

La Mairie de Bosquero

SOIRÉE THÉMATIQUE



17 ET 24 JANVIER 1026



DUCHÉ DE BICOLLINE

®



La Mairie de Bosquero

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Since the brutal and still unexplained assassination of the former mayor, no one has governed the Port-Franc of Bosquero. This port town, once bustling with trade and sailors from all corners of the world, now finds itself plunged into a political vacuum where ambitious individuals clash. A host of candidates are now vying for the mayoralty, brandishing promises or threats as campaign strategies to win the favor of the people.

Some are members of minor noble houses of the Empire, benefiting from a considerable network of influence. Visionaries to some, opportunists to others, they claim to want to open Bosquero's docks wide to all the trades of the known world in order to ensure prosperity and expansion for the small island town.

Others come from northern Irendille and are fiercely opposed to all forms of slavery. Having grown up among the diverse population of Taluskan, they dream of making Bosquero a city of refuge where freedom is considered a fundamental right and not a luxury granted by the wealthy.

Then there are the patrons and famous collectors of Arganaise origin. Explorers of forbidden ruins and insatiable buyers of curiosities, they consider the role of mayor to be a prized piece missing from their collection. Their ambitions are as disturbing as they are fascinating, and everyone knows that they will stop at nothing to get what they want.

Finally, there are the refugees from the Andore's civil war, who are seeking to rebuild their lives by carving out a place for themselves among the region's notables. Former owners of mines or inns that were once thriving, they have a reputation for having bottomless pockets. Their plans involve investing colossal sums of money to buy back the stability and power that was taken from them during their exile.

The inhabitants, confused by speeches full of veiled threats and grandiose promises, no longer know which way to turn. It is in this political turmoil that you arrive today on the quays of Port-Franc de Bosquero, sensing a good deal: each of these candidates has considerable wealth to offer to those who will give them their support. What's more, rumor has it that during the nomination, the mysterious will of the former mayor will be opened.





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Event description

La Mairie de Bosquero is a Soirée Thématique designed for players who want to participate in a festive role-playing event. Each of the two events, on January 17 and 24, 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 **Thursday, December 18, 2025, at 1:00 p.m.** and will be on a first-come, first-served basis.

If there are still seats available on **January 12, 2026**, for the evening of the 17th or **January 19, 2026**, for the evening of the 24th, these seats will be open to everyone without restriction.



Event schedule

Reception – from 4:00 p.m.

Participants are expected at the Auberge de Bicolline landing stage **between 4:00 and 8:00 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 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 Port-Franc de Bosquero and its surroundings to discover the local fauna and the business opportunities it offers.

Bar closes - 3:00 a.m.

The gaming activities are scheduled to end around 11:00 p.m., but it will be possible to continue the party until the Auberge closes at 3:00 a.m.





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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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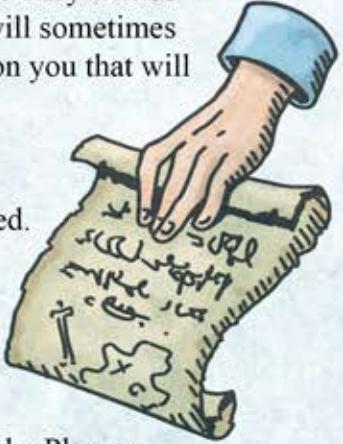
Quests and Accomplishments

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

The Soirée thématique *La Mairie de Bosquero* will feature new adventures in the form of POIs on the virtual platform map starting January 26, 2026, immediately following the event.

You can see them by clicking on the Quests button, which will display different points on the map where you can take part in adventures.

PLEASE NOTE: We use the online map for convenience and to add a fun element. The locations where POIs will appear are randomly selected and have no impact on the owner of the property.





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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

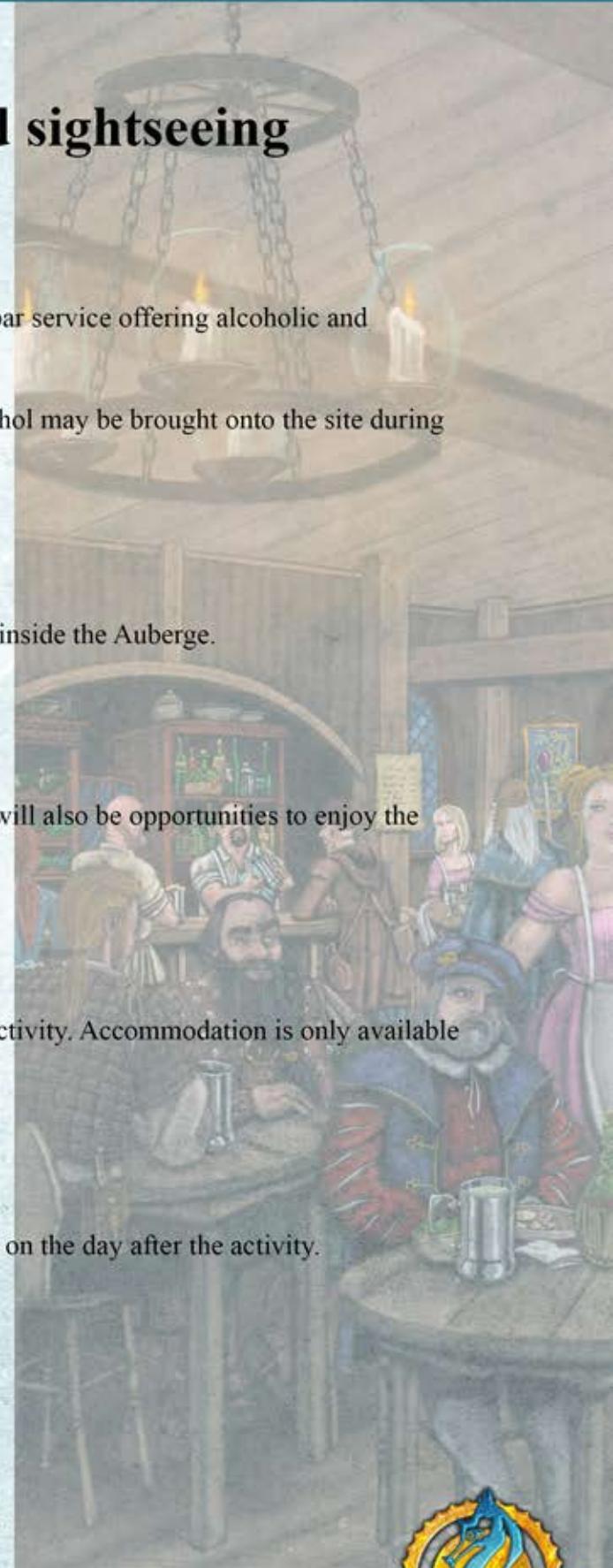
Several buildings will be heated for the occasion, but there will also be opportunities to enjoy the outdoors. Please dress accordingly.

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 based on guild notoriety will begin on **Thursday, December 18, 2025, at 1:00 p.m.**
- General registration for remaining spots will begin on **January 12, 2026**, for the evening of January 17, 2026, and on **January 19, 2026**, for the evening of January 24, 2026.
- The registration deadline is **Friday, January 16, 2026, at 6:00 p.m.** for the evening of January 17, 2026, and Friday, January 23, 2026, at 6:00 p.m. for the evening of January 24, 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.





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How to reach us

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