

**The Annual Great Baltic Role Playing Game**

# **Baltic Fest 2017**



**The Elder Scrolls V**

# **SKYRIM**

**Rulebook [3.0]**

With the participation of role playing game and theatrical fencing  
association of Lithuania

**«Lauretaur»**

# The Elder Scrolls

## Announcement

**Name of the event:** Baltic Fest 2017 - Skyrim

**Official Webpage:** [www.balticfest.info](http://www.balticfest.info) или [www.balticfest.lt](http://www.balticfest.lt)

**Date:** arrival 20<sup>th</sup> July 2017, actual game 21-22<sup>nd</sup> July, departure 23rd July

**Location:** Lithuania, 15km from Trakai. «Summerland» territory

**Format:** 70 players

Association "Lauretaur" brings to your attention the annual Great Baltic Role Playing Game – BALTIC FEST 2017: SKYRIM. This year – based on popular video game series of “Elder Scrolls”

... In the expanses of Tamriel comes the sunset of The Fourth Age. Not long ago, a Great War raged on, the end of which was laid by the peace treaty concluded between the Empire and the Aldmer Dominion. According to the terms of the treaty, the worship of the god Talos, very popular in the province of Skyrim, was outlawed. The lands of Hammerfell Province were also transferred under the jurisdiction of the Dominion. The Government of the Dominion was given the right to act unchecked throughout the entire territory of the Empire while persecuting the admirers of Talos. The Emperor was forced to accept such conditions, being convinced of the need to restore the forces of the Imperial Legion, exhausted by the military campaign. But many residents of Skyrim and Hammerfell did not like the terms of the peace treaty and soon rebellious mood swept the two provinces ...

*... The Empire was again on the verge of war.  
A Civil War ...*

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# The Elder Scrolls

# 1. Scenario rules

## 1.1. Prelude

The events that led the mighty Tamriel Empire to the threshold of the civil war began to unfold immediately after the signing of the so-called Concord of White Gold, a peace treaty with the Aldmer Dominion in late 175 which put an end to the bloody war between humans and altners.

Under the treaty, the Empire was forced to accept certain conditions under which the worship of the god Talos was outlawed, Guild of Daggers was dispersed and the southern part of Hammerfell Province was transferred to the Dominion, which at that time was already occupied by Altmer troops. The Dominion government was given the right to operate unchecked throughout the entire territory of the Empire, pursuing the admirers of Talos and members of the former Guild of Daggers. On such humiliating conditions of the treaty, Emperor Titus Mead II went on being convinced of the need to restore the strength of the Imperial Legion, who had lost considerable amount of strength and was exhausted by the previous bloody military campaign.

Nevertheless, the province Hammerfell has refused to support the Concordat of White Gold. Without wishing to recognize defeat and continued the persistent resistance to the Dominion to concede a considerable part of the territories of a redgarda already without support of imperial forces. **At the beginning of 176 the rebellious province has begun to develop the powerful guerrilla movement. Due to these circumstances the relations between the Empire and province have extremely become aggravated.**

In addition, the ban on the worship of Talos became a strong insult to the people of Skyrim, who for many generations revered this god as one of their greatest heroes. In the eyes of many Nords, the Empire has become unworthy of their support. A few years after the Second Agreement, a faction of rebel yarls formed in Skyrim, who called themselves the Stormcloaks and declared their desire to exclude the province from the Empire. The Empire, in turn, considered the Stormcloaks to be traitors and rebels. As if this was not enough, amidst the internal quarrels, the province began to be attacked by the Outcasts, the indigenous inhabitants of Skyrim, who had been driven out of their lands by the Nords a few centuries ago.

Meanwhile, some in the Empire believe that the fires of insurgencies is not only inflamed by local provocateurs who are dissatisfied with the peace treaty, but also by the agents and saboteurs of the Aldmer Dominion, still in large numbers operating on the territory of the Empire.

## 1.2. Interlude

From the report to the headquarters of the imperial legion "North".

«Year 176, month 7.

The border of Skyrim province. Fort Sangard.

To General Servius Tullius

Over the past month, there have been several events, of which I am obliged to inform.

In the first week of the month in the vicinity of the city of Markarth, a temporary camp of Outcasts which was engaged in raids against small settlements, was attacked by a patrol under the command of tribun Mark. Successful operation allowed capturing the leader of the gang, who called himself Shakha. After the torture, we received information about large concentrations of Outcasts west of Markarth. I have sent scouts in the direction indicated. We have also found found personal belongings of the tax collectors who had disappeared in the past decade.

During the second week, the first tribun Lucius returned with the patrol sent along the border to the Dragonstor settlement area. The patrol detained several Redguards suspected of attacking patrols. Tribun was forced to resort to interrogation. As a result, information was received a corridor used for transferring narcotic drugs, as well as illegal potions, was organized. As no more useful information was possible to retrieve the detainees were released. Tribun also reported that members from the tribe of Ash'ba, known for their irrepressible attitude to the Empire, arrived at Dragonhawk at the end of the scouting mission. Their goals are still unknown.

The third week was marked by concerns at the settlement of Markarth. Jarl Hrolfdir, a more loyal

to the imperial authorities and the city manager, reported that recently a local yarl was staying at the local Tavern. According to rumors, he is associated with rebels from the group calling themselves the Stormcloaks. Jarl Hrolfdir said that this yarl encouraged the local population to join the insurgency, to start again rituals of worshiping Talos, and to refuse to pay imperial taxes. The first tribun of the rebel sent to Markarth was not found. Upon the return of the cohort, the tribun Mark reported that the local abandoned Silver Mine had undergone a raid by unknown assailants who apparently looked for old stocks of silver. Jarl Hrolfdir proposes to restore the mine and pay an additional tax on production. For this he asks to strengthen the protection of the mine by the legionaries.

In connection with these events, I took measures to strengthen all patrols. An order has been issued to detain and deliver for interrogation all suspects in the agitation of the population to revolt against imperial power to Fort Sangard. There are no losses among the personnel for the eighth month.

5 cohort of legion "North"  
Legate Quentin Scipio

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## 2. Social rules

### 1.1. Interactions

Gaming interaction or in other words behavior matching your character (play it out) within the game world is a fundamental rule of all live action role-playing games. Choosing a specific character from the grid of roles, the participant of the game voluntarily takes responsibility to correspond the behavior to the chosen role and character.

During gaming interactions, there are several problems that prevent the players themselves from fully immersing themselves in the atmosphere of the game, as well as knocking out of character everyone around:

- **"Off topic/metagaming"** - Not role-playing communication, conditioned not by the desire of a player to communicate on behalf of the character, often using modern speech, words, swear words. Conducting a conversation outside of the game theme and topic;
- **"Munchkinism"** - Not role-playing behavior, conditioned by the desire of a player to win by using holes in the rules of the game, rather than being guided by inner-world entities;
- **"Powerplay"** - Not role-playing behavior, conditioned by the desire of a player to win only at the expense of brute force, for example stupid and groundless killing of other characters, rather than being guided by inner world entities.

#### Game Master

The organizers of the role-playing game or "Masters", these are the main game referees. Their instructions and recommendations are a priority during the whole event. The Masters include:

- **The Grand Master** - is the main organizer. Usually it can be found in the "Land of the Dead". He deals with the basic control of the game process, as well as supporting the other Masters;
- **Regional Masters** - organizers responsible for a specific location. The decision of all operational issues, as well as the control of the game in the location they are;
- **Technical Masters** - are equally the organizers and players. Often solve certain game-technical problems and have the majority of organizational rights.

#### Appeal to the Masters

To contact the Master during the game process, the player is required to put a special white ribbon on the head and say **"OFF GAME!"**.

White tape will be issued to each player during registration at the training ground. Otherwise, treatment is considered an ordinary offtopic and fined in an appropriate way.

#### Control during the game

To comply with the rules of game interactions, Masters will use a system of card instances with in-game punishments and incentives. Since in each game area there will be at least one Master who monitors

the process of the game, he will allocate players who ignore the rules and give them punitive instances of illnesses that will have to be won back. Diseases are purely individual. In case of ignoring these penalties or repeated non-observance of the rules, the player will be withdrawn from the game and sent to the Land of the Dead for an unlimited period. As an encouragement for an exceptionally good character game, Masters can also issue bonus instances.

## 2.2. Entourage

### Civil Entourage

**Recommended** - to use natural types of fabrics for making costumes, for example, linen, cotton, wool, silk, etc. Visually, you must match the declared role to the maximum. If you are a king, bring a suit worthy of a king. If you are a noble aristocrat - do not skimp on the bright and shiny details of the wardrobe. If you are a sorcerer - sew a mantle similar to the fantasy canons. Thoroughly think over every detail of your costume from shoes to hats. Keep in mind that the costume should not only be beautiful, but also comfortable, as it will have to be used in nature in completely different weather conditions (than the costume is made for). Also, do not forget about the dangers that await you in the open area, in particular ticks. High boots, maximum covered legs and interchangeable elements of the costume will help you feel more confident and safer throughout the game.

**Forbidden** - to use camouflage, obvious elements of modern clothing, as well as bright and provocative modern footwear.

### National Entourage

The game will be attended by characters of different **rac**es. Mostly these are Nords, Imperials, Redguards, Altmers, Orsimers and Khajiites. Therefore, there are rules on costumes for identifying the **rac**e of such characters:

- **Nords** - fur details required (collars, various inserts, fur-lined pieces of armor). Men are advised to wear their own beards or false beards;
- **Imperials** - military representatives are required to wear shoulder patches with the Legion sign;
- **Redguards** - it is mandatory to wear a kufi or arafat on your head. Nomads must wear a desert-type turban with a closed face. It is recommended to have black or monochrome dark color headgear. Usage of dark makeup is recommended;
- **Altmers** - are always wearing elven ears. Only high-quality homemade or factory silicone ears are allowed;
- **Orsimers** - green makeup is a must. It is recommended the presence of a large number of leather items in a costume or in the form of armor;
- **Khajiit** - high quality make-up or mask is required. It is recommended to have fur details in a costume (collars, various inserts, fur-lined pieces of armor).

**Race** costumes that do not meet these requirements will be not permitted to be played the corresponding nationality character.

During the preparations for the game, the organizers reserve the right to request photos of the costumes from registered players and indicate their shortcomings.

Costumes that are not members of the main **rac**es of the game are available for choice during registration and are coordinated with the organizers through e-mail correspondence and providing photographs of the being made or already-finished costumes.

### Military entourage

**Recommended** - to prepare all kinds of armor in accordance with real or fantasy analogues. If you pretend to be a warrior, you must have the appropriate armor or you are not a warrior at all. Material for the production of armor can be used by anyone, because for role-playing games, the main quality criteria are accuracy and beauty of the general appearance. But do not forget about the minimum protective functions of any armor. If it does not protect you from blows or falls apart at the touch, it's not armor. Failure to comply with these recommendations may be the reason for not allowing an unequally equipped fighter on a role-playing game in the role of warrior.

Quality costumes will be encouraged and rewarded by the organizers during registration at the game

location. If you are not sure whether your costume is allowed – please contact the the organizers in advance via e-mail or through the official page of [Baltic Fest on Facebook](#).

#### **Miscellaneous:**

- Plastic and glass bottles / bags of various types are required to be fully wrapped / tied with burlap or rope, and all labels removed for canned food;
- Loose food (grain, sugar, crackers, etc.) – should be poured into cloth bags;
- Cigarettes replaced with pipes, or not to be smoked on the play area;
- Mobile phones and other gadgets - leave them in tents, not to destroy the game atmosphere. Cameras are allowed to use only by photographers specially invited for this purpose at the event;
- During dark hours of the day, to the participants of the event **are recommended** to use entourage fixtures, torches or candles on the playing territory. Electric lanterns on the playing territory are allowed to be used only by the organizers.

#### **Control during the game**

As in previous years, the bar on the evaluation of entourage is rising again, so it is worthwhile to be prepared for a very strict assessment of your preparation. Not compliance with the rules on entourage might cause penalties, or withdrawal of a player from any team and addition to the NPC group.

### **2.3. Economy and Victory Points**

The economy of the game is directly related to the performance of personal and (or) guild quests by each character, as well as the fulfillment of internal tasks of each of the factions presented in the game locations. In addition, the gaming economy is associated with the Victory Points system, which is regulated by the Masters and created specifically to identify the winners who fulfilled the maximum number of personal, guild or factional tasks assigned.

The game currency is represented by one denomination, called "**septim**".

#### **Basic concepts:**

- **Guilds** - an additional and mostly hidden separation of some characters into groups of common game goals. Representatives of each Guild can be registered in one location, and in several at once. Entry into a certain Guild is offered by the Game Masters individually during the registration of the player, depending on the chosen character. Membership in the Guild imposes additional tasks on the character, the performance of which brings **Victory Points**. **After the death of a representative of a certain Guild, he by default becomes a member again, but in the form of a new character.** Members of the Guild before the game will be acquainted with the rest of their Guild mates, as well as the Guild masters through e-mail or game forum. Characters not belonging to any Guild have a stock of personal or factional tasks, the fulfillment of which they will discuss with their regional Masters;
- **Victory Points** - points, accrued by factions (Locations) for performing personal, guild, factional tasks, as well as in-game quests. The execution is noted by the regional Master of those locations in which the character or group of characters who completed the task is registered or at the NPC who issued the quest. The reward for completing tasks / quests is converted as follows: 1 Victory Point = 1 Septim;
- **Victory conditions** – during the Closing Parade of the game late Saturday night, the Masters will announce the results of the game, where it will be announced which game faction collected the largest number of Victory Points (Septims) and won the game, also the strongest Guild that has achieved greatest influence during the game.

#### **A little about the income:**

- During the registration at the site, each player will be given the starting capital of his character, the amount of which will be indicated in his game passport. Starting capital will completely depend on the beauty of the costume, the presence of various attributes, armor, as well as the general correspondence of the appearance of the character with the claimed role;
- In the case of the character's death and the appearance of a new role in the game, the player is given a new start-up capital. It is equal to 50% (+ 1% in favor of the player) of the capital given out to his



previous character. To obtain new starting capital, the player must present the previous game passport. In his absence, starting capital is not issued;

- Incomes received by the player from performing tasks / quests;
- Free trade in game valuables.

#### **A little about outcomes:**

- At thr Markarth's tavern, travelers will be able to eat and chat over a mug of good ale, and magicians can even strengthen their magical abilities;
- At thr Markarth's brothel, travelers will be able to immerse themselves in the pleasant smoke of hookahs and the caring hands of women, which restore health;
- At the artifact stalls of Markarth, players will be able to find or sell something exclusive;
- At the smithy of Dragonstone, warriors can strengthen their armor;
- Potion trading in Dragonstone will offer drugs for treatment and poisoning;
- Priest Tu'Vakka in Dragonstore will be happy to buy well-preserved trophies of monsters.

## **2.4. The Silver Mine**

In the play area there is a Silver Mine which will be possible to explore in search of various **artifacts and ancient scrolls**, also to receive Victory Points.

#### **Basic conditions:**

- To get into the mine for the first time, you need to remove the magic seal from the entrance;
- The mine is extremely dangerous, so players should not enter alone, but in groups of 3 to 4. The group must have a miner;
- The mine is abandoned and not illuminated, so the groups have to move along it in total darkness (everyone wears cloth caps on their heads);
- Passages in the mine are narrow and curved, so two-handed and ranged weapons are not taken there;
- Inside there are many traps set by ancient mechanics so that thieves and looters could not steal the wealth of the mines;
- In the alleys and corridors of the mine hideous creatures hide that can suddenly attack using **cursed weapons**.

#### **Features:**

- **Cursed weapon** - it is used by creatures that live around and inside the mine. The cursed weapon deals **3 hits** and, along with the first damage, casts a **magical curse** (see 3.3.) Magic. The cursed weapon is marked with a **black seal**;
- **Artifacts** - are extremely valuable and expensive items that can only be found in the Silver Mine. Artifacts are used purely for rituals (see 3.3.) Magic;
- **Ancient scroll** - is a sealed scroll that is needed to use certain spells or rituals. During / after the use of the spell / ritual, the seal of the scroll is torn. The old scrolls used are bought up by a merchant in the Markarth artifact shop.

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## **3. Combat rules**

### **3.1. Equipment**

Combat equipment of each category has its own standards and tolerance limits. All questions about the equipment should be agreed with the organizers in advance so that during the registration on the territory of the game so that not to get disappointed for deviation of weapons basic standards.

All accepted weapons are marked with special badges. All weapons rejected by the organizers are withdrawn from the players and returned on demand, after the game is over.

### **Basic weapon standards:**

- **Accepted** - factory latex, or self-made soft and aesthetic weapons;
- **Only weapons** with flat blades, not more than **5** cm in thickness, are accepted;
- **Tampon-shaped** softening on any polearm is not accepted;
- The long two-handed weapons like pikes, halberds and axes are required to be softened by one-third of the length from the blade;
- Throwing weapons - axes, spears and knives, should be made of light, elastic and soft material, without a rigid frame;
- Ranged weapons - crossbows and bows can not have more than 15 kg of tension. Humanists of arrows must exceed the size of the eye socket of a person;
- Shields must have thick and soft edges. Softening of the outer plane is recommended.

### **Weapons:**

- Any melee weapon deals **1 hit**;
- Any missile weapon deals **1 hit**;
- Any ranged weapon deals **3 hits**.

### **Armour and hit points:**

- All characters have 2 basic hit points:
- **Armor not including** the protection kit described in each class is one class lower;
- **When you remove** any of the elements of the armor, its level automatically falls by one step;
- **Several types** of armor are allowed to be worn one upon another.
- **Protection of limbs:** adds **1 hit point** - a complete set of arm and leg protections;
- **Head protection:** adds **1-3 hit points** (depending on the version). Stuns do not work on those wearing a shock or a helmet. Coup de grace acts depending on the performance of the defense.
- **Light armor:** adds **2 hit points** - a thin leather armor or a pantalone protecting the torso both at the front and back;
- **Medium Armor:** adds **4 hit points** - Mail Vest / Breastplate / Thick Leather Rivet Armor - Protecta the torso at the front and back, as well as the shoulders;
- **Heavy armor:** adds **6 hit points** - chain mail with sleeves below the elbow and knee-length / plate or scale armor covering the torso, the upper parts of the arms and legs;
- **Super heavy armor:** adds **10 hit points** - one-piece metal armor / puffer armor consisting of several types of armor, and also includes the protection of the limbs.

During the game, it will be possible to improve the light, medium, heavy, super heavy armor at the blacksmith in Dragonstore. An improved armor will have a fastened **red seal**, where the number of additional hits is reflecting upon improvement. The number of hits is not limited, but the cost of improvement increases every time. These hits are permanent. In the case of removing any of the elements of the armor, the entire enhancement bonus is lost. In case of death of the character, the entire bonus is removed and transferred to the Master in the Land of the Dead.

Armor repair is also available. For repair, the armor needs to be completely removed and permanently imitated by its repair. Repair repairs by 1 hit point for every 10 minutes. Hit-points of armor are also restored by potions or regeneration (see 3.2 Medicine).

### **Hit locations and hit qualification:**

- Since 2017, during Baltic Fest games, the entire body is considered a hit location, with the exception of the head of the neck and groin, as well as the breast region for girls. Strikes to these zones are strictly prohibited and can lead to auto-damage or the death of an attacking character, at the request of the victim;
- The strike is counted if it is caused by the working part of the weapon, only with the full amplitude of the strike;
- If you hit, you have to shout out the damage if it's more than **1 hit**, if you receive a hit - you have to calculate the damage yourself;
- Gripping the blades and grasping the limbs, kicking the shield and other elements of the struggle or brawl are forbidden;



➤ Breakthrough of the enemy system "**RUSH!**" - is allowed, but its consequences are completely on both sides leading the battle. At the end of "**RUSH!**" The leading breakthrough character automatically dies, regardless of the outcome of the attack.

### **Siege weapons:**

The battering ram should be at least 2 m in length and at least 30 cm in thickness. They must be equipped with at least 4 people. Gate breach is achieved with the physical destruction of the gate. The battering ram can only be produced by Dragonhorst's blacksmith.

### **Defensive weapons:**

The besieged fort can throw stones (large jute bags with stuffing) from their outstretched hands, which, when hit, remove 3 hit points (if a shield is hit, 1 hit point is removed). Stones can only be made in Fort by completing the corresponding task.

## **3.2. Medicine**

### **Injuries and death:**

➤ **0 hit points** - severe wound. A player who is seriously injured will gradually die of wounds if he does not receive first aid within 10 minutes. A heavily wounded player can: crawl on the ground while crying for help; Drink a medicinal potion; Commit suicide by imitating the cutting of veins. Also, a seriously injured player can be finished off by touching the weapon and saying "**REST IN PEACE!**";

➤ **-1 hit point** - death. The killed must spend at least 5 minutes lying on the spot of his death, without talking or moving. Search - is authorized. The corpse does not give any indication. In the event that a "corpse" is searched, it is required to show all the game values. Further, the corpse can dress a white ribbon on the head (a conventional sign of the character who left the game) and go to the Land of the Dead (see 4.1. Territory).

**First aid** - can be provided by any player to the target, who is in a state of severe injury. It involves bandaging your arm with a bandage. Bandages are crafted by the players themselves. A bunch of herbs depicting medicinal plants should be inserted in the bandage. First aid restores 1 hit point 5 minutes after dressing. Further treatment requires medication.

**Regeneration** - is possible only at the Markarth's brothel when **smoking tobacco** from the hookahs (see below) or having "sex" (see 3.4 Other Actions). Each character can take advantage of the effects of regeneration with Tabaco and "sex" at the brothel only once a day.

**Stone of Souls** - every living thing, regardless of race, will have its own Stone of Souls (issued by the organizers). The SoS of each race is exceptional. The SoS can only be withdrawn if the character dies. New characters are issued with new SoS in the Land of the Dead.

**In the Land of the Dead** (see 4.1. Territory), a player must spend 1 hour. At this time, the player:

➤ By mutual agreement with the Master of the Land of the Dead can be entered into the game as a temporary NPC, in order to accomplish certain plot tasks and entertain themselves with work for the public. In this case, the suit for the NPC is provided by the organizers;

➤ He talks with the Master of the Land of the Dead of his new character who will again enter the game, by default, in his previous team / faction / guild;

➤ Rest and change the game suit or part of it.

### **Poison:**

➤ **Daedra Poison** - within 1 hour after injecting the poison the insides of the victim starts to decompose, it quickly weakens the body and the victim dies in terrible convulsions. Quickly dissolves in liquids. Has an antidote. Khajiites are immune to this poison. It has the form of powdered sugar;

➤ **Rat poison** - suffocates the victim within 2 minutes. The poison causes an immediate spasm of the muscles of the neck and the poisoned gasps in terrible coughing attacks. It dissolves well in food. Has an antidote. It has the form of baking soda;

Poisons can be purchased from the dealer at Dragonstone, who produces them. Along with the purchased poison, the buyer will be issued an **instant card**, which after poisoning must be transferred to the poisoned by the Master. The card contains the details on how the poison works.

#### **Diseases:**

➤ **Ashen Pain** - is a disease in which the skin of the face and hands is gray, and the tongue and lips lose mobility. Infected immediately stops talking. In the absence of proper treatment, the victim dies within 1 hour;

➤ **Deep cough** - a disease that causes vomiting, periods of a terrible cough and respiratory tract cramps in any attempt to speak. In the absence of proper treatment, the victim dies within 1 hour;

Diseases on the game are distributed in the **form of penalties** (see 2.1 Gaming interactions). Infection is reflected in the form of a **gray seal** attached to clothing. In case of successful treatment, the seal is removed and given to the nearest regional master.

#### **Drugs, treatment and antidotes:**

➤ **Herbal decoction** - is a drink to restore life. Has a brown color. Restores 2 hit points;

➤ **Emerald broth** - is a strong drink for restoring life, and also relieving dependence on tobacco skooma. Has a green color. Restores 4 hit points;

➤ **Potion of Iridescence Pollen** - is a yellow antidote that neutralizes the action of Daedra Poison;

➤ **Potion of Crimson Wormwood** - is a red antidote, neutralizing the Rat poison, as well as removing dependence on **tobacco skooma**;

➤ **Spriggan** - tincture is a black drink that heals an Ashy Pain;

➤ **Troll's tincture** - is a drink of blue color that heals the Deep Cough;

Medicines for restoring life and treating diseases can be purchased from the Dragonstar dealer who produces them. Antidotes can be purchased at the Markath Inn.

#### **Other:**

➤ **Elixir Living Pearl** - is a white drink that temporarily gives the ability of self-resurrection within 1 hour after consumption. Resurrection occurs with 1 hit point;

➤ **Elixir Blood of the Werewolf** - is a black drink that gives 3 "one-shot" hit points to any mage. "Disposable" hit points are life points that are given permanently, but after their removal cannot be restored.

It is rumored that the creators of such elixirs have long disappeared, but the recipes for their production can still be found in Skyrim.

**Tobacco Skooma** - is a purely playful narcotic substance in the form of special tobacco, the trade in which in the game world is considered illegal and criminal. During smoking, 1 hit point is restored every 10 minutes. Skooma causes acute addiction in all races, except for Khajiit. Addiction begins to be expressed after 2 hours from the first use of Skooma. Every 20 minutes the "dependent" plays out insanity, riot and unreasonable aggression, as well as hysterics, ripping off clothes, etc. for about 10 minutes. Complete cure from the addiction is possible only by using according potions, **or making a severe wound (0 hit-points).**

### **3.3. Magic**

#### **The rules for characters who use magic:**

➤ **The presence of a magical robes.** The mantle serves as a protective shell where the mage invests a part of himself and his strength. It is evaluated not only as a general entourage of the player, but also as a protective outfit of the character. The magic mantle adds 1-4 hit points to the character depending on the quality of the costume. Any types of armor clad along with the mantle of hit points are not added;

- **Having a magical grimoire.** This is a book of spells in which characters who own magic invest or rewrite scrolls of spells and rituals. The spell described on any scroll is just a description and nothing more. It is studied and ready to use only when the spell or ritual that is embedded or inscribed in the magician's grimoire (including all words, images and their arrangement). During the use of the spell grimoire in the hand is not necessary, if you remember by heart all the words of the spell. The grimoire is not looted and cannot be taken away from the character. In case of death of the character, the Master in the Land of the Dead withdraws all the scrolls enclosed in the grimoire, but all rewritten spells or rituals can be used by the new character;
- **Writing.** Pen/quill and ink. A self-respecting mage does not travel without them;
- **Attributes of spells.** The magician is obliged for his role to procure the attributes of combat spells. Attributes for protective spells will be provided to each caster by the organizers.

### Basic rules for magic:

- All magic in the game is divided into 3 groups: **Magic spells, rituals and curses**;
- The number of magic spells used is limited to **magic cycles**;
- The number of uses of magical rituals is limited to one per magical cycle;
- During the game, it is possible to increase the number of uses of any magic spells per cycle by examining additional uses in the Markarth Tavern. There are no restrictions on the acquisition of additional uses;
- It is possible to study magical rituals but only during the game, by discovering the necessary scrolls;
- Spending ancient scrolls or (and) artifacts are required for certain spells and rituals (see 2.4 Silver Mine);
- At the start of the game, any caster has 1-4 free positions, to which he can choose and learn 1-4 spells from the list of Magic spells. The number of available positions depends on the overall beauty of the costume.
- Magic cycles:
  - On Friday 09.00-12.00; 12.00-15.00; 15.00-18.00; 18.00-21.00
  - On Saturday 09.00-12.00; 12.00-15.00; 15.00-18.00; 18.00-21.00

### Magic spells:

- **Magic Ball** - a combat spell that deals **3 hit points** of damage. It is possible to fend off with a shield. Attribute: any bright color (eg red, green, blue, etc.) in the form of a tennis ball covered with a cloth with a length of 15-20 cm. **6 uses per cycle**;
- **Magic Lash** - is a combat spell that deals **1 hit point** of damage. Deals damage **even when hit to a shield or a weapon**. Can be used for 5 minutes. Attribute: a ball (in ~3 times the tennis ball) covered with cloth and with soft spikes, which is fixed on a rope with a length of 30-40 cm with a handle. **3 uses per cycle**;
- **Magic Shield** - A protective spell that protects the target from any magical effect for 30 minutes. Requires: **1 ancient scroll**. Attribute: in the form of a blue seal (issued by the organizers) is fixed on the chest. **2 uses per cycle**;
- **Shadow Body** - a protective spell that protects the target from any physical weapon. Lasts for 15 minutes. During this spell, the target can not fight, use magic, and talk. You can cancel at any time. Requires: **1 ancient scroll**. Attribute: in the form of a yellow seal (issued by the organizers) is fixed on the chest. **2 uses per cycle**;
- **Transfer Pain** - A protective spell that deals identical physical damage to the attacking target with physical weapons. Lasts 10 minutes. Requires: **2 ancient scrolls**. Attribute: in the form of a green seal (issued by the organizers) is fixed on the chest. **2 uses per cycle**.

### Magic rituals:

- **Resurrect** - a ritual that resurrects the dead. Expendable artifact: **The Heart of Talos**. The resurrected has **2 hit points**;
- **Summon Undead** - a ritual that resurrects a dead body in the form of zombies with hit points of the deceased character. Movements are sluggish and inhibited. The zombie cannot talk. The ritual is possible only at the cemetery (near the Land of the Dead). **2 ancient scrolls** are consumed. **For each withdrawn SoS in the process of the sacrifice, zombie gets +3 hit points**. For every additional **2 ancient**

**scrolls** you can pick up another zombie. Zombies have to serve the master for 30 minutes after which they crumble;

- **Magic Heal** - is a ritual that restores **1 hit point** and heals any **magical curse** for three chosen targets. Expend: **2 ancient scrolls**;
- **Defensive Dome** - a ritual that puts a protective dome on the entire area. Expendable artifact: **Spirit of Talos**. The caster conducting the ritual must be inside the location. The location does not storm and does not break through with a physical / magic weapon. It is impossible to enter or exit the location. You can cancel at any time. The duration of the effect is 30 minutes;
- **Magic Plague** - a ritual that deals **3 hit points** damage to all characters in a certain location, which are directed to the action of the ritual. Expendable artifact: **Dust of Talos**. **For each withdrawn SoS in the process of the sacrifice, +1 hit points** of damage are added, and the caster who is conducting the ritual is added **+1 "one-time" hit point**. **The ritual is possible only at the Graveyard**. In the case of damage greater than the number of hit points of the character, the character automatically goes to the state of severely wounded (0 hit points).

#### **Magic curses:**

- **Bones Decay** - a curse that attenuates the victim's body. Every 10 minutes, the curse takes one hit point of the victim, until it dies or the curse is removed by a magical ritual;
- **Sepulchral Cold** - the curse gradually freezes all the muscles of the victim. The accursed can only move at a slow pace and with constant distress. In combat, the movements are sluggish and inhibited. 1 hour after the imposition of the curse, the cold gets to the heart and the victim dies if it is not removed by the magic ritual.

A magical curse is superimposed after being wounded by a cursed weapon. Together with the curse, the victim receives an instant card. The curse itself is reflected in the form of a black seal fixed on clothing. In case of successful removal of the curse, the seal is removed and given to the nearest regional master.

### **3.3. Other Actions**

- **Stun** - to stun a player, you need to slam the player on the back with a weapon and say "STUN!". The stunned person must quietly count to 100 and not move. Stun is produced by any melee weapon. The stun is produced by the gwarda or handle. Stun does not work if the head of the opponent is protected by a helmet;
  - **Search** - the person being searched is obliged to give all the game values (money, quest items, etc.). Items of equipment or personal use can be collected only with the permission of the owner;
  - **Bondage** - hands or (and) legs are tied with a rope "usually acted" and you can be untied only by "cutting" the bonds with the game weapons admitted to the event;
  - **Torture** - the process of torture is left entirely for the players to act. The interrogator will tell whether he will take away hit points or (and) maim. **The person tries to choose when and what information his character will give out, because no one wants his character to remain without eyes (it will have to be played out) or other parts of the body, or even the player might get killed during the interrogation process;**
  - **Sex or rape** - sex by default is played out by a massage. Rape is modeled by a victim's massage, who cannot resist (stunned, tied up, threatened by an in game weapon). Sex or rape health regeneration effect applies only within the Markath's brothel. These actions have no regeneration effect in any other place. Sex regenerates health to all characters involved in the process (group sex is allowed!) and rape only to violent characters. Sex or rape in a brothel restores 1 hit point every 10 minutes. Regeneration through sex or rape is only possible once a day. In other cases, these actions will not bring the effect of regeneration;
  - **Coup de grace** – is done by holding a dagger to an unprotected throat of the enemy standing behind the victim. Kills instantly. The victim has the right to gurgle softly and fall to the ground. Coup de grace cannot be done if the opponent's neck is protected by a gorget, a coif or a helmet.
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## 4. Organizational rules

### 4.1. Location

#### Land of the Dead:

- The Land of the Dead is the only place in the game that performs purely technical functions. Players come here for retraining, whose characters died during the game;
- In the Land of the Dead, the Grand Master is based (but not always there), who can be addressed to promptly solve critical issues. Furthermore, the main first aid kit is located there and first aid can be provided in case of minor injuries;
- The Land of the Dead is the place for recreation of the organizers and participants from the NPC group;
- The Land of the Dead is next to the **Camping**.

The Baltic Fest organizers urge you to follow all rules at the playing location (polygon) without exception. Upon arriving to the location, the participant of the event automatically agrees with all organizational rules, and will also be obliged to confirm it with his signature during the game registration.

#### Main rules:

- **Combat area** - the entire gaming area except for toilets and tent camps;
- **Combat game time** - from 08.00 am to 10.00 pm;
- **Central tent camp** is the geographical center of the game site, where it is possible to put a tent to stay overnight. At the tent camp, a central bonfire is erased, so that this place remains purely for rest and quiet sleep;
- **Local tented camps** - tent camps located in close proximity to game locations. Local campgrounds are organized directly for the convenience of the players. At local tent camps, there are no central fires;
- Usage of non-play clothes, when walking, is prohibited while walking outside the campgrounds. Participants who arrive during the game, must first contact the organizers and wait for the accompanying Master in the parking lot.

#### Supply and maintenance:

- **Bonfires** - central fires will be arranged in all game locations. Kindling any other fires in the territory of the event is strictly prohibited;
- **Water** - organizers are obliged to provide 50 liters of drinking water for each location.
- **Garbage** - the population of the gaming camps is responsible for their cleanliness. Garbage collection will be coordinated by Masters, but in any case, each location is equipped with a special pit, where all players are required to dump their garbage. There will also be boxes for plastic deposits;
- **Facilities** - this year there will be no bio-toilets on the landfill, but the organizers are obliged to equip a few environmentally acceptable places.

#### Responsibilities and Risks:

- Organizers are not responsible for any physical and psychological injuries received by adults or underage players before, during and after the game;
- Since there are no qualified medical professionals in the organizing group who are able to diagnose any signs of chronic or other diseases, during the registration for the event, each participant is obliged to point out in good faith possible personal health problems that the organizer needs to know in advance;
- In the event of any serious injuries, dangerous tick bites, etc., the organizers will organize transport and escort to the nearest medical institution.



## 4.2. Logistics

This year Baltic Fest will take place on temporary territory of “Summerland” in 15 km. from Trakai.

<https://www.google.lt/maps/dir/Unnamed+Road,+21282/54.610731,24.7522763/@54.6109235,24.7515346,342m/data=!3m1!1e3!4m2!4m1!3e0?hl=en>

**GPS coordinates:** 54°36'38.7"N 24°45'08.5"E или 54.610751, 24.752363



### Individual transport:

Given photo - turn after the road **E28** and the index: **AUKŠTADVARIO regioninis parkas**. Special feature of this turn – a stone near of a sign. After turn in 50 meters it will be possible to notice a sandpit on the right side. Then drive further by the main road, without turning. The necessary turn and the parking for cars near two private houses will be marked with special **tags**.

### Public transport:

To arrive at the event site, you first need to come to Trakai (Lithuania). The easiest way to do this is come from Vilnius (Lithuania). Route Vilnius - Trakai using buses or trains.

- **Railroad.** Tickets cost ~2 EUR. Average time of arrival: ~30 min. Information on the train schedules can be found here: <https://www.traukiniobilietas.lt/portal/en>
- **Bus.** Ticket cost: ~2 EUR. Average time of arrival: ~20 min. Info on bus schedules Vilnius – Trakai can be found here: <https://www.autobusubilietai.lt/index.php?cl=start&lang=0>

After arrival in Trakai you can contact organizers and ask is there free passing car to the game ground or ask how to arrive with public transport. If you plan to arrive at night, in advance contact organizers that they could coordinate and meet you on parking.

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## Contacts of organizers:

### ➤ **Grand Master**

Dmitriy *aka* Rakot (+370 671 50170 / [event@balticfest.info](mailto:event@balticfest.info))

### ➤ **Regional Masters**

**Markart** – Dmitriy *aka* Dagnir (+370 680 89570 / [event@balticfest.info](mailto:event@balticfest.info))

**Fort** – Ivan *aka* Kelt (+370 622 62191 / [event@balticfest.info](mailto:event@balticfest.info))

**Dragonstar** – Beata *aka* Hikari (+370 671 61004 / [event@balticfest.info](mailto:event@balticfest.info))

**Caravanserai** – Dmitriy *aka* Ratliker (+370 695 36507 / [event@balticfest.info](mailto:event@balticfest.info))

### ➤ **Technical Masters**

**Markart** – Constantine *aka* Maxwell ([event@balticfest.info](mailto:event@balticfest.info))

**Fort** – Tadas *aka* Tadazas ([event@balticfest.info](mailto:event@balticfest.info))

**Dragonstar** – Motiejus *aka* Mote ([event@balticfest.info](mailto:event@balticfest.info))

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