

Le joyau des nations

SOIRÉE THÉMATIQUE



21 ET 28 NOVEMBRE 1026



DUCHÉ DE BICOLLINE



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"For one evening, let the coats of arms fall silent, and let only beauty speak."

- Aurélien de Vaulny

Aurélien is not the kind of man who willingly seeks the spotlight. Born into an old family whose branches have long reached across borders, he grew up surrounded by names, houses, and alliances that extended well beyond those of his own nation. Over the years, he preserved his friendships and his ties, even where circumstance might have turned them into rivalries.

He was also, in his day, a remarkable mage, but for several years now Aurélien has withdrawn from a more adventurous life to devote a considerable part of his fortune to patronage. He funds workshops, supports young artists, and opens doors for those whose talent might otherwise remain unknown.

Successive wars have nonetheless shaken the worthy patron's certainties. Aurélien has watched friends from several nations disappear, sometimes set against one another by quarrels far beyond them. Already familiar with the pain of losing what he believed lasting, he became gradually convinced of one thing: nations poured enormous effort into showing what made them fearsome, and far too little into showing what made them admirable.

From this reflection was born an idea: to demonstrate that nations can compete in ways other than on a battlefield.

It took Aurélien months to convince the nations of the Mundus to answer his invitation. Letter after letter, favor after favor, calling on old family ties and offering promises of neutrality and guarantees of hospitality, he finally managed to bring together what few would have believed possible.





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Delegations from several nations will converge on a single Salon, each bearing works chosen to represent what it considers most precious. For a few hours, conquest will give way to prestige. Borders will be replaced by pavilions. Each will be judged not by the strength of its armies, but by what a people is capable of leaving behind. In the end, beauty will triumph, and a single work will emerge bearing the title of Joyau des nations. And with it, one nation will leave the Salon crowned with a prestige its host fully intends not to let fade into oblivion.

But man always ends up becoming himself again.

Amid the clamor of betrayals and plots, the veneer of civility cracks, then peels away. When glory is within a brushstroke's reach, artists abandon the canvas for the blade. Beneath the drawing-room gallantries, the Ambassadors heed only one voice, that of their own appetites, louder than that of the peoples they claim to serve.

It falls to you to defend your nation: foil the conspiracies of its adversaries and lend your support to its most promising artists.





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Event Description

Le joyau des nations is a Soirée thématique designed for players who want to take part in a festive role-playing event. Each of the two sessions of the activity, held on November 21 and 28, 2026, is limited to 200 participants and will unfold in the same way; lightly scripted, with the presence of certain non-player characters, each of them the source of various missions, quests, or activities.

Participation

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

VIP Registration

Guilds holding seals in the Artistic or Political spheres will benefit from priority VIP access.

Each seal grants 2 VIP spots for the whole set of evenings. **A guild's spots must go to members of that guild and cannot be transferred.**

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 spot will be granted.

No need to send an email, simply register — each guild already has a maximum number of registrations corresponding to its number of seals.

Example: a guild holding two Political seals and one Artistic seal will get 6 VIP spots in total (not 6 spots per evening).

The VIP registration period will run from Thursday, November 5 at 1:00 PM until Sunday, November 15 at midnight. This registration covers both events.

General Registration

If spots remain available after VIP registration, general registration will open on November 16 and close on November 20 for the evening of the 21st, and on November 27 for the evening of the 28th.

Since this is the same activity in terms of programming, **no participant will be allowed to register for both events.**





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Event Schedule

Check-in – starting at 4:00 PM

Participants are expected at the drop-off point of the Auberge de Bicolline **starting at 4:00 PM** on the day of the event. Please park in the P1 parking lot across the street, except for owners of cession parking spots.

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

Opening of the Auberge Doors – 5:00 PM

Even though the Auberge's doors do not open until 5:00 PM for the activity, cessionnaires who wish to spend the night on-site and who are wearing their activity wristband will be able 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.**

Entertainment, Quests, and Business Opportunities – 5:00 to 11:00 PM

Throughout the evening, various characters may need your services, just as you may also need certain information they hold in order to enrich yourself... It is up to you to explore Aurélien de Vulny's Salon and its surroundings to discover the local fauna and the business opportunities it holds.

Bar Service Closes – 3:00 AM

Game activities are expected to end around 11:00 PM; however, it will be possible to keep the party going until the Auberge closes at 3:00 AM.





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Special Rules – *Soirée thématique*

NO-COMBAT ZONE

During a *Soirée thématique* combat is forbidden across the entire grounds and the village of Bicolline, including inside the Auberge, just as during a ducasse. Plain violence cannot be the solution to an altercation. Weapons may be used in role-play scenes on a mutually consensual basis, but in practice, any weapon strike can simply be ignored and treated as invalid.



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

It may be possible to target certain NPCs through certain special weapons, spells, or quests. Clear and explicit elements will reveal this possibility to the players concerned during the activity. **There is no need for participants to bring weapons (even magic or silvered ones) or armor.**

Criminal Acts

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

Without ambiguity, any item that is “stealable” or otherwise constitutes a valid target for a quest will be physically identified with stickers bearing the word “Bicolline.”

All breaking and entering is forbidden: it is prohibited to remove or break locks, padlocks, hinges, and game equipment, or to enter another participant's building without their authorization.

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





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Quests and Secret Missions

Various non-player characters will also be present. They will be the source of quests and secret missions taking place during the event. These will sometimes carry special objectives for the players. It might therefore be wise to keep a few resources on you that will allow you to trade or exchange with them.

The Soirée thématique Le joyau des nations will be centered on Art and Politics. It is important to bring your artistic materials, notably for calligraphy, sheet music, drawing, and painting.

Prologues - Preparatory Ducal Mail

There will not be any prologues for this event. Participants will have to solve the mysteries the location presents on-site...

Appearance of Points of Interests (POI) on the Online Platform

The Soirée thématique *Le joyau des nations* will bring new adventures in the form of POIs onto the map of the virtual platform starting November 30, immediately following the event.

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

NOTE: We use the online map for convenience and to add a playful touch. The locations where POIs appear are determined randomly and have no consequence for the domain's owner.

These quests will be open and accessible to all participants. Their description will show the resources you will need to invest in order to take part in the adventure. Quests will appear and disappear over the course of the seasons, but will always be introduced in-game by an NPC during field events. To resolve a quest, you will simply need to deposit the necessary resources (in a sealed envelope) at the Banque de l'Hippocampe before the end of a season. All addressed to the Game Masters, exactly as with ducal mail.





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The resources needed to resolve a quest will, at minimum, include:

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

A substantial reward, proportional to the resources invested, will then be deposited in the vault of the guild identified on the **primary seal**.

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

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

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

It's up to you now!





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Food, Drink, and Site

Bars

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

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

Food

Trays of appetizers will circulate during the evening inside the Auberge.

Site

Several buildings will be heated for the occasion; however, many opportunities will arise outdoors. Plan your clothing accordingly.

Lodging On-Site After the Activity

Only owners of buildings under cession may lodge in their building after the activity. Lodging is only permitted inside site buildings: no tent or pavilion may be set up.

Leaving the Site

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

Cars will be allowed onto the site the day after the event from 8:00 AM to 2:00 PM .





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Registration and Check-in Details

To register, you must:

- **Be 18 years and one day old.**
- Follow the capacity guidelines 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
- General registration for the remaining spots will open on November 16, 2026 for both evenings.
- The registration deadline is **Friday, November 20, 2026 at 18h00** for the evening of November 21, 2026, and **Friday, November 27, 2026 at 18h00** for the evening of November 28, 2026
- **No registration at the door**
- Online registration on the Bicolline website

Check-in (population card):

Check-in will take place at Duché de Bicolline starting at 4:00 PM. 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 check in, please make sure you have the QR code you received by email at the time of payment, or a piece of photo identification. 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, and no altered state of mind will be tolerated during the event, under penalty of expulsion.

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

For any emergency, please note that staff are on duty at check-in 24 hours a day.





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How to reach us

Courriels :

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