



HEROES
ODYSSEY
THE REALMS OF
SOLENDIUM
FORGE YOUR STORY

THE REALMS OF SOLENDIUM

GAME RULES

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Introduction

Welcome to all our new and returning adventurers, before you begin your adventure within our world, it is expected that you read this document in its entirety. Heroes Odyssey is an 18+ fantasy themed role play environment that does involve consented engagement and non-coordinated combat, please consider this before agreeing to participate at one of our events.

Your First Night

Complete the Forms

New players will need to ensure that they have read, understood and signed the Player Registration Forms and Wavers, these will be supplied to you at sign in. Returning players need only re-complete the forms if they have not attended within a twelve-month period or if the rules or forms have been updated or amended. Until these forms are completed you cannot participate during the game.

What to Wear

New players are encouraged to wear comfortable enclosed shoes and plain coloured clothing (no logos, no offensive prints or language). Weapons and shields are available for hire at most of our events.

What to Expect

Heroes Odyssey is a live action role play. We play with realistic foam/latex weapons in a controlled combat system. Each event will have a game outlined to house leaders and players are encouraged to role play within the guidelines of the scenario and immerse themselves to better enhance their adventure. Players acknowledge that they will be entering a battlefield where they may be struck with LARP weapons that have been approved by the Heroes Odyssey Management. Role play and combat are both elements of our game and participants accept the risks involved with their participation. All weapons are to be submitted for inspection prior to all events, unapproved and unsafe weapons will be removed from the field of play.

What to Do

After you have read the rules, completed the forms and signed in for the night our team members will direct you to your induction called "Pathfinders". Our Pathfinder program is a requirement before you join the rest of the players and is designed to run you through your on-field obligations to all participants as well as combat and event safety. This will occur during the first hour of a Summoning event or during the first game of an evening. Once completed you are welcome to join your friends in their house or alternatively our admin team can facilitate your involvement within a house of your choice, or you can join the team member that trained you, within their house. At any time, you can choose to participate in pathfinders, or if deemed necessary, you may be required to redo pathfinder training.

Code of Conduct

Heroes Odyssey is a LARP gaming community, and like many other communities we have a code of conduct to ensure that all members of this community are treated fairly and with respect.

All participants at Heroes Odyssey are expected to comply with the code of conduct and safety guidelines. Violators of the code of conduct may face disciplinary action.

Please note: This is a role play community and as such we need to be able to distinguish between real life and in character behaviour. Using role play as an excuse to defend your actions is not appropriate nor acceptable.

No Offensive Behaviour or Racism

Heroes Odyssey is a family friendly environment. Racism, offensive language, offensive gestures and offensive behaviour is not acceptable either on or off the field. Physical assault or threats of assault will not be tolerated. This also extends and includes our digital and social media platforms. Violators or players found participating in this practice may be subject to disciplinary action.

No Harassment

Harassment of any kind will NOT be tolerated at Heroes Odyssey. If you experience harassment while at a HO Event, please notify a Warden or Committee member immediately so the appropriate actions can be taken.

Harassment is defined as any repeated unwanted or unwelcome behaviour, which makes a person feel degraded and humiliated.

Alcohol Drug Policy

Heroes Odyssey events are alcohol and drug free. The term drug refers to illicit or illegal drugs that are not prescribed for medicinal purposes. If currently taking prescription medication that limits your capacity, we will require a letter from your doctor to allow your safe participation.

Discipline

Heroes Odyssey Management reserves the right to decide upon appropriate actions should a player's behaviour be un-safe, disorderly, breach the code of conduct, breach safety guidelines the honour system or be genuinely distasteful. Our game wardens may decide to verbally communicate your misconduct and suggest appropriate action before disciplinary action is taken. Verbal communication may be recorded as a report for the wardens and Heroes Odyssey Management to review later. If verbal directions have not been followed, we have a card issuing system to regulate our disciplinary actions:

- Yellow Card- The player has been deemed a safety risk and has failed to comply with prior warnings or has breached the code of conduct, safety guidelines or the honour system. Depending on the severity of the breach, the player may be dismissed from the field of play or the venue. A second Yellow Card within a 30-day period will escalate the card issued to a Red Card.
- Red Card- The player has caused safety concerns or has failed to comply with warnings and as a duty of care to other players has been deemed a safety risk. The breach is deemed severe and will result in an immediate dismissal from the venue and a restriction of play will be communicated with the player and their house leadership. Pending the severity of the breach the restriction of play may result in a ban.

Should the player wish to appeal a decision or card issued, they are to organise a meeting with Heroes Odyssey Management to review the incidents that lead to disciplinary actions being taken. To organise a meeting please email hoplayercare@gmail.com.

The Experience Point (XP) System

All attending players at any of our events must sign in before commencing their participation for the event. During sign in a player will be allocated XP. Depending on the event your XP can range from 1XP being accrued to multiple XP being granted. For our skilled based events, your XP can be converted into skill points to gain the ability to use during the event. The conversion process and skill selection are handled at sign in. 6XP will reward you with a player level and each level you acquire will reward you with an additional skill point to spend on a skill. Skills and their costs are outlined in the skill section of this document. Players start on player level 1 and have access to 1 skill point after they pass their pathfinder training. Skills and skill points are not transferable and can only be used by the player that accrued them.

The Honour System

Heroes Odyssey is based on an honour system, where players monitor their own HP, and only use skills which the player has obtained. Players in breach of the honour system may be subject to disciplinary action.

It is the players responsibility:

- To know their own HP.
- To know their current Skills.
- Experience
- To abide by the Heroes Odyssey code of conduct and safety guidelines.

It is the Wardens responsibility to:

- To receive and act on reports received from players.
- To ensure defective and damaged equipment is removed from the field.
- To monitor and govern Heroes Odyssey code of conduct and safety guidelines.

Safety Guidelines

At Heroes Odyssey we take player safety seriously, as such we have systems in place to ensure the safety of all players, this is generally managed by the wardens who oversee the on-field games. All players are required to follow the directions of the wardens. If you feel that a scenario or situation is unsafe, please immediately communicate this to a warden so that the situation/scenario may be evaluated and modified to make it safe.

Safety Calls

The wardens will use the following calls to direct the game play during an event.

Game On

“GAME ON” is called by the wardens to signal the start (or resumption) of play.

Game Over

“GAME OVER” is called to signal the end of the game session.

Pause Play

“Pause Play” is called to interrupt play due to injury, safety, or other game related issue. All players are to cease fighting, stand still with weapons raised and wait for the direction of a warden. In the event a player is injured and requires additional attention all players must stop and wait for further direction from the wardens. Players near the injured player should wave their hands to gain the attention of the warden and/or first-aid officer. Play is resumed by a warden calling “Game On”.

Player Calls

Players are not permitted to make safety calls and may be issued with a blue card if their conduct has affected the game play. To attract the attention of a warden during play it is permitted for a player to call “Warden” during an emergency or to ask a question regarding the scenario.

Safety Equipment

It is the players responsibility to protect themselves and others from contact to sensitive areas and their eyes.

It is strongly encouraged and recommended that all players wear suitable protective equipment while at Heroes Odyssey events. Failure to do so could result in potential injury.

Zones of Play

- 1) No Combat Zone: Areas designated as role play only.
- 2) No Play Zone: Areas defined by the property owner, committee or warden as out of bounds for safety reasons. Including water, marsh, drop zones.
Any player entering a no play zone will be subject to disciplinary action.
- 3) Dead Zones: Areas on the field of battle defined by the committee or wardens that may be used for roleplay, scenario purposes or to enforce the no retreat rule (see “No Retreat”).
- 4) Combat Zone: Any area deemed as field of battle.
- 5) Non-Game zone: These areas are storage areas, amenities, facilities not in play, or house keeps.

“No Retreat” – Wardens will raise safety concerns or define a battlefield boundary for fair sportsmanship. If players cross the boundary, they take a death.

Combat Rules

Non-Coordinated Combat

Heroes Odyssey is a non-coordinated combat environment. This means that ranged and melee strikes will occur and should be controlled in a manner that constitutes a safe, medium but firm touch. The onus of control when inflicting a strike remains on the individual performing the strike and should not be deferred. The safety of each strike is the responsibility of those performing it. Be aware of your surroundings. During combat, players may be moving all around you and changing positions. It is strongly discouraged to move backwards when moving away from an opponent, moving backwards means you are unable to clearly see obstacles or players behind you and this action may potentially result in serious injury/death or damage to property.

Physical Contact and Consent

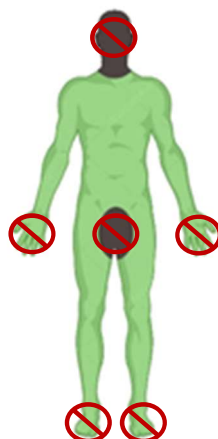
Consent should be sought out before physical interaction occurs and physical contact should be kept to a minimum. Players may make physical contact between players as part of role play if consent is given from those involved. you do not agree to being physically touched, then try offer an alternative so that role play mechanics can continue. This should not be manipulated to gain an advantage on the field.

Close Quarters

Be advised you should not be within 1.5 metres of your opponent. Your arm's length with weapon at the ready is enough to strike an opponent. In the case of daggers, be advised their use may require closer engagement to a player consider their use as roleplay rather than a primary weapon of engagement.

Strike Zones

Please refer to the diagram for what is considered a strike zone. Heads and groins are not to be struck. The torso area can also be sensitive for some players due to illness, physicality or medically required devices. The responsibility falls on players to control their combat and to not target heads or groins. The responsibility falls on players to ensure sensitive areas are protected so the risk of injury is minimised. Strikes to the head, groin, hands and feet will not count for damage. Any strike that causes a player to suspend their participation must be immediately reported to a warden and both players must leave the field to take a death unless agreed upon from both parties. Not every player experience hard hit in the same way. Be aware of the person you are engaging and ensure you control your melee strikes appropriately. Successful strikes will deal the damage allocated to the weapon or skill used. Strikes to the back of the Torso will count as 3HP damage as these strikes may not be easily identified by skill or weapon used causing the strike.



Valid Strikes

Attacking strokes are to be performed in a realistic manner and consistent with the role play of the weapon used (bigger weapons will not have a swing as fast as a smaller sword).

- A slashing weapon must have a swing arc of at least 90°.
- A thrusting weapon must commence with the elbow in line with the body. Thrusting is always performed in a downward motion away from the head.
- Throwing weapons including spell balls must strike cleanly (no rebound or bounce shots).
- Ranged weapons must cleanly strike with the 'damaging' end of the weapon (no rebound or bounce shots).
- Shields are to be used defensively and are not to be used as weapons to strike or push anyone.
- Costuming or props that interfere with a strike making valid contact is considered as a valid strike.

A block is considered ineffective if your opponent's weapon was able to make positive contact in a legal strike zone. Do not parry ranged attacks like arrows or javelins, ricocheted projectiles are more dangerous than the original strike.

Lowered Stance

Do not fight off the knee nor crouch as low, as if on one knee. This style of fighting increases the chances of suffering a blow to the head. You can take a knee or lay down on the field if:

1. It is safe to do so.
2. You are on the knee due to being incapacitated.
3. You are role playing away from a battle.
4. You are prepared to accept the risk of being hit in the head and acknowledge that you have been discouraged to perform such actions.

Starting Your Adventure

Every player starts their adventures within The Realms of Solendium by first completing the pathfinder training on their first night with us. After you have completed your pathfinder training the real adventures begin. If it is your first time or even if you are a returning player, we encourage you to trial houses and see if there is a warband (group of people) with a kit, lore, and bond you can develop with. Don't be afraid to ask your pathfinder instructor to introduce you to a house leader if you find yourself drawn to their character. Each house can be broken down to warbands and each player that makes up the warbands have all shared your 'first night jitters', don't be shy to get involved, ask questions, and remain open to in game opportunities. If you decide to trial multiple warbands within a house or trial multiple houses to find where your character belongs, this too is part of your LARP journey. We encourage players, when settled, to progress with a single character within the house though if your creativity and kit availability allows you to facilitate multiple characters (and it won't confuse your fellow gamers) feel free to explore what different characters can bring to your game.

Character Journals

The first prop you will need before a character is created is a Character Journal. The Character journal is where you can store your character sheet which will help you keep track of your levels, skill points and skill purchases you make for your character. The skills can be changed at your leisure if you record them within your journal. If you do not have your journal, you cannot access your skills, like all props if it's not present it cannot be used. Character Journals are a great way to also keep track of your adventures and they add an extra level of creativity to your game. You must have a character journal for each character you create and play. A variety of character journals are available for purchase from Heroes Odyssey Management and can be organised for purchase at one of our events.

Warbands and House Creation

Warbands

Warbands are groups of 3+ players. A qualified warband has been recognised by Heroes Odyssey Management and must meet the following requirements:

1. The warband has appointed a warband leader.
2. The warband leader has approached a house leader with 3+ players and both leaders have agreed to trial the warband and participate within the same house.
3. The warband leader has been approved by Heroes Odyssey Management and has been recognised as capable leader.
4. The warband has an easily recognised look (kit) on field.
5. The warband has submitted an emblem for approval to Heroes Odyssey Management.
6. The warband has created a banner and it is present either being held by a banner bearer or visibly seen to the side of the field.
7. The warband must attend three consecutive summoning events with their 3+ minimum, kit standard and banner. After the third summoning event, the warband leader and the house leader can confirm with Heroes Odyssey Management that the warband is no longer on trial and is now either an active warband, remaining on trial or is no longer a warband.

House

An active warband that has grown to 8+ players can contact Heroes Odyssey Management and submit their application to become a House. A House must meet the following requirements:

1. The founding active warband has submitted a house application form that has been approved by Heroes Odyssey Management.
2. The house leader and second in command has been approved by Heroes Odyssey Management and has been recognised as capable leaders.
3. The house has an easily recognised look (kit) on field.
4. The house banner is present either being held by a banner bearer or visible seen to the side of the field.
5. The house has 8+ players or 2+ active warbands within the house.
6. The formation of this house does not place into jeopardy the existence of other warbands or houses and a minimum of 50% of these members should be new players not existing players changing allegiances.
7. The House remains on trial until it has completed three consecutive summoning events meeting all the above requirements, after this the house leaderships must consult Heroes Odyssey Management to confirm the house is now active, remaining on trial or no longer on trial and reverting to a warband.

Freeboot Wanderers

Freeboot Wanderers are players that chose to play a character that is not aligned with a warband or a house. These characters must be approved by Heroes Odyssey Management and the Head Warden on the evening before they take to the field. Freeboot Wanderers cannot win scenarios, nor can they be awarded scenario rewards. They can however act as a mercenary should a champion battle occur, with the house or warband they mercenary for being rewarded the prize at the conclusion of the champion battle.

Common Game Mechanics

Banners and War Shrines

It is a requirement your banner is brought to every event, and it must be present and displayed for your Warband or House to qualify on a game's night. During Summoning events, your banner should be stored at your base and visible. Each house should set up a war shrine, within should be an easily accessible Heroes Odyssey Management approved House Relic. House Relics must be present within your war shrine during the Pats Audit to be rewarded 5 Gold Coin (GC) per relic. During a Summoning Event a house will receive 5GC for presenting a war shrine.

Incapacitation

Incapacitated players:

- A Player is incapacitated when their hit points (HP) have been reduced to zero.
- May not meaningfully interact with other players (no passing of information).
- May receive Field Surgery, Healing Energy or a Divine Aura to return to the field of play. (See Players Skills)
- Are not to stay in an active combat area, for safety reasons they must move themselves (with weapon raised over their head) to the side of the active combat area. They are not to move to gain advantage (i.e., closer to healer or objective).
- You may voluntarily succumb to death but cannot fake incapacitation to gain an advantage.

Death

A player is dead when:

- The 1-minute following incapacitation has passed, or they have been Coup de Grace'd.
- When hit with a weapon or skill that inflicts instant death (See the Instant Death special rule).
- When a warden or NPC has deemed the appropriate action required is a character death.

Dead players:

- May not interact with living players (no passing of information).
- Must move directly to deaths gate with their weapon raised above their head.
- Cannot receive field surgery or healing energy but can receive resurrection.
- You cannot fake death to gain an advantage.
- Can be revived to full health if a player is resurrected by Necromancy, a Divine Aura or uses Repenters Prayers (See Players Skills).

Instant Death Special Rule.

Players suffer instant death if hit by a weapon or skill that's damage is greater than their total HP. If the weapon or skill inflicts damage less than the players total HP, the player continues till they are reduced to 0HP and follow the rules for incapacitation. When instant death occurs, the player drops all scenario props and proceeds to death as if they have been coup'd'e'grace. Players sent to death by Wardens may be subject to disciplinary action and may not be able to receive resurrection, warden discretion will be applied.

Death's Gate

When a character reaches Deaths Gate, they can commence their death timer. The death timer is two minutes for both night events and Summoning events. When the death time has elapsed then the character may return to the field of play with their full hit points. Players returning from death however:

- May re-join the game from a House base or a point on the field of play specified by the warden or scenario
- Do not remember the last 5 minutes prior to death, unless a Necromancy, a Divine Aura or uses Repenters Prayers are used therefore they will have their full memories restored once they return to the field
(See Players Skills).

Capture

During Summoning events players can be captured and escorted to a house base. To capture an opponent, they must be incapacitated. While the player is incapacitated their captor must place approved hand bindings on them and clearly state "You have been captured". The captured player cannot voluntarily succumb to death and will instantly become a non-combatant for the duration of the capture. On a game's night, a player may only be captured for up to 10 minutes during a game before they are either freed, killed or rescued. During a summoning event a player can be captured for up to a full day and held at ransom. Should the captured player consent to being a captive, they must be allowed to leave should there be an out of game reason. Capture is intended as a role play mechanic, if its use is used in any other way Wardens can be made aware and release the captured player.

Rescued from Capture

To rescue a captured player, they must be separated from their captor. Their hand bindings should be removed and given to the warden immediately so they can be returned to the owning player.

Wardens

Often our wardens will be disguised as NPC characters to help deliver an immersive experience. Wardens will be identifiable by the lanyards they wear during game. All night events and summoning events will have a head warden and two or more volunteer wardens ensuring the game operates as efficiently as possible. Our head wardens are first aid trained and should be the first point of call during a first aid incident. If an in-game event needs to be reported or if clarity on a scenario needs to be discussed, please direct your query to the warden team and they will endeavour to provide you with the appropriate answer. Our wardens are here to facilitate a safe game for everyone including themselves, ensure that you respect their judgment on an in-game situation.

Locks and lock pick

The locks in the Heroes Odyssey must be a visible prop for the player to interact with. These props can be purchased from Heroes Odyssey Management.

Locks can be used to:

- Limit access to a chest (note: the entire chest may be stolen to open later).
- Limit access to/from a House base (gate must be locked).
- Incarceration of a player.
- Limit access to and from the cell whilst incarcerated.

Note: keyed locks may be used with approval for a specific scenario, the key must be available upon request, or won after undergoing a specific challenge.

Champion Battles

In the event of a draw during a scenario, the parties involved will put forward a champion. These champions will be issued with specific instructions from the game warden and a champion battle will commence. The specifics of each battle will be announced before the battle commences. The winner of the battle will be the winner of the scenario.

Scenario Props

Games may have a variety of props that will be available to players to enhance their gaming experience. The following are the most common scenario props:

Relics- Relics are items that remain in play beyond game over being called e.g., aura gems. Relics can be placed in bags of holding and stored on a player during game nights however, on summoning events relics must be placed in your house chest.

Sacred Texts- Sacred Texts include props like maps, notes, relic instructions etc. These props cannot be placed in bags of holding, each piece takes up the use of one hand and they must always remain visible to a warden.

Mechanic Props- The mechanic prop includes things like ritual daggers, shrines, pillars, tablet pieces etc. these props are put into the game to ensure the game mechanic works. Their removal from the game stalls the game and as such these items cannot be placed in a bag of holding must always remain visible to a warden and should not be removed from their location unless the game briefing specifies, they can be moved with one or two hands or 2+ people.

Scenario Mechanics

To add different dynamics to a scenario, scenario mechanics may be implemented. These may include but are not limited to:

- Cliff Mechanic- The marked boundary outlines where a cliff is in play. If a player goes over the boundary, they take a death.
- Wall Mechanic- The marked boundary outlines where a wall is in play, players cannot go beyond this boundary nor see past it.
- Swamp Mechanic- The marked boundary outlines where a swamp is in play. Here players are expected to role play slow movement (walking only) as if they are traveling through a swamp
- Water Mechanic- The marked boundary outlines where a river, pool, lake or ocean is in play. Here players are expected to role play either using boats or swimming motions (walking pace). Depending on the scenario may suffer a death if they contact the water.
- Zombie Mechanic- Players are to role play half speed movement as if they are a zombie. Players are not considered to be their normal character whilst being a zombie and cannot use their skills. Zombies have 5HP and can be instantly killed if another player is willing to use the heal spell on them.
- Fog Mechanic- Players cannot see beyond the length of their arms reach.

Players are encouraged to embrace these game mechanics to maximise the immersion of other players whilst participating in the scenario.

Health Points

Each character on the field starts with 0 health points (HP). HP can be increased by wearing soft kit, wearing moderate or heavy armour, applying prosthetics or receiving enchanted HP from props. The maximum HP any player-controlled character can achieve is 15HP.

Enchanted HP

There are various forms of Enchanted HP available for use through either skills or enchantments. Enchanted HP does not stack and only the highest HP Enchantment skill or item will be added towards your HP.

Prosthetics for Character creation

Prosthetics can assist players bring to life the fantasy characters that build up the diverse races within Solendium. Items like a fur suit, full tail, scaled skin prosthetic masks may count as moderate armour. Discuss this with the warden at weapon and armour check to see if additional HP can be applied to your total HP

Soft Kit

The basic clothes worn on field by your character is referred to as soft kit. On your first night it is not expected that you will have this already organised, but it is encouraged that you wear enclosed shoes (preferably boots not joggers), plain colour pants and a plain colour top (please avoid logos). Modern attire should be kept at a minimum and in most cases house leaders will have loaner soft kit available for you so you can be easily identified as a member of their house. Well-developed soft kit is a great start down your path to immersing yourself into your character and it is encouraged you build up your costume from there.

Armour Standards

It is strongly encouraged that you wear armour to protect yourself during the game to reduce the risk of injury. Armour is divided into two different categories, moderate armour, and heavy armour. Armour should be kept visible where possible. There is a difference between soft kit leather/furs/hide/pleather and the same materials used and treated for use as armour, as such non armour grade materials will count as soft kit but not as moderate armour. Armour that is worn and meets the below standard will increase your HP during game:

Moderate Armour:

- Non-hardened Leather/hide/simulated leather (minimum 4mm thick)
- Quilted or padded fabric e.g. gambeson

Heavy Armour

- Hardened leather
- Brigandine, Studded or Splint armour
- Lamellar
- Chainmail/Scale-mail. (Steel or aluminium)
- Plate armour. (Steel, aluminium, polyurethane, or fibreglass)

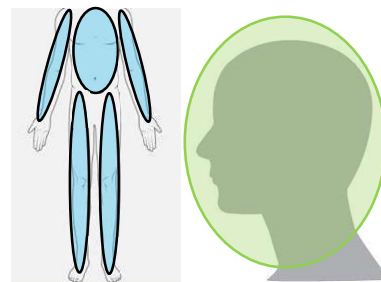
Alternative Materials

Players need to be aware that homemade armour will be subjected to assessment before it can be worn on field. Homemade metal armour will not be allowed for use. Please contact Heroes Odyssey Management at hoplayercare@gmail.com before commencing your armour project.

Armour Zones

Armour zones are areas of the body that can be covered by armour to receive addition health points (HP). It is the players responsibility to wear armour appropriately, in a safe manner, for both their participation and the participation of other players. Armour zones must have a piece of armour visible to gain the HP.

HP Gained per Armour Zone	Soft Kit	Moderate Armour	Heavy Armour
Head	1HP	2HP	3HP
Left Arm	1HP	2HP	3HP
Right Arm	1HP	2HP	3HP
Left Leg	1HP	2HP	3HP
Right Leg	1HP	2HP	3HP
Front Torso	1HP	2HP	3HP



Calculating Your Total HP

Use the below formula to calculate your total HP:

Soft Kit + Moderate Armour + Heavy Armour + Approved Prosthetics + Enchanted HP= Total HP

Example: Soft Kit: long pants (covers the left leg and right leg) 2HP + Moderate Armour: gambeson top with long sleeves (covers torso, left and right arm) 6HP + Heavy Armor: metal chest and metal greaves (adds to torso, left and right leg) 9HP + Prosthetic: orc mask (counts as approved prosthetic so moderate HP for head) 2HP= Total 19HP but the character is capped at 15HP.

Weapon Sizes & Damage

Heroes Odyssey does not allow the use of band weapons and homemade weapons. Custom made weapons are allowed from trusted suppliers that comply to our insurance standards. The table below details the length and the damage inflicted by the typical classes of weapons

Weapon	Length	Damage	Comment
Daggers	30cm – 60cm	1HP	
One Handed	30cm – 115cm	1HP	
Dual Wield	60cm – 105cm	1HP	Approval required.
Throwing Weapons- approved designs only	10cm - 40cm	1HP	Approval required. Cannot use with skills.
Throwing Javelin *Approved designs only* (Maximum 2 per player, can be picked up and reused)	70cm – 120cm	3HP	Approval required. Cannot use with skills. Ignores Shield Wall Skill. Cannot be blocked or parried.
Bastard / Hand and a Half	100cm - 125cm	1HP/2HP* *(Depending how it is used, one or two handed)	Approval required. Weapon must be approved as a bastard weapon.
Two Handed Weapons	125cm - 160cm	2HP	Approval required.
Polearms and Staffs	120cm - 200cm	2HP	Approval required.
Pike (Two Handed)	180cm - 300cm	2HP	Thrust Only. Approval required.
Arrows	NA	2HP	Approval required.
Bow <28lbs	NA	NA	Approval required. Cannot be used to inflict or to block a strike.
Unwieldy Melee Weapons Large Hammer Large Clubs Large Axe	Varies- see a warden to determine if a weapon is unwieldy	5HP	Approval required.
Wands	NA	NA	Approval required.

*Approved designs are designs that use professionally manufactured strike surfaces but may have differing construction elements. Each of these designs must be approved by Heroes Odyssey Management prior being constructed and remain subject to weapons approval each night via the Head Warden.

Shield Sizes

Heroes Odyssey prefers the purchase and use of professionally made foam shields. All shields will be inspected before they are allowed on the field of play. Below are the recommended sizes to use as a guide, shields that breach these sizes may be subject to approval:

- **Round Shields: Max diameter is 90cm.**
- **Square Shield: Max 90cm long and 60cm wide.**
- **Kite Shield: Max 120cm long and 60cm wide.**
- **Buckler/Target: Max 40cm diameter or 30cm on the square edge and can be used with any weapon.**

Players are not permitted to use multiple shields and bucklers at the same time.

Wands

Wands are imbued with great power and are useful tools for mages and healers. While prop wands can be taken on to the field of play, they cannot be used to parry attacks. Wands can be used:

1. in place of field surgery props
2. to launch spell balls
3. As roleplay tools to interact with in game props and potentially channel the power of the Aura

The use of prop wands is allowed and where possible mages should mount the spell ball to the end of the wand whilst casting the mantra. If the spell ball falls off the wand or if the wand is dropped mid mantra the mantra must be restarted.

Range Weapons and Projectiles

Arrows, Throwing Weapons, Hand Grenades, Spell Balls, and all other projectiles that are launched at an enemy require a player to undergo training before such weapons can be used on the field. These types of weapons do add a new element of combat to the game, but they also increased risk of injury. If a projectile is coming towards you during game, you cannot parry it away from you, nor are you permitted to catch the projectile mid-flight. If it is safe to do so you are permitted to block the projectile with an approved shield, in a downwards manner, so that it does not risk ricocheting into another player. If safe to do so, you may attempt to dodge the projectile but if it hits you or your kit your character must take the damage. Ricocheting shots do not count for damage unless the player in good sport wishes to take damage from it.

Character Journals and Books

All players will be required to have a Character Journal. These journals are to help you with developing your character, writing down important information in a scenario or training session, remembering beasts they might have encountered, and it even doubles up as a spell book prop if the player is a mage or a book prop for a Field Surgery. The Character Journal will also keep track of your skills that you have gained and any rare enchantments or items you may have been given by Heroes Odyssey Management. It is not only a helpful tool for the player to refer to, but also helps the warden identify skills easily when the player is in game and may need to show evidence of their skill/enchantment to ensure fair play.

In Game Currency “Yan’Darie”

Yan’Darie is an in-game currency that takes the form of a single gold coin 1Y “1 Yan’Darie” or a single gold chip 10Y “10 Yan’Darie”. These props are used as an in-game mechanic that forms a key element of trade and commerce. They can be given by Heroes Odyssey Management or its wardens as a reward for games play or for winning a game at an event, they may also be acquired via in-game means as part of an information trade or to purchase mercenary services.

These props are not to be dropped upon a character death. They should not be discarded into things like “whishing wells”. They should not be “looted or stolen” by players neither in nor out of game. All Yan’Darie props have the Heroes Odyssey logo on them and remain the property of Heroes Odyssey regardless of the means that the player acquired them. Heroes Odyssey reserve the exclusive right to collect, retain, destroy, or forfeit the value of all Yan’Darie props at any time, and for whatever reason without giving notice. Yan’Darie props that are altered forged, misused, or damaged will be removed from circulation and instantly rendered invalid.

Accepted Gear Suppliers

Heroes Odyssey is proudly supported by Epic Armoury Australia, and we accept their full range of weapons and equipment if they are fantasy themed. We allow the use of selected Calimacil, Ateliers Nemesis and Woarchery LARP approved equipment. All equipment is subject to inspection before being used on field and Heroes Odyssey Management reserve the right to deny any equipment from play for whatever reason. If you have a question regarding a weapon's use, or would like advice before you make your purchase, please contact Heroes Odyssey Management via email teamholarp@gmail.com.



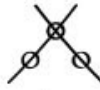













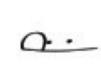

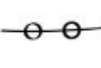


























Character creation

Below is a list of playable races within the realms of Solendium.

Fae'el

The Fae'el are most commonly referred to as elves. Their lineage dates to the earliest beings established when the Yand'wai began diversifying and settling on their new forms. The Fae'el were amongst the first children of Solendium, and their internal struggles led to the wars of light forever separating the Fae'el into two distinct categories the Light Fae'el, working with the Atmah and dragons and the Dark Fae'el working for their own existence and challenging anything that opposes their dominance.

This is the glyph written and spoken language of the Fae'el.

 Akia Death	 Aura Gods	 Avre Army	 Crea Creature	 Dan'e Enemy	 Dar Mountain
 Daw'Rie Half-blood	 Dene Youth	 Dolom Food	 Dono Dark	 Eah Land	 Fae'EL Elves
 Fae Magical	 Fara Immortal	 Gani Close	 Grodesh Orcs	 Gru Monster	 Hai Air
 Helne Family	 Houm Cave	 Ina Council	 Loth Valley	 Lo'Ve Love	 Mei Fire
 Mel Old/Wise	 Mikla Life	 Mi'Me Light	 Mun Mortal	 Nah Water	 Niah Wine
 Nor'Garosh Dark Magic	 Oopa End	 Rom'e Castle	 Run'Vah Dwarves	 Sapa Fool	 Sia Victory
 Tae Village	 Tema False	 Tonda War	 Torpa Enter	 Tur Traitor	 Var Home
 Varpa New	 Wul Defeat	 Yora King			

Run'vah

The Run'vah, commonly known as dwarves, come from four distinct rulers. Few facts remain about the disappearance of the Run'vah rulers, even fewer relics of their technology have been replicated in the current age. Their influence, however, can be seen clearly within the lands of Glun'torff and Moriandel. These stubborn, squat yet fierce warriors were dedicated to a piece, even if it meant taking up the axe or sword to carve that piece of life out.

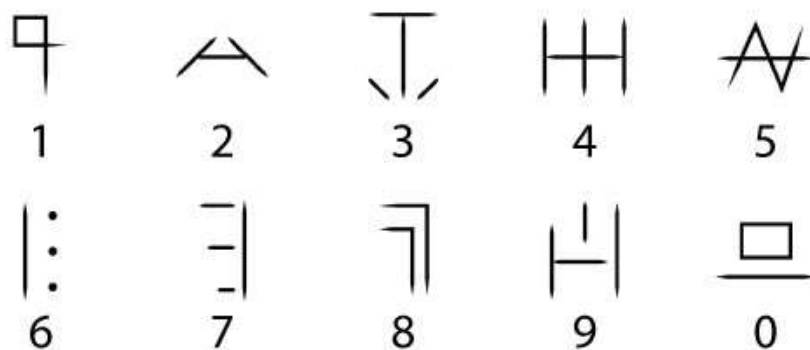
This is the glyph written and spoken language of the Run'vah

 Aba Death/Fallen	 Boom'Ta	 Dam Sword	 Dima King/Lord	 Dom Family/Line	 Dow Earth
 Dum Solo/Single	 Fam Spear	 Fom Prisoner	 Fow Water	 Fum Town/Keep	 Gama Capture
 Gam Arrow	 Gom Love/Joy	 Gow Mountain	 Gum Eat/Food	 Hooda Follow	 Kha
 Lam Warrior	 Lika Explore	 Lom Enemy	 Lostel	 Low Tal/High	 Lum Home/Family
 Mori	 Pam Mage	 Pom Hate/Anger	 Pow Bridge/ Crossing	 Pum Breath/Air	 Run'Vah Dwarves
 Sam Shield	 Som Tower	 Sow Gate/Entry	 Sum Drink/Liquid	 Tam Axe	 Tom Friend
 Tow Stone	 Tum Group/Many				

Nor'gahrosh

There will always be darkness when there is light and from the shadows creatures stir. Nor'gahrosh are the name for such creatures. These creatures all descended from Yand'wai but found solace in the darkness and twisted their reality to suit their corrupt existence. But even amongst the Nor'gahrosh some hope exists. Daemons, Dark Fae, beasts and monsters all have something they hold dear even if it's their own existence. Finding common ground may not be easy but if it's achieved, you may find a strong ally.
































This is the written Alphabet and Numbers of the Nor'gahrosh called Marganolian.



Fae

Fairies, Treeklings, enchanted animals and creatures of light all protected by the dragons and all conduits of the aura. The Fae has a special place in the balance of magical energies that flow from the aura. Commonly hunted for their magical abilities, their abuse led to the wars of light and their near extinction gave rise to greater darkness and the opportunity for Nor'gahrosh to prosper. Axura fashioned an entire realm, the Fae realm, where the Fae could grow in numbers and return to mid realm when they are ready. It is always a delight to see these magical beings at work and heart-warming to know their existence could prosper through great adversity.



























This is the glyph written and spoken language of the Fae.

 Ake Down	 Att Mortal	 Bok Light	 Boop Peace	 Doon Dark	 Drass Dragon
 Eck Earth	 Erp Up	 Fee Fae	 Fon Fortress	 Gat Fire	 Gron Grodesh
 Hak Water	 Hana Half	 Int Love	 Kar Family	 Krik Hate	 Nat Air
 Non War	 Nos Enemy	 Ook Lost	 Rec Friend	 Rum Run'Vah	 Sar Found
 Shor Daemon	 Tass King	 Tec House	 Trit Food	 Vot Stay	 Zip Leader
 Zon Go					

Grodesh

The green blooded creatures, not inherently evil nor incredibly intelligent but the Grodesh were also amongst the first children of Solendium and unlike most races kept to themselves until recent ages. The Grodesh were originally tribal warriors of mid realm. Mislead and misunderstood they were lured into battles with very little convincing merely and mostly to see who was stronger. There are multiple species and specimens of Grodesh. The purest and oldest lineage can be determined by their ability to seek out mates to breed. Some species are born from earth spawned from a mosslike fungus, others are merely lesser copies of their master created within the fermented waste discarded from the Grodesh's bodily function... all Grodesh should be approached with caution for even though they may have manners they definitely have sharp teeth, nails, claws, clubs, swords and all manners of weapons at the ready.

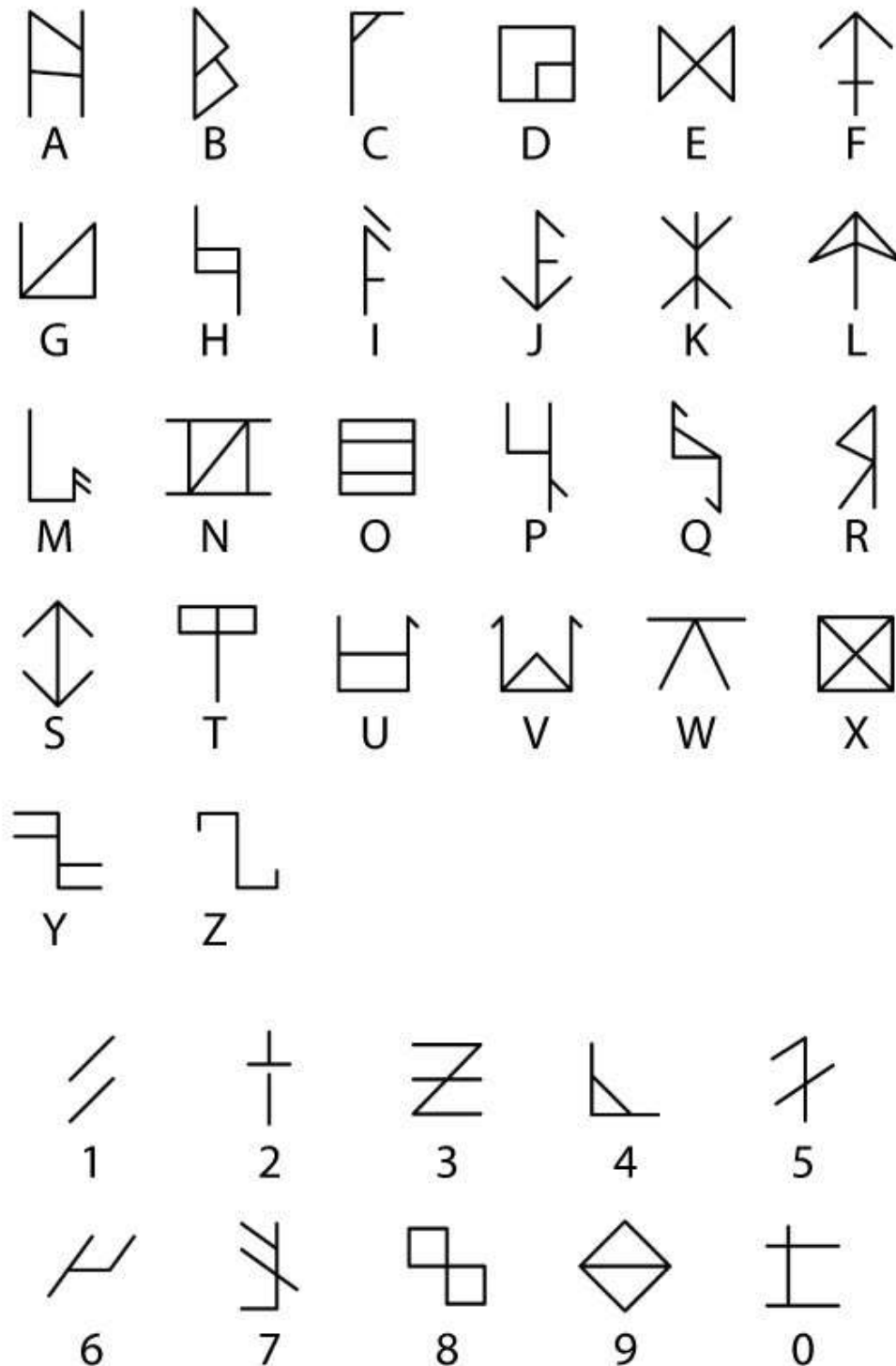
This is the glyph written and spoken language of the Grodesh.

 A-Osh Fire/Life	 Baulk Waste/Insult	 Bicmar Leader/King	 Bon Death/Kill	 Broga Castle	 Cep Tree
 Cruck Break	 Desh Slave/Lesser	 Dra Hate/Enemy	 Dran Murder/ Assassin	 Eck Steal/Take	 Eda Earth/Dirt
 Eear Family/Tribe	 Flou Water/River	 Gor War/Fight	 Grodeshmo Sacrifice	 Grodesh Orc/Fullblood	 Grotar Army/ Warband
 Huck Iron/Armour	 Il-Grodesh Goblin/ Halfblood	 It-Air Victory/ Champion	 Lamak Solo/Alone	 Lida Young	 Looba Old/Wise
 Mah Ride/Mount	 Mi Food/Eat	 Nee Friend/Ally	 Raspah Sacred/Respect	 Sheer Ice	 Sin Magic
 Tos Air/Sky	 Tostnoo Prison/Outcast	 Tram Home/Camp	 Va Glory/Brave	 Vern Heal/Care	 Yan Down/Valley
 Yenta Rest/Campfire	 Yen Up/Mountain				

Atmah

Mortal beings from the earliest descendants of mankind. Each individual with their own paths and agendas, each playing their role upon the realms. Many adventures are amongst the Atmah, many forged their stories and retell tales of quests and adventures. Few names stand out amongst the ranks of the fallen Atmah but those that do earned their place in history myth and legend as such a short lifespan doesn't lend itself to greatness unless fortune and fate smiled upon them.

This is the written Alphabet and Numbers of the Mid Realm called Yenarian.

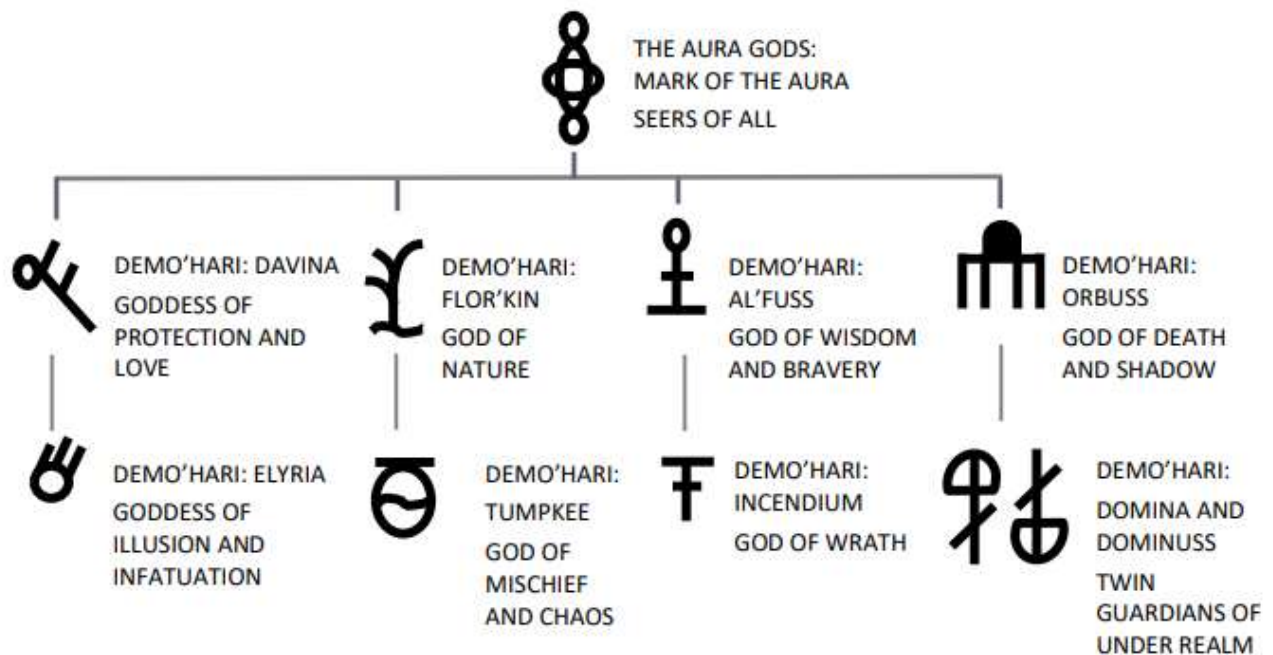


Dav'rie

The Dav'rie are native to mid realm but were led to Fae Realm and protected there by Axxura, the Golden Dragon, amidst the Wars of Light. Some however chose to stay behind in Mid Realm and sought shelter in remote regions. These different races often refer to themselves as wildlings. Most Dav'rie prefer their own separate settlements away from the larger fortified settlements. Dav'rie are also very territorial and excel at wilderness warfare and survival tactics. These skilled beings are often underrated, but their character and skills provide excellent companionship and protection when you have earned their trust. Most Dav'rie are creature-like in their appearance ranging from canine, feline, scaled skin, feathered and aquatic. Not much is known about the modern Dav'rie as their history was all but nearly wiped out post the Wars of Light.

The Marks of the Aura and Demo'hari

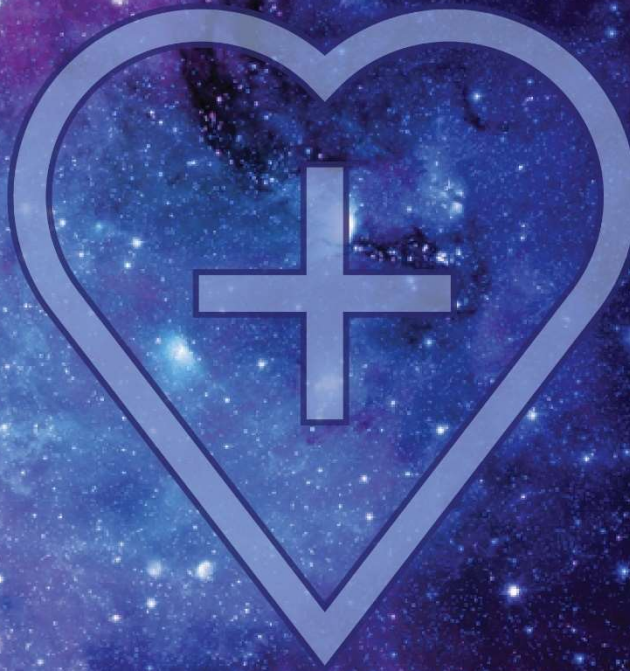
Some Players may choose to follow the Aura beings or a Demo'hari, they may want to display their mark. The below chart shows the Aura and Demo'Haris mark and what they are most known for:



HEALING ENERGY

COST: 3SP

PROP: WAND OR MAGIC BOOK



CASTING PLAYER APPROACHES AN INCAPACITATED OR WOUNDED PLAYER AND CALLS OUT: "I CALL UPON THE AURA AND CAST HEALING ENERGY"; THE TARGET PLAYER IS THEN RESTORED TO FULL HP.

USES:

1X

OLD
BLOOD
REQUIRED

OLD
BLOOD
REQUIRED

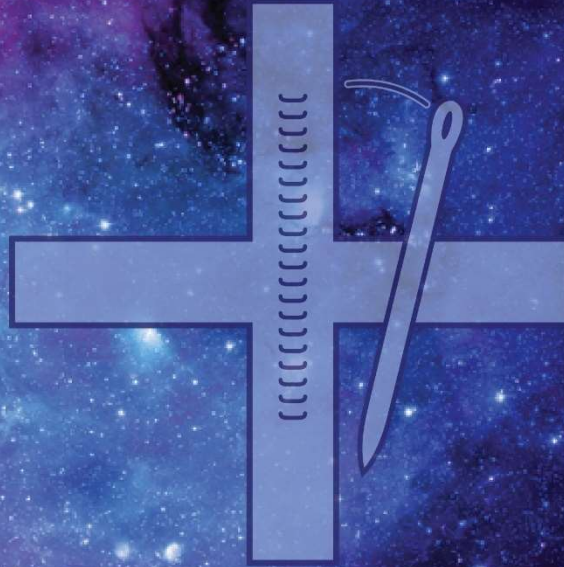
1 USE PER PURCHASE (MAX 3)

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDIUM
WILLOW VALLEY, CA PORTAGE, OHIO

FIELD SURGERY

COST: 3SP

PROP: SURGEON'S TOOLS / BOOK



CASTING PLAYER APPROACHES AN INCAPACITATED OR WOUNDED PLAYER AND ROLE PLAYS OPERATING ON THEM FOR 30 SECONDS. IF EITHER THE CASTING PLAYER OR THE TARGET SUFFER A SUCCESSFUL STRIKE DURING THE ROLE PLAY, THE PLAYER RECEIVING THE FIELD SURGERY BLEEDS OUT AND MUST PROCEED IMMEDIATELY TO DEATH.

IF THE SURGERY IS SUCCESSFUL, THE TARGET PLAYER IS RESTORED UP TO THEIR FULL HP.

USES: ∞

SINGLE PURCHASE: INFINITE ONGOING USE.

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WE BREATHE LIFE INTO OUR CHARACTERS FORGE YOUR STORY

IRON SKIN

COST: 3SP

PROP: ENCHANTED AMULET



CASTING PLAYER APPROACHES THE TARGET PLAYER AND CALLS "I CALL UPON THE AURA AND CAST IRON SKIN."
THE TARGET GAINS +2HP. THIS EFFECT DOES NOT STACK AND CAN NOT RAISE YOUR MAX HP ABOVE 15.

USES:

1X

OLD
BLOOD
REQUIRED

OLD
BLOOD
REQUIRED

1 USE PER PURCHASE (MAX 3)

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDIUM
WHERE ADVENTURE BEGINS FORGE YOUR STORY

COUP'DE'GRACE

COST: 3SP
PROP: DAGGER



CASTING PLAYER APPROACHES AN INCAPACITATED PLAYER
AND ROLE-PLAYS A FINISHING BLOW WITH A DAGGER.

THE TARGET IS NOW DEAD AND MUST PROCEED IMMEDIATELY
TO DEATH.

USES: ∞

SINGLE PURCHASE: INFINITE ONGOING USE.

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE ADVENTURE BEGINS FORGE YOUR STORY

GUARD BREAK

COST: 3SP

PROP: MELEE WEAPON



CASTING PLAYER APPROACHES THEIR TARGET AND CALLS "GUARD BREAK" BEFORE STRIKING THE TARGET'S SHIELD WITH A MELEE WEAPON. THE TARGET PLAYER TAKES 2HP DAMAGE.

THIS SKILL CAN NOT BE BLOCKED EXCEPT BY WARD SHIELD.

USES:

1X

OLD
BLOOD
REQUIRED

OLD
BLOOD
REQUIRED

1 USE PER PURCHASE (MAX 3)

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE YOUR STORY BEGINS FORGE YOUR STORY

FOLLOW MY TUNE

COST: 3SP

PROP: MUSICAL INSTRUMENT



CASTING PLAYER CONTINUES TO PLAY A MELODY ON AN APPROVED MUSICAL INSTRUMENT. WHILST THE TUNE IS IN PLAY, THE EFFECTS OF SWAMP MECHANICS AND WATER MECHANICS ARE NULLIFIED FOR THE CASTING PLAYER'S ENTIRE HOUSE.

USES: ∞

SINGLE PURCHASE: INFINITE ONGOING USE.

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE ADVENTURE BEGINS FORGE YOUR STORY

ENERGY BOLT

COST: 3SP

PROP: WAND + **YELLOW** SPELL BALL



CASTING PLAYER HOLDS OUT A **YELLOW** SPELL BALL AND CALLS "BY THE POWER OF THE AURA I CAST ENERGY BOLT", THEN THROW THE SPELL BALL AT THEIR TARGET.

IF A SUCCESSFUL STRIKE IS MADE THE TARGET TAKES 2HP DAMAGE. THIS ATTACK CAN NOT BE BLOCKED BY NORMAL SHIELDS OR PARRIED BY WEAPONS.

USES: ∞

SINGLE PURCHASE: INFINITE ONGOING USE.

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE ADVENTURE BEGINS FORGE YOUR STORY

ICE HOLD

COST: 3SP

PROP: WAND + WHITE SPELL BALL



CASTING PLAYER HOLDS OUT A WHITE SPELL BALL AND CALLS "BY THE POWER OF THE AURA I CAST ICE HOLD", THEN THROWS THE SPELL BALL AT THEIR TARGET. IF A SUCCESSFUL STRIKE IS MADE THE TARGET TAKES ZERO DAMAGE, BUT IS FROZEN IN PLACE FOR 6 SECONDS. A FROZEN PLAYER CAN NOT ATTACK OR DEFEND. THIS ATTACK CAN NOT BE BLOCKED BY NORMAL SHIELDS OR PARRIED BY WEAPONS.

USES:

1X

OLD
BLOOD
REQUIRED

OLD
BLOOD
REQUIRED

1 USE PER PURCHASE (MAX 3)

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE ADVENTURE BEGINS FORGE YOUR STORY

ESSENCE FLAME

COST: 3SP

PROP: WAND + BLUE SPELL BALL



CASTING PLAYER HOLDS OUT A **BLUE** SPELL BALL AND CALLS "BY THE POWER OF THE AURA I CAST ESSENCE FLAME", THEN THROWS THE SPELL BALL AT THEIR TARGET. IF A SUCCESSFUL STRIKE IS MADE THE TARGET TAKES 5HP DAMAGE. THIS ATTACK CAN NOT BE BLOCKED BY NORMAL SHIELDS OR PARRIED BY WEAPONS.

USES:

1X

OLD
BLOOD
REQUIRED

OLD
BLOOD
REQUIRED

1 USE PER PURCHASE (MAX 3)

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE ADVENTURE BEGINS FORGE YOUR STORY

MAGE SIGHT

COST: 3SP
PROP: WAND



CASTING PLAYER HOLDS THEIR WAND UP AND CALLS
“BY THE POWER OF THE AURA I CAST MAGE SIGHT”
THEN KEEPS THEIR WAND HELD UP IN THE AIR.
THE CASTING PLAYER GAINS THE ABILITY TO SEE THROUGH
WALLS, DOORS, AND ANY OTHER OBSTACLES; AND IS IMMUNE
TO DARKNESS AND FOG EFFECTS.

WHILE CASTING, THE PLAYER MAY NOT DEFEND OR ATTACK,
AND IF THE CASTING PLAYER TAKES DAMAGE OF ANY KIND,
THIS SPELL EFFECT ENDS INSTANTLY.

USES: ∞

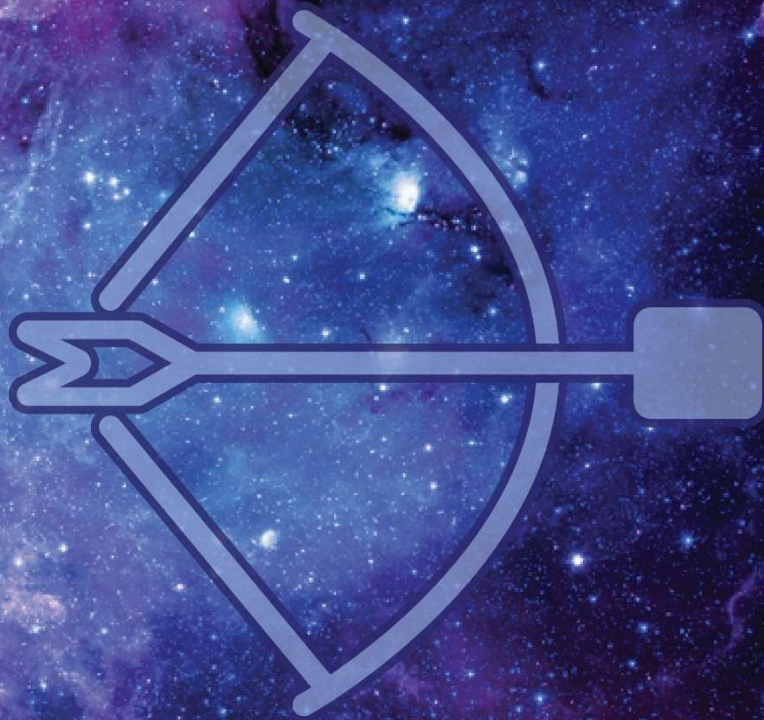
SINGLE PURCHASE: INFINITE ONGOING USE.

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE ADVENTURE BEGINS FORGE YOUR STORY

ARCHERY

COST: 3SP

PROP: BOW AND ARROW



THE PLAYER IS RECOGNISED AS BEING COMPETENT
TO USE A BOW AND ARROW.

USES: ∞

SINGLE PURCHASE: INFINITE ONGOING USE.

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE YOUR STORY BEGINS FORGE YOUR STORY

DUAL WIELD

COST: 3SP
PROP: TWO MELEE WEAPONS



THE PLAYER IS RECOGNISED AS BEING COMPETENT TO
USE TWO SINGLE-HAND WEAPONS AT ONCE.

USES: ∞

SINGLE PURCHASE: INFINITE ONGOING USE.

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE YOUR STORY BEGINS FORGE YOUR STORY

POLEARMS AND TWO HANDED WEAPONS

COST: 3SP

PROP: POLEARM / TWO-HANDED WEAPON



THE PLAYER IS RECOGNISED AS BEING COMPETENT
TO USE POLEARMS, SPEARS, AND TWO-HANDED
WEAPONS.

USES: ∞

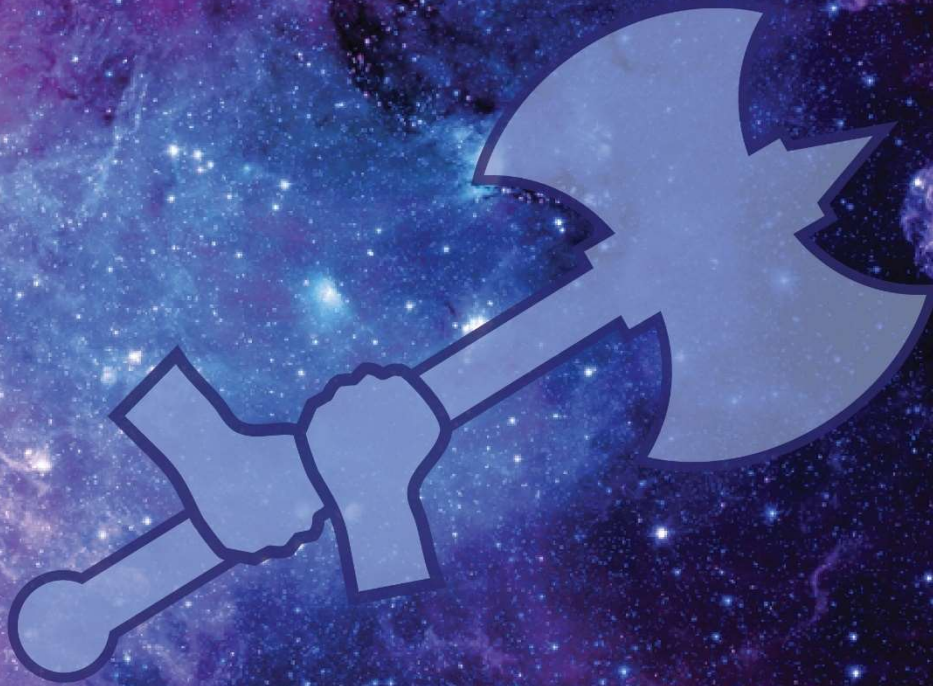
SINGLE PURCHASE: INFINITE ONGOING USE.

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE YOUR STORY BEGINS FORGE YOUR STORY

UNWIELDY

COST: 3SP

PROP: UNWIELDY WEAPON



THE PLAYER HAS BEEN TRAINED AND IS RECOGNISED AS BEING
COMPETENT TO USE UNWIELDY WEAPONS.

USES: ∞

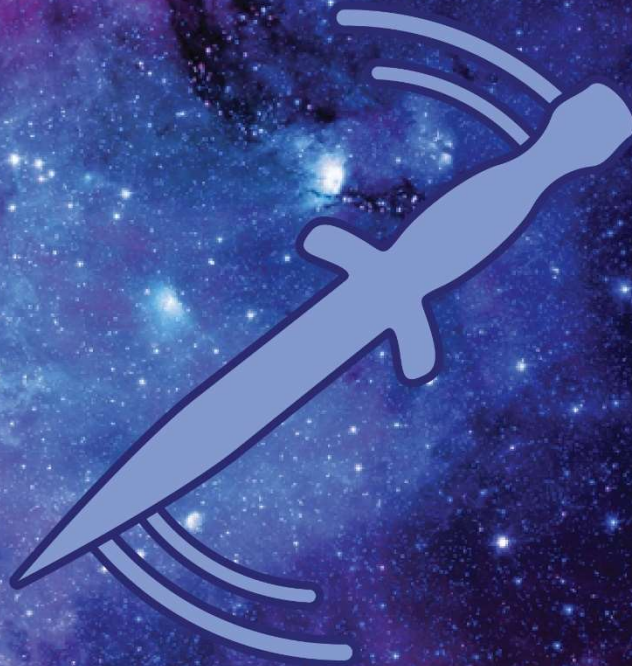
SINGLE PURCHASE: INFINITE ONGOING USE.

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE YOUR STORY BEGINS FORGE YOUR STORY

THROWING WEAPONS

COST: 3SP

PROP: THROWING WEAPON



THE PLAYER IS RECOGNISED AS BEING COMPETENT TO USE THROWING WEAPONS.

USES: ∞

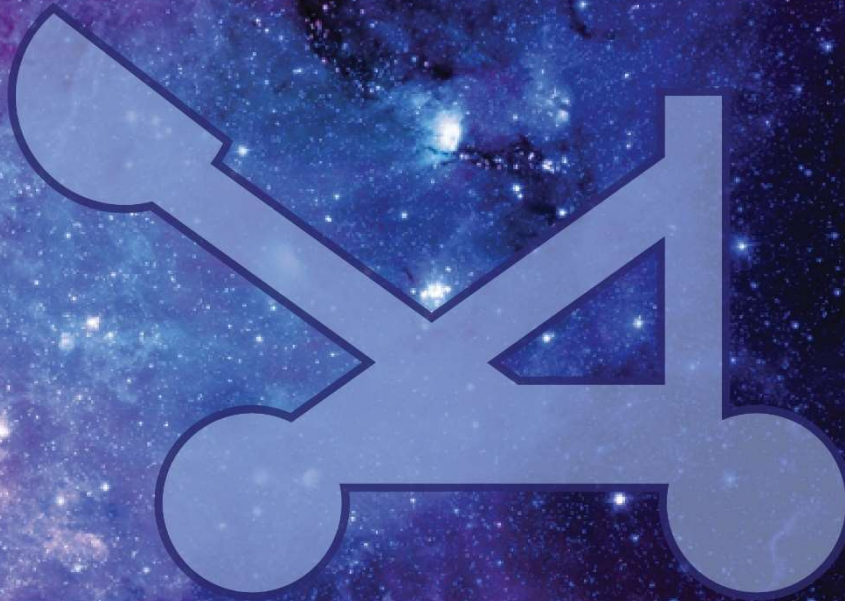
SINGLE PURCHASE: INFINITE ONGOING USE.

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE YOUR STORY BEGINS FORGE YOUR STORY

SIEGE EQUIPMENT

COST: 3SP

PROP: SIEGE EQUIPMENT



THE PLAYER IS RECOGNISED AS BEING COMPETENT TO USE SIEGE EQUIPMENT.

USES: ∞

SINGLE PURCHASE: INFINITE ONGOING USE.

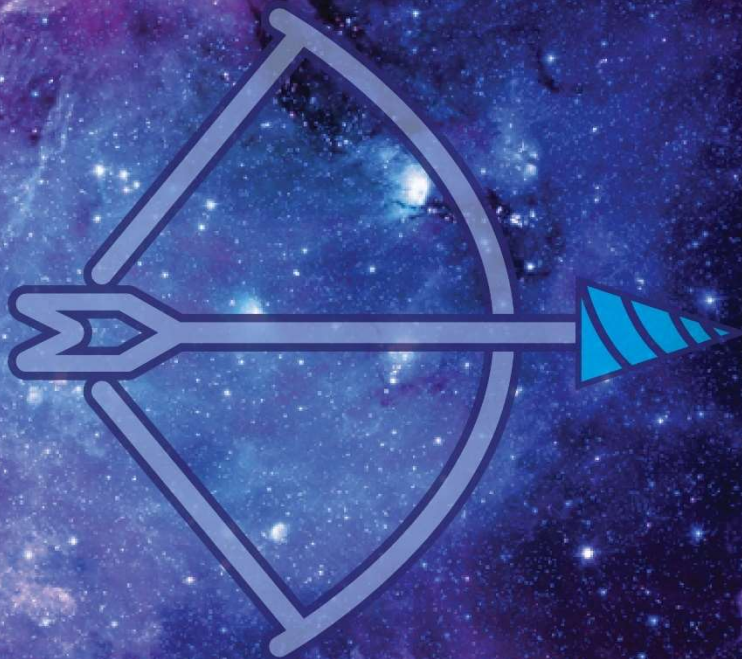
HEROES ODYSSEY
YOUNG ADVENTURERS ACADEMY
WHERE YOUR STORY BEGINS

HEROES ODYSSEY
THE REALMS OF SOLENDUM
FORGE YOUR STORY

PIERCING ARROW

COST: 3SP

PROP: **BLUE-TIP ARROW**
(MAX 5)



THE ARCHER CALLS "PIERCING ARROW" BEFORE FIRING A **BLUE-TIP** ARROW AT A TARGET. ON A SUCCESSFUL STRIKE, THE TARGET TAKES 2HP DAMAGE. THIS ATTACK CAN NOT BE BLOCKED BY NORMAL SHIELDS OR PARRIED BY WEAPONS.

USES: 5

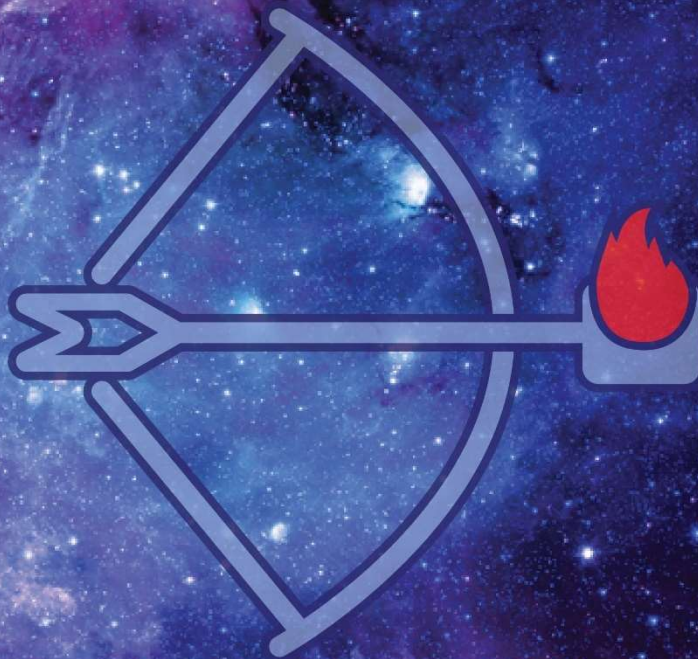
SINGLE PURCHASE: MAX 5 USES PER NIGHT OR EVENT.
MUST DISCARD PROP AFTER USE.

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE ADVENTURE BEGINS FORGE YOUR STORY

FLAMING ARROW

COST: 3SP

PROP: **RED-TIP** ARROW
(MAX 5)



THE ARCHER CALLS "FLAMING ARROW" BEFORE FIRING A **RED-TIP** ARROW AT A TARGET. ON A SUCCESSFUL STRIKE, THE TARGET TAKES 5HP DAMAGE.

USES: 5

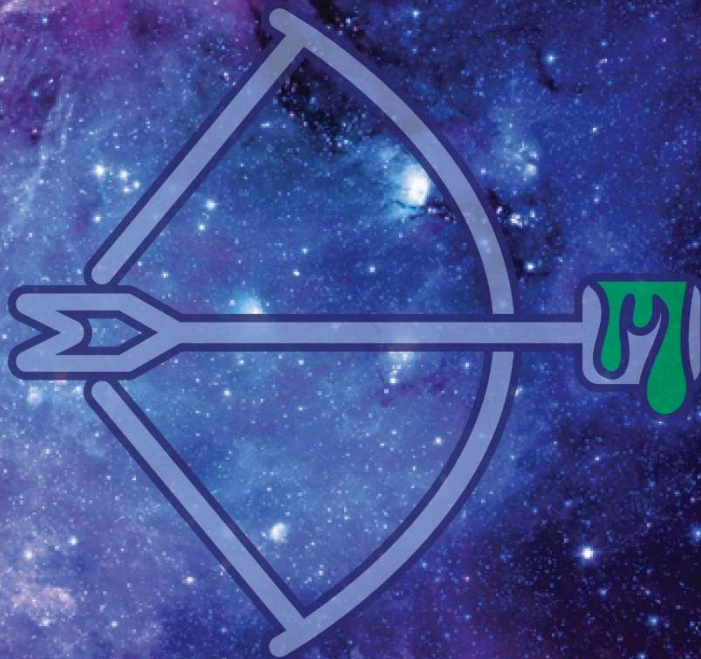
SINGLE PURCHASE: MAX 5 USES PER NIGHT OR EVENT.
MUST DISCARD PROP AFTER USE.

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE ADVENTURE BEGINS FORGE YOUR STORY

POISON ARROW

COST: 3SP

PROP: **GREEN-TIP** ARROW
(MAX 5)



THE ARCHER CALLS "POISON ARROW" BEFORE FIRING A **GREEN-TIP** ARROW AT A TARGET. ON A SUCCESSFUL STRIKE, THE TARGET TAKES 2HP DAMAGE AND CAN NOT RECEIVE ANY FORM OF HEALING UNTIL AFTER THEIR NEXT DEATH.

USES: 5

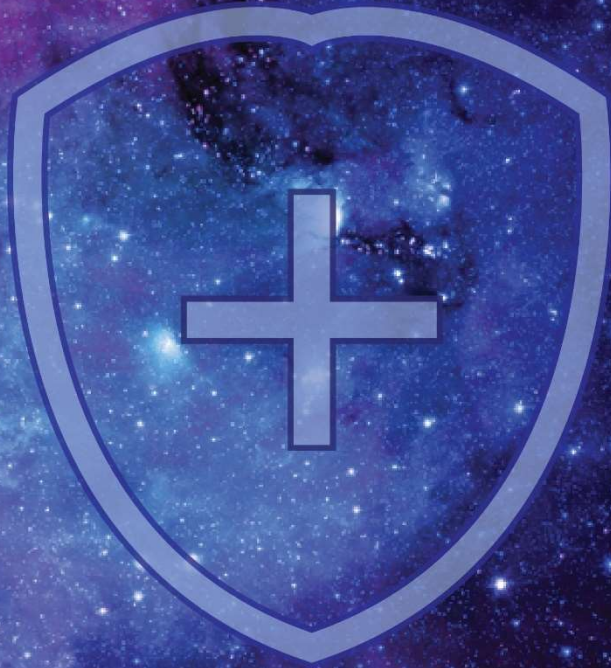
SINGLE PURCHASE: MAX 5 USES PER NIGHT OR EVENT.
MUST DISCARD PROP AFTER USE.

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE ADVENTURE BEGINS FORGE YOUR STORY

WARD SHIELD

COST: 3SP

PROP: BLUE-RIM SHIELD



THE PLAYER MARKS THE RIM OF THEIR SHIELD IN **BLUE**.
THE WARD SHIELD IS BOUND TO THE PLAYER AND CAN
NOT BE USED BY ANOTHER.

WARD SHIELD BLOCKS; ENERGY BOLT, ICE HOLD, ESSENCE
FLAME, PIERCING ARROW, AND GUARD BREAK.

USES: ∞

SINGLE PURCHASE: INFINITE ONGOING USE.

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE YOUR STORY BEGINS FORGE YOUR STORY

NECROMANCY

COST: 5SP
PROP: WAND



CASTING PLAYER PROCEEDS TO DEATH AND CALLS
"BY THE POWER OF THE AURA I SUMMON BACK [NAME]"
AND CALLS THE TARGET CHARACTER'S NAME.

THE TARGET IS RETURNED TO LIFE WITH FULL HP AND
REGAINS ANY LOST MEMORIES FROM THEIR MOST RECENT
DEATH.

USES:

1X

OLD
BLOOD
REQUIRED

OLD
BLOOD
REQUIRED

1 USE PER PURCHASE (MAX 3)

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE ADVENTURE BEGINS FORGE YOUR STORY

REPENTER'S PRAYER

COST: 5SP

PROP: EMBLEM OF THE DEMO'HARI



CASTING PLAYER MUST ALREADY BE IN DEATH, THEN CALLS
"BY THE POWER OF [DEMO'HARI NAME], I RISE AGAIN!"

CASTING PLAYER IS RETURNED TO LIFE WITH FULL HP
AND REGAINS ANY LOST MEMORIES FROM THEIR DEATH.

USES:

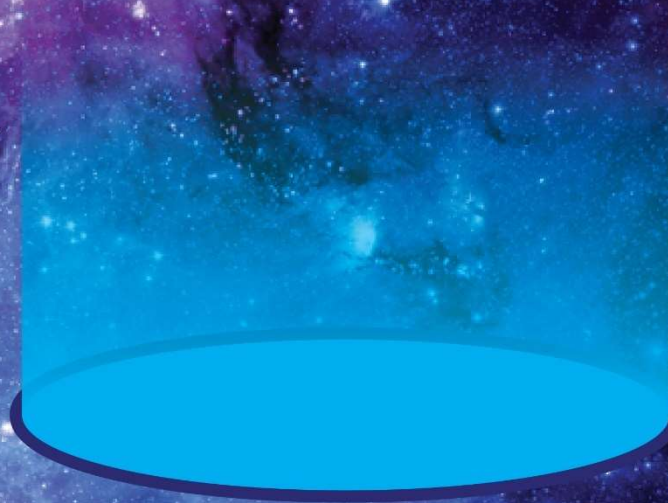
1X

1 USE PER EVENT

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE ADVENTURE BEGINS FORGE YOUR STORY

SANCTUARY

COST: 5SP
PROP: 1M BLUE ROPE



CASTING PLAYER MUST PLACE DOWN THE 1M BLUE ROPE IN A LARGE CIRCLE THEN MAINTAIN CONTACT WITH THE ROPE. WHILE THE SPELL IS ACTIVE, A SINGLE FRIENDLY TARGET MAY ALSO ENTER THE CIRCLE. THE TARGET MUST REMAIN WITHIN THE CIRCLE FOR 30SEC; DURING WHICH TIME THEY ARE IMMUNE TO ALL FORMS OF ATTACK. ONCE THE 30SEC IS UP, THE TARGET HAS THEIR HP FULLY RESTORED AND HAS THEIR SKILL USES FULLY RESET.
(EXCLUDES SKILLS THAT CAN ONLY BE USED ONCE PER EVENT)

USES:

1X

1 USE PER EVENT

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDRUM
WHERE ADVENTURE MEETS FORGE YOUR STORY

SHIELD WALL

COST: 5SP
PROP: SHIELD



CASTING PLAYER MUST BE WIELDING A SHIELD; THEY THEN CALL "BY THE POWER OF THE AURA I CAST SHIELD WALL." THE PLAYER AND THEIR FELLOW HOUSE MEMBERS MUST THEN FORM A SHIELD WALL. WHILST THE WALL CONSISTS OF TWO OR MORE SHIELDS, ANY HOUSE MEMBERS IN THE WALL ONLY TAKE 1HP DAMAGE PER SUCCESSFUL STRIKE, REGARDLESS OF SKILL USED. SHIELD WALL LASTS UNTIL A PLAYER'S NEXT DEATH OR THE SHIELD WALL IS REDUCED TO ONE SHIELD.

USES:

1X

1 USE PER EVENT

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE ADVENTURE BEGINS FORGE YOUR STORY

EMBOLDING MELODY

COST: 5SP

PROP: MUSICAL INSTRUMENT



CASTING PLAYER MUST PLAY FOR 10 SECONDS, THEN CALLS "BY THE POWER OF THE AURA I CAST EMBOLDING MELODY". EACH MEMBER FROM THEIR ELEMENTAL OR HOUSE RECEIVES +1HP TOWARDS THEIR TOTAL MAXIMUM HP.

USES:

1X

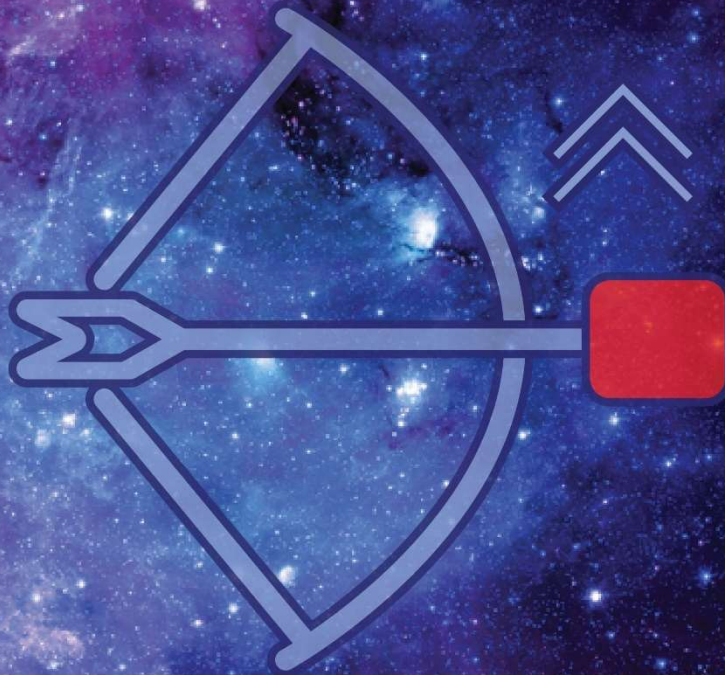
1 USE PER EVENT

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE ADVENTURE BEGINS FORGE YOUR STORY

SIEGE BOW

COST: 5SP

PROP: BOW + RED-TIP ARROWS



THE ARCHER MUST BE HOLDING THEIR BOW THEN CALL
"BY THE POWER OF THE AURA I CAST SIEGE BOW".
ANY RED-TIP ARROWS THE ARCHER SHOOTS NOW DEALS
25HP DAMAGE TO ANY GATES, WALLS, OR ANY OTHER
FORTIFIED STRUCTURE WITH A HP VALUE.

USES:

1X

1 USE PER EVENT

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
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MIMIC

COST: 5SP
PROP: MARK OF TUMPKEE



CASTING PLAYER MUST CLAP THEIR HANDS AFTER WITNESSING A SKILL OR HAVING A SKILL USED ON THEM. THE MIMICKED SKILL CAN ONLY BE USED ONCE PER EVENT, AND THE CASTING PLAYER MUST HAVE ALL APPROPRIATE APPROVALS AND THE CORRECT PROP TO USE THE SKILL.

USES:

1X

1 USE PER EVENT

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
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SWIFT HANDS

COST: 5SP

PROP: UNOCCUPIED HAND



THE CASTING PLAYER ONLY REQUIRES ONE HAND TO LIFT RELICS WHERE NORMALLY TWO HANDS HAVE BEEN SPECIFIED.

WHERE TWO PEOPLE HAVE BEEN SPECIFIED THE PLAYER CAN USE TWO HANDS AND LIFT THE ITEM BY THEMSELVES.
(CHECK WITH A WARDEN BEFORE ATTEMPTING ANY LIFTING)

USES:

1X

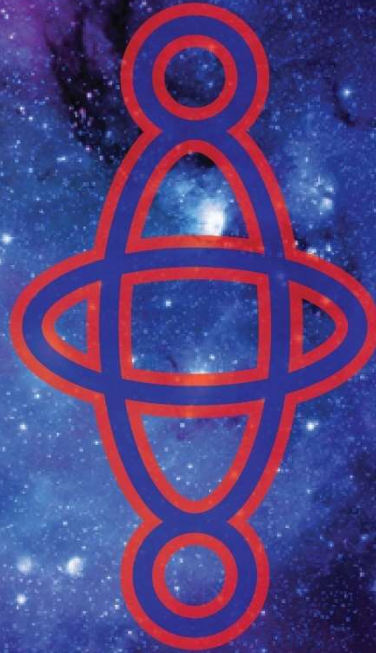
1 USE PER EVENT

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE ADVENTURE MEETS FORGE YOUR STORY

DARK AURA

COST: 5SP

PROP: GREEN AURA GEM



THE CASTING PLAYER GOES TO A SPIRIT (WARDEN) WITH A GREEN AURA GEM AND SURRENDERS IT. THEY THEN NAME A CHARACTER TO DIE. THE SPIRIT WILL PROCEED TO THE INTENDED TARGET AND USE "TOUCH OF DEATH".

USES:

1X

1 USE PER EVENT

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE ADVENTURE BEGINS FORGE YOUR STORY

DIVINE AURA

COST: 5SP

PROP: BLUE AURA GEM



THE CASTING PLAYER GIVES A DEAD OR INCAPACITATED PLAYER A BLUE AURA GEM. THE TARGET THEN PROCEEDS DIRECTLY TO A SPIRIT (WARDEN) AND SURRENDERS THE GEM. THE TARGET PLAYER IS REVIVED IMMEDIATELY AND RESTORED TO FULL HP; THEY ALSO RECOVER THEIR LOST MEMORIES.

USES:

1X

1 USE PER EVENT

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE ADVENTURE BEGINS FORGE YOUR STORY

OLD BLOOD SEAL

COST: 5SP

PROP: **RED SEAL**

(2CM OR LARGER, CLEARLY VISIBLE ON KIT OR A WHITE SASH)



OLD BLOOD SEALS CAN BE PURCHASED TO UNLOCK THE ABILITY TO BUY A SKILL A SECOND OR THIRD TIME.

SEE THE SKILL DESCRIPTIONS TO DETERMINE IF THE SKILL CAN BE PURCHASED MULTIPLE TIMES.



1 SEAL PER PURCHASE (MAXIMUM 7 SEALS)

HEROES **HEROES**
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE ADVENTURE BEGINS FORGE YOUR STORY

LORD OF WAR

COST: 10SP

PROP: **BLUE SEAL**

(2CM OR LARGER, CLEARLY VISIBLE ON KIT OR A WHITE SASH)



A **LORD OF WAR SEAL** CAN BE PURCHASED BY A PLAYER LEVEL 80+ TO UNLOCK THE ABILITY TO BUY A SKILL A SECOND OR THIRD TIME.

SEE THE SKILL DESCRIPTIONS TO DETERMINE IF THE SKILL CAN BE PURCHASED MULTIPLE TIMES.

USES:

1X

SINGLE PURCHASE

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE ADVENTURE BEGINS FORGE YOUR STORY

GOD OF WAR

COST: 10SP

PROP: GREEN SEAL

(2CM OR LARGER, CLEARLY VISIBLE ON KIT OR A WHITE SASH)



A **GOD OF WAR SEAL** CAN BE PURCHASED BY A PLAYER LEVEL 90+ TO UNLOCK THE ABILITY TO BUY A SKILL A SECOND OR THIRD TIME.

SEE THE SKILL DESCRIPTIONS TO DETERMINE IF THE SKILL CAN BE PURCHASED MULTIPLE TIMES.

USES:

1X

SINGLE PURCHASE

HEROES HEROES
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
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DEMO'AVI

COST: 15SP

PROP: **GOLD SEAL**

(2CM OR LARGER, CLEARLY VISIBLE ON KIT OR A WHITE SASH)



A **DEMO'AVI SEAL** CAN BE PURCHASED BY A PLAYER LEVEL 100+ TO UNLOCK THE ABILITY TO BUY A SKILL A SECOND OR THIRD TIME.

SEE THE SKILL DESCRIPTIONS TO DETERMINE IF THE SKILL CAN BE PURCHASED MULTIPLE TIMES.

USES:

1x

SINGLE PURCHASE

HEROES **HEROES**
ODYSSEY ODYSSEY
YOUNG ADVENTURERS ACADEMY THE REALMS OF SOLENDUM
WHERE ADVENTURE BEGINS FORGE YOUR STORY

Character Sheet

Player Name: _____ Player Level: _____

Character Name: _____ Warband/House: _____ / _____

SKILL NAME	SKILL POINTS	FIRST USE	OLD BLOOD SEAL (+5SP)	OLD BLOOD SEAL (+5SP)	LORD OF WAR SEAL (+10SP)	GOD OF WAR SEAL (+10SP)	DEMO' AVI SEAL (+15SP)
HEALING ENERGY	3SP						
FIELD SURGERY	3SP						
IRON SKIN	3SP						
COUP'DE'GRACE	3SP						
GUARD BREAK	3SP						
FOLLOW MY TUNE	3SP						
ENERGY BOLT	3SP						
ICE HOLD	3SP						
ESSEMCE FLAME	3SP						
MAGE SIGHT	3SP						
ARCHERY	3SP						
DUAL WIELD	3SP						
POLEARMS	3SP						
UNWIELDLY	3SP						
THROWING WEAPONS	3SP						
SIEGE EQUIPMENT	3SP						
PIERCING ARROW	3SP						
FLAMING ARROW	3SP						
POISON ARROW	3SP						
WARD SHIELD	3SP						
NECROMANCY	5SP						
REPENTERS PRAYER	5SP						
SANCTUARY	5SP						
SHIELD WALL	5SP						
EMBOLDING MELODY	5SP						
SIEGE BOW	5SP						
MIMIC	5SP						
SWIFT HANDS	5SP						
DARK AURA	10SP						
DIVINE AURA	10SP						
SKILL POINT TOTAL:	SKILL POINTS USED:						

An Introduction to Our Lore

Heroes Odyssey has been operating for many years and has seen multiple character, stories, campaigns, and quests. For new players and veterans there can be different accounts of what has happened during their time playing and from the different perspective their character has held when experiencing the rich history of the game. To establish a common narrative, Heroes Odyssey Management have developed "Common Lore" to assist everyone establish a timeline and progress from a foundation point. Common Lore can be broken up into four foundation points:

Foundation Point One: The Birth of Solendium

These events predate all player characters and most NPC's. It is here the Aura Beings Aria, Vara Athara and Batheruss had their falling out. The realms below the Aura were created. The realms below the Aura were populated. The dragons Axxura, Skuldrax and Fargarath were introduced. The Wars of Light took place. Eldazor was created and the Demo'Hari were formed.

Foundation Point Two: The Death of King Vantacor and Reclaiming the Dragon Stone

These are the earliest adventure where player characters created the founding warbands and houses. The story of Vantacor both the King and Continent were developed and further unfolded. It saw the rise of Eldazor and his monstrous creations. The Skyhorde and the Grodesch Warchief Terak lead raids against the characters in Vantacor. The first Demo'hari were introduced, Davina and Al'fuss took to Vantacor to assist and help counter the darkness caused by the powerful enemies of the people.

Foundation Point Three: The Ages of Discovery and Destruction

These are the more recent ages where the Aura was shattered and the stories of not just Vantacor but Glun'torff, Moriandel, Kha'Havinar, The Pandallis Archipelago and The Devils Hook Islands have been established and interwoven with the past and present. New Demo'Hari made themselves known including Tumpkee, Elyria, Dominus and Domina. The common lore expanded, opening exploration in Mid Realm, Fae Realm, Sky Realm, Under Realm, After Realm, Nightmare Realm and Shadow Realm. It was also revealed that there are multiple plains of existence not only for Solendium but also Not'ere and Margonal.

Foundation Point Four: The Restoration of the Aura

This is where all current players new and veteran find themselves within the lore. Beyond this point the story is unknown, the pages of journals are yet to be written and the new adventures are waiting to be had.

Calculating In-Game Role Play Time

When you wish to record time for roleplay purposes or journal entries, the follow the example below:

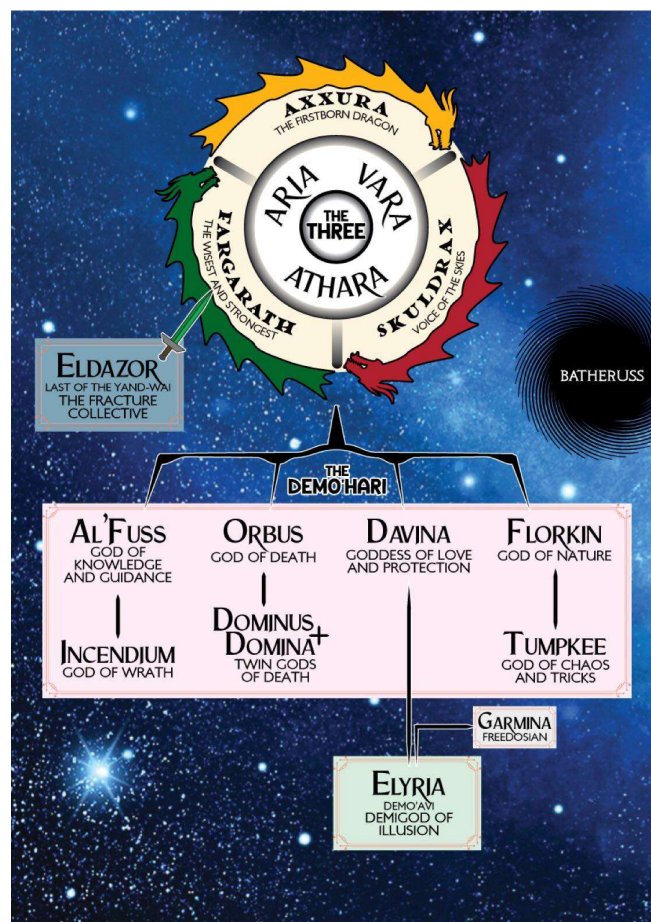
15th Day of the 3rd Month in the 1st Era during the 4th FP

This is created in the following way:

- The 15th Day is the number of the day within the months cycle.
- The 3rd Month is the months number within the 12-month calendar.
- Each calendar year summoning event will occur. The summoning events may vary in frequency, but the journal entries Era is based around the occurrence of the Summoning event. If the journal entry is after the first summoning event but before the second summoning event it is labelled the 1st Era, if it is after the second summoning event but before the 3rd summoning event it would be labelled the 2nd Era etc.
- All events that occur during this rendition of this current rule set will be within the 4th Foundation Point (FP).

Aura Gods (Aura Beings/ The Three) and Demo'Hari

Within our game lore our story all started with the Aura beings. These beings created what we know to be the Aura, and when the Aura was shattered, the creation of Aura Gems. Below is a table listing the Aura Beings by name and their emblems, furthermore there is graph depicting their placement in what was uncovered in the age of discovery by the Arcadium Academy. The Aura beings and their children the Demo'Hari, the Dragons, Batheruss and Eldazor are amongst some of our NPC's that field at our summoning events, and on special occasions our weeknight events.



The Known Map of Mid Realm in Solendium

Mid Realm still holds secrets that are yet to be uncovered. There are vast amounts of ocean between the continents, perhaps one day more lands will be discovered.



Aura Gems

Aura Gems are in game props, which can be issued as rewards for completing a quest or winning a game scenario. At the end of the summoning event these props must be handed back. There are 4 types of Aura Gems, and they vary by colour, Red, Green, Blue and Clear.

- **Red Aura Gem:** Referred to as the Heart of Davina, the Red Aura Gem is only in play during a summoning event. The player that ends the game with the gem in their possession will become new monarch or remain the monarch of Not'ere.
- **Green Aura Gem:** Green Aura Gems are the result of corrupted Aura Gems tainted by the Dark Magics of Marganol. On a Summoning Event the first player to collect 16 of these Gems and present them to the Head Warden, will be rewarded with an enchanted God Slaid Blade.
- **Blue Aura Gem:** The Blue Aura Gems are the shattered remnants of the Aura, they are the most common Aura Gem found across Mid-Realm. Collecting 10 of these Gems throughout the lead up to a Summoning Event and presenting them to the Head Warden at the summoning, will earn the player an enchanted reward, or Gold Coin if an enchantment is not available.
- **Clear Aura Gems:** Clear Aura Gems are exceedingly rare. Clear Aura Gems can be used as a substitute for either Blue or Green Aura Gems when presenting to a Head Warden at a Summoning Event. Clear Aura Gems can never be substituted for the Red Aura Gem.

All Aura Gems are considered game mechanic props and should be returned to a warden for redistribution upon a player's incapacitation. If an Aura Gem is not reported as claimed at an end of an evening or Summoning Event, it too will be up for redistribution as it mysteriously disappears from the house's possession.

PC and NPC Monsters

All monsters either PC or NPC follow similar rules and deal universal damage of 5HP non blockable strikes. The operator of the character/suit will be advised of their abilities and HP. Some abilities will allow characters to also know the HP and abilities of the monsters when they field but such information is valuable and should not be made common knowledge. All PC monsters should be submitted to Heroes Odyssey Management before any purchasing or planning is made to ensure the suit or concept is approved. When approved the owner of the monster will be given a monster scroll that should be brought with them any time the monster is fielded. Monsters have access to specific skills and these skills can be mimicked by the Mimic Skill should the player see them used, be able to facilitate them and if the monster scroll states the skill can be mimicked.

Intellectual Property (IP) Disclaimer

To all persons wishing to create, explore, develop and enhance the experience of themselves, the general public and those directly involved within Heroes Odyssey be advised you are building upon the existing lore and adding to it. You understand that by participating and sharing your creation within the existing framework, written or acted, you do so at your own volition and are not entitled nor expected to be compensated, not now nor ever by Heroes Odyssey Management, its owners, staff, volunteers nor any entity affiliated with the ownership and direction of the company. Furthermore, Heroes Odyssey Management reserves the exclusive right allow or deny creations that will have either a positive or negative impact on our company, ideals or overall public perception. All characters and events within the lore are fictional and not bases on real people nor real events. Any likeness to events or persons, living or dead, is purely coincidental.

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Appendices

Player Characters (PC)

All Heroes Odyssey Players create and play a character they develop within the confines of the rules set out in this document. You control your character by your in-game actions and interactions with other players and NPCs. All characters, places items and alike remain the property of Heroes Odyssey.

Non-Player Character (NPC)

Non-Player Characters are characters generated by the system to help provide a story line that players can interact with. NPCs may take the form of merchants, villagers, or monsters. Experienced players may ask or be asked to play an NPC for an event or scenario.

Out of Character (OOC) / Out of Game (OOG)

You are yourself and are not playing as your character. This is not to be abused to avoid battles, consequences or situations in character. Some places may be designated OOC areas and will be indicated at the start of the event.

In Character (IC) / In Game (IG)

You are playing as your character and not your real-life self. You should endeavour to stay in character as much as possible once the event begins.

Role Play (RP)

Role play is typically the in-game verbal interactions between your character and other characters or NPCs, as opposed to the combat-based interactions.

Interrupted

Role play can be interrupted and can affect things like healing, casting and capturing player amongst other things. A successful interruption of role play would be when a successful strike has been inflicted to the role player whilst they are mid role playing. It is not encouraged to interrupt conversational role play unless there is a sound role play reason to do so.

Demo'Hari and Characters of Legend

The Demo'Hari and other Characters of Legend may from time to time take to the field. These characters are designed to connect players to the lore and to drive story. They have specific rules known only to the player portraying the character and Heroes Odyssey Management. As a universal rule their melee attacks inflict 5HP damage that cannot be blocked. They also have the touch of death skill and when used the intended target must proceed to deaths gate.

Monster/NPC Rules and Siege Rules

This rule set is complimented by two additional supplemental documents referred to as the Monster/NPC Rules and the Siege Rules. Both documents are under constant review, but their current edition will be made available upon request. All supplemental documents are subject to the edition of the rules and are subject to change without warning or consultation.