

# Le Grand Voyage



BAL POURPRE - 21 MARS 1026



DUCHÉ DE BICOLLINE





# Le grand voyage

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# Le grand voyage



## Le grand voyage

*Hear ye, hear ye!*

*Let the bells ring and chime, for for the very first time at the Bal Pourpre 1026, the wonders of Terra'Kana are revealed to us. Never before has Mundus had the opportunity to taste the riches and mysteries of these distant shores in such abundance.*

*At the Marché d'Asturia, the stalls are bustling with life and merchants compete to showcase exotic flavors, shimmering fabrics, eclectic objects, and even jewelry and relics that no one has ever seen before. All onlookers who venture onto the Grande Allée are caressed by the salty air of the Kafe Sea and its luminous horizon, which then opens onto the large Place de Méridia, where the sumptuous table of honor stands, surrounded by lords, ladies, and dignitaries.*

*Among the illustrious guests are our hosts, the fabled Duchess of Bragance and Duke of Rougecogne. The King of Kafe also honors the festivities with his presence, alongside the lord of Méridia, Édouard d'Orléans, who offered his newly renovated port facilities to the magnificence of this celebration.*

*Dressed in their finest attire, all guests compete in creativity to attract attention, while the most daring twirl to the sound of music echoing across the Esplanade d'Orléans. Others, more discreet or devious, occupy the Docks in search of a good deal, an arcane quest, or an ecstatic bystander who is easy to fleece.*

*Thus, by the will of the Duchés de Bragance and Rougecogne, you are now invited to come and feast and be amazed. Whether you are a noble, a merchant, or a simple peasant, you will be treated as a guest of honor and perhaps, if you dare, you will become the hero!*





# Le grand voyage

## General Information

### About the Event

The Duché de Bicolline organizes unique events where imagination comes to life in a medieval fantasy setting. Located in Mauricie, Québec, it has been offering an immersive experience since 1996, where participants embody characters in a world of adventure, mystery, and magic. Through live-action roleplaying events and immersive activities, the Duché de Bicolline invites everyone to dive into an enchanting universe where role-playing, crafts, epic battles, and medieval festivities come together.

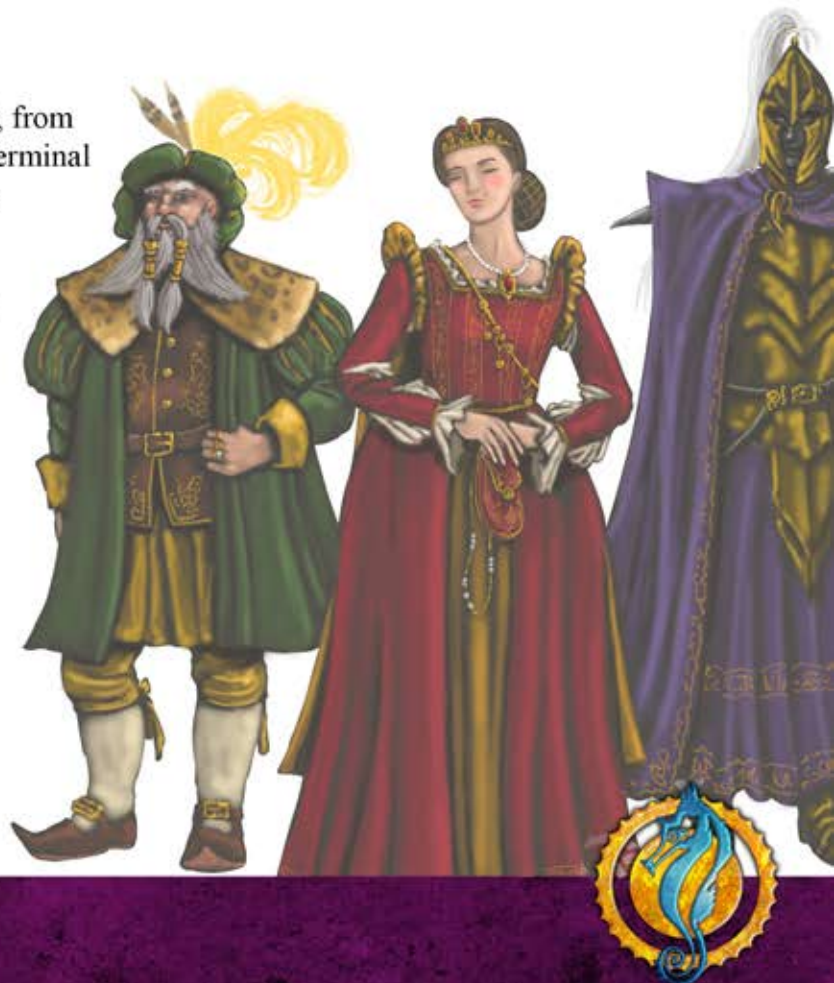
The "Bal Pourpre" event is a grand medieval fantasy ball that has been held every year since 2009. Much more than a simple celebration, this evening allows each guest to play their part in a grandiose theater.

**Immerse yourself in a night of elegance and secrets, in the heart of an enchanting setting: for this new edition, the Bal Pourpre is moving to the Port of Québec City.**

The Bal Pourpre will be held on March 21, 2026, from 4:00 p.m. to 3:00 a.m. Ross Gaudreault Cruise Terminal at the Port of Québec City (84 Dalhousie Street, Québec City, Québec, G1K 8M5).

**Participation is reserved for persons 18 years of age and older.**

*The Duché de Bicolline allows you to be the living embodiment of your imagination and to live it fully in a unique place that transcends reality.*





# Le grand voyage

## Registration and Fees

**Advance registration is required to participate: there is no on-site registration.**

The price of the activity is \$128.00 CAD (plus tax) for members and \$138.00 CAD (plus tax) for non-members. Registration has been open since December 3 on our website and is limited to 2,000 participants: <https://bicolline.org/en/evenement/bal-pourpre-1026-le-grand-voyage/>. Registration will remain open as long as places are available or until midnight on Thursday, March 19. All participants registered for the activity will receive a **Bal Pourpre population card** and a **Terra'Kana coin**! These will be given to you upon arrival when you check in at the registration desk.

A coat check will be available on site. All proceeds from the coat check will be donated to Ressource Espace Familles, a non-profit community organization located in western Québec City, whose mission is to promote the overall and optimal development of children by offering activities and services tailored to the needs of families.

## Accommodations

For your stay in Québec City, the Duché de Bicolline offers a selection of hospitality partners.

### Hôtel Hilton de Québec

1100 Bd René-Lévesque E, Québec, G1R 4P3

### Hôtel Le Germain

126 Rue Saint-Pierre, Québec, G1K 4A8





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## Schedule and Access

The Port of Asturia will be open on Saturday, March 21, 2026, from 4:00 p.m. to 3:00 a.m.

### Want to avoid waiting in line?

The registration desk will be open from 1:00 p.m. on the day of the event so you can pick up your entry bracelet, population card, and Terra'Kana coin before the doors open, but you will not be able to remain inside while waiting for the event to start at 4:00 p.m.

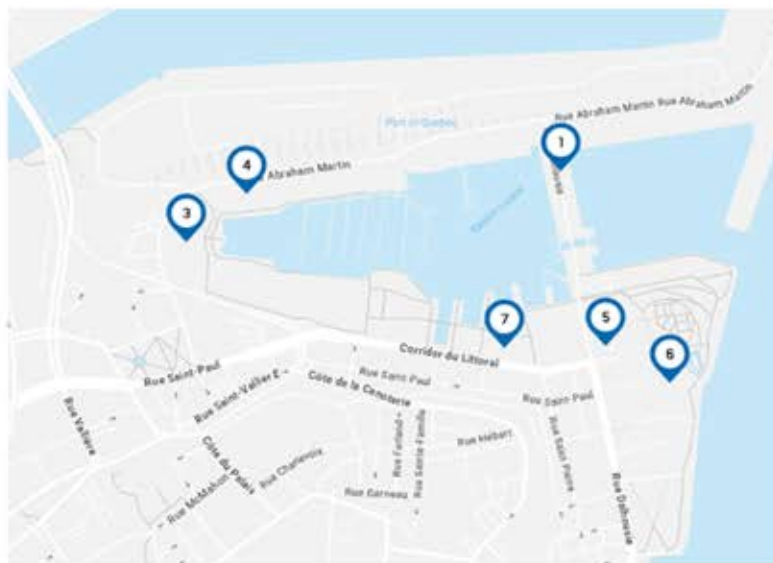
There will also be a registration period on **Friday, March 20, 2026, from 4:00 p.m. to 7:00 p.m.** at the Hilton Québec hotel (1100 René-Lévesque East, Québec City, G1R 4P3). You will find our registration table near the lobby and the CABU restaurant. Pick up your entry bracelet, population card, and Terra'Kana coin in advance, and why not take the opportunity to enjoy a meal or a drink on site!

## How to Get There

The Bal Pourpre will be held at the Ross Gaudreault Cruise Terminal at the Port of Québec City (84 Dalhousie Street, Québec City, Québec, G1K 8M5), located in the heart of Old Québec.

The site is close to public transportation and several paid parking lots. Prices vary depending on location. The closest parking lots to the venue are as follows:

- 1 - Stationnement de l'Écluse  
(265, rue Dalhousie, G1K 4C5)
- 5 - Stationnement La Jetée  
(2, Rue de Quercy, G1K 4C4)
- 6 - Stationnement Pointe-à-Carcy  
(84, Rue Dalhousie, G1K 4C4)
- 7 - Stationnement Saint-André  
(80, Quai St-André, G1K 3Y2)



Full details on nearby parking are available on the Port of Québec City website at <https://www.portquebec.ca/en/parking/>.





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## Ride Home Service

Don't take any unnecessary risks, don't drive your car!

The **Tolérance Zéro** ride home service is available at the Port of Québec City. Be prepared and familiarize yourself with the services offered before the event. Instructions will also be available near the registration desk.

## The Night of the Traitors

The Duché de Bicolline and the Fêtes de la Nouvelle-France are joining forces to offer you a colorful activity on Friday, March 20, from 5:00 p.m. to midnight!

Come test your wits as an impostor—or unmask the traitors—in this New France–flavoured twist on the classic “Werewolves” game! Guided by the game master, tucked inside the Cercle de la Garnison, you’ll dive into two hours of intrigue and adventure. In groups of 20, participants take on immersive roles and must uncover the traitors to win the game.

All participants registered for this activity will receive a “Scenario” population card (green card).

The Cercle de la Garnison will remain open all evening, with a bar and light menu (costs not included).

### The Night of the Traitors

Friday, March 20, starting at 5:00 p.m.  
Game times: 5:00 p.m. to 7:00 p.m. /  
7:30 p.m. to 9:30 p.m. / 10:00 p.m. to  
midnight

To purchase tickets:

<https://nouvellefrance.qc.ca/en/billetterie>

Cercle de la Garnison (97 Saint-Louis  
Street, Québec City, G1R 3Z6)

Fêtes de la Nouvelle-France x Duché de BICOLLINE

présentent

# La NUIT des Traîtres

39\$ + taxes

20 mars 2026

Cercle de la Garnison de Québec



# Étage 1

Vestiaire

Food truck

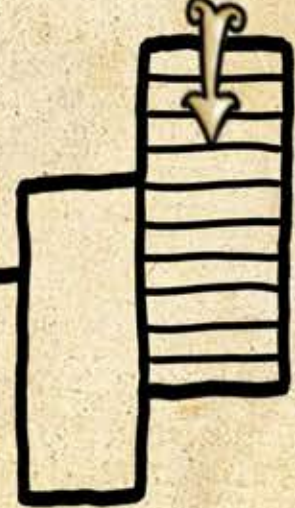
Entrée

Entrée



Scène

Monter



## L'Esplanade d'Orléans

Le Puits Sans Fond  
Bar principal



Le Vieux Galion  
Bar à cocktails



Fleuve



## Les Docks



Bureau  
du patron



Casino

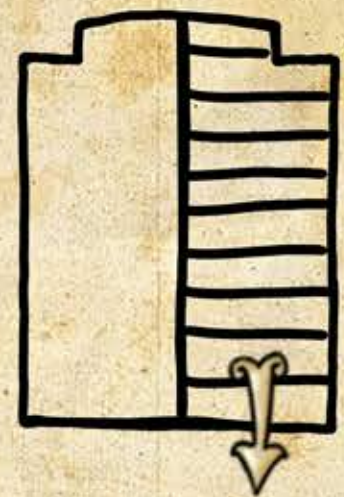


Tour  
de magie





# Étage 2



Place de Méridia



L'Écume Dorée Cidrerie

Marché d'Asturia

La Réserve d'Édouard  
Cidre et bières en fût,  
kiosque de nourriture

Fleuve





# Le grand voyage

## Food and Beverage Services

Several food and beverage venues will be available throughout the evening to serve guests.

### For the Paunch

*The most exquisite fares will be served to both the most frugal peasants and the nobility with gargantuan appetites! Come and feast on our wide range of flavors, each more exotic than the last. Two venues await outside the hall near the entrance from 4:00 p.m. to midnight and beyond!*



### *Écuellerie Boucherie-Pirate*

Under a cauldron that knows neither rest nor obliviousness, the Écuellerie Boucherie-Pirate serves a variety of fares, including the famous BBQ turkey drumsticks smoked with dates and chipotle, as well as slowly smoked vegetarian sausage, accompanied by creamy potatoes and crispy cabbage. But let's not forget the traditional Hunter's Pot, a perpetual stew combining beef, pork, and wapiti. In short, everything to satisfy hearty appetites and buccaneer souls.

### *Auberge-Relais de la Station*

A quick and informal stop for travelers in a hurry and breathless heralds, the Auberge-Relais de la Station serves hot, hearty fares. Here you'll find steaming poutine, pizza galettes, chicken wings, melted cheese sticks, and golden potato doughnuts. No big ceremony here: you eat quickly, catch your breath, and head back to the party.

*The Auberge-Relais de la Station's full menu is available at the end of this document.*





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## For the Mind

*Feeling thirsty? Our bars are open all evening from 4:00 p.m. to 3:00 a.m. Don't forget your tankards, mugs, and cups, as there will be no plastic cups available at the service points.*

*Bring your empty pitchers back to the bars and you will receive a coin for each one you return. It's a great way to fill your purse while helping the tavern keepers!*

**No outside alcohol will be allowed inside the event venue:** only the Duché de Bicolline stands are authorized during the event.

## Le Puits Sans Fond – *Esplanade d'Orléans*

The main bar where you'll find a little bit of everything: microbrewery beers, wine, cider, and other refreshments.

## Le Vieux Galion – *Esplanade d'Orléans*

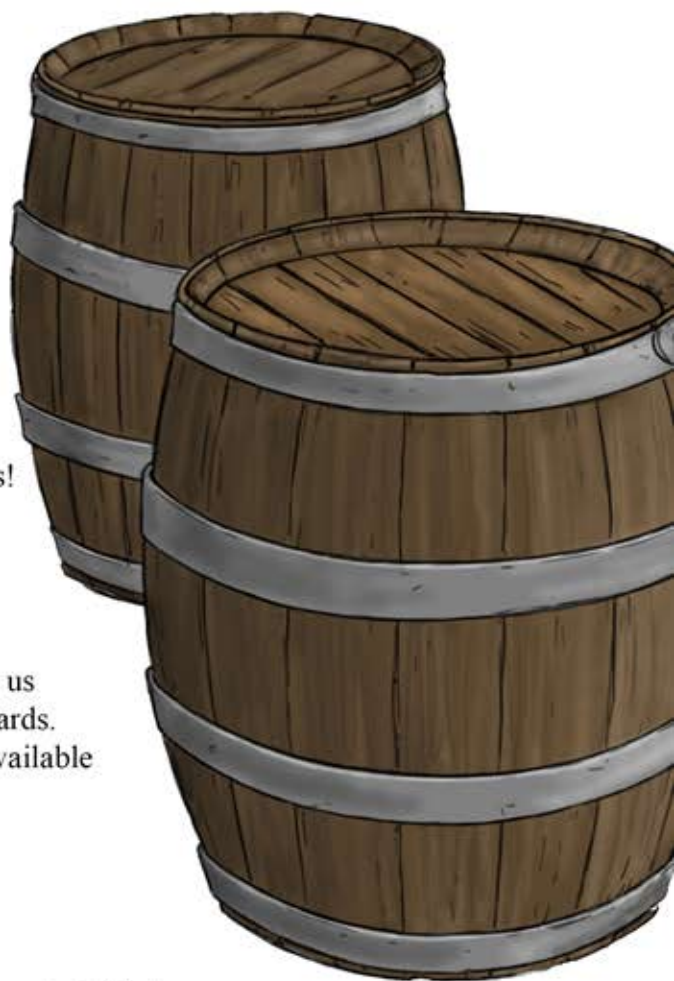
For lovers of fine nectars, spirits, and cocktails, this bar is the place to be: it is sure to awaken the senses of connoisseurs!

## La Réserve d'Édouard – *Marché d'Asturia*

For the occasion, the holds of all the ships in Méridia provide us with the best beers and the most divine ciders from their orchards. Small local specialties selected for your enjoyment are also available here.

## L'Écume Dorée – *Grande Allée*

Nobles, sailors, merchants, and travelers of all kinds gather here to drink the region's finest ciders, a golden, lively beverage, sparkling like foam, capable of loosening tongues and seal agreements.





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## Esplanade d'Orléans

*The Esplanade d'Orléans is Asturia's main gathering place and performance venue. Large and open, it hosts festivals, public announcements, and performances that punctuate village life. It is here that the community gathers, celebrates, and dances to the most frenzied tunes of musicians from all over the Terres du Centre. Named in honor of the lord of Méridia, Édouard d'Orléans, it references his greatness and open-mindedness.*

### **The Pier Fair – 4:00 p.m. to 7:00 p.m.**

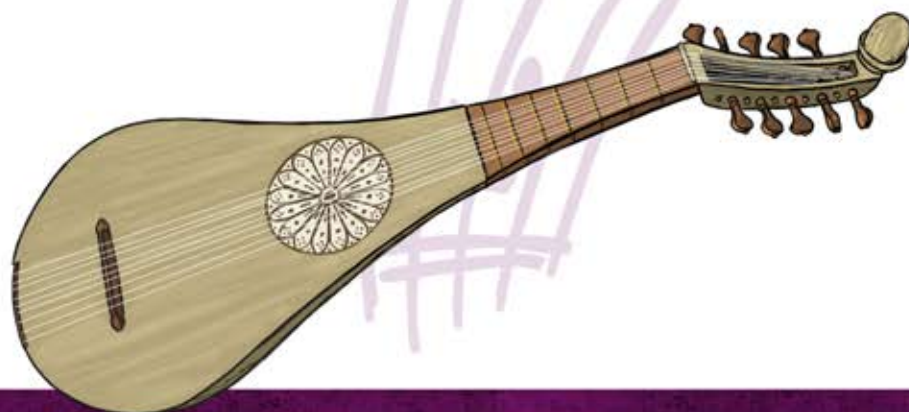
After many years of marketing its games throughout Bicolline, Bolodil Games is crossing to Méridia aboard the *Fonctionnel Tout Au Plus* boat to entertain guests with its fun creations. Come discover unique games or revisit classics adapted for the occasion. Whether you come for games of skill, strategy, or simply for the pleasure of playing, everyone is welcome!

### **Performance by Les Aventuriers en Si Bémol – 4:30 p.m. to 5:00 p.m.**

A breath of fresh air, the port filled with happiness. With their festive and slightly frivolous tunes, come listen to Les Aventuriers en Si Bémol!

### **Performance by Trifolys – 5:45 p.m. to 6:30 p.m.**

Explorers of the deep roots of music in a unique and connected historical context!





# Le grand voyage

## **Concert of the bards – 7:15 p.m. to 8:45 p.m.**

What would a majestic ball be without music? What would a port be without the songs of boatmen? The Esplanade d'Orléans has always resonated with the voices of sailors and tales of travel. It is therefore with great pomp and circumstance that the Concert of the bards, an ancient tradition of large popular gatherings, will take place for the very first time at the Bal Pourpre.

Singers and musicians will be invited to take to the stage to enchant the guests of Asturia. Performances will be rewarded with both solars and “renommée artistique”.

In honor of the Duc d'Orléans, and to highlight his prestigious reputation as a shipowner, artists are invited to present songs or musical pieces with a maritime theme. Whether they are odes to pirates and fishermen, tales of titanic battles against a kraken, or ballads celebrating the discovery of unknown seas, come and offer your music to an audience ready to be won over.

Microphones and secure storage space for instruments will be provided for artists. Space is limited, so registration is required: please contact [philip.morgan@bicolline.org](mailto:philip.morgan@bicolline.org) to reserve your performance slot.

## **Performance by the Bedlam Boys – 9:00 p.m. to 10:00 p.m. and 11:00 p.m. to midnight**

Voices rising in unison, feet pounding the floor, strangers becoming friends for one intoxicating evening: come dance to the powerful sound of the Bedlam Boys!

## **Come dance with Canteraine (as a trio!) and BalFolk Montréal – 10:00 p.m. to 11:00 p.m.**

Let yourself be carried away by the energy of Canteraine (performing here as a trio), whose lively and catchy music will get everyone moving. With BalFolk Montréal hosting, this dance promises a festive and decidedly rhythmic evening!





# Le grand voyage

## The Docks

*At sunrise, the docks awaken to the cry of seagulls, while dockworkers tirelessly transport cargo to the Marché d'Asturia. A place of labor and transit by day, it is at night that the docks reveal their true character. The quays fill with music, gambling, and impromptu performances. Artists, magicians, and more dubious characters mingle, making the docks a place that is as lively as it is dangerous.*

### **Bureau du Patron – 4:00 p.m. to 9:00 p.m.**

A crossroads of winds and ambitions, Asturia remains one of the most coveted ports on the continent, the final stop before the new horizons of Terra'Kana. It is therefore hardly surprising that the Great Patrons have set up shop here, on the lookout for talent destined to cross both seas and borders in pursuit of fame. True to his reputation, the Patron will establish his office on the docks, where rumors, riches, and destinies intersect.

In Asturia, each work of the Mundus seems foreign, precious, almost daring by nature. Exchanges will be abundant, and the Patron's critics will be able to honor the contracts signed between patrons and artists.

Better still, among the colorful crowd of sailors, merchants, and dreamers, the Patron will set up his own stage. Those who dare to step forward and submit themselves to the sharp judgment of the critics will see glory wash over them like a favorable tide... or infamy engulf them under the gaze of the entire port.

Finally, Asturia will be a privileged place for artists wishing to familiarize themselves with the new rules of the art critics. The Bureau team will be on hand to enlighten both seasoned veterans and emerging talents!





# Le grand voyage

## **Tour de magie et d'occultisme – 4:00 p.m. to 9:00 p.m.**

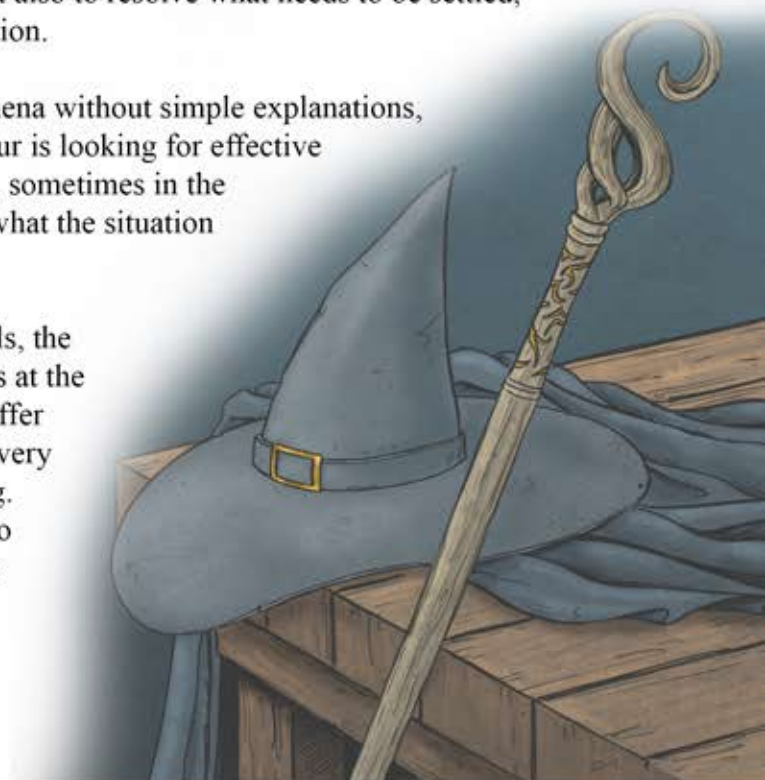


As the lanterns of the Bal Pourpre light up Asturia and the Kafe Sea carries the scent of Mundus to us, mysteries circulate silently, invisible to those who do not seek them out. Between the colors of Méridia, the speeches of Rougecogne, and the secrets of Bragance, certain details align. A hue in a flame, a word repeated too often, a rumor that refuses to die. Those who know how to look in the right place at the right time can retrace the steps of ancient buried knowledge and sense the approach of new energies.

The new team of scribes and laboratory assistants at the Tour de magie et d'occultisme, led by a recently appointed Intendante and assisted, despite herself, by the famous Mikali, intends to take advantage of this night when the energies of the Terres du Centre and Terra'Kana brush against each other. The aim is to unearth arcane knowledge, yes, but also to resolve what needs to be settled, discreetly, while the wind is blowing in the right direction.

Come forward if you enjoy persistent puzzles, phenomena without simple explanations, and pacts whose price is never paid at random. The Tour is looking for effective allies, capable of observing, choosing, and then acting, sometimes in the shadows, sometimes in broad daylight, depending on what the situation demands.

In the heart of the Docks, amid the laughter of minstrels, the whispers of shadows, and the cries of joy from winners at the gaming tables, arcane quests await takers. Come and offer your talents, leave with a mission, and perhaps a discovery that others have brushed against without understanding. If a rumor follows you, don't chase it away. Follow it to us, before it closes. The Tour de magie et d'occultisme awaits you. Will you answer its call?



## **Meeting with Derek Sans-Famille – 6:00 p.m. to 7:00 p.m.**

The Bal Pourpre also marks the beginning of the process of setting up tents during the Grande Bataille. On this occasion, our very own Derek Sans-Famille will be officially present to answer your questions and register your tents. Come in droves to talk with him

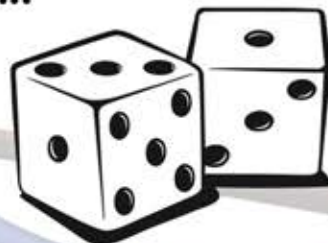




# Le grand voyage

## The Quayside Hideout – 8:00 p.m. until late...

When fog envelops the wharf, a discreet glow attracts the daring to the spray-battered docks. Where eyes turn away, roulette wheels spin to the rhythm of the waves, blackjack tables gauge the reckless, and dice roll, bearing luck and secrets. Come try your luck!



## Place de Méridia

*Place de Méridia awaits you, like an open promise. Tonight, it is not just a stone and banner-lined square: it is the onset of a night that will matter, a place where people come to be seen, but above all to be welcomed. For the Bal Pourpre, the village of Asturia has chosen its official square to turn it into a large open-air salon, where every step finds its place and every glance exchanged can become a memorable encounter.*

## Terra’Kana and Mundus Embassies – 4:00 p.m. to 9:00 p.m.

Under the lanterns’ soft glow, an evening of high diplomacy. The air is already buzzing with harmonious music, warm laughter, and long-awaited reunions. Édouard d’Orléans, Lord of Méridia, has invited the most important dignitaries from Mundus and Terra’Kana to restore politics to what it should always be: a lively exchange. At his side, the Darashkov Guild discreetly watches over the guests’ safety, providing protection without dampening the atmosphere. Accompanied by Alphonse de la Vigne, King of Kafe, and Hugo Bartz, the only inhabitant of Mundus to own land in Terra’Kana, the host promises an evening of frank conversations, useful connections, and sturdy agreements.

The key players in this diplomatic night, the ambassadors of the Duchés de Rougécogne and Bragance, will be present, surrounded by their most loyal advisors, ready to listen at the right moment and to dispel any hesitations without offending anyone’s pride. Here, alliances are not limited to endless scrolls: they are forged in handshakes and whispered promises.

A shadow in the light. A single threat hangs over this warm encounter: the persistent rumor that lackeys of the Empire d’Os have infiltrated the guests.

But tonight, the light is strong, the witnesses are numerous, and Asturia knows how to smile without ever letting her guard down. So come, curious and daring! Approach the guests of honor with an open mind and a smile on your lips. Whether you are here to seal an alliance, discover new faces, or simply savor the magic of an extraordinary night, you have your place under these lanterns. Ask your questions, share your stories, dare to meet those who intrigue you.





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## Solemn notice and declaration of matrimonial intent by the Sérénissime Duc Régis de Rougecogne

May the echo of this proclamation reach the far corners of civilized lands and strike the ears, notwithstanding the blindness of the mind, of every well-born soul with an impeccable lineage. We, Régis-Gaspard-Eusèbe-Théodule, Duc de Rougecogne, by the grace of our ancestors and the tireless labor of our forefathers, undisputed Master of the Duché de Rougecogne, hereby inform the court and the city, the world and posterity that the home of our illustrious lineage suffers from a cruel and unbearable hiatus.

Our throne, though solid and adorned with fine gold, remains nonetheless a seat whose splendor is dimmed by the absence of a companion, a sovereign of the heart. The time has come, after long and painful meditations on dynastic duty, to fill this gaping void that threatens the permanence of our name, our coat of arms, and, dare we confess, our lonely soul. The Duc de Rougecogne, whose fortune is matched only by the depth of his melancholy at the futility of a table without the presence of a kindred soul, is therefore seeking a lady of unassailable virtue, a beauty that defies poetry, and a nobility of blood that brooks no compromise. The woman who will have the distinct honor of sharing our bed and our title must demonstrate ethereal delicacy, discreet erudition, and, above all, a fervent desire to ensure the legacy and transmission of the precious humors of Rougecogne.

She who aspires to share in the glory of his name and the heavy responsibility of his scepter must therefore comply with a rigorous protocol, the first and crucial step of which will be to appear, without fail or delay, at the memorable Bal Pourpre. All ladies are formally required to adorn themselves in their most sumptuous attire.

It is there, in the twilight splendor of the crystal chandeliers, that the Duc, guided by the light of providence and the sharpest discernment, will make his first and final assessment of grace, manners, and spiritual brilliance.

Let it be known: the Duc de Rougecogne wishes to marry! May Fortune hear this imperative!





# Le grand voyage

## Grande Allée

*This vast passageway connects the bustle of the Marché d'Asturia to the solemnity of Place de Méridia. Bordered by residential facades on one side and opening onto the Kafe Sea on the other, it offers a breathtaking view of the waves and the salty horizon. It is a place of constant passage, where people nevertheless slow down to chat with pleasant acquaintances. Bridging commerce and prestige, the Grande Allée marks the natural transition between the two ends of the village of Asturia.*

### **The Mystery of the Stars – 5:00 p.m. to 10:00 p.m.**

Unraveling the mystery of the stars, and especially the runes associated with them, is a daunting but rewarding task. These runes, found in particular on the famous bridium cubes, are the different prisms leading to the manipulation of primordial magic, or as some still call it, the Orapal Tamas. Syonna, the sitting magical Érudit, sent her scribes to travel across Mundus to bring her back as much information as possible about these runes, and they recently returned with manuscripts, drawings, engraved plates, and other unclear artifacts.

On a day soon to come when the stars will fade away for a long time in favor of the sun, Syonna will study these symbols to reveal their meaning, but this work will require more than one sharp mind. Therefore, she would like to surround herself with a dozen or so companions for this task. They must know what they are getting into, for patience is not the greatest quality of Vulun'Dhar's apprentice... To this end, Syonna will have a questionnaire with her at the Bal Pourpre, which interested parties will need to get, fill out to the best of their knowledge, and return to her before 10:00 p.m. The quality of the answers will then allow her to choose one person per guild to assist her in her research. Please note: locating Syonna is also a quest in and of itself!

### **Performance by Canteraine – 6:00 p.m. to 6:45 p.m. and 8:00 p.m. to 8:45 p.m.**

These wandering minstrels, masters of melody and storytelling, will perform in the heart of Asturia. Their enchanting voices and magical instruments will transport you to distant lands where legends come to life.

### **Performance by Les Aventuriers en Si Bémol – 7:15 p.m. to 7:45 p.m.**

A breath of fresh air, the port filled with happiness. With their festive and slightly frivolous tunes, come listen to Les Aventuriers en Si Bémol!





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**Concours de panache presented by  
Les Artisans d'Azure – 9:00 p.m. to 11:00 p.m.**



Les Artisans d'Azure are proud to organize the Concours de panache, a competition designed to showcase the Duché de Bicolline as an event whose decorum is unmatched anywhere else in the world. The competition highlights the characters, creations, and costume designers of the live-action role-playing community. The creativity, talent, and interpretation of the participants are on full display!

Places are limited, so priority will be given to pre-registered participants. It is therefore preferable to pre-register before the Bal Pourpre by filling out the following form  
<https://bit.ly/panache2026>

- A copy of your registration form will be sent to you by email.
- Registration will also take place between 4:00 p.m. and 8:00 p.m. at the Artisans d'Azure stall at the Marché d'Asturia. A form including the name of your character, your guild, the desired category, and the designer(s) of your costume will be filled out on site. Participants will also be asked to describe their costume verbally to facilitate the registration process. The organizer will take notes on the form for the presentation during the contest.
- The Concours de panache takes place between 9:00 p.m. and 11:00 p.m. on the Grande Allée stage.
- Once called, each participant or group struts their stuff on stage for about 20 seconds. The hosts introduce the participant or group and their costumes.
- A participant must be present at the awards ceremony once the points have been tallied.

## **The registration categories:**

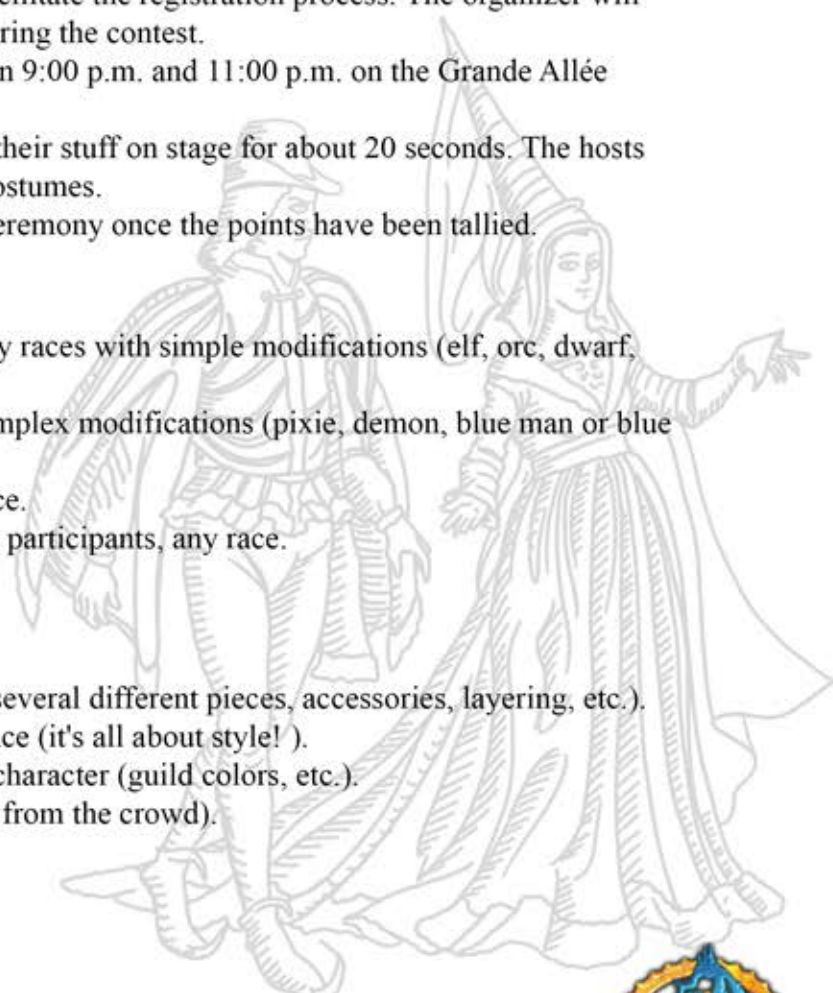
- Best Humanoid Costume: humans and fantasy races with simple modifications (elf, orc, dwarf, hundar, etc.).
- Best Creature Costume: fantasy race with complex modifications (pixie, demon, blue man or blue woman, etc.).
- Best Duo Costumes: two participants, any race.
- Best Guild Costumes: between three and five participants, any race.

## **The evaluation criteria:**

- The quality of the costume and its details.
- The complexity of the costume (presence of several different pieces, accessories, layering, etc.).
- The character's performance and stage presence (it's all about style! ).
- The coherence between the costume and the character (guild colors, etc.).
- The audience's reaction (applause and cheers from the crowd).

## **The prizes for each category:**

- 150 solars and a unique medal
- 100 solars and a unique medal
- 50 solars and a unique medal





# Le grand voyage

**Performance by Trifolys – 11:00 p.m. to 11:45 p.m.**

Explorers of the deep roots of music in a unique and connected historical context!

## Marché d'Asturia

*A vast marketplace where everything is traded: food, crafts, knowledge, rumors, and opportunities from all over. Always bustling with activity, the Marché d'Asturia is the commercial and social heart of the village. It is a lively, noisy, and abundant place, where each stall faithfully reflects the diversity and vitality of a port market.*

*This year, the market welcomes travelers and delegations from Terra'Kana. Residents and guests will share the same space, offering curious onlookers new flavors and customs from faraway places. Each stall becomes an encounter: some offering unfamiliar dishes, others revealing exotic traditions, unique stories, or objects crafted by patient hands. Here you can discover jewelry with an unexpected sparkle, remedies from discreet herbalists, apothecary vials with various uses, and sometimes incredible stories for those seeking the strange.*

*Here, bric-a-brac rubs shoulders with precious works, and each artisan sells more than just what they make: they share a fragment of the world, a persistent rumor, a half-spoken promise. Some stalls offer more than just an object; they open up a trail, a memory, an enigma that begs to be followed.*

*Come and admire, for the first time on the continent, the collection of paintings from Terra'Kana, exhibited under the watchful eyes of art lovers and critical minds.*

*Bring your purse: beyond the scents of spices and tastings that might awaken your appetite, many objects, some of them unique, await new owners at Les antiquaires du Port. Transactions will be made in solars, and each acquisition may become the beginning of a new story.*





# Le grand voyage

## **Registration for the Concours de panache presented by Les Artisans d'Azure – 4:00 p.m. to 8:00 p.m.**

Register for this now famous contest, which will take place on the Grande Allée stage between 9:00 and 11:00 p.m.!

## **Banque de l'Hippocampe and Records Office – 4:00 p.m. to 8:30 p.m.**

The Records Office and the Banque de l'Hippocampe will be open for all transactions. The Bal Pourpre marks the beginning of the Spring 1026 season. There you can collect your seals, your withdrawal requests, and the responses to your ducal missives. Please note that there will be a Sytase usage form in all guild coffers. This form must be completed and submitted in the form of a ducal missive before the end of the Spring season, which will take place on April 25 during the Ducasse following the Conseil des guildes.

## **Silent Auction – 4:00 p.m. to 8:30 p.m.**

Some opportunities do not circulate openly, but rather wait in vaults and coffers, where decisions that do not need to be seen are made. Guilds with a clandestine seal will find a list of proposals from specialists of the underworld. Interested guilds must submit their bids before the Banque de l'Hippocampe closes at 8:30 p.m.; bids will then be reviewed, and the highest bids will pave the way for further discussions with the selected specialists.

It is expected that guild coffers will be consulted at the start of the Bal Pourpre. Quickly understanding the nature of the proposals and the identity of the representatives will allow for an informed decision, even if all this takes place in the shadows!





# Le grand voyage

## Commercial Counters – 4:00 p.m. to 9:00 p.m.

There are many merchants and small traders, but among them, only a few names resonate as true commercial counters. In recognition of their hard work, a spot is reserved for them in the heart of the Marché.

## Les Antiquaires du Port – 4:00 p.m. to 9:00 p.m.

Tilbo le Troqueur and Eustache Vieuxtemps, experienced antique dealers and connoisseurs of forgotten objects, want to renew their stalls and satisfy the insatiable appetite of their customers, who are fond of antique, unique, and history-laden objects and trinkets. As soon as it's found, it's sold! Bring your rare works, curiosities, and eclectic artifacts. Tilbo and Eustache will take a look at them with their expert eyes and make you an offer. Works presented by the artist in person will be given preference, because nothing beats the voice of someone who knows the soul of the object they are offering.



Be sure to tell the antique dealers the fabulous story of your find, or even write it down, because a well-told origin story stirs up desire and makes collectors' hearts beat faster.

## Grandes Archives – 4:00 p.m. to 9:00 p.m.

The Gardiens des Archives maintain their tradition by attending the Bal Pourpre. In addition to continuing their vocation of collecting works for posterity and their mission of guiding those responsible for the regional collections, the Gardiens des Archives will take advantage of their presence to demystify Terra'Kana. By visiting their stall at the Marché d'Asturia, you can perfect your knowledge of Terra'Kana by leafing through unpublished documents or taking a look at maps fresh from the workshops.



## The Dailypocampe – 4:00 p.m. to 9:00 p.m.

True to its reputation, the Dailypocampe is always at the heart of the action. Come and pick up a special edition for the occasion. Rumor has it that older editions will also be available on site for collectors. But beyond the gossip, the Dailypocampe stall is the place to visit for anyone who wants to learn about the politics and power games of the world we live in.





# Le grand voyage

## **Performance by Les Aventuriers en Si Bémol – 5:30 p.m. to 6:00 p.m.**

A breath of fresh air, the port filled with happiness. With their festive and slightly frivolous tunes, come listen to Les Aventuriers en Si Bémol!

## **The Market Fair – 8:00 p.m. to midnight**

After many years of marketing its games throughout Bicolline, Bolodil Games is crossing to Méridia aboard the *Fonctionnel Tout Au Plus* boat to entertain guests with its fun creations. Come discover unique games or revisit classics adapted for the occasion. Whether you come for games of skill, strategy, or simply for the pleasure of playing, everyone is welcome!

## **Duché Auctions – 8:30 p.m. to 9:00 p.m.**

The auction will be divided into two parts. The first half will auction off training contracts, exotic goods, and recently acquired treasures. These auctions are open to everyone, and you can use your Duché bills of exchange, solars, or minerals to pay for your purchases.

The second half is intended for commercial and maritime guilds to obtain agreements on certain trade routes. Shipowners in major ports around the world are running low on certain essential products. Contracts will be awarded to the highest bidder at auction, but merchants must ensure that they can fulfill the requirements of each contract they acquire. These trade routes could enrich the most opportunistic, but beware, as there are many brigands and pirates who will also want to take advantage of this lucrative market!



## **Performance by Trifolys – 9:15 p.m. to 10:00 p.m.**

Explorers of the deep roots of music in a unique and connected historical context!





# Le grand voyage

## Geopolitical Programming

### Application to be the Next Tournoi des Nations Host

**At the Records Office in the Marché d'Asturia –  
4:00 p.m. to 8:30 p.m.**

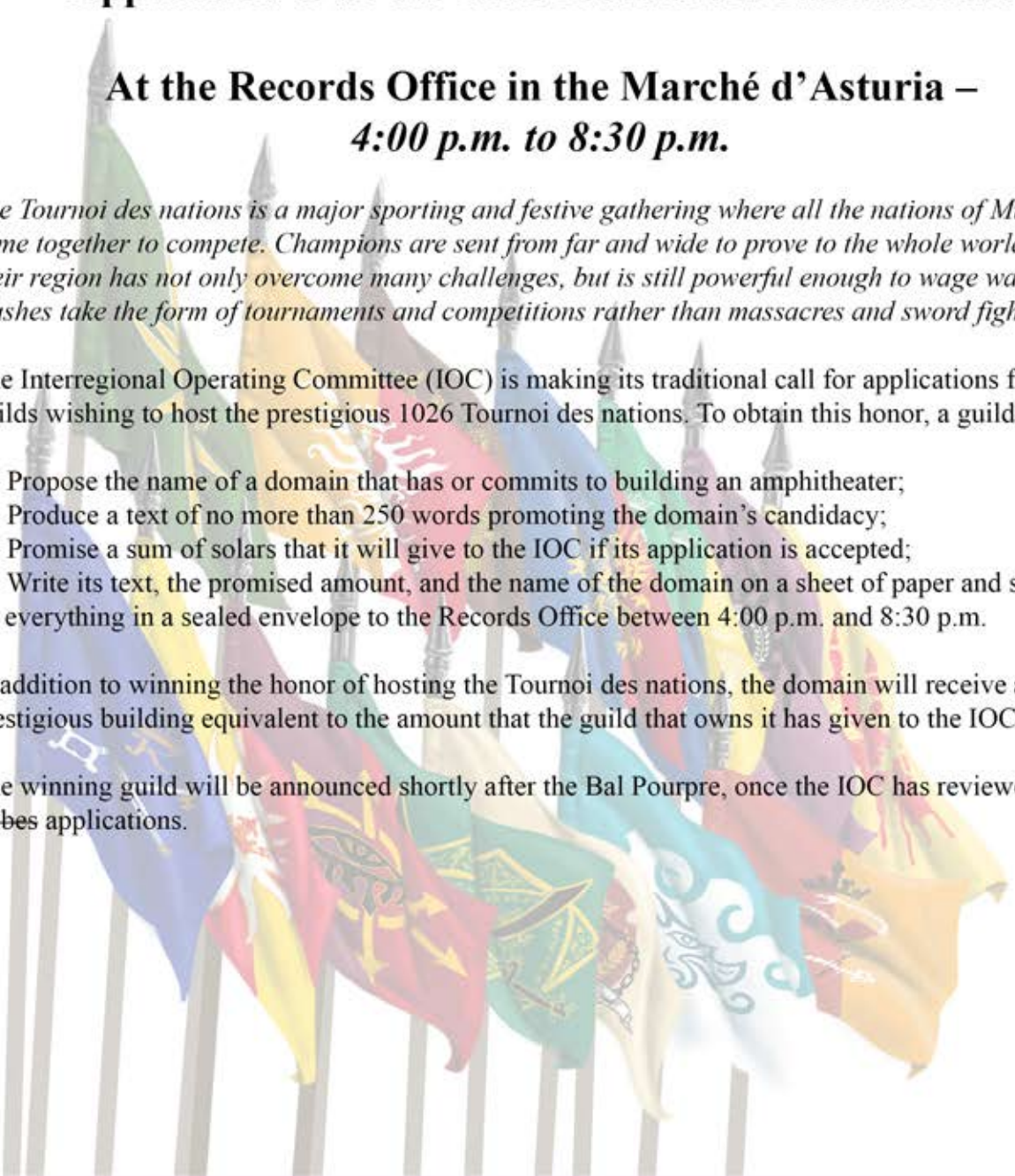
*The Tournoi des nations is a major sporting and festive gathering where all the nations of Mundus come together to compete. Champions are sent from far and wide to prove to the whole world that their region has not only overcome many challenges, but is still powerful enough to wage war: the clashes take the form of tournaments and competitions rather than massacres and sword fights.*

The Interregional Operating Committee (IOC) is making its traditional call for applications from guilds wishing to host the prestigious 1026 Tournoi des nations. To obtain this honor, a guild must:

- Propose the name of a domain that has or commits to building an amphitheater;
- Produce a text of no more than 250 words promoting the domain's candidacy;
- Promise a sum of solars that it will give to the IOC if its application is accepted;
- Write its text, the promised amount, and the name of the domain on a sheet of paper and submit everything in a sealed envelope to the Records Office between 4:00 p.m. and 8:30 p.m.

In addition to winning the honor of hosting the Tournoi des nations, the domain will receive a prestigious building equivalent to the amount that the guild that owns it has given to the IOC.

The winning guild will be announced shortly after the Bal Pourpre, once the IOC has reviewed the bribes applications.



# Le grand voyage

## Élection des Érudits

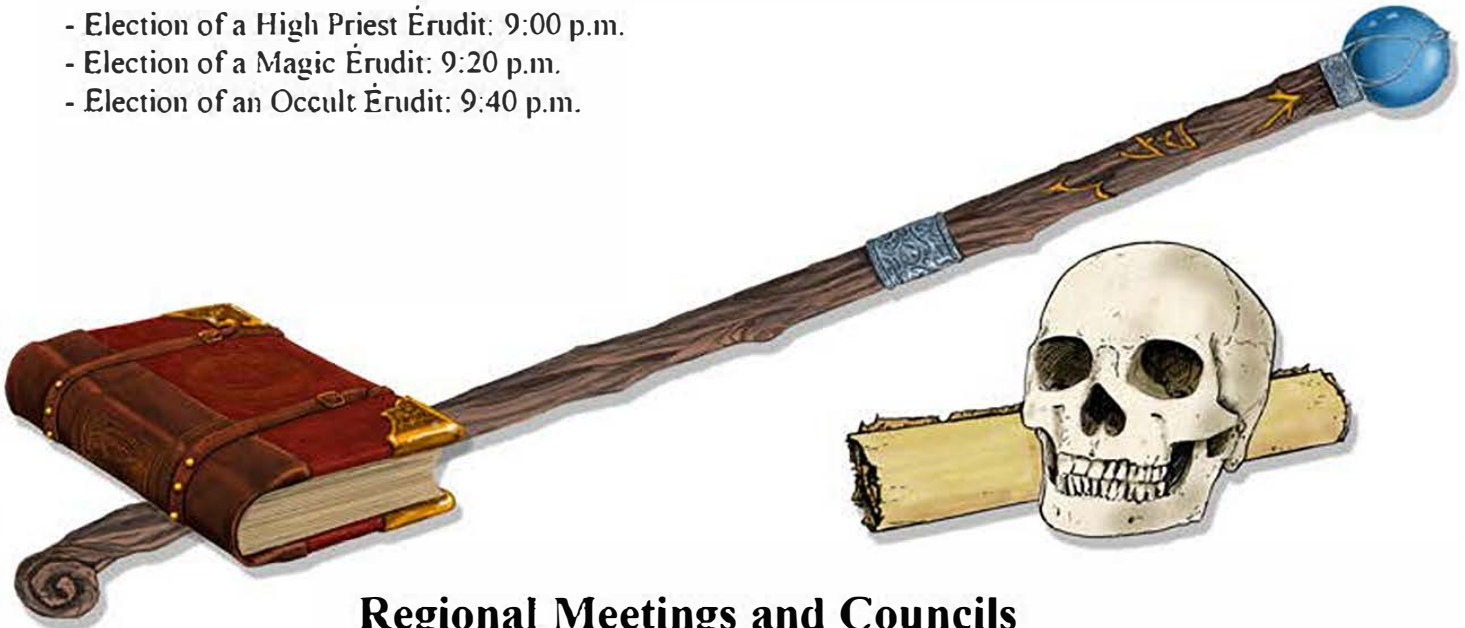
**At the Banque de l'Hippocampe – 9:00 p.m. to 10:00 p.m.**

*The Érudits are the most notable scholars of the magical and occult arts, the most devout high priests, and the illustrious noble lords of the lands and seas of the Duché de Bicolline. They meet annually to, among other things, elect representatives for the coming year, discuss the evils afflicting the people, and determine the major actions and directions of the Conseil des Érudits.*

Three Érudits must be elected during the Grand voyage. One Érudit with great mastery of magic (golhir, manthora, miguisse, souffle de vie, or svir-kala). One Érudit with great mastery of an occult art (crâne, esprit de la forêt, ingrédient, invention or talisman). And one Érudit from among the high priests (only one representative per belief may run). See page 59 of *Recueil des règlements géopolitiques* for more information on the election of Érudits.

Below are the times when these three elections will take place at the Banque de l'Hippocampe:

- Election of a High Priest Érudit: 9:00 p.m.
- Election of a Magic Érudit: 9:20 p.m.
- Election of an Occult Érudit: 9:40 p.m.



## Regional Meetings and Councils

*Asturia has donned its finest attire to welcome delegations from all over Mundus. The inns are packed and the party is in full swing. Every square inch is occupied by a merchant, a minstrel, or a guest of honor. The place is not ideal for holding a political meeting, but sometimes plots and strategies simply cannot wait. In this case, the first task will be to find a place to hold council, since no reservations are possible.*





# Le grand voyage

## Élections Seigneuriales

**By appointment – 5:00 p.m. to midnight**

*The title of “Seigneur” is obtained during a province's elections. These elections can only take place during a Bal Pourpre or a Grande Bataille and must be announced before the event. These elections are held under the supervision of the political sphere's game master or officiant.*



If a Seigneur is to be elected, the official bâtonnier must contact the game master of the political sphere ([vanessa.aubin@bicolline.org](mailto:vanessa.aubin@bicolline.org)) no later than Friday, March 13, to be assigned a time slot and an officiant.

## Rituals and Ceremonies

**By appointment – 5:00 p.m. to midnight**

To hold a belief, occult, or magical ceremony, please contact the game master of the belief sphere ([frederic.dalphond@bicolline.org](mailto:frederic.dalphond@bicolline.org)) or the magical and occult spheres ([simon.legault@bicolline.org](mailto:simon.legault@bicolline.org)) no later than Friday, March 13, to be assigned a time slot and an officiant.

## Using Sytase

*The Sytase deposited in guild coffers during the 1025 Grande Bataille must be used no later than the end of the spring season of 1026, that is during the Ducasse following the Conseil des guildes.*

*To do so, guilds must confirm their choice in a sealed envelope delivered to the Banque de l'Hippocampe for the attention of the game masters, as if it were ducal missive. This choice is completely free if you wish to use all of the Sytase at your disposal for a single use (i.e., only one of the four options described below).*

*If you wish to make multiple choices, this can be done at the cost of one seal from your guild (any sphere) per additional choice. It therefore costs one seal for two choices, two seals for three choices, and three seals to invest Sytase in each of the four available options.*

*Any unused Sytase will be lost after this date.*





# Le grand voyage

## Available Options

### Sealing the Grandes Œuvres

As announced by the Gardiens du Savoir to the Érudits at the 1025 Bal Pourpre, the prisons that are the Grandes Œuvres are not entirely secure. In fact, they are becoming increasingly porous, and Sytase may well be the only bulwark against the dire repercussions that threaten if the breaches are not properly sealed.

*The lethargy caused by the insidious grip of the Innommables is spreading to even the simplest of tasks. It infiltrates the unconscious and weakens discipline. Over time, it reduces the productivity of your people and makes it more difficult to maintain order.*

*Each guild seal, the embodiment of your trusted people, must be supported by a certain number of livestock, grain, and food supplies. Without this maintenance, resources are depleted and the guild loses its cohesion.*

### Fighting Terra'Kana's Undead Hordes

Although the Duché de Rougecogne in Terra'Kana has regained possession of the lands of Harapan, the undead hordes of Terra'Kana are not giving up their relentless assaults. Soon they could also strike the Duché de Bragance, and if nothing is done, they will most likely then sweep across the Terres du Centre.

*Armies of undead are appearing in each of the nine quadrants of influence. And these are not just mindless zombies: some units have the appearance and discipline of professional soldiers, cavalrymen, and even knights. They strike without hesitation at the closest and most vulnerable targets, favoring poorly defended positions.*

*Everything indicates that these forces are not the result of chance. Their organization, consistency, and the very nature of their troops point to a specific origin: the Empire d'Os in Terra'Kana, whose shadow now extends beyond the seas.*





# Le grand voyage

## Eliminating Nuisances

Nuisances undoubtedly disrupt the tranquility of the provinces they affect. And for a Seigneur, fighting them is always a costly and perilous undertaking. Fortunately, Sytase is an effective and rapid means of overcoming such scourges.

*Influenced by the members of your guild, their thoughts, wishes, and hopes are materialized for the good of your province.*

*Using two Sytases allows you to supernaturally eliminate one non-special land or sea nuisance, making it disappear from the maps. Unlike the Adventure order, using Sytase does not allow you to recover the gains associated with the nuisance.*



## For Glory and Prestige

The dwarf couple, Ankor and Dabore, have repeatedly emphasized that Sytase allows you to leave your mark on history. No one is required to use it for the greater good of the world: it can just as easily serve your own posterity if you choose to trade it on the markets for your own personal gain.

*Each use of Sytase results in an enticing reward. It may be a relic capable of replacing a point of power at the right moment, a trinket that can take the place of specific occult energies, or even a pre-charged focus containing magical energies ready for use.*

*And sometimes this gift comes at just the right moment, as if the Sytase had guessed what you needed most...*





# Le grand voyage

## Rules for Travelling to Terra'Kana

*All travel to Terra'Kana is by ducal missive (courrier ducal), once the conditions for departure have been met.*

### Authorized Ships

Only caravels with reinforced hulls can undertake this journey. Shallow waters, reefs, whirlpools, and ocean currents make it impossible for a heavy galleon or frigate to make such a crossing in relative safety.

### Hazards of the High Seas

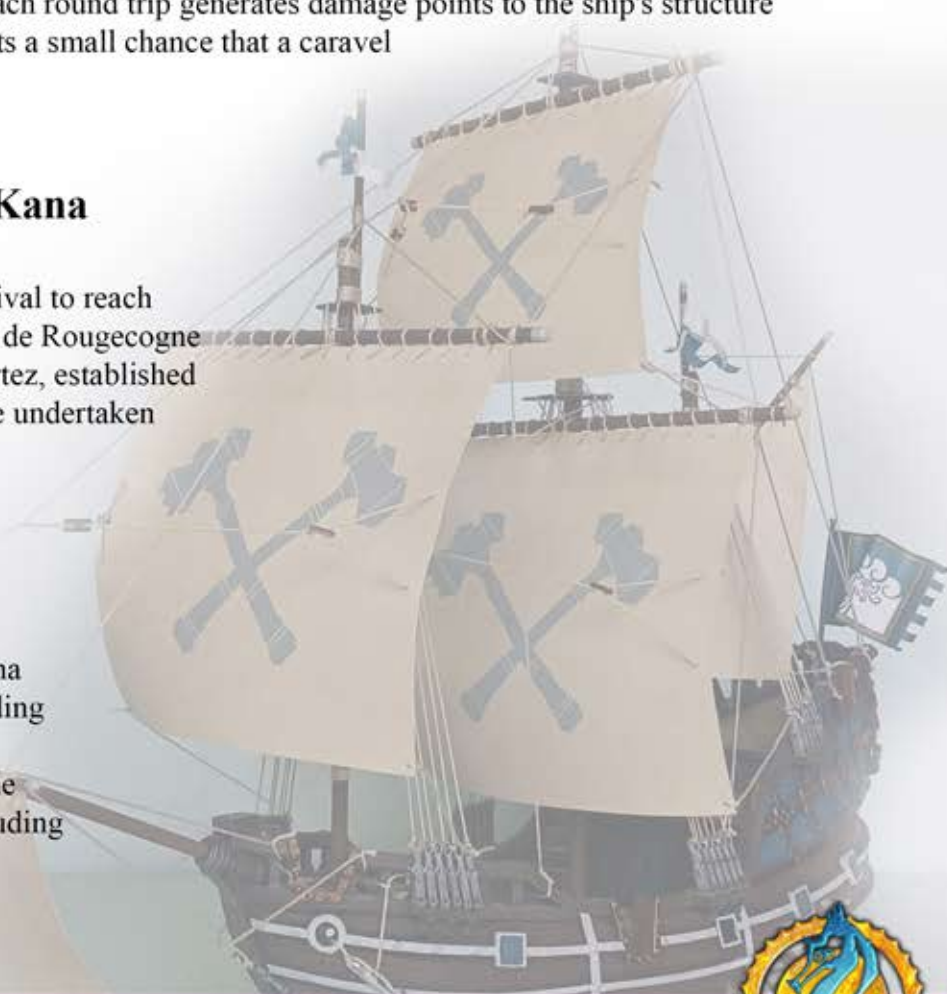
Due to the hazards of the high seas, each round trip generates damage points to the ship's structure (by means of a syta draw). There exists a small chance that a caravel will sink during this voyage.

### Points of Arrival in Terra'Kana

There are several known points of arrival to reach Terra'Kana: the Duchés de Bragance, de Rougecogne and, with permission, the Colonie Bartz, established in 1016 following a daring sea voyage undertaken by an intrepid captain.

### Voyage Duration

The duration of a voyage to Terra'Kana is a minimum of two seasons, depending on the objective. The ducal missive's out-of-game appendix must specify the intended duration of the voyage, excluding travel time.





# Le grand voyage

## Geopolitical Requirements

The voyage requires **two Velkalith shards** (red card): one to guide the caravel during the crossing to Terra'Kana and a second for the journey home. The voyage must begin and end on a coastal domain with a dock.

A maritime seal must be engaged for the entire duration of the voyage, i.e., a minimum of two seasons.

You must also add **1 ingénieur, 20 ressources, 10 équipements, 30 victuailles, and 10 marins** to maintain the caravel and replace the crew throughout the voyage.

## Ducal Missive Requirements

In addition to this, at least **two additional seals** must be included depending on the purpose of the voyage (e.g., military, exploration, commercial, political, or other expeditions, depending on the stated objective).

It is possible to add all kinds of riches or gifts to your ducal missive and describe their intended use in order to increase the likelihood of achieving the desired result. The game masters will also take into consideration the quality of the presentation.

**Seals and all resources must be placed in the ducal missive envelope.**

NO ORDERS should be filled.





# Le grand voyage

## Our Partners

We have joined forces with numerous partners to help us make the Bal Pourpre a new signature event on Québec City's cultural calendar.



Fêtes de la Nouvelle-France



PORT QUÉBEC

Hilton  
QUÉBEC

HÔTELS  
LE GERMAIN



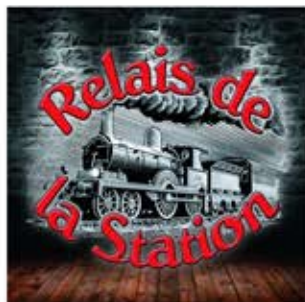
Ressource  
Espace  
Familles



Les ARTISANS  
d'AZURE



L'ESPLUMOIR  
DE MERLIN





# Le grand voyage

## Appendix 1 : Menu de l'Auberge-Relais de la Station

**Bicolline Menu**  
FOODTRUCK DE LA STATION

Cheese Sticks .....	8.50 \$
Baconstick (Grilled Bacon Slices).....	12 \$
Poutines:	
Regular Poutine .....	14 \$
Cowboy Poutine .....	19 \$
Smoked Meat Poutine .....	19 \$
Western Poutine .....	19 \$
Buffalo Poutine .....	19 \$
Chicken Drumsticks:	
6 Chicken Drumsticks .....	18 \$
4 Chicken Drumsticks with Fries .....	19 \$
4 Chicken Drumsticks with Poutine .....	24 \$
- choice of sauce: Honey Garlic, Buffalo and 911	
8" Pizza – Pepperoni / All-Dress / Vegetarian.....	18 \$
Potato Maple Donuts.....	8 \$





# Le grand voyage

## Appendix 2 : Menu de l'Auberge-Relais de la Station



### OUR VIKING PLATTERS !

- 24 CHICKEN DRUMSTICKS +  
24 VALLEYFIELD BACONSTICKS .... **95 \$**
- 50 CHICKEN DRUMSTICKS ..... **120 \$**

**SAUCES:**  
Honey Garlic • Buffalo • 911



**Reserve your sharing platters in advance!**

