

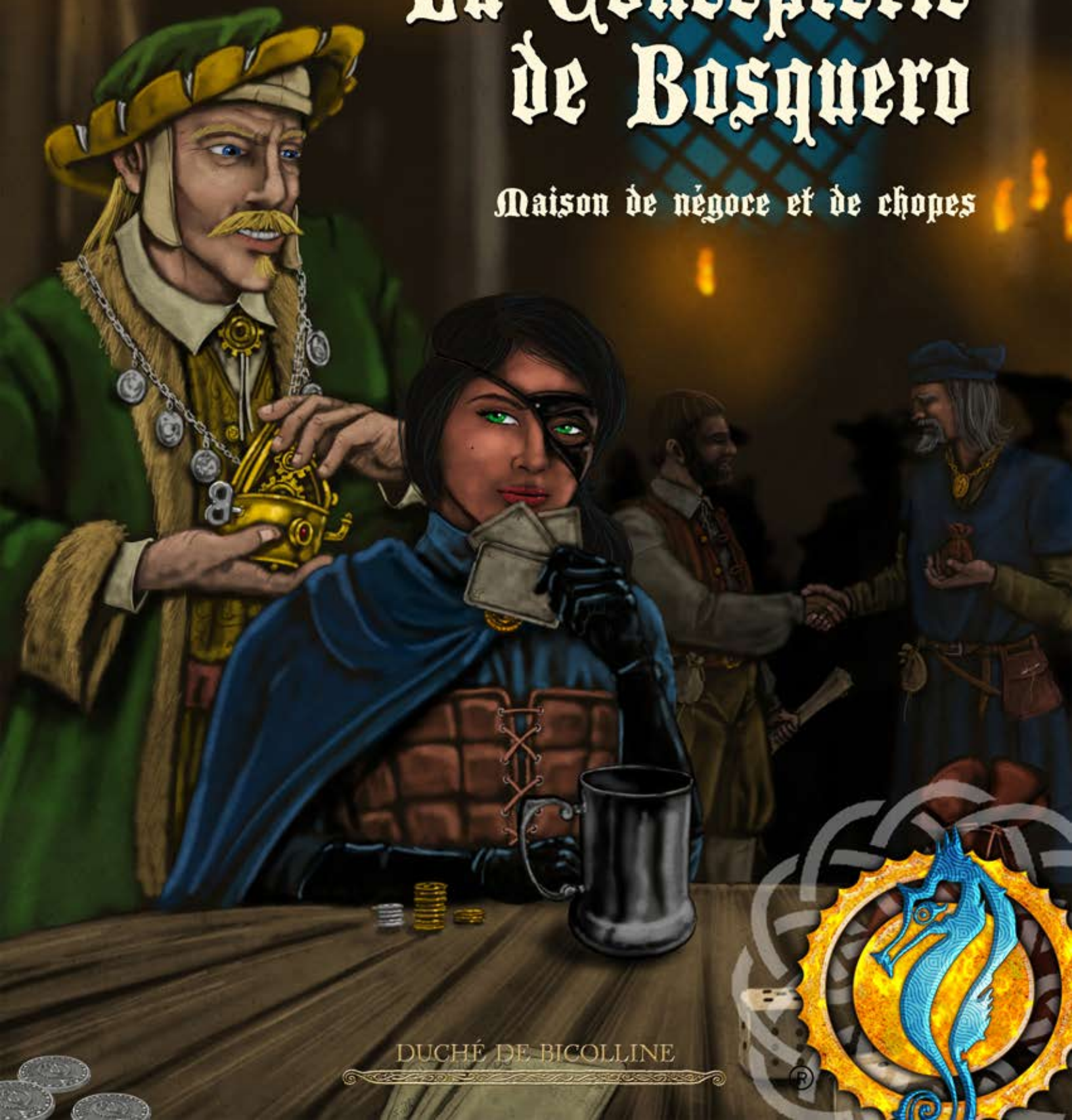
SOIRÉE THÉMATIQUE



15 ET 22 FÉVRIER 1025

# La Concepterie de Bosquero

Maison de négoce et de chopes



DUCHÉ DE BICOLLINE





# La Conceptorie de Bosquero

## *The Bosquero Conceptorie*

### Trading house and mugs

In the maze of the Conceptorie de Bosquero, once known as the Port Franc de Bosquero, where the ever-turbulent waters of the three rivers meet, the Maison de négoce et de chopes stands like a welcoming sentinel in the heart of this harbor lair. Raphael Ioda, a charming investor and Occultist grandmaster, is the new owner. He was preceded by the *Duellistes de Kintzheim* (Autumn 1024) Jonathan du Bois-Joli (Summer 1024) and Gusbert Vailë, the charismatic half-elf, (Winter and Spring 1024).

Raphael runs the place with an innovative eye that exudes a contemporary manufacturing atmosphere. People living close to the neighboring borders have heard that slave-owning practices are becoming commonplace, but quickly forget this feeling at the sight of a jovial and welcoming staff. The walls of the Maison are always lined with detailed maps, exotic treasures and trophies of fantastic creatures; as well as a mosaic representing the diversity of goods traded here.

The solid wood tables echo with the tinkling of mugs, the laughter of merchants and ongoing deals. Raphael, with his mysterious, charismatic presence, quickly wins the favor and trust of those around him. Merchants come from all over to negotiate with him, hoping to obtain rare products or, even better, to establish a partnership with him to invest in groundbreaking new research. Adventurers also gather to share their discoveries and listen to epic tales, thus continuing to fuel the growing reputation of the Maison de négoce et de chopes, whoever holds the reins.

It's important to understand that La Conceptorie de Bosquero is a complex maze of economic activity and enticements. Its flourishing gaming dens attract gamblers, where luck and daring reign supreme. Merchants, between commercial transactions, also venture to the gaming tables, hoping to increase their already flourishing fortunes with a stroke of luck.

And so, between prosperous negotiations at the Maison de négoce and daring risks at the tripot, La Conceptorie de Bosquero is much more than just a port; it's a veritable crossroads of adventures, exchanges and encounters, where political frontiers fade away in the face of cultural richness and shared challenges.





# La Concepterie de Bosquero

## Event description

The Bosquero Concepterie is a pair of activities designed for players wishing to participate in a festive role-playing event. Each activity has a limited number of participants and will unfold in the same pattern. This is a thematic event with a commercial and occult flavor. Trade counters will be in the spotlight, as will an occult auction and a lively tripot. Note that the Banque de l'Hippocampe will be ready to welcome you from 5:00 pm for the Winter 1025 season closing. The Syta draw will be held on Saturday, February 22 at 9:15 pm on the ground floor of the Bank by the Erudits in attendance.

## Participation

Since space is limited, and in order to better reflect the needs of guilds, registration works as follows:

- **Each guild is allowed to send as many participants as its number of seals.** For example, a guild with 4 seals can have a total of 4 participants register.
- **Guild places must go to guild members and cannot be transferred.** So a 4-seal guild with 2 free places cannot give them to members of another guild.
- **Members of the same guild can sign up for either party.** For example, a guild with 4 seals can send 2 participants to one party and 2 participants to the other.
- **There's no need to send an e-mail-** each guild already has a maximum number of registrations corresponding to its number of seals.
- **Each guild is responsible for arranging who will take the guild places.** If a member of your guild has taken someone else's place, additional places will not be allocated.
- For safety reasons, there is a **limit of 200 participants per evening.** Once an evening is full, it will no longer be available for registration (like a fully booked front).
- If there are still places available as of **February 10, 2025** for the evening of February 15 or **February 17, 2025** for the evening of February 22, **these places will be open to all without restriction.**

## Course of events

\*\*Both evenings will follow the same schedule, with the exception of the Syta draw \*\*





# La Conceptorie de Bosquero

## Welcome - 4:00 pm to 8:00 pm

Participants are expected at the landing area 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, Saint-Mathieu-du-Parc, QC G0X 1N0). However, doors do not open until 5:00 pm.

## Doors open - 5:00 pm

From 5:00 pm, the Maison de négoce et de chopes opens its doors to the masses!

## Bank and Records Office - 5:00 pm to 9:00 pm

The Banque de l'Hippocampe and the Records Office in the basement of the Auberge will be up and running to manage the end of the Winter 1025 season.

## Trade counters - 5:00 pm to 11:00 pm

Several trade counters will be manning booths all evening in the basement of the Maison de négoce et de chopes. Stop by and pick up some golden bargains.

## Quests and secret missions - 5:00 to 11:00 pm

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. Some of them will have special objectives for players. It might therefore be wise to carry a few resources with you to trade with them.

## Tripot de Bosquero - 6:00 pm to 11:00 pm

The owner of the Bosquero gambling joint is a cheerful and successful man who offers his customers bets on everything. In winter, it's all about Viking races on snowshoes! Located on the shopping street, the three-storey tripot offers games such as blackjack, roulette, poker and dice.





# La Concepterie de Bosquero

## Occult auctions - 8:00 pm

Rumor has it that trinkets and other occult items will be on sale in the basement of the Maison de négoce et de chopes! If you place a bid, make sure you can pay cash on the spot.

## Bank and Records Office close - 9:00 pm

Please plan ahead and don't show up at 8:59 pm.

## Syta draw - 9:15 pm (February 22nd only)

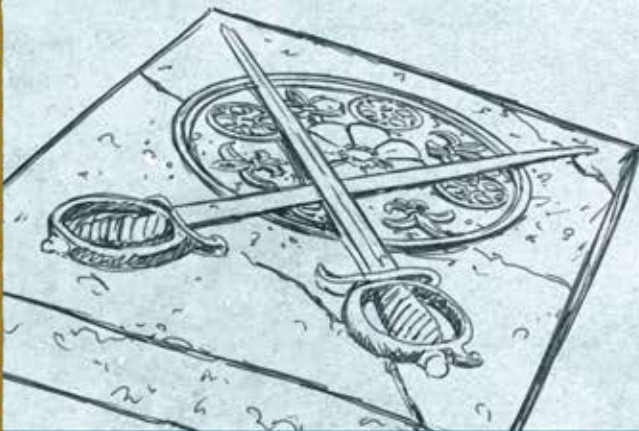
The Syta calamities and natural events draw will be held at the Banque de l'Hippocampe as soon as it closes. Only scholars are expected on the ground floor.

## Festive evening - 11:00 pm to 3:00 am

The Maison de négoce et de chopes closes its business counters at 11:00 pm, but the party goes on! The bar, meanwhile, will continue to serve beer and cider until 3:00 am.

## Closing time - 3:00 am

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





# La Conceptorie de Bosquero

## Special rules - *Thematic evening*

### NO FIGHTING ZONE

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

There will be no “wandering monsters” that can be defeated by weapons. **This is not a special scenario.**

It may be possible to attack certain NPCs with special weapons, spells or quests. Explicit and clear elements will reveal this possibility to the players concerned during the course of 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 been given 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 admitted to Bicolline.

Any object that can be “stolen” or otherwise constitutes a valid target 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 game equipment, or to enter another participant's building without authorization.

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





# La Concepterie de Bosquero

## Points of Intriguing Opportunity (POI) on the platform

Since January, a new adventure mode has been available to Bicolline participants. By clicking on the new Quests button on the online platform, you can now view new POIs.

*ATTENTION: We're using the online map for convenience and added fun. The places where the POIs will appear are defined at random and of no consequence to the domain owner.*

These quests are open and accessible to all participants. You can find the resources you need to participate in the adventure in their descriptions. Quests will appear and disappear over the seasons, but will always be introduced in-game by an NPC during field events. To solve a quest, simply deposit the necessary resources (in a sealed envelope) at the Banque de l'Hippocampe before the end of the season in which the POI appears online. This is done for the attention of the Game masters, in exactly the same way as for a ducal letter.

The resources required to complete a quest are, at least :

- Primary seal
- Secondary seal
- Resources specified on the platform (cards)
- Decorum adventure summary (maximum one page)

A substantial reward in correlation with the resources invested will then be deposited in your chest as a reward. Rewards are deposited in the guild chest of the primary seal used.

You will be able to participate in these quests even if you did not attend the event at which they were introduced. That said, players who have met the NPCs introducing the adventures will have the chance to benefit from privileged information, which will significantly increase the reward obtained.





# La Conceptorie de Bosquero

This privileged information concerns

- Changing the sphere of the **secondary seal**
- The addition of a **bonus resource** to those already specified online
- **Specific information** to be included in the report.

Each POI could be the subject of several pieces of privileged information, not necessarily brought into play by the same NPC... And conversely, an NPC could well possess privileged information on several POIs.

If you manage to obtain three pieces of privileged information about the same POI, your reward promises to be substantial!

It's up to you!

## Prologues - *ducal letter*

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







# La Conceptorie de Bosquero

## Drink, eat and site

### Bar

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.

### Site

Many buildings will be heated for the occasion, but some opportunities may arise outside. Dress accordingly.

### On-site accomodation after the event

All owners of buildings on allotment only, will be able to lodge 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 day after the activity.





# La Conceptorie de Bosquero

## Registration and welcome

To register, you must :

- **Be 18 years and one day old.**
- Follow the contingency instructions described in the **Participation** section of this document.
- Complete the online registration form and pay the fee.

### Price :

**40+ tx for members**

**50+ tx for non-members**

- General registration for the remaining places will open on February 10, 2025 for the evening of February 15, 2025 and on February 17, 2025 for the evening of February 22, 2025.
- The registration deadline is **Friday, February 14, 2025 at 6:00 pm** for the evening of February 15, 2025 and **Friday, February 21, 2025 at 6:00 pm** for the evening of February 22, 2025.
- **No registration at the door. Welcome will be between 4:00 pm and 8:00 pm.**
- Online registration on the website.

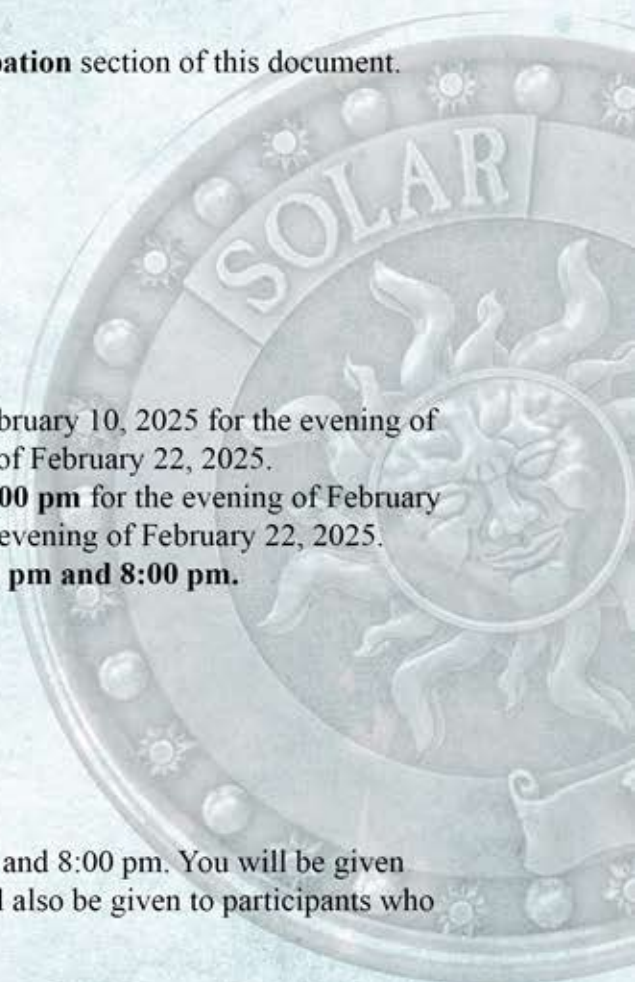
### Home (population card) :

You'll be welcomed at the Duché de Bicolline between 4:00 pm and 8:00 pm. You will be given your bracelet and 5 solars. A population card (thematic card) will also be given to participants who are members.

### Safety and security

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.





# La Conceptorie de Bosquero

## How to reach us

### Courriels :

General information e-mail:  
[info@bicolline.org](mailto:info@bicolline.org)

Game masters:  
[maitredejeu@bicolline.org](mailto:maitredejeu@bicolline.org)

Website: [www.bicolline.org](http://www.bicolline.org)

Phone :  
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