

The Fog LARP: Book of the Seventh Path

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What does this book include?

Here you will find:

- ✓ Basic game knowledge about the Seventh Path and the way its adepts' skills work (ingame lore). It will allow you to develop the game world in a consistent way. This knowledge is not exhaustive. You will learn a lot more from characters ingame, mainly other followers of the Seventh Path.
- ✓ General knowledge about the Order of the Seventh Path as a faction in The Fog LARP.
- ✓ The rules for using the Seventh Path skills in the game and for participating in the game as a Seventh Path adept.
- ✓ A complete list of the Seventh Path skills.

1. The Philosophy of the Seventh Path

In The Fog LARP setting, the worlds came to be as a result of a clash between order and chaos. They all contain particles of order and chaos in different proportions (see more in the Book of Lore). The world where the game takes place is the only one, in which the order and chaos particles were perfectly even.

This absolute balance, however, prevented the world from evolving. Therefore, the god of Change, Breita, brought additional chaotic energy into it, through which changes could be made in the current state of affairs.

This energy became known as **magic**.

Thus, magic is a way to change the reality, associated with chaos. It is opposed by the conservative force of order, which tries to prevent change and restore the original balance or establish a new one. While the forces of magic strive to change the world, order seeks to explain and arrange it.



The Seventh Path is a worldview that opposes the use of magic assuming that magic creates instability and causes disasters.



The tools the Seventh Way uses **to explain and arrange** the world are:

- 1) discipline of the mind;
- 2) mathematics;
- 3) engineering - in the form of **devices that neutralize magic**.

2. The Order of the Seventh Path



The Order of the Seventh Path is an anti-mage organization of which characters from different groups and factions can be members. Its ideology is based on intolerance of the use of magic.

History of the Order of the Seventh Path

For almost 1000 years, virtually the entire known world was united under the rule of Emperor Jarn (see more in the Book of Lore). With the Empire's expansion and centralization, the power of the Mages, united in the Mage Academy – just one of many schools in the empire, but the only one where magic was taught – kept increasing. In time the Academy gained an extremely strong influence, which in combination with the very power of mages to do things that other people could not, led to the establishment of the academy almost as a state within the state. This troubled the emperor and led to the creation of the Order of the Seventh Path – a secret organization involved with surveillance, intimidation, blackmailing, and even the elimination of particularly inconvenient mages.

To build such an organization, the emperor needed a man who was at once effective, completely trusted, and also unknown in society. Thus, an old friend of Jarn's – Avuril – a former soldier and later a philosopher, who had long since retired to the mountains to practice discipline of mind, became the founder of the Order of the Seventh Path.

With the resources provided by the emperor, Avuril created a secret training base and recruited cadets, but training them proved to be a task more difficult than expected. Despite all efforts and motivation, almost no one could achieve that state of complete clarity and understanding of the world, which allowed Avuril only with the power of his mind to neutralize and counteract magic.

This led to the inclusion of engineers from the Serdica University of Mechanics and Engineering in the project. After much research, they finally were able to understand exactly what Avuril was doing with his mind and express it in mathematical formulas. Based on them, they then created devices that systematized his skills into several clearly defined functions activated by a button. The devices were just lovely – easy to use and inaccessible to mages because they directly killed any mage who would activate them. The only problem was that they were few, due to the extreme rarity of one of the metals necessary to produce them.

The Order of the Seventh Path existed for many years as a secret organization, with the work of which the Emperor was very pleased. It survived after his death and played a role in the Mage Wars. However, after the Cataclysm, the Order started to dwindle, due to the lack of mages to motivate its existence.

Restored after 2010 as an overt organization, the Order of the Seventh Path has been more if a noisy anti-mage movement. A few years ago, however, the hideout where the preserved devices had been stored was found, together with some important notes. This played a huge role in reviving the old way of organization. However, the Order is still only a shadow of its original influence from the times of the Empire.

To this day, the Order of the Seventh Path uses the same, few devices.



What does the Order of the Seventh Path do:

- Forming practical policies towards mages and the use of magic.
- Organizing and giving guidance to its members on the implementation of these policies.

3. Rules for using the Seventh Path skills and participating in the game as a Seventh Path adept

3.1. Using the Seventh Path skills



The Seventh Path skills are meta skills. To use them, **verbal meta markers** are used – keywords or longer instructions that allow other players to understand that an effect of the Seventh Path has been triggered and what this effect is. **It is the duty of every Seventh Path adept to make it clear to others how they need to roleplay the situation.**



Triggering an effect is done by using a **Seventh Path Device, which must be activated and the respective keyword must be said.**



Each Seventh Path effect can be triggered **once, twice or thrice a day. The effects are updated at 10:00 AM every game day.**

The Seventh Path effects:



- **are non-magical** (they cannot be removed by the means used to remove magical effects);
- **have effect on all spells of all schools of magic**, unless the text of the spell explicitly states that it is not affected by Seventh Path effects, or unless the spell is cast on a dead character.

The Seventh Path devices:



- are property of The Fog LARP and for each game are distributed among the players by the person in charge. They must be returned after the game.
- They cannot be stolen or taken.
- Cannot be destroyed ingame by any means known to the characters so far.
- Do not work (basically do nothing) if a character who does not belong to the Order of the Seventh Path tries to activate them.
- Lead to the sudden death of any mage trying to activate them.

3.2. How to participate in the game as a Seventh Path adept



- If you wish to participate in The Fog LARP installment as Seventh path adept, you need to contact the person currently in charge for the Seventh Path: Nikolay Nikolov "Siegfried" and Veronica Pancheva "Lyralei". They have two main tasks: 1) to answer your questions related to playing a Seventh path adept and 2) to make sure that you know the rules of Seventh path and the requirements to Seventh path adept players, which also includes filling in a short questionnaire at a convenient time. Players who know the rules and effects will, at check in for the game, receive a meta "Seventh path ID card", without which they are not allowed to play as a Seventh path adept.
- It is also the task of these players to distribute the available number of Seventh Path devices. **After the game the devices must be returned.**
- Contact information can be obtained through The Fog LARP community channels or by sending a message to The Fog LARP FB page.

What is expected of me as a Seventh Path adept?



- To perfectly know the rules for using the Seventh Path effects.
- To be able to briefly and understandably explain these effects to the players you apply them on.
- To be familiar to a satisfactory level with the rules for using magic.
- Your character is expected to be convinced that the use of magic is harmful and should be restricted, and to demonstrate this belief and their ideological affiliation with the Order of the Seventh Path. The desire to use meta effects with the only motivation to gain a meta game advantage is not tolerated.

Important!

As a general rule, **fanatical characters are very difficult to roleplay and unsuitable for long term character development.**



That is why **the characters from the Seventh Path remain loyal to their main factions and respect their traditions and way of life, including acceptance of mages. By exception, they can reluctantly tolerate those mages who are their comrades, however they often have tense and contradictory relationships with them.**

4. Complete list of the effects of the Seventh Path

Name	Times per day	Command word	Effect
Detect Magic	3	N/A	The Seventh Path adept (SPA) scans someone else or themselves with the device. Thus they gain knowledge of any magic effects on the target. This includes effects that continue after a character's death (e.g. Phoenix, Dark Avatar, etc.).The scanned target responds off-game what magical effects they have on them.
Interruption	3	INTERRUPT!	After activation with the device, in the next 10 minutes, the SPA can react to any spell that is being cast by shouting "Interrupt!". The mage is interrupted and, if they so desire, can begin casting the spell from the start. The mage does NOT lose the cast! There is no limit to the number of interruptions the SPA can perform within the 10 minutes. Interruption can only occur while the mage is saying the spell incantation, NOT the meta command word. Example: an SPA can interrupt a mage while they are saying "I set a fire in my veins...", but not while they are saying the "Burn!" meta command word.
Extraction from Transport State	3	GET OUT!	Immediately ends a mage's active Transport State. If the mage has to suffer 10sec of weakness due to the Transport State, they still do. Can be applied in two ways: 1) by touch - activating the device briefly while in physical contact with the mage; 2) remotely at a distance of up 10 meters, by yelling the name of the mage, as they are known to society.
Silence	3	SHUT UP!	Works on a single character. Activating the device makes the target mute for 5 minutes. The effect cannot be removed, except by the death of the character.
Mirror	2	MIRROR!	10 minutes after activation with the device, the SPA can apply the "Mirror" effect once. If a spell effect is applied to the SPA, they can choose to reflect it back towards the caster by shouting "Mirror!". The caster cannot interrupt the effect after it has been reflected and any magical immunities they might have (e.g. "Ice Armor", "Dark Avatar") do not apply. The Mirror is a passive protective effect. The mirrored spell is not considered an attack for the purposes of effects that activate on attack.
Energy Drain	2	DRAIN!	10 minutes after activation with the device, the SPA can apply the "Drain" effect up to three times. While a mage is applying a spell effect to the SPA (speaking the meta command word), they can shout "Drain!". The spell effect is not applied and that activation is lost.

Name	Times per day	Command word	Effect
Oscillating Jump	2	N/A	<p>Immediately after activation, the SPA enters a unique Transport State for up to 10 minutes. They can exit and reenter at will for the duration, but must always be running to stay in the Transport State. When exiting from the Transport State, there must be no people within a 5-meter radius of the end point.</p> <p>While in the Transport State, they cannot be touched, touch others, touch objects, attack, be attacked, be targeted by spells, nor be seen normally, and their movements make no noise.</p> <p>The player marks that this effect is active by moving with their device in hand held above their head.</p> <p>A SPA in Transport State cannot be seen through an Oculus (see Book of Lore).</p>
Magic Strip	2	STRIP!	<p>By touching the target, activating the device and saying the meta command word "Strip!", the SPA removes any magical effects from them.</p>
Mass Silence	1	SILENCE! SILENCE! SILENCE!	<p>The SPA shouts the meta command word "SILENCE! SILENCE! SILENCE!". Any character who hears this, except for the SPA activating the effect, is mute for 5 minutes. The effect cannot be removed in any way except the character's death.</p>