



TOURNAMENTS

Reference Document

Grande Bataille de Bicolline – 1025 Edition

Version 3, July 2026



Duché de
BICOLLINE





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





TABLE OF CONTENT

TEAM	5
Coordination Team	5
Tournament Organizers	6
TOURNAMENT RULES	6
COMBAT RULES	6
SCHEDULE AND LOCATION	7
REGISTRATION	7
AWARD CEREMONY	7
EARNINGS AND SCENARIOS	8
Arm wrestling	8
Earnings	8
Artillery Mixed and Cannons	8
Scenarios	9
Earnings	10
Assassins	10
Earnings	10
The Baron's Chess	11
Earnings	11
Carcolline	11
Earnings	11
Cercle de Loren – women and mixed	12
Earnings	12
Cutpurse Challenge of the Great Violet Company	12
Earnings	13
Decorum Camp	13
Earnings	13
Fines Lames	14
Earnings	14
Francs Archers - women and mixed	15
Earnings	15
Gladiators	15
Earnings	15
Kroft's Hunt	16
Earnings	16



Kroft's Race	16
Earnings.....	16
Petanque.....	17
Earnings.....	17
Tactika	18
Scenarios	18
Earnings.....	18
Tests of Strength	19
Schedule	19
Scenarios	19
Earnings.....	23
Trollball	24
Earnings.....	24
The Warrior's Endurance	25
Earnings.....	25



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

TEAM

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

tournois@bicolline.org

COORDINATION TEAM



Geneviève Forcier
Coordinator,
Tournaments



Gabrielle Bergeron
Assistant,
Tournaments
Manager,
Tournaments



Daniel Soly
Manager,
Tournaments



TOURNAMENT ORGANIZERS

Artillery : Alexandre Gaboury-Pauzé

Assassins : Robert McAlister

The Baron's Chess : Dany Adam

Carcolline: Éric Chartré

Cercle de Loren : Étienne Ouimet

Cutpurse Challenge of the Great Violet Company : Robert McAlister

Fines lames : Marc-Antoine Mercier

Franco archers : Étienne Ouimet

Gladiators : Marc-Antoine Mercier

Kroft's Hunt : Caleb Hand

Kroft's Race : Caleb Hand

Petanque : Carolyne Ménard

Tactika : Patrick Bleau & Jérémie Robitaille

Tests of Strength : Mathieu Dumontet

Warrior's Endurance : Patrick Lapointe

Trollball : Jonathan Verville

TOURNAMENT RULES

The online reference guide contains all the rules specific to each tournament.

Available here: <https://bicolline.org/en/participants-guide/rules/>

This document instead presents information that may vary from year to year: announcements of rule changes, competition scenarios, and details regarding rewards.

COMBAT RULES

Most tournaments follow the regular combat rules of the Duché de Bicolline. They are available here:

<https://bicolline.org/en/participants-guide/rules/>



SCHEDULE AND LOCATION

The schedule and location of the various tournaments are available in the Grande Bataille de Bicolline program (detailed schedule for the week): **To come**. Please check it regularly for any changes.

REGISTRATION

In order to better plan resources, match-ups and reserve locations, some tournaments now have a pre-registration period before the Grande Bataille de Bicolline:

- Decorum Camp : <https://forms.office.com/r/vNgZSL9Kt2>
- Tactika : <https://forms.office.com/r/xRrEeMddvc>
- Trollball : <https://forms.office.com/r/ET03nUSXPB>

Unless otherwise indicated in this document, registration for other tournaments takes place during the Grande Bataille de Bicolline at the same location where the tournament takes place, 30 minutes before the start of the first tournament time slot.

AWARD CEREMONY

Prizes for each tournament (in solars or otherwise) will be awarded immediately after the final match, along with official photos and the presentation of trophies and medals.

Join us on Friday, August 14 at 7:00 PM at the Fosse aux Monstres for the prize ceremony for Tactika, Trollball, and Campement Décorum.



EARNINGS AND SCENARIOS

ARM WRESTLING

Instead of crossing steel, opponents must lock claws in a fierce grip. Yet this handshake is anything but friendly, the sole objective is to break the mental and physical resolve of one's rival and force them to yield. Make sure your tankard is filled with gut-twisting spirits, and beware of coughing foes; they might overpower you with the plague rather than with their muscles.

EARNINGS

Mixed

- 1st place: 200 solars and 20 reputation favors
- 2nd place: 150 solars and 20 reputation favors
- 3rd place: 75 solars and 10 reputation favors

Women

- 1st place: 200 solars and 20 reputation favors
- 2nd place: 150 solars and 20 reputation favors
- 3rd place: 75 solars and 10 reputation favors

ARTILLERY MIXED AND CANNONS

A unique competition, tinged with medieval brilliance, is fast approaching. The drums are beating, heralding the gathering of eminent minds and the most talented engineers, all gathered for a celebration of human ingenuity and genius.

So, oh valiant architects of destruction, prepare yourselves for the ultimate challenge. Join us in this competition steeped in medieval magic, where war machines will reveal their true potential. May the gods of battle be with you, and may your genius light up the skies. May history remember your name, and may your eternal creations inspire future generations. Come, and let the competition begin!



SCENARIOS

Event 1

- The fearsome machines of war take turns and launch themselves from the starting line, riding valiantly towards the first firing line on the ground. Their quest: to reach the target as quickly as possible.
- Three (3) shots are allotted to each of these destruction machines, which must aim with precision.
 - The first target, 20 feet away, stands proudly in front of them.
 - Once hit, the machines reposition themselves and fire towards the second target, still 20 feet away.
 - Then, like beasts of war, they dash towards the second firing line on the ground, ready to crush the third target with three fearsome shots.
- When the last projectile is fired, time stands still, freezing the outcome of the event.
- Each projectile that hits its target is worth one (1) point.
- The fastest wins three (3) points, the second-fastest two (2) and the third-fastest one (1). The others go home empty-handed.

Event 2

- Three (3) stationary targets and one (1) moving target stand in front of the machines.
- The stationary targets are positioned 25 feet away, challenging anyone who dares approach them. Teams have two minutes to hit as many targets as possible, firing as many projectiles as they wish.
- But watch out! After one (1) minute, TIBERIUS is summoned! Like a specter, he wanders in front of the targets, daring the machines to touch him. Hitting TIBERIUS just once is worth five (5) points.
- The other targets, equally prestigious, are worth one (1) point for each hit.

Event 3

- The targets are carefully arranged at distances of 20, 30 and 40 feet, staggered like the events of an ancient challenge.
- Each team can fire up to three (3) shots per target.
- Once hit, a target can no longer be aimed at.
- Targets are worth one (1), two (2) and three (3) points respectively, depending on their distance, giving war machines the chance to accumulate fame and glory.

**Éclat pompeux**

For the most grandiose, captivating and spellbinding war machines, there's a chance to win first place in the Éclat Pompeux competition! Unfurl your banners and sound your trumpets! May the most dazzling machine and team of operators triumph!

EARNINGS**Mixed**

1st place: 350 solars and 1 notoriety point (point de notoriété) and 30 occult favors

2nd place: 200 solars and 20 occult favors

3rd place: 150 solars and 10 occult favors

Cannons

1st place: 350 solars and 1 notoriety point (point de notoriété) and 30 occult favors

2nd place: 200 solars and 20 occult favors

3rd place: 150 solars and 10 occult favors

Éclat pompeux

500 solars and 1 notoriety point (point de notoriété)

ASSASSINS

In the shadow of ancient walls, in the heart of the Duché de Bicolline, a sinister tournament will take place. It is there, during this annual gathering, that the most skilled assassins will rise, ready to demonstrate their discretion, their deadly precision, and their unshakeable resilience. The motto that echoes through the dark corridors: kill or be killed.

Will you dare face these fleeting shadows and become the next master assassin?

EARNINGS

Earnings will be detailed at the time of registration.



THE BARON'S CHESS

An exceptional tournament takes shape. Here, battles take a different turn, as strategists swap the battlefield for the chessboard, revealing the ingenuity of their tactics and the unpredictability of their troop movements, all in the quest for victory. Nothing is ever clear-cut or obvious in this war of wits, where every decision can change the course of destiny.

Prepare to plunge into this battle of wisdom and intelligence, where the most brilliant minds compete for dominance. Let your strategy be daring and your moves unpredictable, for in this merciless confrontation, only the most cunning thinking will triumph.

EARNINGS

1st place: 200 solars, 20 oblatuſ favors and the trophy

2nd place: 150 solars and 10 oblatuſ favors

3rd place: 75 solars and 5 oblatuſ favours

Simultaneous blitz victory over the Baron: 20 solars

CARCOLLINE

Inspired by the famous tile-placement game, this tournament offers a fully reimagined version. Players take on the role of powerful lords seeking to expand their influence by building a prosperous kingdom.

In turn, each participant adds a new tile to the shared territory, creating roads, erecting fortified cities, founding monasteries, and developing vast agricultural lands. By placing their subjects wisely, they can claim these locations and accumulate prestige points throughout the game.

Victory will go to the player who best plans their expansion, manages their human resources, and capitalizes on the opportunities offered by the ever-evolving kingdom.

The complete game rules will be available on site; no prior experience is required to participate.

EARNINGS

1st place: 200 solars and 20 oblatuſ

2nd place: 150 solars and 10 oblatuſ favors

3rd place: 75 solars and 5 oblatuſ favours



CERCLE DE LOREN – WOMEN AND MIXED

A legendary competition is underway: the Cercle de Loren tournament. Like flying arrows piercing the sky, the most skilled archers gather to compete in a test of skill, precision and speed. In a symphony of bow and string, the arrows soar, narrowly missing their target with mesmerizing grace. Will you be daring enough to join the ranks of legendary archers and add your name in the annals of the Cercle de Loren, where the mastery of the bow and the elegance of the arrow are brought to their apogee?

EARNINGS

Mixed

1st place: 200 solars, 20 prestige favors and the trophy

2nd place: 150 solars and 10 prestige favors

3rd place: 75 solars and 5 prestige favors

Women

1st place: 200 solars, 20 prestige favors and the trophy

2nd place: 150 solars and 10 prestige favors

3rd place: 75 solars and 5 prestige favors

CUTPURSE CHALLENGE OF THE GREAT VIOLET COMPANY

Think you're smart, sneaky and, above all, patient? Take part in the Great Violet Company's Cutpurse Challenge! The challenge runs from Monday to Friday, day and night. When you sign up, you'll receive a red pouch with clothespins attached. You must always wear the pouch and protect your clothespins from theft during the challenge while trying to steal other people's clothespins. Whoever has the most clothespins at the end of the challenge will be named Pickpocketing King or Queen and will have all the glory that goes with such a title. May the best pickpocket win!



EARNINGS

In the event of a tie, earnings will be shared equally between the winners.

1st place: 15% of the pool up to a maximum of 195 solars

2nd place: 10% of the pool up to a maximum of 130 solars

3rd place: 5% of the pool up to a maximum of 65 solars

DECORUM CAMP

The guild with the most beautiful camp will be crowned with a trophy and a reward worthy of its greatness. Let the hammers ring, the torches blaze, the ornaments glitter! Your craft skills, your daydreams, your shared labors will be the jewels of this joust where only originality and charm shine! Who knows what fate awaits you... Perhaps you'll be the proud winners!

Only teams that have completed their pre registration are eligible. Please refer to the [Tournament Registration](#) section above.

EARNINGS

Construction Category

500 solars, 1 notoriety point (point de notoriété) and the trophy

Camp Category

500 solars and 1 notoriety point (point de notoriété)



FINES LAMES

Swordsmanship competitions are back in all their medieval glory! The most bloodthirsty and battle-hardened warriors gather to pit their wits against the best in an atmosphere of open camaraderie. Sparkling blades meet in a ballet of skill and determination.

Whether you're a fearless female or a formidable male fighter, prepare to enter the arena with grace and courage. Competitions include female and mixed duels, as we celebrate the strength and skill of all fighters.

EARNINGS

Women's League

1st place: 200 solars, 20 faits d'armes and the trophy

2nd place: 150 solars and 10 faits d'armes

3rd place: 75 solars and 5 faits d'armes

Mixed League – Regular

1st place: 200 solars, 20 faits d'armes and the trophy

2nd place: 150 solars and 10 faits d'armes

3rd place: 75 solars and 5 faits d'armes

Mixed League – Duché

1st place: 200 solars, 20 faits d'armes and the trophy

2nd place: 150 solars and 10 faits d'armes

3rd place: 75 solars and 5 faits d'armes



FRANCS ARCHERS - WOMEN AND MIXED

In the heart of medieval lands, archers gather for a legendary tournament. Inspired by the Elves of Irendille, they have established a competition that showcases the crucial skills of archery. Precision, quick decision-making and speed of execution are the cornerstones of this fixed-target tournament, offering participants an exciting challenge in a setting less intimidating than the dreaded Cercle de Loren.

Join us in this event where your bow skills will be put to the test, your name can shine and your art of archery can soar in an unparalleled medieval symphony

EARNINGS

Mixed

1st place: 200 solars and 20 prestige favors
2nd place: 150 solars and 10 prestige favors
3rd place: 75 solars and 5 prestige favors

Women

1st place: 200 solars and 20 prestige favors
2nd place: 150 solars and 10 prestige favors
3rd place: 75 solars and 5 prestige favors

GLADIATORS

The rules of this tournament are simple and straightforward: no subtlety, no convention, no etiquette. Opponents face off, wielding their weapons of choice and seeking to spill blood on the arena's sands to the delight of thrill-hungry crowds.

This tournament features team duels, where fighters descend two by two into the arena to compete against each other. These team clashes are spectacular and demand exemplary coordination from the fighters. Only one team will emerge victorious from this intense tournament!

EARNINGS

1st place: 350 solars and 30 faits d'armes
2nd place: 200 solars and 20 faits d'armes
3rd place: 150 solars and 10 faits d'armes
Best Spirit Award: 50 solars

A Gladiator tournament for teenagers aged 12 to 15 will be held during the Great Battle. Stay tuned for more details.



KROFT'S HUNT

Can you find a set of random objects across the Duché de Bicolline as quickly as possible?

If you answered yes, then this is the perfect event for you.

EARNINGS

In the event of a tie, earnings will be shared equally between the participants or teams.

1st place: 200 solars and 20 reputation favors

2nd place: 150 solars and 10 reputation favors

3rd place: 75 solars and 5 reputation favors

KROFT'S RACE

Are you fast, clever and dexterous? Are you good with a spear, sword or bow? If you answered yes to any of these questions, then this is the event for you! Kroft's Race is a competition that requires you to move quickly through the Duché de Bicolline while completing a series of different challenges. Some are physical, some are intellectual, but all are entertaining.

EARNINGS

1st place: 200 solars and 20 reputation favors

2nd place: 150 solars and 10 reputation favors

3rd place: 75 solars and 5 reputation favors



PETANQUE

Petanque enthusiasts, get ready for the most exciting tournament of the season! Whether you're a seasoned player or new to the game, this is your chance to showcase your skills on the petanque field. The sun is shining, the boules are polished and the competition is at its peak.

Join us for a day of friendly competition, camaraderie and, of course, those satisfying clinks when the boules collide. So, get your team together, practice your throws and let the tournament begin! Don't miss this opportunity to satisfy your petanque craving and fight for the title of ultimate petanque champion.

EARNINGS

1st place: 300 solars, 20 magical favors and the trophy

2nd place: 200 solars and 10 magical favors

3rd place: 150 solars and 5 magical favors

Best Spirit Award: 150 solars



TACTIKA

Get ready for the mother of all battles! In the Tactika tournament, the most intrepid guilds have the opportunity to prove their tactical prowess and determination on the battlefield.

Only the most daring will dare to embark on this quest, where numerous strategic objectives must be achieved in order to claim the prestigious Tactika Cup. Rise up to the challenge, forge your strategy and join forces with your companions for ultimate victory!

Only teams that have completed their pre registration are eligible. Please refer to the [Tournament Registration](#) section above.

SCENARIOS

New The scenarios will be revealed as the competition day approaches. Captains will receive instructions directly from the organizers.

The goal: to challenge each team to forge an effective battle strategy in record time and lead their troops to victory.

EARNINGS

1st place: 1000 solars, 40 faits d'armes, 1 point of notoriety (point de notoriété) and the trophy

2nd place: 700 solars and 20 faits d'armes

3rd place: 350 solars and 10 faits d'armes

Best spirit award (team): 150 solars

Best spirit award (participant): 150 solars



TESTS OF STRENGTH

The Duché de Bicolline trials of strength are back. The legendary finesse of Lotus No Chi is being put to work to make the Duché de Bicolline's greatest strength tournament official. Under the watchful eye of officials, participants will have to perform in five trials, five challenges, for a single first place in each category.

Come see feats that will make history, or better yet, sign up to become a legend yourself!

SCHEDULE

09:00	Registration and Weigh-In
10:00–10:40	Event 1
11:00–11:40	Event 2
12:00–12:40	Event 3
12:40–14:00	Break
14:00–14:40	Event 4
15:00–15:40	Event 5
16:00–16:30	Results Compilation and Award Ceremony

SCENARIOS

Detailed description

- **Event #1: The Seigneur's Convoy**
 - Time: 90 seconds.
 - Detailed Description: A transport course featuring three increasing weight levels (Ladder). This event will test your speed and grip strength under fatigue.
 - Loads (Per hand – 3 levels):
 - FL: 75 → 95 → 115 lbs
 - F: 95 → 115 → 135 lbs
 - HL: 145 → 175 → 205 lbs
 - H: 185 → 215 → 245 lbs
 - Execution: You must carry Load A 30 feet, cross the line, then return to the start. Repeat the round trip with Load B, then finish with a final round trip with Load C.



- Performance Standards: The load must completely cross the marking lines for each segment to be counted as valid.
- Scoring System: Scoring is determined by the best execution time for the complete sequence. For participants who did not complete the course, the maximum distance traveled will be used for ranking.
- **Event #2: The Elevation of Yggdrasil**
 - Time: 120 seconds.
 - Detailed Description: A maximum overhead lift event using an axle bar. This event will test your raw power and stability.
 - Loads: Athlete's choice, with a progressive increase or decrease of weight on the axle bar.
Attempt as many maximum lifts as possible within the allotted time.
Performance Standards:
Full hip extension.
Complete arm lockout (ears visible).
Load stabilized and feet parallel.
For this Axle event, the judge must give a mandatory verbal signal (the word "REP") to confirm that each repetition is valid.
 - Scoring System: Scoring is determined by the maximum load lifted. In case of a tie, the fastest total execution time will be used as a tiebreaker.
- **Event #3: The Anchor of the Golden Laburnum**
 - Time: 90 seconds.
 - Detailed Description: Transport of a Husafell-type stone for maximum distance. An event of pure determination and breathing capacity under compression.
 - Loads (Hybrid ballast): FL: 77 lbs | F: 100 lbs | HL: 175 lbs | H: 225 lbs.
 - Execution: Front pick-up (bear hug). Constant walking along the circuit. The event stops if the stone touches the ground or the top of the thighs.
 - Performance Standards: Use of a belt or knees as a support point is prohibited.
 - Scoring System: The total distance traveled before the stone drops or time expires determines the score.



- **Event #4: The Steel Pillar**

- Time: 60 seconds.
- Detailed Description: A true test of volume and core endurance. The participant must lift the bar from the ground, position it in the crook of the elbows, then perform the maximum number of Zercher Squats (hip flexions).
- Loads (Zercher from the floor): FL: 95 lbs | F: 115 lbs | HL: 175 lbs | H: 215 lbs.
- Execution: The bar starts on the ground. The participant must lift it and seat it in the crook of the elbows before beginning squats using a Zercher grip.
- Performance Standards:
 - Hips must descend below the knee line to validate depth.
 - Complete extension of hips and knees at the top.
 - If the bar touches the ground, the set is immediately over.
- Scoring System: Scoring is determined by the maximum number of repetitions completed during the allotted time. In case of a tie, the fastest execution time will be used as a tiebreaker.

Event #5: The Three Worlds Medley (The Final)

- Time: 120 seconds.
- Detailed Description: A final course combining multiple strength disciplines to crown the ultimate champion.
- Scoring Sequence:
 - 3x Stone Over the Bar: Atlas stone placed on top of hay bales (Women: 36", Men: 48"). (6 points total)
 - 5x Clean and Press (Axle): Fixed load (H: 205 lbs | HL: 185 lbs | F: 115 lbs | FL: 85 lbs). (10 points total, 2 points per validated repetition)
 - Stone Transport and Loading: Carry the stone 50 feet and stabilize it on the final platform. (4 points total, 2 points for the carry, 2 points for the successful final load)
- Performance Standards:
 - Each stage must be completed before advancing to the next.
 - For the Axle, the judge's "REP" signal is mandatory to validate each repetition.
 - Complete hip extension.
 - Complete arm lockout (ears visible).
 - Load stabilized and feet parallel.
- Scoring System: The total score is 20 points. Ranking is determined by total points accumulated. In case of a tie, the fastest total execution time will be used as a tiebreaker.



Summary table

Event	Description	Duration	Load per Category	Scoring
The Seigneur's Convoy	Transport course with three increasing weight levels (Ladder) — 30 feet out and back for each load.	90 seconds	FL: 75-95-115 lbs F: 95-115-135 lbs HL: 145-175-205 lbs H: 185-215-245 lbs	Best time for the complete sequence. Maximum distance if not completed.
The Elevation of Yggdrasill	Maximum overhead lift with an axle bar (Axle). Athlete's choice of attempts. No fixed attempt limit.	120 seconds	Athlete's choice (↑ or ↓ possible within 120s)	Heaviest weight lifted. Fastest time as tiebreaker.
The Anchor of the Golden Laburnum	Transport of a Husafell-type stone. Front bear-hug carry for maximum distance (60' circuit).	90 seconds	FL: 77 lbs F: 100 lbs HL: 175 lbs H: 225 lbs	Total distance traveled before drop or end of time.
The Steel Pillar	Maximum repetitions of Zercher Squat (hip flexion).	60 seconds	FL: 95 lbs F: 115 lbs HL: 175 lbs H: 215 lbs	Maximum number of repetitions. Fastest time as tiebreaker.
The Three Worlds Medley (The Final)	Final sequence: 3x Atlas stone over hay bales, 5x Clean and Press (Axle), stone transport and loading over 50 feet.	120 seconds	Axle: - FL: 85 lbs - F: 115 lbs - HL: 185 lbs - H: 205 lbs Bar height: - FL & F: 36" - HL & H: 48"	Total of 20 points: 6 pts for stones (2 per stone), 10 pts for Axle (2 per rep), 4 pts for transport. Fastest total time as tiebreaker.



EARNINGS

Open

1st place: 200 solars, 20 reputation favors and the trophy

2nd place: 150 solars and 10 reputation favors

3rd place: 75 solars and 5 reputation favors

Women's

1st place: 200 solars, 20 reputation favors and the trophy

2nd place: 150 solars and 10 reputation favors

3rd place: 75 solars and 5 reputation favors

Lightweight Open

1st place: 200 solars, 20 reputation favors and the trophy

2nd place: 150 solars and 10 reputation favors

3rd place: 75 solars and 5 reputation favors

Lightweight Women's

1st place: 200 solars, 20 reputation favors and the trophy

2nd place: 150 solars and 10 reputation favors

3rd place: 75 solars and 5 reputation favors



TROLLBALL

Trollball is one of the most demanding, exhausting and spectacular disciplines in the world of the Duché de Bicolline. Elevated to the status of national sport in several Mundus provinces, its athletes often achieve idol status in their homeland. Healer, troller or reservist, each participant has a well-defined position within their team. The strategy? Good group cohesion and a solid understanding of fencing are major assets in this enchanting sport.

Will the stadium gods assume their leadership to guide their nation to victory, or will they blame the referees again and again for their defeat?

Only teams that have completed their pre registration are eligible. Please refer to the Tournament [Registration](#) section above.

A Gladiator tournament for teenagers aged 12 to 15 will be held during the Great Battle. Stay tuned for more details.

EARNINGS

Women's League

1st place: 1000 solars, 40 artistic renown favors, 1 point of notoriety (point de notoriété) and the trophy

2nd place: 700 solars and 20 artistic renown favors

3rd place: 350 solars and 10 artistic renown favors

Most fair play team: 350 solars

Duché Mixed League

1st place: 1000 solars, 40 artistic renown favors, 1 point of notoriety (point de notoriété) and the trophy

2nd place: 700 solars and 20 artistic renown favors

3rd place: 350 solars and 10 artistic renown favors

Most fair play team: 350 solars

Regular Mixed League

1st place: 1000 solars and 40 artistic renown favors

2nd place: 700 solars and 20 artistic renown favors

3rd place: 350 solars and 10 artistic renown favors

Most fair play team: 350 solars



THE WARRIOR'S ENDURANCE

The Duché de Bicolline is populated by intrepid warriors, and we're on a quest to find the toughest soul among them! Combatants will have to duel in a merciless arena. But here's the twist: points are not only awarded to the victors, but also to those who suffer defeat! A fighter must accumulate as many points as possible throughout the tournament, demonstrating their courage and perseverance.

Rise to the challenge and prove your worth in this tournament, where every fight is an opportunity to excel. May every blow you receive bring you one step closer to glory. Show the world that you're ready to endure the trials of the arena, fight with honor and rise again, ever stronger. The ultimate victory awaits you, offering you a place among the living legends of the Duché de Bicolline.

EARNINGS

1st place: 200 solars and 20 divine favors

2nd place: 150 solars and 10 divine favors

3rd place: 75 solars and 5 divine favors