

# La désolation de Crottoy

CAMPAGNE



18 JUILLET 1026

DUCHÉ DE BICOLLINE



S. Bly



# La désolation de Crottoy

## La désolation de Crottoy

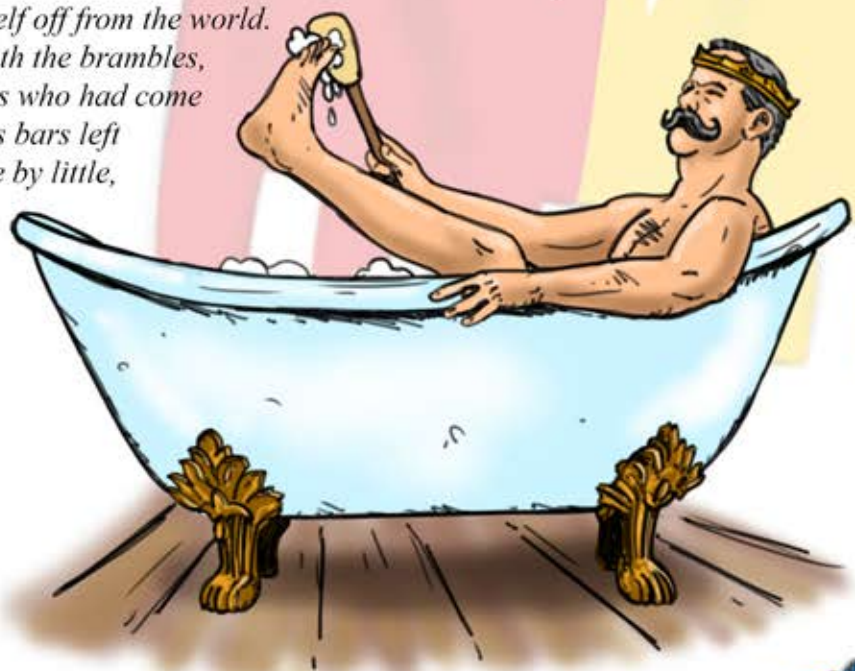
*There was a time, and the elders still remember it with tears in their eyes, when the Val de Crottoy was the crown jewel of the Itre-sur-Somme domain. People lived there in a peace that even others envied. But above all, using a secret ingredient, they made the finest soap in all of Andore. These precious bars traveled to the four corners of Mundus, crossing seas and mountains. The greatest nobles of the known world, during their all-too-rare baths, would consent to wash themselves only with Crottoy soap.*

*Art too, reigned supreme there. In every hamlet, every hovel, people wove, sang, danced, and painted. Come evening, the taverns overflowed with tales and poems. And when night fell, a musician kept watch by every fire.*

*Then came a wind of discord.*

*The chroniclers of the time did not record the spark that ignited the quarrel, or if they did, those pages vanished along with the peace of the Val. The only certainty is that the conflict descended upon its inhabitants brutally and mercilessly, like a winter storm. The bucolic order collapsed, giving way to a reign of torment. The soapmakers' guild itself was torn apart. Sides were taken. First through gossip, then through murderous glances, and finally through challenges issued in the public square. It came to blows. To knives, they say.*

*Slowly, the Val de Crottoy closed itself off from the world. The trails and paths were lost beneath the brambles, neglected and overgrown. Merchants who had come from afar to stock up on the precious bars left empty-handed and bewildered. Little by little, the Val sank into oblivion, engulfed in its own misery.*





# La désolation de Crottoy

*Against all odds, two families emerged from this chaos.*

*On one side, the Van Propps: haughty and proud as peacocks, they are convinced they possess THE original recipe for the Grand Savon, and relentlessly demand the total and unconditional surrender of their enemies.*

*On the other, the De Sal family: stubborn and obstinate as mules, they vehemently deny the very existence of said recipe and have chosen, as a sign of protest, to stop washing. Completely.*

*Caught in the middle of this menagerie, the other inhabitants of the Val eke out a meager existence, crushed under the weight of a feud that has long since surpassed their understanding.*

*But hope, perhaps, is on the horizon. Daring explorers have rediscovered the old mountain trails, crossed the forgotten passes, and set foot in this cursed valley. Will they succeed where generations have failed? Perhaps they will restore Order, and return to the Val de Crottoy its lost glory?*

*But to do so, they must first answer, once and for all, the ultimate question, the one that has haunted these lands since the conflict began, the one that dare be spoken only in whispers:*

*Who, oh who, stole the cow from Mayotte?*



## Registration Details

### TO REGISTER – PLAYERS

You must contact the leader of a guest guild so that they can authorize you to join their team and grant you access to their front-line registration.

Once this is done, you can register on the website at the address provided by the guild leader.

- 1 - The deadline for registration with a meal plan is Monday, July 13, 2026, at 12:00 PM (noon).
- 2 - The deadline for registration without a meal plan is Friday, July 17, 2026, at 5:00 PM.
- 3 - Participants in the Campaign must be at least sixteen (16) years and one (1) day old.  
Participants in the Ducasse following the campaign must be at least eighteen (18) years and one (1) day old.

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

- |                      |                  |                               |
|----------------------|------------------|-------------------------------|
| • Aile Noire         | • Lotus No Chi   | • Realms Embassy              |
| • Arrachés           | • Minerval       | • Saintes Vinières, Très      |
| • Cordelian, Famille | • Montfort       | • St-Sépulcre                 |
| • Garde immergée     | • Nephilim       | • Valraven                    |
| • Griffon            | • Nibu           | • Nains-Génieurs              |
| • Hibou d'Argent     | • Oeil du Vâhana | • Association du libre condor |
| • Hydre              | • Pelt           | • Hypérion                    |
| • Kik'wa'ju          | • Ratatosk       |                               |







# La désolation de Crottoy

## Prices

- **Member:** CA\$85.00 + tax (CA\$97.73)
- **Non-member:** CA\$100.00 + tax (CA\$114.98)

The price of the event does not include lunch and dinner, but a meal package is available for purchase.

- **LUNCH:** CA\$22.00 + tax (CA\$25.29)
  - Poké bowls (chicken, shrimp, or tofu)
  - Smoothie
- **DINNER:** CA\$24.00 + tax (CA\$27.59)
  - Meat tacos / Veggie tacos

Registration for the campaign includes access to the Ducasse event that follows, as well as a Campaign population card for members and 5 solar. Registration is non-refundable but remains transferable to another person until the day of the event. **On-site registration is not available.**

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

## TO REGISTER – NON-PLAYER CHARACTERS

### Villagers and Skavens

40 spots are available for NPC participants:

- **25 spots for a combat role.** You must be able to show up looking like a rat-man inspired by the Skaven and with the desire to embody an unpredictable and dangerous presence. The Skaven seek neither to conquer territory nor to rule over anyone: they live by their own impulses, caught between opportunism, internal strife, and sudden violence. Their primary goal is to create chaos, disrupt participants' activities, and embody a constant threat in the areas they frequent.
- **16 spots for a villager role.** You must be able to present yourself as a representative of one of the village's family factions. Either very well-groomed like a bourgeois, or, on the contrary, quite unkempt or even dirty. A brief description of your preferences will be requested during registration.

If you wish to play an NPC, you must contact the artistic GM ([philip.morgan@bicolline.org](mailto:philip.morgan@bicolline.org)) so that he can authorize you to join the team and grant you access to the registration for this front. Once this is done, he will provide you with a link to register.







# La désolation de Crottoy

## Prices

- **Member:** CA\$30.00 + tax (CA\$34.49)
- **General Admission:** CA\$35.00 + tax (CA\$40.24)

The activity price does not include lunch and dinner, but a meal package is available for purchase.

- **LUNCH:** CA\$22.00 + tax (CA\$25.29)
  - Poké bowls (chicken, shrimp, or tofu)
  - Smoothie
- **DINNER:** CA\$24.00 + tax (CA\$27.59)
  - Meat tacos / Veggie tacos

Registration for the campaign includes access to the Ducasse event that follows, as well as a Campaign population card for members and 5 solars. Registration is non-refundable but transferable to another person until the day of the event. On-site registration is not available.

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

## ACCOMMODATIONS AT THE AUBERGE

To reserve a room or a bed in the dormitory, please email [info@bicolline.org](mailto:info@bicolline.org). Please note that even if you are renting a room, you will not be able to check in to the Auberge before 5:00 PM.

## SAFETY

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

**Wearing appropriate protective gear is recommended for all combat activities in the Duchy.**

Out of respect for everyone and for fire safety, smoking or vaping is prohibited during a combat session.







# La désolation de Crottoy

## Contact Us

To contact us by email regarding:

The game: **vanessa.aubin@bicolline.org** and  
**philip.morgan@bicolline.org**

Registration, check-in, access to the grounds, etc.:  
**info@bicolline.org**

Activity mechanics or to become a marshal:  
**activites@bicolline.org**

To contact us by phone: (819) 532-1755

**Address:** 1480 chemin Principal, St-Mathieu-du-Parc, QC,  
Canada, G0X 1N0

Online: **<https://bicolline.org>**

Facebook: **<https://www.facebook.com/bicolline>**

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





# La désolation de Crottoy

## Activity Schedule

"*La désolation de Crottoy*" is an activity designed for participants who want to experience a scripted exploration and artistic campaign featuring many groups of adventurers. The day consists of a continuous activity that allows teams to accumulate victory points.

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

## Arrival of participants

### On the day of the activity

Participants are expected at the Auberge de Bicolline dock **starting at 8:00 AM** on Saturday morning. Please park in the **P1** lot across the street, except for those with assigned parking spaces. Homologation will take place in front of the Banque de l'Hippocampe. **No cars will be allowed on the site on the day of the event.**

There will be no general information session prior to the event. However, there will be a **meeting with group leaders at 9:30 AM on the terrace (old boat)**. We invite registered participants whose weapons have been certified to proceed immediately to the area located in the North Quarter (between the Cordelian Family campsite and the Phoenix campsite).

The sound of the foghorn marks the start of the event. Latecomers must join the ongoing event after passing through the weapons inspection. It is the responsibility of any latecomer to find a marshal who can inspect their weapons before joining the event.

### Arrival on Friday and departure on Sunday

Participants may arrive starting at **4:00 PM** on Friday and sleep on-site. Registration for the event will take place from **4:00 PM to 8:00 PM**. The gates and access to the site close at **10:00 PM**, and all vehicles must be moved to the P1 parking lot across the street, or to the designated parking areas if applicable, before that time.

Vehicle owners may stay overnight on-site after the event. No vehicles will be allowed on-site on the day of the event, but access will be permitted the following morning. Vehicle owners must leave the site by **2:00 PM** on the Sunday following the event.





# La désolation de Crottoy

## Schedule for the Day

The event runs continuously, without interruption, and the final score will not be revealed until the end of the event during the Ducasse that follows.

### Prizes

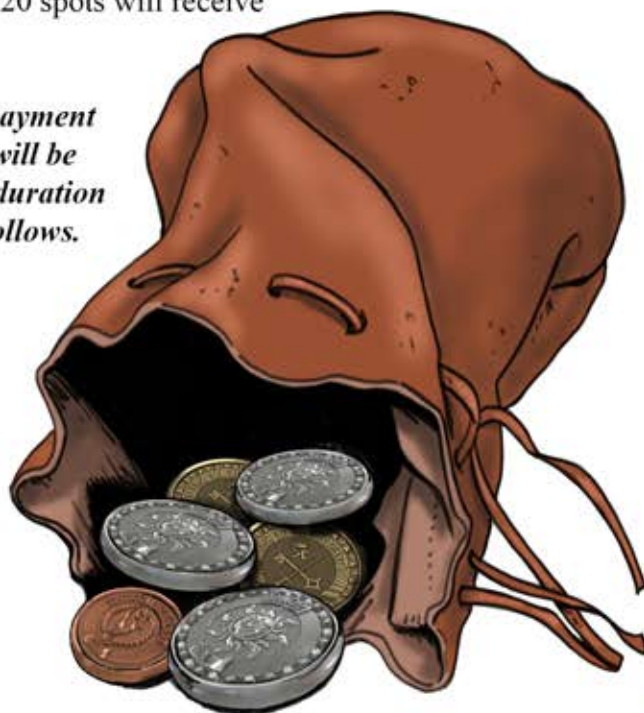
**Pay:** Each participant in the event will receive five (5) solars regardless of their team. A Campaign population card will also be given to pre-registered participants who are members of the Duché de Bicolline. Only the participant may collect their own pay and population card at the Reception Desk.

**Guild Seal:** To claim their winnings, selected guilds must use a seal belonging to them on the day of the campaign. A front must therefore keep a seal on hand for this occasion during this season. A seal from any sphere may be used.

**Team Grants:** The organizers of each team will also receive a grant equivalent to ten (10) solars per recruited (registered) participant to recognize their involvement in preparing for the event. This grant will be awarded during the Ducasse to one of the organizers from each front, who must present themselves in person at the Banque de l'Hippocampe counter.

**Notoriety Points:** Teams that manage to fill 20 spots will receive one notoriety points.

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





# La désolation de Crottoy

## Rules

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

- **Permitted weapons:**
  - Weapons up to 112 cm in length.
  - Throwing weapons are permitted.
- **Protection:**
  - Only helmet armor will be permitted.
  - Shields are permitted.
- **War machines:** War machines are not permitted during this campaign.
- **Death:** Once dead, you must either wait for a healer or decide to go to the nearest healing well. The dead do not speak and move with their weapons held upside down, avoiding combat zones as much as possible. When you die, all lootable items you are carrying must be dropped on the ground.
- **Buildings:** It is possible to fight on platforms, defined as a horizontal structure with no vertical structure resting on it. Attacks delivered through the gaps of a vertical structure are valid. However, it is strictly forbidden to fight on or inside a building, including balconies.
- **Weapon and armor rules do not apply to the Skaven of the Val de Crottoy.**



## Death and Healing

Unless otherwise specified in a chapter's description, a healing well operates on a "touch and you're alive" basis. A front may not be within ten meters of the opposing front's healing well (no camp of the dead). A marshal reserves the right to determine the boundaries of the healing well.

Participants who are entitled to use a healing hourglass may do so.

There is no limit on the number of hourglasses per front.

## Miscellaneous

Please return the Duché de Bicolline game materials near the Banque de l'Hippocampe as soon as the campaign ends. You may also hand them directly to a marshal.







# La désolation de Crottoy

## Schedule for the Day

|                       | Schedule                                                                                | Description                                                                                                                                             |
|-----------------------|-----------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| Handover of the Seals | 8:00 AM to 10:00 AM                                                                     | Required to receive winnings                                                                                                                            |
| Continuous events     | 10:00 AM to 4:30 PM                                                                     | Cibler les rongeurs<br>L'épreuve des bâtisseurs<br>Les stratégies du Crottoy<br>L'Agonie des savonniers<br>L'Adoubement du Val<br>Passez le gros poulet |
| Scheduled Challenges  | 10:30 AM to 11:30 AM<br>12:00 PM to 1:00 PM<br>1:30 PM to 2:30 PM<br>3:00 PM to 4:00 PM | La grande récolte<br>Querelle de clôtures<br>L'ouverture des défilés<br>Le crépuscule de la Vache                                                       |
| Specialized missions  | 1:00 PM to 4:30 PM                                                                      | Specialized missions by game sphere                                                                                                                     |
| Collecting Winnings   | 6:00 PM to 7:00 PM                                                                      | Based on victory points accumulated throughout the day                                                                                                  |







# La désolation de Crottoy

## Additional Information

### Team Composition

- Each team can have a maximum of twenty-five (25) participants. The activity is designed so that groups split into smaller subgroups.
- **Your group of adventurers should have drawing and calligraphy supplies.**

### Stealable items and looting a corpse

All items provided by the organizers can be stolen, with the exception of specialized mission orders. There are two ways to steal an item:

- Kill the owner of the items and retrieve them from the body. If you are dead and someone says “I’m searching you” (or an equivalent), you must hand over all your stealable items.

### No-Combat Zone

The path connecting the Quartier Nord to the Haute-Ville is a no-combat zone (from Phoenix to Ratatosk).

This non-combat zone also acts as a healing well, so a fallen player who enters the combat zone is immediately revived.

### The Val Authorities

You probably don’t want to carry around victory points all day that might get stolen. Fortunately, you’ll have the opportunity to spend these points throughout the event at the market located on the terrace along the path connecting the Quartier Nord to the Haute-Ville (former pirate ship).

Transactions will be allowed until 4:45 PM. Victory points not used by the end of the event are automatically converted into reward points.

Here is the list of items sold and purchased by merchants. *Items may be added or removed throughout the day, and prices may change depending on certain events.*

This list will also be available on-site.







# La désolation de Crottoy

## The Market - *For Sale*

| Name                                                                 | Cost | Description                                                                                                                                                                                                                                                                                                                                     |
|----------------------------------------------------------------------|------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Armbands for the planned event<br><i>"Le crépuscule de la Vache"</i> | 10   | <p>The Val authorities will give you a random number of armbands (ranging from 1 to 12) in the color of your choice (blue or yellow).</p> <p>A group may choose only one armband color for the duration of the activity.</p> <p>The number of armbands given to a group cannot exceed the number of registered participants for that group.</p> |
| Continuous Events Information                                        | 25   | <p>The Val authorities will provide you with a document containing relevant information regarding the continuous events</p> <p>This item will no longer be available starting at 1:00 PM</p>                                                                                                                                                    |
| Information on Scheduled Challenges                                  | 50   | <p>The Val authorities are providing you with a document containing relevant information regarding the Scheduled challenges</p> <p>This product will no longer be available starting at 1:00 PM</p>                                                                                                                                             |
| Specialized mission order                                            | 50   | <p>The Valley authorities will assign you a specialized mission from the sphere of your choice among the options currently available.</p> <p>This item will no longer be available starting at 1:00 PM</p>                                                                                                                                      |
| Specialized Mission Info                                             | 50   | <p>The Val authorities will provide you with a document containing relevant information related to a specialized mission</p> <p>This item will be available starting at 1:00 PM.</p> <p>A maximum of one piece of information per specialized mission will be for sale</p>                                                                      |







# La désolation de Crottoy

## The Market - *For Sale*

| Name                                     | Cost | Description                                                                                                                                                                                                                                                          |
|------------------------------------------|------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Safe-conduct                             | 50   | <p>The Skaven Clan Chief has left a number of safe-conducts for the villagers. If you give this safe-conduct to the Skavens, they will let you go about your business without bothering you.</p> <p>The item is consumed upon use.</p> <p>Quantities are limited</p> |
| Protection Contract                      | 125  | <p>The Skaven Clan Chief has left a number of protection contracts for the villagers. If you give this contract to the Skaven, they will help/protect you for a short time.</p> <p>The item is lost after use.</p> <p>This item is only available once per hour.</p> |
| I haven't read the terms of the contract | 200  | <p>The authorities of the Val give you a set of drawings OR a set of calligraphy.</p> <p>Each item is available only once.</p>                                                                                                                                       |
| GB Info                                  | 350  | <p>The Val authorities will give you a practical tip for Tuesday's GB.</p> <p>Limit of one per guild.</p> <p>Limited quantity.</p>                                                                                                                                   |
| 1 notoriety point                        | 4000 | <p>The Valley authorities grant you one notoriety point.</p> <p>2 available, max 1 per guild/group.</p>                                                                                                                                                              |





# La désolation de Crottoy

## The Market – *Let's shop!*

| Name                       | Value              | Description                                                                                    |
|----------------------------|--------------------|------------------------------------------------------------------------------------------------|
| Soaps                      | 3, 5, or 10        | Awards as many victory points as the amount indicated on the scroll attached to the soap.      |
| Reward Kiosks 1 through 6  | 25                 | For each kiosk achievement                                                                     |
| Skaven Bounty              | 3                  | Bring proof that you have killed a Skaven                                                      |
| Scheduled Challenge Reward | Between 0 and 1000 | Depends on your team's performance in the scheduled trial <i>La grande récolte</i>             |
| Scheduled Challenge Reward | Between 0 and 1000 | Depends on your team's performance in the scheduled challenge <i>Querelle de clôtures</i>      |
| Scheduled Challenge Reward | Between 0 and 1000 | Depends on your team's performance in the scheduled event <i>L'ouverture des défilés</i>       |
| Scheduled Challenge Reward | Between 0 and 2000 | Depends on your team's performance in the scheduled challenge <i>Le crépuscule de la Vache</i> |
| Specialized Mission Reward | Between 75 and 250 | Depends on the team's performance in the specialized mission                                   |

After the campaign, remaining victory points will be converted into reward points, which will be distributed as follows: 20% in Solars, 40% in Renommée artistique, and 40% in Prestige.





# La désolation de Crottoy

## Section 1 – *Continuous events*

### Drive the Rats from the Valley – Kill the Skaven

The presence of ratmen in the region will no longer be tolerated. Too many supplies looted, too many travelers attacked, too much cargo gone missing.

The instructions are simple: if you come across a band of these scum and manage to defeat them, search them and claim your hunting trophy. Bring it back to the Val authorities. They will pay a reward for each piece of evidence brought in. Note, however, that any attack on a Skaven will immediately nullify the effect of any safe-conduct or protection warrant you may have used with them.



### Old Soaps – Collecting the “Ingots”

Every now and then, an old bar of soap resurfaces. Hardened by the years, these relics are sometimes so dry they look as if they were carved from wood. Some are found under a forgotten plank, at the bottom of a chest, in an old shack, or carefully hidden away like a family treasure.

The elders claim they date back to the golden age of local soap-making, before the great soapmakers' feud.

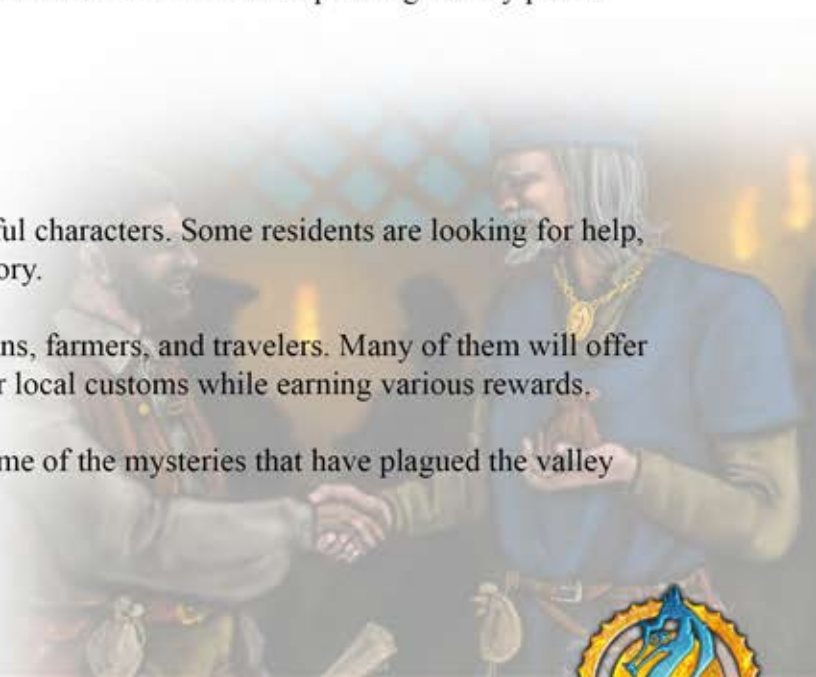
Take them to the Val authorities to have them appraised and earn the corresponding victory points.

### Local customs - roleplay quests

The valley has its own traditions, feuds, and colorful characters. Some residents are looking for help, while others simply want to tell their side of the story.

Take the time to chat with the locals, priests, artisans, farmers, and travelers. Many of them will offer services, challenges, or quests that let you discover local customs while earning various rewards.

Who knows? Perhaps you'll manage to unravel some of the mysteries that have plagued the valley for generations.







# La désolation de Crottoy

## Who Stole Mayotte's Cow

In the days of Mayotte the Elder, the driving force behind the valley's flourishing and fragrant soap-making industry, everything seemed to be going the locals' way. The workshops were running at full capacity, profits were soaring, and the reputation of the local soaps extended far beyond the region's borders.

Then tragedy struck.

Mayotte's famous cow disappeared.

Stolen, sold, traded, bewitched, or simply run away, no one can agree on what really happened. One thing remains certain: after its disappearance, the soap-making industry suffered a collapse from which it never fully recovered, as mistrust plunged the village into extreme isolation.

Since then, the most stubborn opinions have clashed in the cottages. Everyone has their own theory, a witness, or even the conviction that they hold the truth!

Investigate among the residents of the valley and try to discover which of the Mayotte brothers was responsible for this event that forever changed local history.



## The Soapmakers' Thefts

The soapmakers of the Val have maintained a curious tradition for generations. No one seems to know its exact origin, but it is customary for many of them to carry a small puzzle with them.

According to some, it was once a test for apprentices. According to others, it's simply an old habit that has become folklore. Some display them proudly, while others leave them carelessly on a table or in a corner of the workshop.

The most skilled among you may try to snatch one discreetly. However, simply getting your hands on it isn't enough: you must also manage to solve it without being caught by its owner.

If your theft goes unnoticed and you manage to solve the puzzle, a reward might just be waiting for you.

After all, in the valley, the best soapmakers have always had nimble fingers.







# La désolation de Crottoy

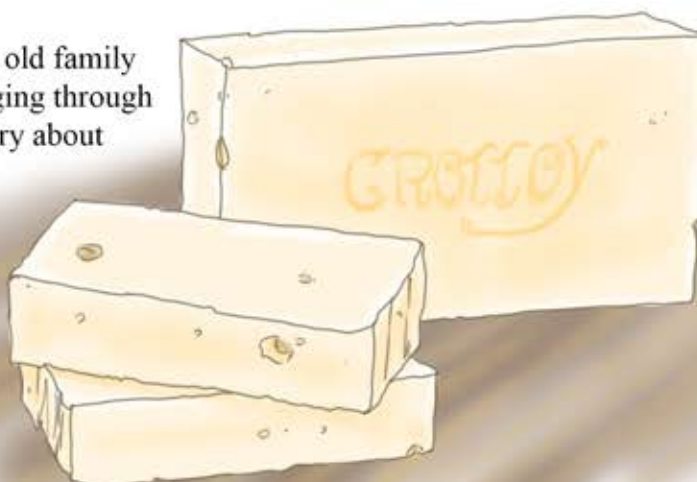
## The Quest for Ancestral Ingredients

In the golden age of soapmaking, every family in the valley had its own recipe. Some were renowned for their fragrance, others for their rich lather or long-lasting quality. Despite their differences, they all shared one common element: a mysterious ingredient unique to the Val, now vanished from the workshops.

When this ingredient ran out, the recipes gradually lost their luster, and the soap-making industry entered a long period of decline. Several families then hid their secrets, convinced that one day someone would succeed in restoring their expertise.

Today, some of these recipes are said to still be hidden in old family stashes. The people of the valley generally avoid rummaging through their ancestors' belongings, but adventurers need not worry about such conventions.

Armed with clues that will be given to you, set out in search of the forgotten recipes of the old master soapmakers.



## KIOSKS

- All kiosks are located in continuous challenge zones; expect interruptions, taunts, or even ill-aimed pitchfork strikes.
- A group that wins a challenge at a kiosk will be given a card identified with their group, which they can exchange with the authorities of the Val for victory points.
- There is only one card per challenge for each group, so if you want to retry the challenge, you must exchange it with the Val authorities as soon as possible, and they will ensure that the cards are returned to the kiosk within a reasonable time.
- It is not possible for one group to complete the challenge on behalf of another group.





# La désolation de Crottoy

## KIOSK #1 Targeting Rodents

*In Val de Crottoy, vermin have been swarming ever since the trails were abandoned. The village hunter, tired of fighting this plague alone, invites you to a very special shooting challenge. "Skavens" will serve as moving targets. Keep your cool: they won't hesitate to taunt, provoke, and insult you to throw you off your aim.*



## KIOSK #2 The Builders' Trial

*There was a time when the granite towers of the Val de Crottoy pierced the clouds, proud sentinels watching over the herds and guiding merchants to its prosperous gates. Then came the storm. One by one, with no hands to maintain them, the towers crumbled. Their stones still lie in the wild grass, silent witnesses to a glory now lost. Can you prove to the masons that you can help them restore the glory of days gone by?*



## KIOSK #3 The Strategists of Le Crottoy

*Long ago, while the soap set in its molds, the elders of the Val faced off in the game of kings. Five minutes, not a second more. Exactly the time it took for a bar of the precious Crottoy to be ready. These brief, fierce contests punctuated the days in the Valley just as the bells punctuated the prayers. Since the turmoil, the games have become rare.*

*Some of our ancestors still play there. Perhaps the joy of rediscovering these playful competitions will be rewarded...*





# La désolation de Crottoy

## KIOSK #4 The Agony of the Soapmakers

*An ancient and strange custom of the valley was to imagine what martial battles might look like. Without war, how could heroes be depicted? The villagers had therefore devised "heroic death" contests that had to be illustrated on the spot. The best sketches adorned the walls of the taverns. Rediscover for a moment the glories of the past and relive your most heroic moments!*

## KIOSK #5 The Knighthood of the Valley

*The inhabitants of the Val de Crottoy readily proclaimed themselves defenders of their lands against threats that, fortunately, never materialized. Though not particularly skilled with sword or spear, they nevertheless found great amusement in the few suits of armor belonging to the early Van Propps and De Sals. Who could don these steel relics the quickest? The question became a matter of honor, pride, and many lively evenings.*

*These suits of armor are still waiting. Will you be able to wear them with dignity? Or at least... quickly?*



## KIOSK #6 Pass the Big Chicken

*While the Val sank into strife and oblivion, a creature thrived where all else withered: the Crottoy chicken. Pampered, fattened, and protected like relics, these birds reached proportions no farmer had dared to imagine. Today, farmers struggle to lift their own animals. This is your burden. Hold it at arm's length for as long as your strength allows, then pass it to your fellow sufferer. The gratitude of the Crottoy farmers will be yours. Which, in this cursed valley, is no small thing.*







# La désolation de Crottoy

## Section 2 – Scheduled Challenges

### La grande récolte

*Your arrival in the Val has stirred up trouble. Then, slowly, something stirred in their eyes. What if their confinement were coming to an end? What if their quarrels could finally be resolved? The inhabitants barely dare to say it, but the word is spreading from hut to hut: soap production might resume.*

*But hope comes with its own fever. Seized by a wave of panic, everyone remembers that the herbs and ancestral ingredients have been left neglected for too long. The first to seize them will hold in their hands the head start that will change everything.*

*The people of Val de Crottoy generously reward those who serve them well. The harvest begins, don't delay.*

**Schedule:** 10:30 AM to 11:30 AM

**Chapter duration:** One hour.

**Healing:** A well will be available in the center of the fort, active for the duration of this trial.

#### Objectives

Bags will be available in the Plaine des Mages starting at 10:00 AM. Players may collect these bags and bring them to one of the four (4) drop-off points marked I1 through I4.

Every five (5) minutes, including at 10:30 AM, a count of the number of bags will be taken at each depot, and points will be awarded to the team with the most bags at that depot at that exact moment. In case of confusion (as determined by the marshal on site), no count will be taken.

#### Points

Victory points will be tallied at the end of the event, for a total of 1000 victory points based on the total number of bags counted.







# La désolation de Crottoy

## Querelle de clôtures

*Even at the height of its glory, the Val de Crottoy was never free from the small dark spots of the human soul. As is the case wherever the land sustains people, it sometimes happened that a field marker would be "accidentally" moved a few feet to the advantage of a complacent neighbor. Alas, property lines now exist only in memory, and the memories of Crottoy are biased.*

*The property lines must therefore be redrawn. But who needs expensive surveyors when seasoned explorers can do the job?*

**Schedule:** 12:00 PM to 1:00 PM

**Healing:** A well will be located in the center of the fort, active for the duration of this challenge.

### Objectives

At the start of the activity, each group receives two (2) carabiners marked with their guild's name.

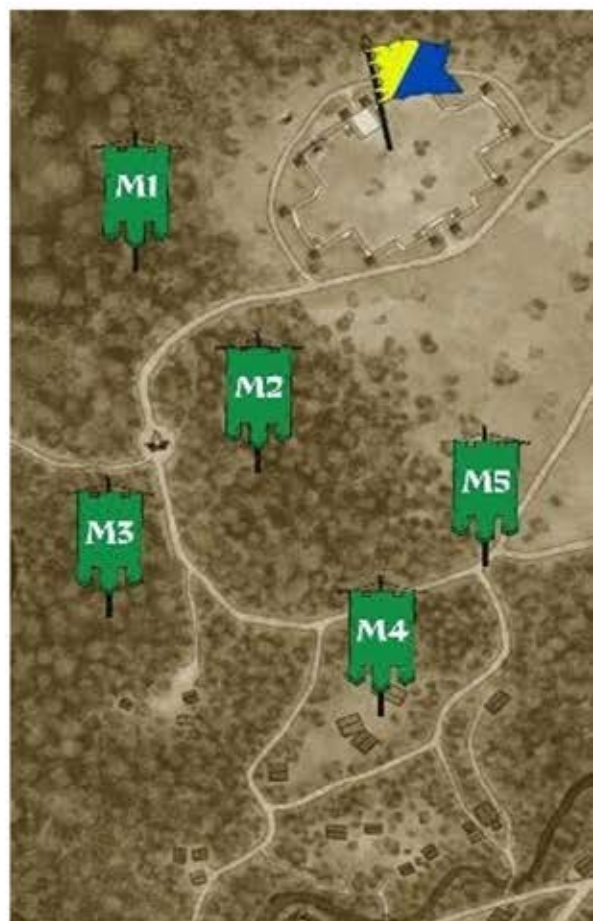
Five (5) masts numbered M1 through M5 will be located in Camp Norse and Non-Décorum.

- Any player can control a mast using one of their carabiners.
  - To control the mast, the carabiner must be attached to the central ring. If, at the time of scoring, there is no carabiner or more than one carabiner attached to the central ring, no points will be awarded.
  - A player wishing to replace an opponent's carabiner with their own must first move the opponent's carabiner to one of the rings provided for that purpose on the mast's crossbars.
  - A guild may retrieve its carabiner at any time, even if its participants are dead.

The five (5) masts will be raised simultaneously every five (5) minutes.

### Scoring

Victory points will be tallied at the end of the event, for a total of 1000 victory points based on the total number of raises granted.





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## L'ouverture des défilés

*The inhabitants of the Val de Crottoy are gradually beginning to consider the idea of reconnecting with the outside world. After all, trade routes might one day open again, and with them would return goods, news... and even the precious soap trade. Yet the passes have remained closed for so many years that no one really knows what awaits them beyond.*

*But enterprising minds cannot remain idle forever. Equipped with sturdy carts and unwavering determination, you prepare to clear the old paths and reopen the way. Be careful, however: not everyone shares your enthusiasm. Some may view the return of trade with suspicion and will do everything in their power to block your path.*

**Battlefield:** Quartier Nord and Surroundings.

**Schedule:** 1:30 PM to 2:30 PM

**Healing:** Healing wells will be available in Z1 and Z2 and will be active for the duration of this challenge.

### Objectives

Two (2) carts will be present on the field, at Z1 and Z2.

- Three (3) padlocks representing points of interest I1, I2, and I3 (one per point) will be locked onto the cart in one of its two sections, "Open" or "Closed."
- It is possible to escort the cart to one of the points of interest whose associated padlock is locked in the "Open" section of the cart. Upon arrival, the marshal present at the point of interest will move the padlock associated with that point of interest from the "Open" section to the "Closed" section. When the "Closed" section shows three padlocks, the marshal will record the name of the guild that successfully completed the escort.
- It is always possible to bring a cart to Z1 or Z2, so that the marshal present can move all padlocks in the "Closed" section to the "Open" section. No successful escort is awarded for this action.

### Rewards

Victory points will be tallied at the end of the event, with a total of 1000 victory points awarded based on the number of successful escorts.







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## Le crépuscule de la Vache

*The time has come. The sides have been chosen. The opponents, convinced of their right to prevail, face off in the very heart of the village. It is here that everything will be settled once and for all.*

*Armed with whatever they can get their hands on, the inhabitants of Val de Crottoy are preparing to settle their long-standing disputes.*

*Each tall and proud representative will lead his people into battle; protect him until sunset if necessary. Some will fall. Others will hold their ground. History proves the victors right, and the last one standing will be crowned.*

*Here is your chance to become a legend of Val de Crottoy and to triumph, once and for all, over the truth about the Mayotte's cow.*

**Schedule:** 3:00 PM to 4:00 PM

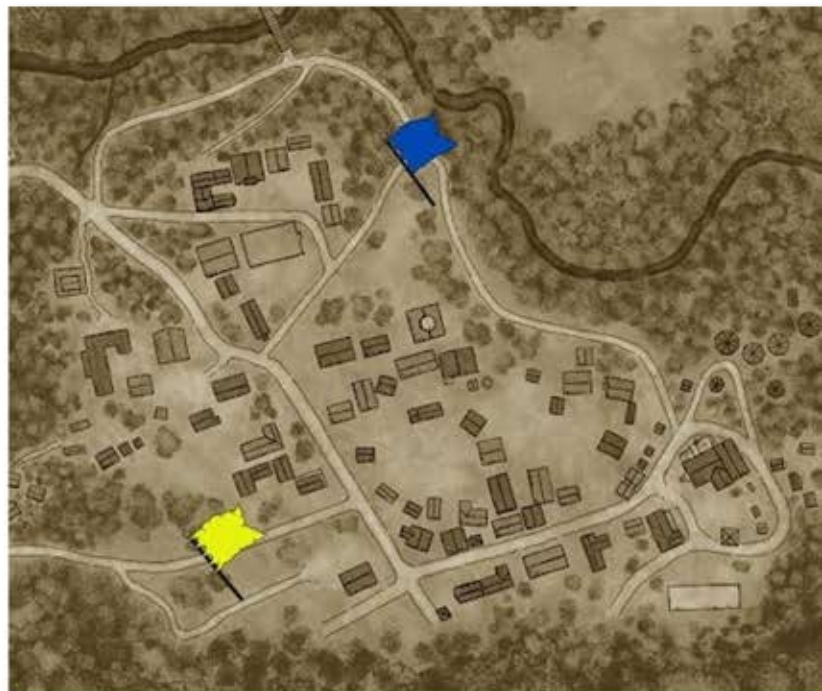
**Healing:** The Blue faction will have a fixed healing point south of the Ruelle. The Yellow faction will have a fixed healing point to the left of the main entrance.

### Objectives

- Two (2) standard-bearers, each representing their respective faction, will be present at their respective healing wells at 3:00 PM.
- Each faction leader will move about as they please during the event.
  - The faction leader will be identifiable by the flag following them, but the healing well remains fixed.
- If the faction leader is well-defended by participants from their own faction, that faction accumulates time.
- If the faction leader falls into the hands of the enemy faction, the timer stops.

### Rewards

Victory points will be tallied at the end of the event. The faction with the most accumulated time will share 2000 victory points. The points will be distributed by guild, based on the number of armbands they have obtained from the authorities of the Val.







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## Section 3 – *Specialized Mission*

Until 1:00 PM, it will be possible to obtain a specialized mission from the Val Authorities at a cost of 50 victory points each. Each specialized mission relates to a specific game sphere, with the exception of the exploration, artistic, and military spheres. There will be five (5) copies of specialized missions available per game sphere. Each team may purchase as many missions as they wish, but only one per game sphere.

There will therefore be a maximum of five (5) teams competing against each other for each game sphere:

- Clandestine
- Commerce
- Belief
- Magic
- Maritime
- Occult
- Politics

*Each of the challenges in the specialized missions will be directly related to the relevant sphere. For example, you might well be asked to give a speech for the political sphere, or to commit a burglary or handle stolen goods for the underground sphere.*

