



L'Insanatorium du Dr Jivapa



SOIREE THÉMATIQUE

14 ET 21 FÉVRIER 1026

DUCHÉ DE BICOLLINE

SBM





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Hostilities have finally ceased in Andore, but not before the region's lands were drenched by the numerous bloodbaths that took place there. The last bloody clash was the one that stained Claircastel, the former beloved province of the fallen king Myriam.

It is in the very heart of Dozime, still haunted by the echoes of battle, that the mysterious Dr. Jivapa decided to set up his field Insanatorium. Under stained blankets and creaking wooden beams, techniques as secret as they are unorthodox are practiced.

No one enters this lair without becoming a prisoner, as the cornerstone of Jivapa's treatments is to isolate his guinea pig patients so that no outside influence can compromise their hopes of recovery.

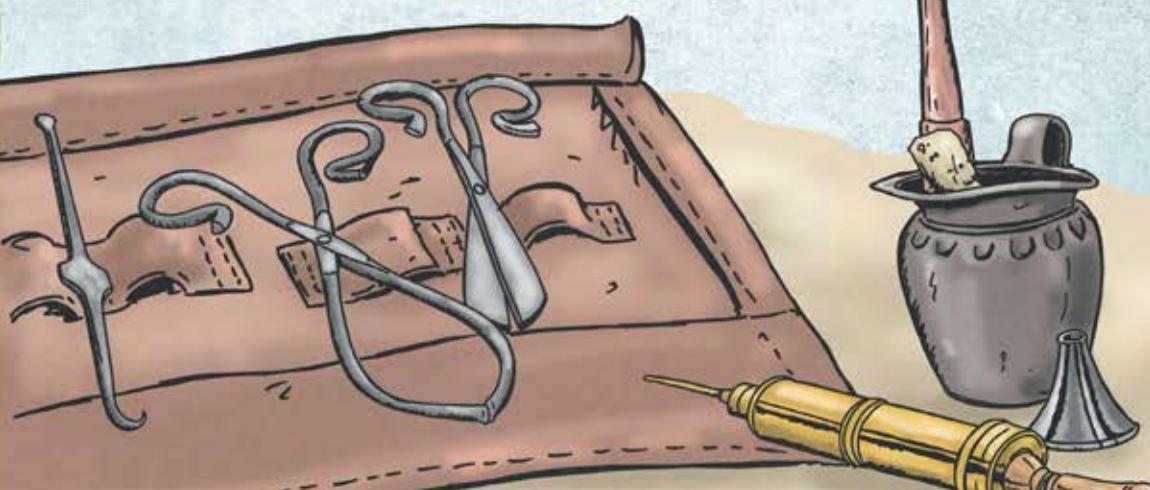
Learned during his many journeys through the Terres Sauvages of numerous regions of the Terres du Centre, the doctor's expertise comes mainly from his encounters with the vanished cult of the Élurians, of which only legends tainted with superstition remain.

All are welcome at Jivapa's field Insanatorium: Royalists, Loyalists, deserters, as well as all those who cared little for the civil war but suffered its collateral damage. No illness is incurable in this establishment. All who enter and do not leave feet first are healed, even transformed...

Dr. Jivapa maintains that the care provided is neither magic nor occult, but rather a brand new doctrine that he likes to call "medicine."

Opinions are divided on the emergence of this "medicine," about which nothing is known and about which the doctor reveals even less.

On the other hand, no one can dispute the miraculous results achieved by all those who pass through the field Insanatorium... when they manage to leave!



Event description

L'Insanatorium du Docteur Jivapa is a Soirée thématique designed for players who want to participate in a festive role-playing event. Each of the two sessions of the activity, on February 14 and 21, 2026, is limited to 200 participants and will take place in the same way, i.e., with a slightly scripted scenario involving the presence of certain non-player characters, each of whom will be the source of various missions, quests, or activities.

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 notoriety rounded down to the nearest ten, with a minimum of one place. For example, a guild with a notoriety of 25 can have a total of two participants who register. Please note that guilds with a notoriety of less than 10 may, exceptionally, register one participant.

A guild's places must go to members of the guild and cannot be transferred. Therefore, a guild with a notoriety of 48 that has four free places cannot give them to members of another guild.

Members of the same guild may register for either evening. For example, a guild with a notoriety of 48 may send 2 participants to one evening and 2 participants to the other.

Each guild is responsible for arranging who will take the guild's spots. If a member of your guild has taken someone else's spot, no additional spots will be allocated.

No need to send an email, just register. Each guild already has a maximum number of registrations.

For security 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 front that is full).

Registration by guild notoriety will begin on **Wednesday, January 28, 2026, at noon** and will be on a first-come, first-served basis.

If there are still spots available as of **February 9, 2026**, for the evening of February 14, or **February 16, 2026**, for the evening of February 21, **these spots will be open to everyone without restriction.**



Event schedule

Reception – starting at 4:00 p.m.

Participants are expected at the Auberge de Bicolline landing stage at **4:00 p.m.** on the day of the event. Please park in parking lot P1 across the street, except for those with assigned parking spaces.

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 site gates will not open until 5:00 p.m.

Site gates open – 5:00 p.m.

Although the site gates will not open until 5:00 p.m. for the activity, assignees who wish to spend the night on site and who have their activity wristbands will be able to bring equipment to their buildings between 4:00 p.m. and 5:00 p.m. However, **no vehicles will be allowed on the Duché de Bicolline site on the day of the event.**

Entertainment, quests, and business opportunities – 5:00 p.m. to 11:00 p.m.

Throughout the evening, various characters may require your services, just as you may also need certain information they have in order to enrich yourself... It's up to you to explore the Dozime field hospital and its surroundings to discover the local wildlife and the business opportunities it offers..

Bar closes - 3:00 a.m.

The quests are scheduled to end around 11:00 p.m., but the party can continue until the Auberge closes at 3:00 a.m.





Special rules – *Soirée thématique*

NO FIGHTING ZONE

During a Soirée thématique, fighting is prohibited throughout the grounds and village of Bicolline, particularly in the Auberge, as well as during a Ducasse. Simple violence is not the solution to an altercation. Weapons may be used in role-playing scenes on a mutually agreed basis, but in practice, any weapon strike may simply be ignored and considered invalid.

There will be no "wandering monsters" that can be defeated with weapons. **This is not a special scenario.**

It may be possible to attack certain NPCs with specific weapons, spells, or quests. Clear and explicit elements will reveal this possibility to the players involved in the activity. **Participants do not need to bring weapons (even magical or silver ones) or armor.**

Criminal acts

Real criminal acts such as theft, burglary, and breaking and entering are strictly prohibited. However, some quests may involve the simulation of illegal activities or even acts of violence. Official instructions detailing the limits will be given to the participants involved. In summary, unless you have been given a specific quest that allows you to commit renegade acts, the theft of game materials (including purses, chests, solars, lots, cards, and objects belonging to other participants or the organization) is prohibited and is not part of the game allowed at Bicolline.

Unequivocally, any object that can be stolen or otherwise constitutes a valid target for a quest or other purpose **will be physically identified with stickers.**

All break-ins are prohibited: it is forbidden to dismantle or break locks, padlocks, hinges, and game equipment, or to enter another participant's building without their permission.

Any offender will be banned from the activities of the Duché de Bicolline and from participating in the geopolitical game.





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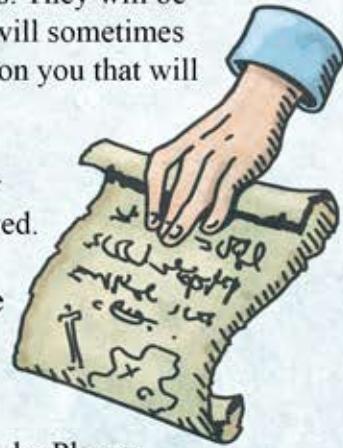
Quests and Accomplishments

Various non-player characters (NPCs) will be present during the Soirées Thématisques. They will be the source of quests and secret missions that will take place during the event. These will sometimes have special objectives for players. It may therefore be wise to keep a few resources on you that will allow you to trade or exchange with them.

In addition, to formalize the fact that they have entrusted you with a specific quest or mission, NPCs will give you a QUÊTE card with the title of the quest clearly displayed.

Then, when you have identified another NPC who can help you progress or complete your quest, they will give you an ACCOMPLISSEMENT card, but only if you are able to show them the corresponding QUÊTE card.

QUÊTE and ACCOMPLISSEMENT cards will be dated and valid for one evening only. Please return any cards you have not used to the NPCs or game masters at the end of the event.



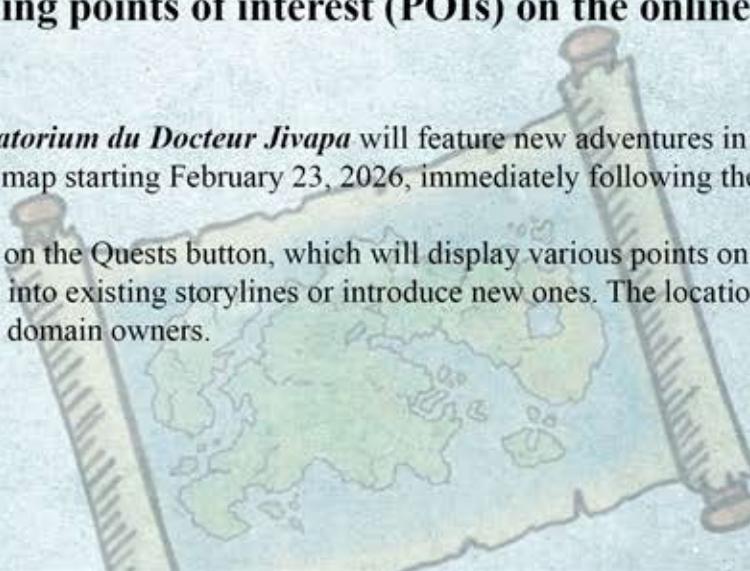
Prologues - Preparatory ducal correspondence

There will be no prologues for this event. Participants will have to unravel the mysteries offered by the location on site...

Appearance of intriguing points of interest (POIs) on the online platform

La Soirée Thématisque *L'Insanatorium du Docteur Jivapa* will feature new adventures in the form of POIs on the virtual platform map starting February 23, 2026, immediately following the event.

You can view them by clicking on the Quests button, which will display various points on the map. These adventures will either tie into existing storylines or introduce new ones. The locations where POIs appear have no impact on domain owners.





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These quests will be open and accessible to all participants. Their descriptions will indicate the resources you will need to deploy in order to take part in the adventure. Quests will appear and disappear throughout the seasons but will always be introduced into the game by an NPC during field events. To complete a quest, simply deposit the necessary resources (in a sealed envelope) at the Hippocampus Bank before the end of a season. All of this is for the attention of the Game Masters, just like a ducal letter.

The minimum resources required to complete a quest are:

- Primary Seal
- Secondary Seal
- Resources specified on the platform
- Decorum adventure report (maximum one page)

A substantial reward commensurate with the resources invested will then be deposited in the treasury of the guild identified on the **primary seal**.

You will be able to participate in these quests even if you did not attend the event during which they were introduced. That said, players who have met the NPCs introducing the adventures will have the chance to benefit from privileged information about the secondary seal, the specific resources to invest, and sensitive information to include in the report, which will significantly increase the reward obtained.

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

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

It's up to you!





Drinking, eating, and sightseeing

Bars

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

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

Food

Platters of snacks will be circulated throughout the evening inside the Auberge.

Site

Several buildings will be heated for the occasion, but there will also be opportunities to enjoy the outdoors. Please dress accordingly.

On-site accommodation after the event

Only building owners may stay in their buildings after the activity. Accommodation is only available in the buildings on site: no tents or pavilions may be set up.

Departure from the site

All participants must leave the site by 2:00 p.m. at the latest on the day after the activity.





Registration and welcome procedures

To register, you must:

- **Be at least 18 years and one day old.**
- Comply with the contingency instructions described in the **Participation** section of this document.
- Complete the online registration form and pay the fees.

Price:

\$45 + tax for members

\$55 + tax for non-members

- Registration using guild notoriety will begin on **January 28, 2026, at noon**.
- General registration for remaining spots will begin on **February 9, 2026**, for the evening of February 14, 2026, and on **February 16, 2026**, for the evening of February 21, 2026.
- The registration deadline is **Friday, February 13, 2026, at 6:00 p.m.** for the evening of February 14, 2026, and **Friday, February 20, 2026, at 6:00 p.m.** for the evening of February 21, 2026.
- **No registration at the door.**
- Online registration on the Bicolline website.

Reception (population form):

Registration will take place at the Duché de Bicolline between 4:00 and 8:00 p.m.. We will give you your wristband and 5 solars. A population card (Soirée thématique card) will also be given to participants who are members.

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

Safety

We are all responsible for our own safety and that of others. No violent behavior, whether physical or psychological, or intoxication will be tolerated during the event, under penalty of expulsion.

Everyone's enjoyment depends on each individual's responsibility.

In case of emergency, please note that the reception desk is staffed 24 hours a day.



How to reach us

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Phone :

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