

The Annual Great Baltic Role Playing Game

Baltic Fest 2017



The Elder Scrolls V

SKYRIM

Book Of Side Quests

In any questions, feel free to write at:
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Intro to side quests

Side quests are optional, they do not contribute to the final game score, but they allow you to earn certain in-game bonuses, artefacts, money or simply spent you free time with fun activities.

Super short rules version for lazy people:

If you ever see any object on the polygon, which has **red tape** around or alongside it, never ever touch it.

If you see someone wearing **yellow bandage** around his head - ignore him, same as with default white bandage (i.e. person is dead, you do not see him)

Rule #1:

All side quests can be earned from the scrolls, which you can find in the artefact merchant's library. You can only start a side quest, if you personally read the **scroll**. You can always read a **scroll** for a certain payment:

- *You cannot do the quest, if someone simply told you about it or you heard about it somewhere;*
- *You can do the quest with your team, but every team member would need to read the scroll personally.*

Rule #2:

All quest points around the game area are marked with the red tape, so you would easily spot them. If you found such a location, feel free to wander around and examine it, but it is **restricted** to touch anything **in 5 meter radius** of the red tape, if you are not currently actively **performing** the quest associated with this location. «*Performing the quest*» means, that you did read the scroll before, and you know for sure that this location is belonging to your quest. If you are not sure, then «*performing*» status is not active for you, so you can not touch anything.

Rule #3:

If you are **performing** the quest, then you can take all the quest items from within the **red tape zone** (5 meter radius). The items which you pick are those with the **tag** attached to them. **Tag** can have either item description or “unidentified” status. If it is “unidentified”, you can take the item to the artefact merchant whom will do the identification for you. Such quest item can be freely traded/sold/given away to anyone, even to the person who is not performing any quests.

Rule #4

Every **quest zone** is going to have **tablet with the number**. You can ask Artefact Merchant to give you **information scroll** with that associated number. You have a right to get it for free if you are **performing** the quest and you did found associated **tablet** yourself in the game, else you will need to pay for it. **Information scroll** contains tips and hints which would help you on your quest:

- *By default, you can read information scrolls anytime, if you pay;*
- *To read them for free, you will need to explain to the artefact merchant, that you are doing the quest and that this scroll is important to you.*

Rule #5

Some game zones are going to have **yellow bandage** for you to pick up. When you tie it around your head, you are out of the game (all same rules as with the default white bandage). But, alongside that, you will get concrete instructions on what to do next. You need to follow those instructions strictly, without

doing anything else. If you want to stop following the instructions, you need to get back to your starting point, put **yellow bandage** back, and return to the normal game.

When wearing yellow bandage, you can only interact with someone who wears yellow bandage as well. For example, if you need to kill some monster near a temple, go to that temple, find NPC wearing the yellow bandage, kill him, then go back to the starting point without going anywhere else, put bandage back and play normally.