONCLAVE DES NAINS

Bock, the King of the Dwarves, summons all dwarves, regardless of clan, nation, or allegiance, to the annual Conclave des Nains, to be held on Wednesday, August 12, from 5:00 PM to 7:00 PM in the basement of the Auberge.

Only dwarves will be admitted.

POLITICAL ELECTIONS

Several elections will take place, and in accordance with geopolitical rules, they must be publicly announced 21 days before the Grande Bataille de Bicolline, which is Sunday, July 19, 2026.

If an election is to be held in your province/region, please ensure that your region's Bar President contacts the political game master BEFORE midnight on July 18, 2026: vanessa.aubin@bicolline.org

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

MEETING WITH THE GAME MASTER

It is possible to request a meeting with the Game Master of the political sphere for brief, informal discussions through the Banque de l'Hippocampe or the Tour de Magie et d'occultisme.



CEREMONIES

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

- A time slot must be reserved with the game master of the sphere in which the action to be commemorated by the ceremony will take place no later than August firsts 2026.
- The ceremony must take place under the supervision of a game master or an authorized officiant.
- The ceremony must last at least fifteen (15) minutes.
- A ceremony coordinator must be selected before 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 adhere to the theme related to the desired action.

Here are the various contact details to use when reserving your time slot:

- Knighting Ceremony: vanessa.aubin@bicolline.org
- Belief Ceremony: frederic.dalphond@bicolline.org
- Magic and Occult Ceremony: simon.legaut@bicolline.org



COMPAGNIE DES HÉROS

A dragon hunt, and much more!

Adventurers, regardless of your level of experience, you are invited to join the famous and formidable I-Hann Dragonar, the perceptive Amelia Oséric, the intrepid Simiak, and their loyal allies on an extraordinary expedition, where magic and sharp blades must be guided by sharp minds!

Guided by this legendary company, you'll embark on an adventure in the heart of danger, in search of glory and forgotten occult artifacts.

You'll solve puzzles, outwit diabolical traps, and navigate the labyrinths of a forgotten memory to uncover the truth! The Company is seeking adventurers of all talents, whether martial, intellectual, or more cunning, to fulfill its mission.

But beware: no treasure comes without a price. Those who have the courage to follow us will face fear, confusion... and perhaps even death.

Will you dare to accomplish what few adventurers can even imagine?

Schedule

The event will take place on the evenings of Tuesday, August 11, and Wednesday, August 12, during the Grande Bataille de Bicolline. You must be available for both evenings to participate. Since space is limited, registration is required.

Registration will take place on Tuesday, August 11, from 5:00 PM to 7:00 PM on the 2nd floor of the Banque de l'Hippocampe.





DAILYPOCAMPE

The Dailypocampe is the official newspaper of the Duché de Bicolline. Through its investigations, interviews, columns, and reports, it covers the major events shaping the history of all the regions of Mundus. Each issue offers a unique blend of news, politics, culture, adventure stories, and analyses of the issues that drive the peoples of our world.

True to its journalistic mission, the Dailypocampe gives a voice to leaders, heroes, scholars, and ordinary citizens, while maintaining a critical perspective on current events. An essential gaming resource distributed every morning of the Grande Bataille by street vendors young and old.

Essential reading for anyone who wishes to understand yesterday's events, follow today's, and anticipate tomorrow's.

FARFOUILLEURS DU DUCHÉ

One person's trash is another's treasure! Some people among the common folk of the Duché de Bicolline have a very long walk ahead of them to dispose of their trash properly. The Farfouilleurs du Duché's team, made up of some of the friendliest skaven we've managed to track down, is eager to reward the commoners for their efforts.

Simply show up with your well-filled 75L trash bag, and the Farfouilleurs will reward you with the card of the day. Verification of the number and size of the bags is at the discretion of the Farfouilleurs, who may decide whether or not to issue a card to prevent abuse.

Participants can collect the various cards and trade them with one another to form sets that can earn them higher-value game cards. Once the sets are formed, participants can exchange them at the Banque de l'Hippocampe according to Table 12 below.

Table 12: Exchange Value of Cards Issued by the Farfouilleurs du Duché

A set of...	Can be exchanged for...
Five (5) fers à cheval on a red background	One (1) bétail
Five (5) arêtes de poisson on a blue background	One (1) victuaille
Five (5) bottes usées on a yellow background	One (1) équipement
Five (5) épées brisées on a yellow background	One (1) armement
Five (5) chapeaux percés on a blue background	One (1) céréale



A set of...

Five (5) seaux de cendres on a red background

Six (6) different cards

Can be exchanged for...

One (1) ressource

One (1) basic ressource of your choice:

- Bétail
- Victuaille
- Équipement
- Armement
- Céréale
- Ressource

Twenty-five (25) cards of the same color

One (1) Farfouilleur

The following cards will be distributed:

- Monday: Fer à cheval on a red background
- Tuesday: Arêtes de poisson on a blue background
- Wednesday: Botte usée on a yellow background
- Thursday: Épée cassée on a yellow background
- Friday: Chapeau percé in it on a blue background
- Saturday: Seau de cendres on a red background

Schedule

You can trade with the Farfouilleurs du Duché at the Préau du Faubourg according to the schedule in Table 13:

Table 13: Farfouilleurs du Duché' Schedule

Day	Schedule	Quest / Activity
Monday, August 10	11:00 AM. to 12:00 PM	Exchange cards for trash
Tuesday, August 11	11:00 AM. to 12:00 PM	Exchange cards for trash
Wednesday, August 12	11:00 AM. to 12:00 PM	Exchange cards for trash
Thursday, August 13	11:00 AM. to 12:00 PM	Exchange cards for trash
Friday, August 14	11:00 AM. to 12:00 PM	Exchange cards for trash
Saturday, August 15	11:00 AM. to 12:00 PM	Exchange cards for trash



GRANDES ARCHIVES

We invite you to visit the Grandes Archives of Bicolline. Regardless of their origins or affiliations, the Gardiens des Archives fly the colors and bear the heraldry of absolute neutrality, collecting works to supplement the vast body of knowledge already stored in the Grandes Archives, all without any political, moral, or other agenda.

Access to the contents of the Grandes Archives is determined by the quality of patrons' contributions to its vast collection of knowledge or by the scribal work a visitor is willing to provide in exchange for consultation, as you must present a Savoir card to consult any work in the Grandes Archives. You can obtain a Savoir card by donating an archive deemed useful and relevant by the Grands Archivistes or in exchange for scribal services rendered to the Gardiens des Archives. To become a scribe, participation in the calligraphy master class is strongly recommended before taking the scribe's exam.

Hours

The Grandes Archives are open according to the schedule in Table 14.

Table 14: Grandes Archives Schedule

Daytime	Schedule	Tour / Activity
Monday, August 10	12:00 PM to 5:00 PM	Access to the Grandes Archives
Tuesday, August 11	12:00 PM to 5:00 PM	Access to the Grandes Archives
Wednesday, August 12	12:00 PM to 5:00 PM	Access to the Grandes Archives
Thursday, August 13	12:00 PM to 5:00 PM	Access to the Grandes Archives
Friday, August 14	12:00 PM to 5:00 PM	Access to the Grandes Archives