



HEROES
ODYSSEY
THE REALMS OF
SOLENDIUM
FORGE YOUR STORY

THE REALMS OF SOLENDIUM

APPENDIX

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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 involves consented engagement and non-coordinated combat, please consider this before agreeing to participate at one of our events.

This Appendix document is to add to the Heroes Odyssey (HO) larp experience and help you immerse into our world, games and events. This document is forever evolving as more creative ideas, lore and stories are developed to enhance player's game. Some sections in this appendix may become essential rules into the future and be transferred into the main rules document, however all things in this document must be adhered to as a rule which must be followed in HO until it is changed, transferred or removed.

Siege Mechanics

Siege mechanics are commonly used at a Heroes Odyssey weekend summoning event but can sometimes be incorporated in night events as well. A house must approach HO management prior to designing the house siege walls and gate for the summoning event and must be in direct consistent consultation with HO management from the initial design to completion of works. The construction, cost, storage, maintenance and transportation of the walls and gate are for the house to organise among their players. If there are any further modifications wanted or needed to the original approved design or the completed construction, this must be discussed immediately with HO management and be approved before proceeding to modifying the wall or gates. The decisions for the walls and gate design will be on safety, being structurally sound and being able to handle the weather we get at our events. HO management has the right to remove or deny any construction at anytime, and any IP used. At a HO Summoning event the siege warden will inspect its erection before game on and assess its safety.

Initiating and ending a siege

A siege can only be called by a house or warband leader and must identify whose base is under siege and the siege must be shouted out so all can hear including the wardens. All the field is now under siege mechanics against that identified base. There is no time limit for how long a siege is to last for, however if a player is sent to death's gate, even if a skill allows them to be revived, they can no longer participate in the current active siege.

The siege ends under these conditions:

- If the person who called the siege is sent to death
- If the siege gate is destroyed and the approved designated siege podium is not intact and upright.

Once the siege has ended the attacking players that destroyed the gate may loot their chests items that are HO props for the event. If the defending players win the siege then they may make their repairs to the gate if damaged.

Siege walls, gate and siege podium

The attacking players can only attack the bases gate with boom bombs, unwieldy weapons and approved siege equipment. Once the gate is destroyed an approved designated siege podium which can be placed 10 metres away from the gate in a combat area of the base behind the siege walls then can be attacked to end the siege. The siege podium has 0HP and can only be re-made once the siege gate has been fully repaired back to original HP. A siege gate is an open front facing siege door and has 100 health points and a 2-door siege gate has 200HP. To repair the gate, a repair mallet must strike the gate consistently, without interruption, while the gate is fully opened. This is to be done until the gate is fully repaired to its original health points, only when the door has been fully repaired will the gate be able to function as a barrier and be closed once more.

(1HP repair given to the gate per strike of the mallet)

Land battles

A land battle is when a house has declared a land battle for 1 piece of territory that another house owns. Both houses must have an approved designated siege podium which will be placed on the field 10m away from the defender's siege gate in an active combat zone. Certain criteria must be

met and agreed on by both houses in a declaration of war document before the land battle can take place:

- Both houses must have siege walls, a siege gate and siege podium all approved by HO management to declare a land battle, and all is present at summoning for the land battle and they able to be sieged within game.
- A written declaration of war must be agreed on by both houses before 4 weeks of the commencement of the date of the summoning which the battle will take place and submitted to HO management. The following information must be including in this declaration:
 - Date and time of the land battle (at summoning)
 - Which territory is being battled over
 - Name of the attacking and defending house
 - Name of any allied houses or freeboots that will be aiding each house in the battle. The allied players must agree to the declaration and must follow exactly the agreed upon declaration (i.e. they cannot suddenly change alliances at any point, that will go against this declaration for the land battle and will cause the land battle to be void)
 - Players or houses that are not written in this declaration cannot join the siege. If any part of the war declaration is not adhered to, the declaration is then voided, and the territory automatically stays with the original house. Sportsmanship must be adhered to, and no player or house must actively try to get the land battle and declaration voided. If this is discovered to be the case disciplinary action will be taken by HO management.

To end the land battle siege the house that destroys the opponents podium first (where the podium is not intact and upright), claims the territory being fought over, or the battle exceeds a 30 minute time limit, the territory is then claimed by the original house who owns it. If there is any deeds on the territory, this is also claimed by the house that claims the territory at the end of the land battle. A territory can only be battled over once per summoning, and each time it is being battled over a new declaration of war must be submitted.

Siege Equipment

Siege equipment is only used at a Heroes Odyssey weekend summoning event. A house must approach HO management prior to designing the siege equipment and must be in direct consistent consultation with HO managements from the initial design to completion of works. The construction, cost, storage, maintenance and transportation of the Siege equipment are for the house to organise among their players. If there are any further modifications wanted or needed to the original approved design or the completed construction, this must be discussed immediately with HO management and be approved before proceeding to modify the siege equipment. HO management has the right to remove or deny any siege equipment at anytime, and any IP used. At a HO Summoning event the siege warden will be inspect the siege equipment before game on and asses it's safety.

Any siege equipment that is constructed will be discussed with HO management as to what damage it will do, how many times it can be used, especially if it has munitions, and if it can be countered or destroyed. There will be a scroll made for the equipment and this is to be placed in the house leaders journal, and those in the house that can use the equipment safely.

Languages of Solendium

There are many glyph languages and alphanumeric written languages throughout Solendium. The list is forever evolving as we explore Solendium and adventure.



GRÖD'VAHK

A	B	C	D	E	F	G	H	I	
J	K	L	M	N	O	P	Q	R	
S	T	U	V	W	X	Y	Z		
1	2	3	4	5	6	7	8	9	0

RUNVAKIAN

									
A	B	C	D	E	F	G	H	I	
									
J	K	L	M	N	O	P	Q	R	
									
S	T	U	V	W	X	Y	Z		
									
1	2	3	4	5	6	7	8	9	0

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FAENARIAN

									
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BRACKIEN

									
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J	K	L	M	N	O	P	Q	R	
									
S	T	U	V	W	X	Y	Z		
									
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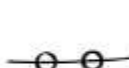
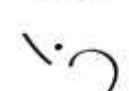
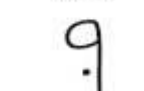
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A-Osh Fire/Life	Baulk Waste/Insult	Bicmar Leader/King	Bon Death/Kill	Broga Castle	Cep Tree
					
Cruck Break	Desh Slave/Lesser	Dra Hate/Enemy	Dran Murder/ Assassin	Eck Steal/Take	Eda Earth/Dirt
					
Eear Family/Tribe	Flou Water/River	Gor War/Fight	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				

Grodesh Glyphs

					
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	Grodes 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
			<div data-bbox="884 1702 1299 1821"> Fae'el Glyphs </div>		
Varpa New	Wul Defeat	Yora King			

					
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 Tall/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
		<div>Run'vah Glyphs</div>			
Tow Stone	Tum Group/Many				



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

Fae Glyphs

BEINGS OF SOLENDIUM

ATMAH



Ranging from simple to complex, Atmah have a unique yet simple persona with a lineage that stretches back to the earliest days of Solendium. Originally the Atmah were destined to meet their mortal end, however, the blessings of the Demo'hari encompassed them and many Atmah have lived for multiple foundation points.

It is more common for the Atmah to consider their journeys ended as though they do not die many of the more senior Atmah claim their bodies to be ageing and wareing out.

Atmah come from the Vantacor continent in Mid Realm, however now days they have traversed multiple realms and it is not uncommon to find scattered kingdoms throughout Solendium.

Agile, adept and intelligent, the Atmah are versatile beings. There have been many successful adventurers, warriors, mages and rulers born from the Atmah. Their ability to adapt and learn makes them a formidable creature.

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BEINGS OF SOLENDIUM

RUN'VAH



All Run'vah trace their lineage back to the four great lords of the Run'vah, Mori, Kha, Lostel and Bumpta.

The Run'vah Lords set out from the continent of Vantacor during the First Foundation point, each lord establishing a kingdom in new lands. Mori established Moriandel. Kha developed Kha'Havinar. Lostel founded Lostelloss while Bumpta was too stubborn to leave his home in Vantacor, so he fractured away his piece of the continent taking his home of Gluntorff with him.

These beings are hardened craftsmen, noble warriors and gifted artisans. However their numbers have dwindled in recent Foundation Points. Their mastery over their technology and unique understanding of aura magic allowed for their kingdoms to expand beyond Mid Realm.

Never shy to back down from a fight, the Run'vah relish the opportunity to prove their might and their boomstick weapons strike with keen precision downing even the strongest of foes

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BEINGS OF SOLENDIUM

ETNEIR



The term Etneir, "Ate~near", covers a broad range of beings, all of them descendants from Fae Creatures, all of them capable and intelligent with societies and cultures of their own.

It is not uncommon for a war band to be seen with one or multiple Etneir companions. Often these beings bring unique characteristics and animalistic abilities that are often useful while adventuring.

Atmarian in stature, most often they have similar limb structures to their Atmah companions, the biggest characteristics of the Etneir is their appearance which often reflects that of their animal or Fae Creature ancestors.

Mostly found in Fae Realm but recently more have travelled to Mid Realm, the Etneir encampments are often tribal and secluded communities but it is becoming more common to see these beings as they continue to adventure.

BEINGS OF SOLENDIUM

DAV'RIE



Similar to the Etneir, Dav'rie or "halfblood" are beings of capability but they share more in common with their ancestors and anamallistic heritage. Not as Atmarian in their appearance these beings are not to be underestimated as their intelligence and agility make them deadly warriors and capable companions.

Dav'rie often prefer to travel in packs, choosing to operate as a member of a group rather than adventuring solo. Dav'rie are fiercely loyal and are willing to sacrifice themselves for their pack.

Some Dav'rie are more wild than others and often their temperament is based on how well they can climatise to their surroundings.

Never underestimate a Dav'rie, they are highly intelligent and they have the best of both bloodlines that flow through their being.

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BEINGS OF SOLENDIUM

FAE~EL



One of the oldest beings to have existed across the realms of Solendium since the First Foundation Point. The Fae~el are the first of the immortal creatures that descend from the Yand'wei and were it not for the Wars of Light, their dominance as the main being of Mid Realm would still be so.

Aura magic flows through these beings. Often graced with fair complexion and elongated ears the Fae~el perceive the Aura and have a unique ability to harness its magic.

Their origins saw them as the prominent species in Mid Realm during the First Foundation Point, however after the wars of light many of the surviving houses sought a new life and built new kingdoms in the Fae Realm.

There are those that chose a darker path and were corrupted during the Wars of Light and these beings are now referred to as Fallen or Dark Fae~el, but the fallen share the same lineage and characteristics as all Fae~el kind.

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BEINGS OF SOLENDIUM FAE



Almost hunted to extinction for their magical blood, Fae Creatures were able to restore their populations in the Fae Realm safely hidden away from any and all that would wish them harm.

It is a common misconception that Fae Creatures all have wings, furthermore another misconception is that these beings are all small. Nothing could be further from the truth. Fae Creatures range from tree sprites to winged fairies, from sentient fungus to living winds. Most Fae creatures are undetectable to the Atmarian eyes even the Fae-el have difficulty perceiving them. A Fae creature will be seen when they want to be seen.

Most Fae creatures when adventurering try to hide their Fae characteristics but often they are given away by their intrepid respect for nature or the mastery in Aura Magic.

Though their wings do not work and they are unable to hide when they take form and size up comparable to Atmah, most Fae creatures are shy at first requiring proof of intention before they can trust.

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BEINGS OF SOLENDIUM

GRODESH



The most prominent specie of Sky Realm, the Grodesh are born with great strength and are guided from a young age to train in all manners of warfare and as young adolescence they often seek out confrontation to gain their warrior recognition.

The Grodesh are tribal creatures which makes determining their numbers all but impossible. It is a fateful thing that Grodesh do not often combine as one great group, if they were to all march with a cause there would be little to nothing that could stop their advance.

Proficient in all weapons the Grodesh are not as diplomatic as other beings. They are skilled in the ways of magic but often prefer the use of physical prowess to resolve confrontation.

The Grodesh are mostly congregated on Sky Realm however there are nomadic tribes that roam Mid Realm mainly in Vantacor and Moriandel.

The Grodesh are not an opponent that seldom gives ground, if a conflict does occur, the time for words has passed and only death will stop the fighting.

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BEINGS OF SOLENDIUM NOR'GAHROSH



The Wars of Light saw many Fae-el fall to their desire for power then there are those that were allured to the power Batheruss could provide transforming them from Dark Fae-el to their new form the Nor'Gahrosh.

Through the Foundation Points the Nor'Gahrosh have mostly stayed in the Nightmare Realm though some have been able to cross through the Shadow Realm and enter Mid Realm. These Nor'Gahrosh are mostly unquenched having not participated in the dark ritual of consuming essence.

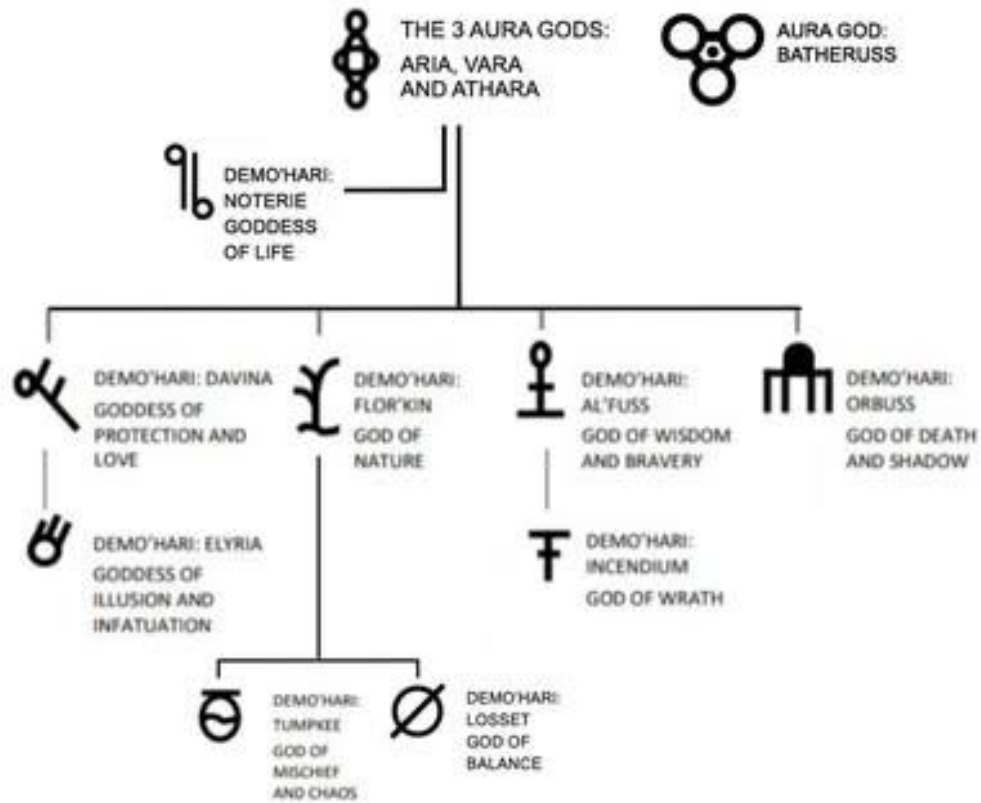
Arrogant and opinionated, formidable and defiant, the Nor'Gahrosh are the perfect form of dark magic personified.

Proficient warriors and deadly mages a Nor'Gahrosh is characterised by their red skin and their dark horns.

Often following the will of Batheruss, the Nor'Gahrosh are potent enemies and it is not advisable to get on their bad side.

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'hari's mark and what they are most known for:



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).

There is also Seasons in Solendium which can be used in roleplay which are relative to normal months of the year:

- Yoakian (Summer): November - January
- Linstacin (All seasons in one): February - March
- Ostacin (Autumn): April - May
- Faliean (Winter): June - August
- Tailiem (Spring): September – October

Below is the map Mid-Realm in Solendium.



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:** Red Aura Gems are fractures of a Nor'garoshian Crystals.
- **Green Aura Gem:** Green Aura Gems are the result of corrupted Aura Gems tainted by the Dark Magics of Marganol. On a Summoning Event they may be used for rewards, enchantments or others quests. They are also used as a prop for the Dark Aura skill.
- **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. On a Summoning Event they may be used for rewards, enchantments or others quests. They are also used as a prop for the Divine Aura skill.
- **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 needed at summoning or when using the Aura gem skills. 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. At the end of a night event the house holds onto the aura gem and must bring them to the next event. At the end of a summoning event, all Aura Gems (except the Red Aura Gem) must be given to a warden.

Animal Familiars

An animal prop must be approved first from HO management, and a player can have only have ONE animal familiar prop that doesn't impede movement or jeopardise personal safety. The animal familiar can be enchanted to give the player ONE extra use of a player skill or ONE essence bound skills as per the enchantment rules below. Enchanting can only be done once and is then bound to that animal familiar. An enchantment scroll will be given to the player to be placed in their journal once familiar is enchanted.

Enchantments

Enchanted items are usually obtained at summoning or sometimes as a reward on game events, and the categories of items that can be enchanted are a prop, weapon, armour or jewellery. You can possess multiple of each item category (except animal familiars), however they cannot have the same player skill bound that item as another item that is in the players possession. Every enchantment will come with a digital image of an enchantment scroll, that must be printed and put into the player journal for the player to use the enchantment on the field of play within 7 days of receiving the enchantment or the enchantment is lost. All enchantment scrolls will have the enchantment name, instructions on how the enchantment operates, a picture of the item the enchantment is bound to, whether it is bound to a character or player, and a unique code at the bottom of the scroll to identify the enchantment.

There are 2 main enchantments at HO, these are:

- Player enchantments that have a player skill enchanted to the item and can have a maximum of a 3 uses of the same player skill enchanted to the item or 1 essence bound skill bound to that item.

Player enchantments are always bound to the character that enchants the item, not the player.

The cost of the enchantment is as follows:

- Novice enchantment – 1 player skill, 3 gems, 30 Yan'Dari, 1 Demo'hari token, 30 minutes to enchant
- Journeyman enchantment – 2 of the same player skill, 6 gems, 60 Yan'Dari, 1 Demo'hari token, 60 minutes to enchant
- Master enchantment – 3 of the same player skill or 1 essence bound skill, 9 gems, 90 Yan'Dari, 1 Demo'hari token, 90 minutes to enchant

Note: The player must roleplay enchanting the item for the full timer of the chosen enchantment uninterrupted. If it does get interrupted the player that is enchanting loses all their aura gems and their time already spent enchanting the item. They do however keep their Demo'hari token and are refunded their Yan'Dari that was spent to enchant the item.

Player enchantments can be unenchanted from an item, and the scroll removed from the players journal, then the item can be enchanted anew. Once unenchanted the player will get either 1,2 or 3 aura gems back depending on what the enchantment was originally or a Demo'hari token.

- Single use enchantment scrolls are given as a reward through game play and can only be used once by a character and they are bound to the character that receives the reward. Once the enchantment has been used given the scroll to a warden.

- Arcane enchantment that are given to players and/or achieved through game play from HO and differ from player skills in some way and are unique. A player can have as many Arcane items that are given or achieved from HO. An Arcane enchantment is always player bound, unless in rare occasions the arcane enchantment scroll says character bound.

If an enchanted item is accidentally broken, lost, or damaged through normal wear and tear, the player may purchase an identical replacement that matches the item shown on their enchantment scroll.

Heroes Odyssey has the right to remove or change enchantments at anytime on an item and/or remove the prop that was given from the player and game. If this occurs, the player will be informed immediately.

Coloured Enchanted Blades

Coloured enchanted blades are usually obtained at summoning, sometimes as a reward on game events and even as an award at our HO official end of year event. These blades are Arcane enchantments and can only be given by HO or achieved. Each coloured blade has the below rules, and an Arcane enchanted scroll will be given to the player once the player has chosen their skills to be placed on the blade:

- **Nor'garoshian blade (Red blade)** - This blade can be used to perform the coup'de'grace skill, and once performed on the targeted player, an automatic healing energy skill is casted on the player wielding this blade.
- **Auric blade (Blue blade)** - 2 different single use player skills can be enchanted on this blade.
- **Godslaide blade (Green blade)** - 3 different single use player skills can be enchanted on this blade. If attacking an NPC on a successful strike this blade deals 5HP damage but can be blocked and parried.
- **Golden Sword (Gold blade)** - 4 single use player skills can be enchanted on this blade, and they can be multiple of the same player skill. (example 4 healing energy's)

Heroes Odyssey has the right to remove or change coloured enchanted blades at anytime and/or remove the blade that was given from the player and game. If this occurs, the player will be informed immediately.

Alchemy

Alchemy is the creation of approved potions and items at HO, and these can be created at summoning or be rewarded at a game event.

Alchemy Potions

Once a player has learned their unique way on how to create the potion, a potion scroll will be given to the player to put in their journal. A player can create a maximum of 3 potions of each known scroll that is in their journal at the alchemy station at summoning. Each completed potion can be used only once between one summoning to the next, as the potion will expire before the next summoning begins. Instructions on how to create a potion, and what potions can be made will be available at summoning and are subject to change as potions evolve. A prop will be available to represent the potion and can be kept on the player.

These are the current potions that are available to create:

- Potion of antidote – to remove poison effects
- Potion of essence – returned from being essenced without consequence
- Potion of Healing – Heals a player to full HP of armour worn (max 15hp)
- Potion of Barkskin – Give +10HP to receiving player until next death

Alchemy items

Once a player has learned how to create an item, a scroll will be given to the player to put in their journal. A player can create a maximum of 3 of the same item that is in their journal at the alchemy station at summoning. Each completed item can be used only once between one summoning to the next, as the item will disappear before the next summoning begins. Instructions on how to create an item, and what items can be made will be available at summoning and are subject to change as alchemy items evolve. A prop will be available to represent the item and can be kept on the player.

These are the current potions that are available to create:

- A Focalyte crystal – 1 crystal can replenish 5 boomstick darts when given to a warden
- A Demo'Hari/ Aura token – for enchantments and other Roleplay

For more information go to the alchemy station at summoning and the scrolls and the alchemist will be able to explain in more detail.

Heroes Odyssey has the right to remove potions and items at anytime from the game or the player.

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.

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. By accepting to be a participant, you accept and acknowledge you are 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

Roleplay can be interrupted and can affect things like healing and casting amongst other things. A successful interruption of role play would be when a successful strike has been inflicted to the 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.