



Book of Rules

Version 22/07

Table of Contents

1. Common

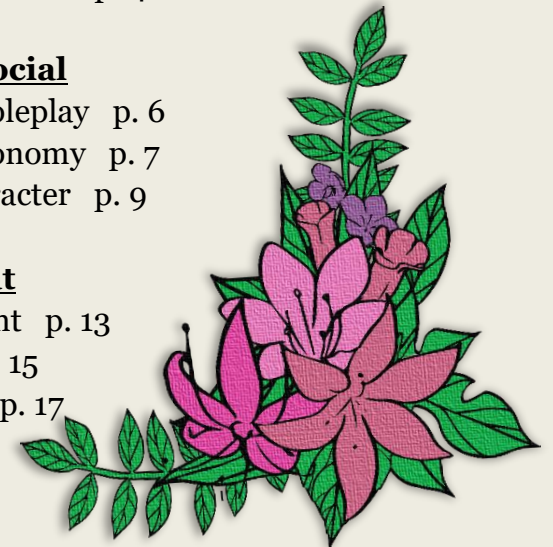
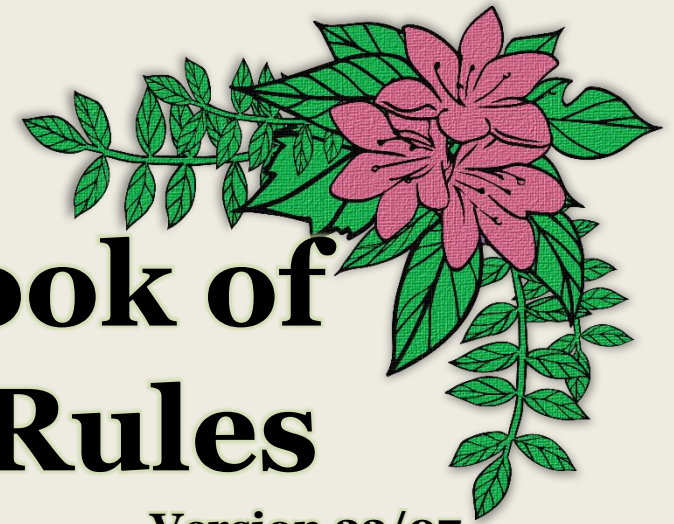
- 1.1. Agreement p. 2
- 1.2. Schedule p. 3
- 1.3. Venue p. 4

2. Social

- 2.1. Roleplay p. 6
- 2.2. Economy p. 7
- 2.3. Character p. 9

3. Combat

- 3.1. Equipment p. 13
- 3.2. Alchemy p. 15
- 3.3. Technomancy p. 17



1. Common

1.1. Agreement

Agreement is a set of rules for Baltic LARP Fest which every participant must follow. Arriving at the festival and transferring fixated amount of money if form of donation automatically means that participants signs to the agreement.

Object of the agreement –non-commercial, entertainment festival Baltic LARP fest which will be conducted on private venue “Balfest”.

Parties to the agreement:

- **organizers** – members of “Lauretaur” association. Can be recognized outside of the game by wearing white t-shirt with “Lauretaur” logo;
- **participants** – full legal aged and not Players, participating in Baltic LARP Fest event.

Responsibilities of the parties:

- organizers are not responsible for all physical and psychological traumas, also including material destruction, caused to participants or third parties, if they are not participating in the event, caused by violation of the agreement;
- organizers are not responsible for the actions of the participants, if they violate laws of the Lithuanian Republic;
- organizers don't have to invite to the event qualified medical professionals or store medications which are not included in the first aid kit. Thereby, every participant of the event must inform organizers if participant has any chronical deceases, including which actions should be taken to provide first aid;
- organizers commit to give first aid if participants get minor injuries or gets bitten by mite and, if necessary, organize the transportation and escort to the nearest medical aid station;
- participants are forbidden to store and use at the venue any small arms, traumatizing weapons and any pyrotechnic substances;
- participants are forbidden during the event to store and consume alcoholic beverages, including any psychotropic and narcotic substances;
- participants are forbidden to keep pets during the event;
- non-fully legal aged participants are forbidden to be at the event if they are under 12 years old;
- non-fully legal aged participants are forbidden to be at the event if they are between 12 and 18 years old without the original permission of their parents (or guardian). This form will be sent to the non-fully legal aged participant via email which was given in filled registration form;
- participants from foreign countries must (*non-EU citizens*) have their medical insurance policy with them at the event;
- invited participants must (*photographers, operators, guests*) present accreditation or invitation upon arrival. This form of accreditation or invitation includes the list of mandatory requirements and will be sent to the participant via email or post.

If the participant violates this agreement organizers have the right to ask participant to leave the venue, including calling the law enforcement, without rights to compensate the donation.

1.2. Schedule

Baltic LARP Fest lasts 5 days. The main part of the festival is roleplaying game in the original Everwood world lasting around 36 hours. Besides that, festival also includes educational and entertainment parts.

Detailed Schedule:

- **Wednesday** – at the evening, starting from 18:00, opens the entrance to the venue and the event officially starts. Participants should park their cars on the dedicated spot and set up their tent. This evening is dedicated to rest after long travels and to socialize between all the arriving participants;
- **Thursday** – during the day, from 10:00 to 16:00, all the arrived participants will get through **confirmation** (*more details below*). At the same time, all the participants can wear their costumes and participate in various workshops. At 17:00 will be the **briefing** (*more details below*). At 18:00 the game will officially start and last until 00:00. After that, the **Truce** (*check 1.3 Venue*) will be active until 06:00. Thursday's game time is oriented for social interactions and immersion in the atmosphere of the game;
- **Friday** – entire day is dedicated for the game until 00:00. From 00:00 to 06:00 the Truce will be active again;
- **Saturday** – the last day if the game, lasts until approximate 18:00. After that will be **debriefing** and **afterparty** (*more details below*);
- **Sunday** – dedicated for participants and organizers to pack up and leave the venue.

Confirmation – mandatory part of the festival when all participants equipment will be evaluated during registration in the **Elysium** (*check 1.3 Venue*). After registration, the character will receive **Traveler's kit** (*check 2.3 Character*).

Workshops – are parts of the event's activities, dedicated to finish preparations to the game and exchange the experience. Workshops will take place in the main game area and have limited number of participants. That's why upon registration participant must additionally reserve a place for specific workshop if participant wills to. Here are the types of workshops:

- **stage fencing practice** – here participants can learn basics of battle improvisation and familiarize with combat rules;
- **basics of stage play** – here participants can learn how to handle the emotions and keep roleplaying in different situations;
- **basics of costume or equipment creation** – here participants can learn basics on equipment creation and game attributes or finish their character's equipment.

Briefing – happens when all the players gather in the main game area, where organizers will highlight key points of the event's rules. At the end of the briefing every team will go to their own location, where they will get the introductory speech from their regional Master (*check 2.1. Roleplay*).

Debriefing – happens when all the players gather in the main area, where organizers summarize all the events of the game and participants share their emotions, complains and wishes about the game. It will be possible to leave a written review for the organizers.

Afterparty – is dedicated for players to rest together after the game.

1.3. Venue

Baltic LARP Fest will be held at the “Balfest” venue, located in 20 km from Trakai town (Lithuania). It is a plain area with hectares of dense forest and a lake, which is located at the venue. For participant’s convenience, the turn to the venue from the main road and the parking lot will be marked with bright flags.

Location:

- Google Maps: <https://goo.gl/maps/fhax3JxTDWB2>
- GPS: 54°33'00.8"N 24°42'30.7"E

Common terms:

- **Gaming venue** – part of the event where the game will take place. Gaming venue does not include parking lot, camp, WCs and other modern buildings with their surrounding areas. Gaming venue’s borders will be marked on the player’s and master’s maps;
- **Camp** – place to set up individual tents. Here will be the central bonfire. This place is dedicated for rest and sleep. Thus, it is forbidden to make noise here during Truce (*more details below*);
- **Truce** – is a nighttime from 00:00 to 06:00. During that making a lot of noise and roleplaying is allowed only at the gaming venue. All combat actions are prohibited during that time.

Supplies:

- **food** – will be provided for the entire event at New Settlement’s Inn. First meal will be dinner at Wednesday evening, then every day both lunch and dinner will be provided, excluding Sunday. **Lunch time ~12:00-14:00, Dinner ~ 20:00-22:00.** Meals can be bought for in-game currency;
- **bonfires** – at camp and at every major game location will be arranged. Creating any other bonfires at the event’s location without coordination with organizers is highly prohibited;
- **water** – pure drinking water will be available at the event in unlimited quantities;
- **garbage** – all participants are responsible for keeping clean the camp and game locations. Such places will have garbage bags. Masters will coordinate the cleaning process. Burning the food waste and paper is encouraged;
- **necessities** – bio toilets will be placed near the parking lot;
- **safety** – in spite of COVID-19 pandemic and the requirements of Lithuanian Ministry of Health, participants may be obliged to wear individual protective masks. In that case, all the participants will be informed via email.

Elysium:

- is a place which is located next to the camp and serves only as technical location;
- is a place where all the participants go after arrival to the festival for registration or for reregistration if their character died;
- is a place where the Main Master is usually located (*he still can be absent there sometimes*), who can help to quickly resolve very important issues or questions. There is Master’s first aid kit and here participants can get physical/mental help from Masters;
- is a place from which periodically new characters be dispatched. Starting point for new characters is a point, which is away from any game location.

2. Social

2.1. Roleplay

Roleplay is a fundamental rule of the roleplaying game and is a realization of Masters creative ideas. That's why registering certain character from the set of roles, participant voluntarily agrees with **main rule of roleplaying game**.

Main rule of roleplaying game – role above all. It means, that playing selected role for the player should be on the first place, even higher than accumulating wealth or life of the character. This is how it should be shown:

- **in combat** – player must show how heavy is two-handed weapon, how hard it is to swing it, even if the weapon player holds are not that heavy. That also includes roleplaying effects from magic, pain from the wounds, falling when pushed and many other actions up to the very last breath of the character;
- **in social interactions** – player must follow imagined principles of the character in any social interaction, thus creating unique behavior of the character and continuing to do so in next games if the character was transferred too.

Masters (*more details below*) are controlling how participants are roleplaying, highlighting following issues, which are preventing participants from fully immersing in game and kicking back into reality all the others:

- **"metagaming"** – talking as a player, not as character, including modern slang and curse words. Talking about things unrelated to the game also counts as that;
- **"munchkinism"** – when the player abuses nuances of the game rules instead of following the game entities;
- **"powerplay"** – when player abuses the power and wants to benefit from that, such as killing other characters without reasons. Fights, which can cause traumas because participant hasn't practiced roleplaying enough, has insufficient knowledge of stage fencing and/or can't control the force of each hit.

Master

Not all masters organized the festival. However, all Masters are the judges of the game, and their remarks should be prioritized. Every Master will be introduced during briefing (*check 1.2. Schedule*). Masters can be recognized as following:

- **Main Master** – main judge and organizer of the festival. Usually can be found in Elysium, oversees where the game goes and supports other Masters. In all conflicts Main Master's decisions are decisive;
- **Game Master** – organizer of the festival or invited participant, responsible for resolving issues, related to certain game object or location. Game Masters sometimes play role of temporary characters;
- **Master's Sign** – big sigil with BLF logo, strapped to the chest, with festival rules on the tape.

Interacting with Master or Temporary stopping roleplaying – in order to do so, the player should rise both hands above their head and cross them, following with a phrase **"STOP GAME!"**. Any attempts to interact with Masters during the game will be ignored without that procedure.

Entourage

Mandatory – bottles must be completely wrapped in cloth; food and snacks must be placed in cloth pouch; cigarettes must be replaced with tobacco pipe or the participants will be forced to smoke outside of the game venue; in the darkness inside the game venue participants must use only entourage light sources, including electric candles. The only exception is an emergency.

Recommended – to use only natural clothes when creating a costume. You must think the costume through, starting from the boots and ending with hat. Don't forget that costume should look awesome while being comfortable, since it will be used in the woods with different weather conditions. High shoes and interchangeable parts of costume can help You to feel more comfortable during the entire game. Don't forget that characters are living in the World, which is on the edge of apocalypse. This means that costumes can't be clean and ideal without traces of suffering or other damage.

Forbidden to use obvious modern clothes elements and footwear. Any labels or brand logotypes and indications must be removed.

Equipment

Mandatory – all types of armor and any other military equipment should be prepared following real or fantasy analogues. For instance, if You want to play a warrior role, You must have appropriate armor or You are not a warrior. You can use any material for Your costume since for roleplaying game main criteria is accuracy and beauty. However, don't forget about basic protection functions of armor. If the armor can't protect from hits and dismantles upon touched – that is not an armor.

Recommended – while preparing to the game to pay attention on how your race is distinguished from others according to other fantasy worlds or character archetypes.

Forbidden – to wear unfinished armor. Not recessed rivets, not polished edges and other defects can be bad for You and other players, thus will not be allowed to be used in game by organizers. That also includes wearing armor, that does not suits chosen class, race, game world or fantasy canons, and might be a reason why character can't choose a particular race.

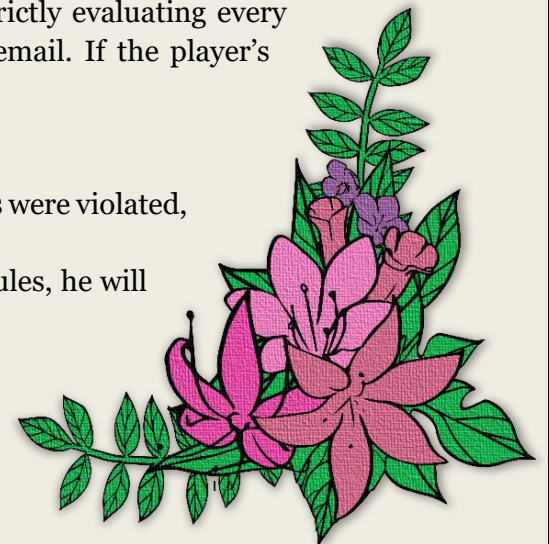
Pre-game check-up

At the Baltic LARP Fest European LARP standards for equipment and entourage are followed. It means strictly evaluating every player's preparation. All the questions about equipment must be resolved with organizers before the game via email. If the player's equipment was rejected during registration, he can be transferred to play NPC role without refund.

Controlling the game

During the game in every major location Masters will be stationed as the oversee the roleplaying process. If rules were violated, Masters will give the **MUTE** card with actions that player should take immediately in complete silence.

Mute is individual and is not affecting others. If the mute was ignored or the player continues to violate the rules, he will be removed from the game and sent to **Elysium** upon investigation, while player's character dies.



2.2. Economy

Game economy is based on coins. Main organizations, regulating economy in New Settlement are the Inn and Post Bank. For Filthed lands the Portal serves this function and a bunch of another.

El – is the currency of the Everwood. In the game it is represented in 3 types of coins: Bronze, Silver and Gold. The exchange rates are: 5 Bronze = 1 Silver, 5 Silver = 1 Gold.

Ways to earn Els:

- during registration every player will receive **personal savings** which equals 1 silver El. However, player can get more Els if the costume is exactly fitting the role of the character and/or is beautiful. Bonus part may be varied, but does not exceed 1 bronze El.;
- if the character died and the player is registering a new character, player will receive personal savings once again. However, if the costume remains generally the same, personal savings will be reduced;
- to get new savings player must present the Road Patent of the previous character. Without it, player will not receive any bonus sum of Els;
- players can get rewarded by completing quests or gathering loot, getting more items;
- players can freely trade and exchange valuable items.

Although food can be bought at the Inn for in-game currency, there is still possibility to obtain it in exchange of some deeds in Tavern.

Tavern's services:

- create a listing on the Tavern's wall – **3** bronze Els;
- water, tea or coffee – **1** bronze El;
- beverages "Funny vagrant" (*near beer*), "Boozing Olaf" (*kvass*), "Elven nipple" (*berry cocktail*) - **2** bronze Els;
- snack "Sandy hedgehog" (*fried bread with cheese and salted nuts*) - **3** bronze Els;
- dish "Meat barbarian" (*buckwheat porridge with chicken*) and a beverage - **1** silver El;
- dish "Blushing morph" (*potatoes with pork and vegetables*) and a beverage - **1** silver El;
- vegetarian dish "Mushroomed elf" (*buckwheat porridge with mushrooms*) and a beverage - **1** silver El;
- individual or group order – price depends on the order;
- *its possible that the menu in the event may vary.*

Guild's services:

- at Knight's Guild (at training grounds near it) all the Defenders can train their combat skills;
- at Cleric's Guild players can sell and buy consumables (*check 3.2. Alchemy*) – **3-10** bronze Els;
- at Wizard's Guild players (*check 3.2. Alchemy*) – **4-10** silver Els;
- all Guilds are the most common way to get an assignment or a quest.

Post Bank's services:

- identification of the artifacts and quest items (*items with corresponding mark*) – **2** bronze Els;
- sending a letter from the frontline– **2** bronze Els;
- storing equipment – negotiable;
- scribe's services. Writing letters as dictated or filing formal requests – **2-3** bronze Els;
- chest which stores game items. If the character doesn't retrieve items when the paid time ends, fees will

start to grow proportionally to the overdue time. These items can also be bequeathed to other character. The list of items will be included. Quest items cannot be stored or bequeathed. Price is negotiable.;

- buyout **schematics** and **artifacts** (*check 3.3. Technomancy*) for further investigation in High Council;
- Archive services. Access to all Secret Archive data and all other up-to-date information under Bank's protection – **3** bronze Els;
- enrollment in **Caravan** guards – salary **3-5** bronze Els.



Caravan

Caravan between New Settlement and Guard post is being organized by Post Bank Mulandir. Goal of the caravan is to deliver post and supplies from central region to provinces through Guard post and back. Caravan is moving via the only route between “clean” lands and New Settlement. That is why the route is dangerous.

Before departure Caravan is hiring additional guards from Defenders. Caravan departs several times per day, each departure time will be announced one hour in advance at Bank's wall. Before the very departure will be a rollcall.

Caravan also serves as important game mechanic to introduce new characters to the game. It is necessary that introducing new character be tied to the plot. This is how it is done:

- Master, located at Elysium, gathers players that tied their characters together and leads them to the border of gaming venue;
- from this point, characters are already in game and Master is their local guide;
- first check-point is the Guard post. This is the place where Master (local guide) leaves the group. The characters now can negotiate the accompaniment to the New Settlement or wait for Caravan to arrive, this way going to the New Settlement under its protection.

Portal's services:

- identification of the artifacts and quest items (*items with corresponding mark*);
- contact with the coordinator giving tasks and assignments from Filth itself (*check. 3.3. Technomancy*);
- organizing meals for the filthed.

2.3. Character

Traveler's kit

During registration the participant will receive **Access Bracelet**, showing that participant successfully passed the registration. Participant will also get **Road Patent** (*more details below*) and **personal savings** (*check 2.2 Economy*).

Road Patent – game item, inalienable from the character, where is stated name and surname of the character, citizenship, which Guild is he belonging to and abilities that character learned. Road Patent can be requested to investigate the personality by Guild Masters or other representatives of game communes, if they have rights to do so.

Torture – is an action, when Torturer says will he inflict wounds or crippling the victim. Victim can decide when and what information victim will share, if the victim doesn't want to lose any part of the body – that must be roleplayed.

Search – action, when the victim must give away all alienable game items (Els, quest items, consumables, supplies). Personal equipment may be taken if the owner approves.

Captivity – action, when hands of the character will be tied “in-game” with rope, which can be “cut” only with allowed game weapons.

Character Development

There are three major Guilds in Everwood – **Knight's**, **Cleric's** and **Wizard's**. Every player must choose the Guild their character will belong to. During the entire game character can grow via getting Ranks in their Guild. At each Rank character can learn one new ability of the achieved Rank. This allows to create unique characters. Changing the Guild is possible but Ranks do not transfer, meaning character will have to start over.

To upgrade the Rank character must collect **Everwood's Runestones**. Everwood's Runestones are valuable combat trophy and are given if show outstanding results on trainings or successfully completing the special quest. All the gathered Runestones are inalienable game objects thus remain with the character even during Search, however if the character died, player must give all Runestones to the Master. When character gets enough Runestones, he can request to get new Rank at their Guild in exchange for Runestones. For example, getting second Rank requires **2** Runestones, while to get fifth Rank – **5** Runestones.

Some terminology from Rank tables:

- ***heavy armor** – item, necessary to use an ability (*for more details check. 3.1. Equipment*);
- ***power-up** – one of the supplies. Other supplies are: **bandage**, **recipe** and **schematics** (*for more details check. 3.2. Alchemy, 3.3. Technomancy*);
- ***Wound** – effect of hitting the opponent (*for more details check. 3.1. Equipment*);
- ***Elixir** – creatable disposable item (*for more details check. 3.2. Alchemy*);
- ***First phase of filthening** – beginning stage of Filth (*for more details check. 3.3. Technomancy*);
- ***Mysticism** – ability, allowing to create unique abilities (*for more details check. 3.2. Alchemy*).

Knight	
Stun (<i>one-handed weapon</i>) hitting target's shoulder with pommel and saying "STUN!" stuns the target for 5 minutes	
I Rank	
Durability (<i>*heavy armor</i>) once per day, armor consumes one Wound, received from any weapon	Adrenalin (<i>*power-up</i>) once per day, consuming the power-up will allow to delay the effect from each Wound for 5 minutes after the hit, in a next battle
II Rank	
Endurance (<i>helmet</i>) once per day, puted helmet absorbs one Wound received from any weapon	Discipline (<i>one-handed weapon</i>) once per day, pain from Wound allows to cast any already casted ability
III Rank	
Training (<i>two-handed weapon</i>) once per day, training with weapon for 5 minutes allows to cast any already casted ability	Excellence (<i>shield</i>) once per day, withheld shield consumes one Wound received from any weapon
IV Rank	
Precision (<i>one-handed weapon</i>) once per day, saying "BACKSTAB!" and a piercing strike in unarmored back of the opponent inflicts Lethal wound ignoring all abilities	Duel (<i>heavy armor</i>) once per day, opponent can be called out for a duel If You win the duel or opponent rejects, each ally in Your group can cast one already casted ability
V Rank	
Possibility to learn unique abilities	

Cleric	
Bandage (*<i>bandage</i>) applying a bandage heals target's one Wound in 5 minutes	
I Rank	
Mobility (<i>mantle</i>) once per day, mantle consumes one Wound, received from any weapon	Cure (<i>bandage</i>) once per day, applying a bandage heals all target's Wounds in 5 minutes
II Rank	
Heal (<i>power-up</i>) once per day, using a power-up and conducting a corresponding ritual for 5 minutes allows to heal one Wound for all characters in 5 m radius	Inspiration (<i>power-up</i>) once per day, using a power-up and conducting a corresponding ritual for 5 minutes allows any character in 5 m radius to cast one already casted ability of lower or same Rank
III Rank	
Prescription (<i>recipe</i>) once per day, following the recipe and doing necessary actions for 5 minutes creates an Elixir	Resurrection (<i>recipe</i>) once per day, using a recipe allows to resurrect target in 5 minutes
IV Rank	
Possibility to learn unique abilities	
V Rank	
Focus (<i>power-up</i>) once per day, using a power-up and conducting a corresponding ritual for 5 minutes allows any character in 5 m radius to negate the next Wound	Rehabilitation (<i>power-up</i>) once per day, using a power-up and a corresponding ritual for 5 minutes allows to heal all Wounds for all characters in 5 m radius

Wizard	
Fireball. Combat magic (<i>magical attribute & mantle</i>) hitting the opponent with fireball and saying “ FIREBALL! ” inflicts Wound. Ignores shield	
I Ранг	
Constitution (<i>mantle</i>) once per day, mantle consumes one Wound from any weapon	Dodge (<i>light armor</i>) once per day, armor consumes one Wound from any weapon
II Ранг	
Purification (<i>bandage</i>) once per day, applying the bandage cleanses target from *First phase of filthening in 5 minutes	Paralysis. Combat magic (<i>magical attribute & mantle</i>) once per day, hitting the opponent with paralysis ball and saying “ PARALYZE! ” paralyzes target for 5 minutes. Ignores shields
III Ранг	
Possibility to learn unique abilities	
IV Ранг	
*Mysticism (<i>power-up</i>) once per day, allows to develop an experimental unique ability	Conversion (<i>mantle</i>) once per day, mantle can consume Wound from any weapon while also refreshing all casted abilities of lower Rank
V Ранг	
Cauterize (<i>power-up</i>) once per day, consuming the power-up will allow to delay the effect from each Wound for 5 minutes after the hit, in a next battle	Attribute (<i>magical attribute</i>) once per day, owning a magical attribute allows to cast last casted ability of lower Rank

3. Combat

3.1. Equipment

Every type of item in equipment has its own standards and requirements. All items denied by organizers must be left in Elysium. If a player found to carry denied equipment during the game, that equipment will be taken, player will be removed from the game and character will die.

Weapon requirements:

- acceptable if weapons were manufactured somewhere or done by player, if they are covered with latex, look aesthetical and are softened entirely;
- acceptable if two-handed weapon is no longer than 2 m fully softened (*including shaft*);
- acceptable if throwing weapons are done from light, elastic and soft material, covered with latex and doesn't have solid base;
- acceptable only if bows and crossbows (*of any kind*) do not exceed 24 lbs. of pull force;
- acceptable only if arrow's humanizers are bigger than human's eye;
- acceptable if shields have soft outer surface and edges. Shields from other sports will not be accepted.

Weapon types:

- **one-handed weapon** – upon hit inflicts **Wound**. Any throwing weapon is considered one-handed;
- **two-handed weapon** – upon hit inflicts **Wound**. Any weapon exceeding owner's length from the toes to the chest is considered two-handed. All bows and crossbows are also two-handed weapons;
- **technomagic weapons** – upon hit inflicts **Wound**. Can be two-handed and one-handed (*check 3.3 Technomancy*);
- **combat magic** – upon hit inflicts **Wound** while ignoring shields or weapons on its way. Used only with **Magical attribute** and **mantle**. Magical attribute — is a magical staff, grimoire, prayer book, which should always be in character hands who walks the path of the combat magic. Combat magic (for example, "Fireball") is imitated by bright red soft ball with tail;

Armor requirements:

- doesn't matter from which material armor is made of, as long as it can withstand hits and looks aesthetical;
- if one necessary part of armor is missing or took off, armor class immediately lowers or dismisses;
- underarmor for torso (*doesn't matter how thick is*) is a recommended item for an armor/equates to the light armor with the appropriate body coating;
- underhelmet (*doesn't matter how thick is*) is a recommended item for a helmet;
- helmet (*or any other head armor*) must protect upper part of the head. Shield protects from "Stun" ability. It is mandatory to wear a helmet when using a shield.

Types of armor:

- **light armor:** must protect torso from the front, hands from the elbows to the hands and legs from the knees to the foot;
- **heavy armor:** must protect torso from front and back, shoulders, hands from the shoulders to the hands and legs from waistband to the foot.

Mantle – outwear used by Wizards and Clerics. Mantle is a long (*under knee*) usually monotone vestment. Can have a hood. Mantle can use some armor parts for decorative purpose but will not count as armor. Wearing mantle on top of the armor is forbidden.

Off Limits Targets and valid strikes:

- entire body is counted for valid strike excluding head, neck and groin. Hitting these areas is forbidden and leads to the Death of the attacker;
- if the opponent is not defending – all hits should be shown as light weapon touches;
- player who doesn't want to fight can raise unarmed hands and declare the surrender saying “**SURRENDER!**”, thus showing the opponent no will to fight;
- the strike will be counted only if it was done with right part of the weapon with full amplitude only;
- capturing blades, hands or legs, kicking the shield with legs and any other martial arts are forbidden unless both sides agreed to use them before the fight.

Wounds – wounds differentiate by the severity and must be roleplayed.

Type of wound	Lethal wound	Heavy wound	Light wound
Roleplay	Fall on the ground, screams of pain. Disfunction of legs and arm	Cannot run. Groans and disfunction of leg (player choose which)	No movement restrictions. Periodical pain
No armor	first hit		
Light armor	second hit	first hit	
Heavy armor	third hit	second hit	first hit

Death

In case of being lethally wounded character painfully dies during next 10 minutes without proper help. During that time the character can: crawl while asking for aid, drink the healing potion, use healing abilities; suicide. Other characters can **finish him/her/it off** by touching with weapon and saying “**REST IN PEACE!** “. “The corpse” must stay at the place of death for 10 minutes, unable to talk or move. It is allowed to search this character (*check 2.3. Character*). In case of Search “the corpse” must give away all game valuable items. Then “the corpse” must head for Elysium while showing any passerby **sign Out of role** (*check 2.1. Roleplay*).

In case if non-filthed character dies in the area of **emission** in the Gloomwood (*check 3.3. Technomancy*), character will be **reanimated** (*check 3.3. Technomancy*) by the Filth in **cadaver** (*check Book of Legacy*) and must remain in that form upon finished off (*but no longer than 30 minutes*). This effect can be avoided if just killed character will be imitated by cutting arms and legs right after the moment of death.

Overseeing the rules

In case of obvious violation of rules, any participant can warn their partner or opponent, however in case of repeated violation it is advised to inform Master. Masters are very strict about following the rules and keeping combat actions save, therefore no one will be prejudged, no matter which player or the character is misbehaving.

3.2 Alchemy

Terminology:

- game alchemy – is a combination of mixing components and witchcraft. For successful roleplay containers to mix the components are required;
- because mixing components will be possible in the field where is no sturdy surfaces or lab equipment, it is recommended to use plastic containers to avoid injuries and fractured glass;
- drinking a potion can be imitated by spilling the potion on the ground and saying “**USED!**”.

Supplies:

- supplies for one-time use can be found in the Gloomwood or can be purchased in Cleric's Guild, multi-use supplies can only be found in Gloomwood;
- **bandage** – one-time supply for healing. Bandage is considered used if the sign was detached. Must be discarded after healing process ends;
- **power-up** – one-time supply looking like a small scroll needed for several abilities. Is considered used if the sign was detached. Must be discarded after use of skill;
- **recipe** – multi-use supply containing instructions for creation of certain **potion** or using an ability;
- **schematic** – multi-use supply (*check. 3.3. Technomancy*).

Reagents:

- **Belomedus milkus** – white liquid with sour smell. Can be purchased in Cleric's Guild;
- **Mertorotus aceticus** – colorless liquid with tang. Can be purchased in Cleric's Guild;
- **Viparkus ashus** – gray powder, smells like smoke. Can be distilled from monsters of Gloomwood;
- **Bladanus syrupus** – viscous liquid with vinous color, smells like berries. Can be purchased in Cleric's Guild;
- **Rastitelnus butterus** – viscous yellow butter with light seed's aroma. Can be purchased in Cleric's Guild;
- **Krasilnus powderus** – red powder with sweet smell. Can be distilled from monsters of Gloomwood;
- **Marblum wyrmus** – marble worm with acid green glands. Can be found in Gloomwood. Lives on poison plants;
- **Bronum fungus** – brown mushroom without smell. Can be found in Gloomwood. Grows on old pine and spruce;
- **Ferum berryus** – wild yellow berry without smell. Can be found in Gloomwood. Grows on green trees and bushes.

Potions:

- **Bronuaceticum Viparkus** – immediately heals one Wound;
- **Marblubutterum Bladanus** – immediately heals all Wounds;
- **Fungashum Rastitelnus** – allows to cast any already casted ability;
- **Ferubelomedum Powderusyrupus** – resets the cooldown for used abilities up to 3 Rank (including);
- **Mertorotumilkum Wyrmutkrasilnus** – experimental potion which can neutralize **Second phase of filthening** (*allowed to used only under Master's supervision*).



Mysticism:

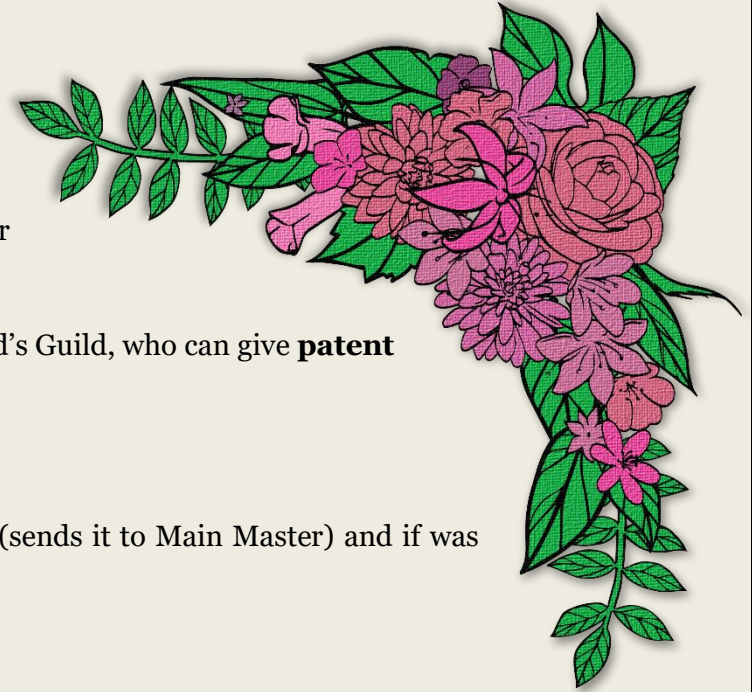
- wizard's ability "Mysticism" allows to create unique abilities;
- **unique ability** – ability that requires VI rank of character and a certification in Road Patent;
- to use "Mysticism" wizard need to use a power-up;
- **treatise** must be written on scroll with paintings showing magical changes and followed by description of these changes in text. Treatise must include: name of the ability, requirement for equipment and/or supply, effect of the ability;
- unique ability must require one of the following: necessary equipment or supply;
- when the unique ability was developed and written, it must be presented to the Head of Wizard's Guild, who can give **patent** to use this ability.

Patent:

- allows to use unique ability and teach others (*inalienable. May be taken only if was recalled*);
- upon receiving treatise Wizards Guild sends it to the capital to be approved in High Council (sends it to Main Master) and if was accepted, calls a wizard to give the patent to the creator;
- patent consist of two copies, one stored in Wizard's Guild, another one is given to the creator;
- patent must be signed by the Head of Wizard's Guild;
- wizard, who owns a patent, can be a teacher and teach others by **Teacher-pupil** system.

Teacher-pupil:

- any wizard, owning a unique ability, can become a teacher;
- to choose a teacher, pupil must go to Wizard's Guild, choose the unique ability pupil wants to learn, find out who created it and negotiate it;
- teacher decides how hard and long the teaching process will be, minimum is 6 hours (*in total*);
- after teaching, both teacher and pupil must go in Wizard's Guild where they confirm that course was finished and disciple will get a certificate for Road Patent;
- in certain scenarios patent can be recalled by High Council. Then it will be announced in New Settlement and everyone who is using it and didn't gave in the certificates and patents will be considered outlaw.



3.3. Technomancy

Terminology:

- **technomancy** – is a mix of filthed technologies and witchcraft allowing to use technomagic artifacts;
- to gain access to technomancy the character must go through **3-rd phase of filthening** (*more details below*) and become a **Filth Disciple** (*more detail below*) of the same Rank which character was prior to filthening. This way character loses access to old abilities while gaining new;
- **artifacts** – various technomagic equipment required to be activated with crystal;
- **crystal** – part that accumulates Filth, powers and corrupts any artifact. Touching crystal without special protection equipment immediately infects with First phase of filthening;
- **schematics** – multi-use supply which describes how to activate certain artifact;
- **Portal** – place where Filth guide is summoned when giving information and orders to the **technopriests**;
- **Technocrats** – most faithful and distinguished Filth disciples IV+ Rank who are allowed to enter the Portal.

Filthening process:

- **filthening** – is a permanent, alien and dangerous influence of Filth on the minds who contacted it;
- **first phase**. Physically indistinguishable. Mental changes – character is hearing hallucinations (*once per hour*). More aggressive and disturbing behavior. Character feels need to keep hidden the fact that character was infected. Mental resistance. Every 3 hours must consult Master to correct the actions. Can be stopped if targeted with “Purification” (*check 2.3. Character*);
- **second phase**. Physically indistinguishable. Mental changes – more frequent hearing hallucinations, added by visual hallucinations (*three times per hour*). Very aggressive. Irresistible need to keep hidden the fact of the infection. Can be mind controlled frequently. Once per hour must consult Master to correct the actions. Possible to cure the infection – potion **Mertorotumilkum Wymukrasilnus** (*check 3.2. Alchemy*).
- **third phase**. *Last stop*. Physical changes – black triangles where player’s eyes are at base of the triangle and black lips. Fully mind controlled. Must periodically consult with technocrat(s) for instructions. Impossible to cure.
- advancement to the next stage of filthening is every 6 hours. Meaning that without cure in 12 hours since infection commence advancement to the third phase with full mind control.

Terminology for table of Rank:

- ***crystal adaptation** – requires to have a crystal installed to the object which is necessary for certain ability;
- ***cadaver** – reanimated corpse, servant. On whole body the summoner should draw big gray green circles. More details about cadaver are in Book of Legacy.

Disciple	
Ability to carry an artifact	
I Rank	
Symbiosis (<i>any armor</i>) once per day, armor absorbs one Wound from any weapon while also restoring one Wound	Symbiogenesis (<i>mantle</i>) once per day, mantle absorbs one Wound from any weapon, also refreshes another used ability;
II Rank	
Impulse (<i>magical attribute</i>) once per day, aiming at target in 5 m radius and saying “ IMPULS! ” knocks the target on the ground	Stasis (<i>any armor</i>) once per day, wearing armor and stabilizing themselves for 5 minutes allows to cure one Wound
III Rank	
Technomancy (<i>schematics</i>) once per day, following the schematics and conducting all necessary action for 5 minutes activates an artifact	Necromancy (<i>mantle</i>) once per day, after 5-minute-long procedure allows to reanimate corpse into * cadaver . Cadaver follows orders from summoner for 30 minutes minimum, after which “disperse”
IV Rank	
Automation (<i>technomagic weapon</i>) once per day, infliction Wound on opponent allows to refresh all abilities of lower rank	Reload (<i>technomagic weapon</i>) once per day, weapon training for 5 minutes allows the effect of the Wounds to come 5 minutes later then hit
V Rank	
Reactivation (<i>any armor</i>) once per day, wearing the armor and reactivating it for 5 minutes allows to reactivate into Heavy wound state	Binary (<i>any armor</i>) once per day, finishing off the opponent allows to cure all Wounds

Gloomwood properties:

➤ Gloomwood is a **filthed zone**. It means that any object, any creature or flora are most likely affected by Filth. This is why everyone should be cautious about all objects from Gloomwood Disciples can't leave Gloomwood because their life depends on Filth. Gloomwood is a dangerous place because of **toxic vapor**;

➤ **toxic vapor** – the essence of Filth that corrupted the air of the forest. Filthed are not affected but everyone else can be affected! When entering Gloomwood it is necessary to wear protection for inhalation – wizards masks, cloth, covering bottom part of the face and so on. Adventurers receive a Wound every 5 seconds from vapor poison if in radius of 10 steps there are more than 5 people. (**ATTENTION!** *Necessity to wear masks everywhere during the whole game can be enforced by special rules according to COVID-19 pandemic and requirements of Lithuanian Ministry of Health. Type of mask should be chosen according to the world (if not stated otherwise). Mask can be removed only when eating or being alone. Ignoring this rule can result in player's removal from the game. This rule will be active only if large events will get special restrictions*).

➤ **Pillars** – remains of ancient monuments which are dispersing Filth. Active if **crystals** are inserted. Every Pillar has a defensive **anomaly** around it. Pillars periodically create some **emissions**, thus expanding the area of the Filth;

➤ **anomaly** – new and very dangerous effect of the Pillars. Affects every living being in 10 m radius immediately inflicting Fatal wound. Technocrats and necrotechs are not affected (*check Book of Legacy*). Radius of an anomaly will be marked on the ground;

➤ **emissions** – are powerful impulses followed by soundwave and toxic vapor, which expands way beyond the Gloomwood. Order of emissions is random and lasts around 30 minutes. During emissions every non-filthed character must wear protection for inhalation or else will suffer from toxic vapor. Only during emissions Disciples can leave Gloomwood. Additional effect - **reanimation**;

➤ **reanimation** – effect from Filth's expansion, during which all died character can reanimate in random order (*check 3.1. Equipment*).



FINAL