

Après le déluge

SOIRÉE THÉMATIQUE

16 NOVEMBRE 1024

DUCHÉ DE BICOLLINE





Après le déluge

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The black legend is well known to some inhabitants of the terres du centre. Every four years, when the stars align, the peaceful valley of Sartaviaire, in the south of Tadorna, becomes superimposed with a Necropolis. Peasants close their shutters and hide, for when the door opens, the call of the Samatsé is unleashed, summoning spectres, ghouls, bloodsuckers and other creatures of the night.

On the first of November in the year one thousand twenty-four, at new moon, an unexpected lament resounds, carried by the night winds. This fateful knell thunders in the bones and blood of the walking dead, of those whose essence is touched by the cold hand of the otherworldly, not sparing the brave adventurers who, two years ago, visited Sartaviaire's Necropolis during his master's Testament Maudit.

But the stars are wrong, and the passage to Sartaviaire won't open for another two years. But in studying the phenomenon, the most cunning triangulate the source of the knell. It doesn't come from the heart of the valley itself, but rather from an auberge on its edge.

Stunned, the Called ask questions. The call is different from that of the Samatsé. It's lucid, almost warm, serene... Could this be an invitation, not a trap? But who is behind the phenomenon, and why?

Be that as it may, each night the call intensifies, and it's becoming clear that it will culminate at the full moon on November sixteenth. There, the dead, the black mages and the curious will meet under the dim light. They will undoubtedly be followed by those who usually hunt them, eager to spy on their rivals on neutral field.

Others are more opportunistic. Refugees from Sartaviaire, including the so-called Vampire Queen Vestate, without claiming to be the source of the call, take the opportunity to declare a conclave, a general assembly of the bloodlines. Echoing the interest of many shadow masters, they are already on their way to the Sartaviaire auberge. They include old names known in dark circles, such as Abderafi, Bertundy, DeWilhelm and Leidenshaf, as well as personalities more associated with clandestine activities, such as Sidille Rkazzik and Korban Ir.

All that remains is to find out whether you'll have the courage to go there too...





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Event description

Après le déluge! is a themed evening designed for players wishing to take part in a festive role-playing event. The event, limited to 250 participants, will be lightly scripted in that it will include the presence of certain non-playing characters, each of whom will be the source of various missions, quests or activities.



Invitations

Participants: As this is a cold-weather event, the number of registrations must be limited.

There will be a pre-registration period from October 28 to November 3rd. Pre-registration will be open to the 50 players who took part in the special "Testament Maudit" event on October 5 and 6, 2023, during which a torrential downpour resulted in one of the highest water levels in Bicolline's history.

Guilds featuring undead characters will also benefit from pre-registration, to contribute to the theme of the activity: Daolok, Famille Liastis, Ordéna, Ordo Mortis, Tératos et Sangs Sombres.

Last but not least, the group owning the Tadorna estate, where the Sartaviaire auberge is located, will also be able to take advantage of the pre-registration period to come and play the role of marshals (Pilum Occultum and Redemption).

This will be followed by a general registration period from November 4th to the 15th inclusively, when the remaining places open to all, it will be on a first-come, first-served basis.

Acting: Actors who have previously played important undead NPCs or NPCs linked to Sartaviaire will be contacted by the Game masters to enquire about their availability. Secondly, those wishing to act can contact the Game masters at maitredejeu@bicolline.org. The number of actors is limited, and not all will be chosen. The role of actor comes with privileges, but also responsibilities, including following the imposed roles.





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How the event unfolds

Welcoming - *from 4:00 pm*

Participants are expected at the landing stage of the Auberge de Bicolline **from 4:00 pm** on the day of the event. Participants are asked to park in parking lot P1 across the street, with the exception of owners of allotment parking lots.

Reception and other formalities will take place at the Duché de Bicolline reception building (1480 Chemin Principal, St Mathieu du Parc, QC G0X 1N0). The Auberge doors will not open until 5:00 pm.

Auberge opening - *5:00 pm*

Although the doors of the Auberge won't open until 5:00 pm for the event, it will be possible for grantees wishing to spend the night on site to bring equipment to their buildings between 4:00 and 5:00 pm.. That said, **no vehicles will be allowed on the Duché de Bicolline site on the day of the event.**

Acting, quests and business opportunities - *5:00 to 11:00 pm*

The dead, their allies and detractors are invited to a rare and unprecedented symposium. Several opportunities will also be available to get involved in the storylines. Considering the occult nature of the event, the specifics will not be communicated in the game document available to the public.

Closing time - *3:00 am*

Game activities are scheduled to end around 11:00 pm, but it will be possible to continue the party until the auberge closes at 3:00 am.





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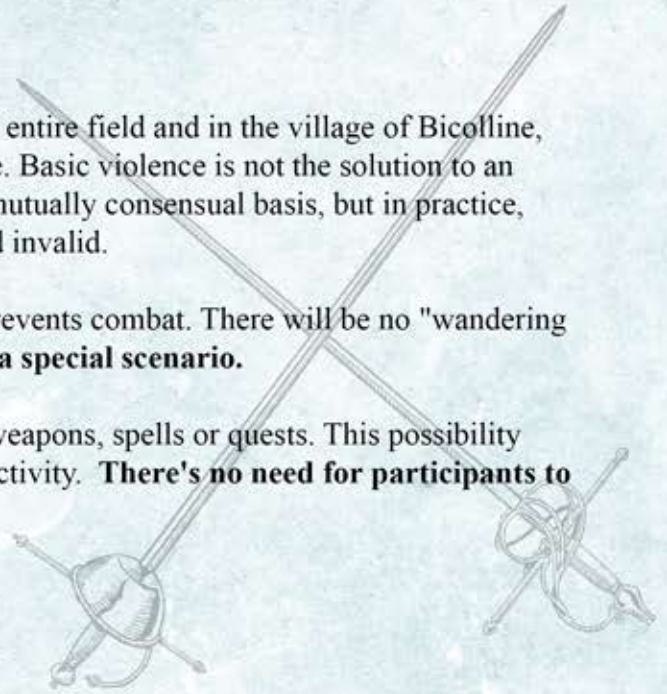
Special rules - *Soirée thématique*

NO-FIGHT ZONE

During a *Soirée thématique*, fighting is forbidden on the entire field and in the village of Bicolline, particularly in the Auberge, just as it is during a Ducasse. Basic violence is not the solution to an altercation. Weapons can be used in game scenes on a mutually consensual basis, but in practice, any weapon strike can simply be ignored and considered invalid.

A strange magical aura soothes visitors to the site and prevents combat. There will be no "wandering monsters" that can be defeated by weapons. **This is not a special scenario.**

It may be possible to target certain NPCs with specific weapons, spells or quests. This possibility will be made clear to the players concerned during the activity. **There's no need for participants to bring weapons (even magic or silver ones) or armor.**



Criminal acts

Actual criminal acts such as theft, burglary and breaking and entering are strictly forbidden. However, some quests may involve the simulation of illicit activities or even acts of violence. Official instructions detailing the limits will be given to participants involved. *In short, unless you have received a specific quest, marking the possibility of committing renegade acts, stealing game material (including purses, chests, solars, prizes, cards and objects belonging to other participants or to the organization) is forbidden and is not part of the game allowed in Bicolline.*

All "stealable" or other objects that are valid targets for one quest or another must be physically identified with homologation stickers or equivalent.

Breaking and entering is forbidden: it is forbidden to dismantle or break locks, padlocks, hinges and play equipment, or to enter another participant's tent or building without permission.

All offenders will be banned from Duché de Bicolline activities and from taking part in the geopolitical game.





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Quests and secret missions

Various non-playing characters will also be present. They will be the source of secret quests and missions that will take place during the event. They will sometimes have special objectives for players.

Redemptorist marshals in Tadorna

Despite the arrival of a large number of visitors with dark profiles, all will have the assurance the order will be maintained. The head of the domain guarantees amnesty for all those who abide by a few essential rules:

- Respect the physical integrity of people and places;
- Identify yourself if questioned;
- Remain respectful of marshals at all times.

But beware: the end of this leniency will coincide with the end of the full moon period.

The Necropolis

The timing isn't right. The Necropolis only aligns with our world once every four years, and we're only halfway through that time. So, normally, there shouldn't be any connection at all. And yet, intrepid adventurers have felt the call of the Necropolis vibrate in their bones and suspect that a bridge will be established during this full moon. **Point of order: players wishing to reach the Necropolis on that evening must find a way to do so; no other route is allowed.**

Prologues - *Preparatory ducal letter*

There will be no prologue for this event. Participants will have to solve the mysteries suggested by the on-site location...





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Eating and drinking

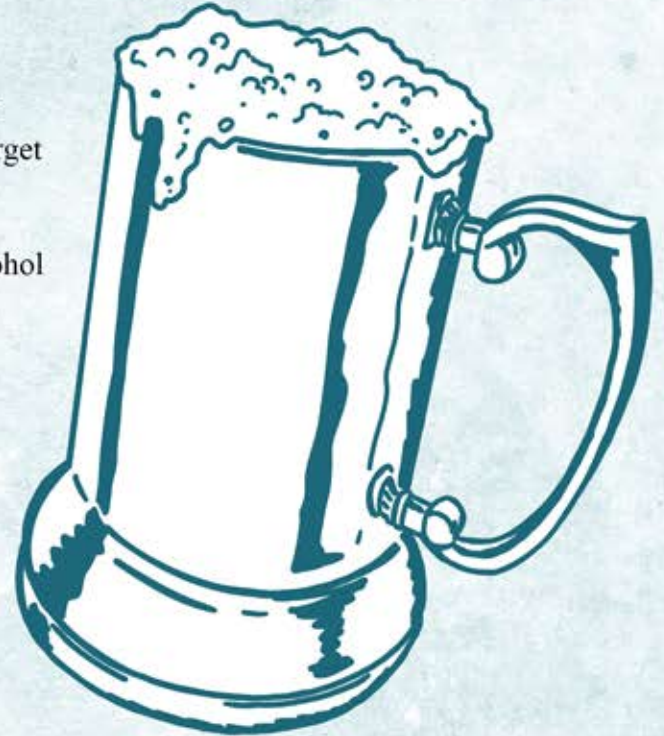
Bars

Throughout the evening, the Auberge will be open with bar service for alcoholic and non-alcoholic beverages. Don't forget your mugs!

Only Duché de Bicolline outlets are authorized, and no alcohol may be brought onto the site during the activity.

Catering

Platters of appetizers will circulate throughout the evening inside the Auberge.



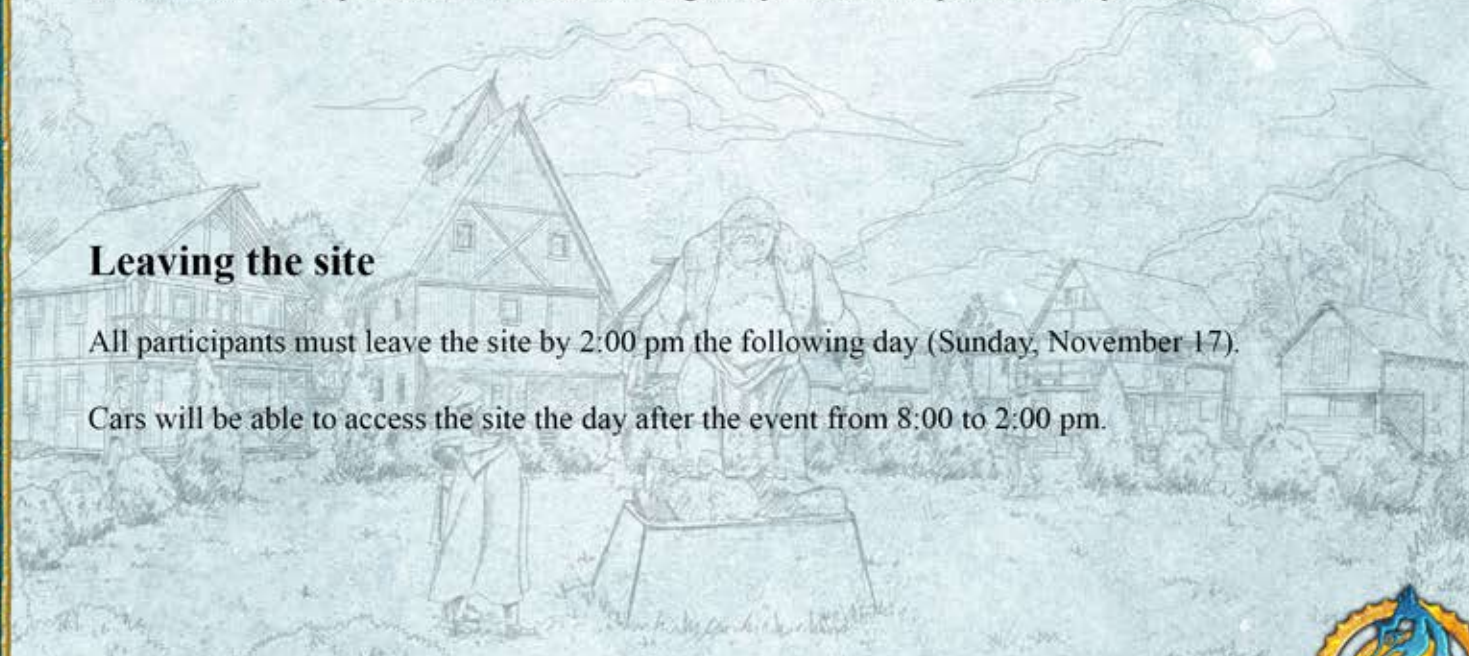
Accommodation on site after the activity

All owners of buildings on allotment only, will be able to stay in their building after the activity. Accommodation is provided in the site buildings only: no tents or pavilions may be erected.

Leaving the site

All participants must leave the site by 2:00 pm the following day (Sunday, November 17).

Cars will be able to access the site the day after the event from 8:00 to 2:00 pm.





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Registration and welcome

To register, you must :

- Be 18 years and one day old.
- Complete the online registration form and pay the fee

Prices :

37+tx for members

45+tx for non-members

- Invite only pre-registration runs from October 28th to November 3rd
- General registration for remaining places opens on November 4
- In all cases, the registration deadline is Friday November 15, 2024 at 6:00 pm
- **No registration at the door**
- Online registration on the Bicolline website

Welcoming (population card):

You'll be welcomed at the Duché de Bicolline from 4:00 pm. You will be given your bracelet and 5 solars. A population card (Fiche Soirée Thématique) will also be given to participants who are members.



Safety

We are all responsible for our own safety and that of others. No violent behavior, either physical or psychological, and no intoxicated state will be tolerated during the event, on pain of expulsion. Everyone's pleasure depends on everyone's individual responsibility.

If you have an emergency, our reception desk is open 24 hours a day.





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How to reach us

Courriels :

General information e-mail:
info@bicolline.org

Game masters:
maitredejeu@bicolline.org

Website: www.bicolline.org

Phone :
(819) 532-1755

Address:
1480, ch. Principal, St-Mathieu-du-Parc, Qc, Canada, G0X 1N0

