

FOG  LARP

**BOOK OF HEXERS**

# Table of Contents

---

<b>0. What does this book include?</b>	
<b>1. Hexers in the world of The Fog</b>	
<b>2. The Hexers' Guild</b>	
2.1. Guild structure	2
<b>3. Rules for participation in the Fog LARP as a hexer</b>	
<b>4. Rules for hexer abilities (hexes)</b>	
4.1. Hexer abilities	3
4.2. Complete list of the hexer abilities	3
<b>5. Rules for hexer potions</b>	
5.1. Complete list of hexer potions	5

## 0. What does this book include?

Here you will find:

- Basic game knowledge about the hexers and their skills in The Fog LARP (ingame lore). It will allow you to develop the game world in a consistent way. This knowledge is not exhaustive. You'll learn a lot more from characters during gameplay, mainly other hexers.
- Information on the Hexer Guild in the world of The Fog LARP.
- The rules for using hexers' skills in the game and for participating in the game as a hexer.
- Complete list of hexer skills and potions in The Fog LARP.

## 1. Hexers in the world of The Fog

Since ancient times, written sources and legends tell of how creatures and monsters have harassed the peaceful population. Around the year 1700, armed groups were formed whose sole purpose was to protect their settlements from supernatural attacks. Some of the hunters excelled more than others. From this period, there are rumors that the first enhancement elixir was created – a special potion to some and a poison to others, extracted from the essence of a supernatural being. A potion because it carried some of the creature's powers, and a poison because along with the power came weakness.

The first hunters ingested these enhancement elixirs, which granted them additional abilities to fight monsters. At one point, it even became imperative that only individuals who drank the enhancement elixir could become full-fledged hunters. The first enhancement elixirs were often lethal, so few survived.

As time progressed, the death rate decreased due to advances in alchemy. However, for unclear reasons a large part of the gathered knowledge has been lost. In recent years the method of creating enhancement elixirs has been rediscovered, which gave the people the ability to protect themselves from hostile creatures.

### 2. The Hexers' Guild

The guild is an organization made up of members from different groups and factions. Its main purpose is to deal with and resolve problems arising from the presence of supernatural creatures, and monsters and if necessary to confront them. Upon contact with a creature/monster, guild members initially only observe and examine it, as a core part of the hexer code is to engage in conflict with the supernatural only when it is hostile.

Guild members have retained some of the knowledge needed for creating new enhancement elixirs and using hexer abilities and potions. After drinking their enhancement elixir, each new hexer can use a special device, with which they can perform the hexers' abilities. Hexers also have access to master-crafted silver and runic weapons.



**Being a hexer involves the identification, study and, if necessary, engagement of supernatural forces, especially creatures and monsters.**



**This happens through the use of hexer skills, potions and special weapons.**

#### 2.1. Guild structure

The guild has its own structure, consisting of the following ranks:

- **Candidate**- not a hexer, but wishes to become one. Cannot use a hexer device and hexer abilities, nor can he drink hexer potions. May engage in creature/monster hunting.
- **Apprentice** – newly transformed hexer. Has access to hexer devices, and can use abilities and potions. Can participate in hunting creatures and monsters. They get their own special weapon.
- **Hexer** – a more experienced member of the Guild. They gain access to a second dose of their own enhancement elixir. He can lead a hunting party.
- **Jaeger** – a highly experienced hexer. Gains access to a second special weapon. May lead a larger hunting party in connection to more dangerous creatures.
- **Master** – the highest rank in the Guild. Possesses great knowledge of the supernatural, manages the Guild and assigns hunting parties.
- **Kalushar** – The core of the hunting party, the kalushari are an indispensable part of the Hexer Guild. These are individuals who can be mages, seventh-path adepts and all others who wish to actively help the guild, without undergoing the transformation into a hexer.

Any character who does not belong to the above ranks, but is willing to participate in the hunt, **can join by contacting the Guild Masters.**

### 3. Rules for participation in the Fog LARP as a hexer

Any player can become a Hexer or a Hexer Candidate. This requires contacting the Hexer GM, mentioned on The Fog LARP's website under Team. Discussion and instructions can be given either in between games or ingame, but becoming a hexer only happens during a game.



**A player cannot be both a hexer and a character with other meta-skills (mage or seventh path adept).**

A player who wants to be a hexer but plays a character with other meta-skills must give them up in order to use the hexer abilities. Alternatively, they can choose to be a kalushar.

## 4. Rules for hexer abilities (hexes)

Hexers use special devices that allow them to perform their abilities. They attach to their hands and glow with ultraviolet light. The devices are given by the Guild Masters.

Devices cannot be stolen, taken away or destroyed.

A non-hexer player cannot use hexer devices.

### 4.1. Hexer abilities

Hexer abilities are meta skills. Verbal meta markers are applied to indicate their use – meta command words that allow other players to understand that an effect has been applied and what it is. It is the responsibility of every hexer player to make it clear to others what is happening.

- Activating each hexer ability is done by saying the incantation, making an ability-specific hand gesture, speaking the meta command word, and turning on the UV light of the device.
- Each hexer can use up to 3 abilities in quick succession, before having to rest for 30 minutes outside of combat.
- The effects of hexer abilities are non-magical and only work on creatures/monsters. (Non-creature and non-monster characters should ignore effects from hexer abilities if they have been applied to them).
- There are ways for non-hexer characters to use hexer-like abilities, but those ways vary and must be discovered ingame.

### 4.2. Complete list of the hexer abilities

<b>Name</b>	<b>Repel</b>
<b>Incantation</b>	“Nahd”
<b>Duration</b>	1 min.
<b>Description</b>	With this skill, the hexer can keep a monster at bay. It cannot approach him while illuminated by the light of his device.
<b>Meta command word</b>	“Back off”

<b>Name</b>	<b>Calmness</b>
<b>Incantation</b>	“Somne”
<b>Duration</b>	5 min.
<b>Description</b>	With this skill, the hexer can either sedate or put a monster to sleep. If it is attacked and and takes damage, the effect is interrupted. Cannot be applied to a monster already in combat.
<b>Meta command word</b>	“Sleep”

<b>Name</b>	<b>Energy Void</b>
<b>Incantation</b>	“Skjald ”
<b>Duration</b>	10 min.
<b>Description</b>	With this skill, the hexer can ignore a single magical attack from a monster that would cause him to become Wounded or Die.
<b>Meta command word</b>	“Drain”

## Chapter 4

<b>Name</b>	<b>Hex Sight</b>
<b>Incantation</b>	“Toir”
<b>Duration</b>	5 min.
<b>Description</b>	With this skill, the hexer can reveal the true form of a monster in front of him. In such a case, it is bound, if in human form, to reveal its true nature/appearance.
<b>Meta command word</b>	“Reveal”

<b>Name</b>	<b>Dim Light</b>
<b>Incantation</b>	“Brena”
<b>Duration</b>	5 min.
<b>Description</b>	With this skill, the hexer can use his device as a light source without costing him a charge.
<b>Meta command word</b>	none

## 5. Rules for hexer potions

There is a diverse set of potions that assist hexers in their role and grant them additional skills, but also come with some drawbacks. Only hexers can use hexer potions. (Unless specifically stated otherwise)

If a hexer drinks more than two hexer potions, he becomes incapacitated. This rule does not apply if the third consumed hexer potion is „Morning Dew“.

In the event that a non-hexer character drinks a hexer’s potion, he must act as if poisoned. (Unless specifically stated otherwise)

### 5.1. Complete list of hexer potions

<b>Name</b>	<b>Black blood</b>
<b>Duration</b>	1 hour
<b>Description</b>	After drinking the potion, the hexer’s blood becomes toxic to monsters/creatures. Should a creature drink the hexer’s blood, it becomes weak for 5 minutes. It can’t move, it can’t fight, it can’t use its meta skills, but it can speak in a muffled voice. If the effect is not applied to a monster, the hexer himself suffers the its’ effect for the last 10 minutes of the potion’ duration.

<b>Name</b>	<b>Willow resin</b>
<b>Duration</b>	1 hour
<b>Description</b>	After drinking the potion, the hexer can ignore the next 3 mental effects applied to him by a creature/monster. After each negated effect, the hexer loses the ability to speak for 5 minutes.

<b>Name</b>	<b>Devriye</b>
<b>Duration</b>	1 hour
<b>Description</b>	After drinking the potion, the hexer can see monsters that are invisible or in transport state. While the effect of the potion lasts, the hexer is sensitive to light and tries to avoid it.

<b>Name</b>	<b>Wild Hunt</b>
<b>Duration</b>	1 hour
<b>Description</b>	After drinking the potion, the hexer gains +3 Defense Points. Defense points from different effects do not stack. When either the potion’s effect ends or the 3 defense points from the potion are expended, the hexer becomes more irritable and aggressive than usual.

<b>Name</b>	<b>Morning dew</b>
<b>Duration</b>	Immediate
<b>Описание</b>	After drinking the potion, the hexer is cleansed of all negative effects applied to him by creatures/monsters and other hexer potions. The potion does not restore health or heal wounds.