

Lanofeh Explorers
**PLAYER'S
HANDBOOK**
Spring 2020



Role Playing
Explorers
through History



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Lanofeh Map



Role Playing
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Lanofeh Map



Role Playing
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Role Playing
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Lanofeh* Introduction

Have you ever played with your family or friends and pretended that you were cowboys and Indians or knights of the roundtable? Or even just other people in a world built upon your own imagination? Well...

L-A-R-P is the same thing only with a little more structure and a few more guidelines to make your ideal world all the more real and manageable.

What does L-A-R-P stand for? It stands for “Live Action Role Playing.”

Meaning you act out characters of your own creation in a make-believe world and temporarily speak and act as they would do within reason.

A L-A-R-P is like a video game except it is LIVE ACTION. It’s a game that keeps on going and has endless possibilities.

So in these pages you will find your Player’s Handbook for our LARPing Club. It is your most important tool to be successful. Study it, refer to it often, know it before you even attempt to make a character (if you haven’t done so already). This handbook will answer your questions. Well, most of them, anyway.

Bring your handbook to our classes and LARPing events. Print it out and put it in a 3-ring binder. If a player does not bring their handbook, their character is at a temporary handicap with having half their hit points taken away and they don’t get any bonuses that adds to their stats such as enchantments. You will also find character sheets and inventory sheets. You may print out the inventory sheets and bring them with you to class to record your game time during our Advanced Narrative Roleplay (ANR) times. *You are responsible for tracking your characters and inventory sheets. Victoria will send you or your child an email directly letting them know when they have levelled up, etc, and then they can mark it down in your character/inventory sheets.*

During classes and events, the “Healing Mother” will give the “Heroes”



Lanofeh Introduction

their pay in plastic gold coins and/or acrylic gems. More coins will be given for wearing costumes, excellent behavior, acting well in character, bringing a coin purse, and bringing your Player's Handbook in a binder.

If you can, make a costume or purchase a costume. Pinterest has many ideas about costume making. There are some links to some ideas on the membership site. Have your mom or dad help you if you need it. Amazon also has tons of pre-made costumes that will work. For the ladies, holy-clothing.com has beautiful clothes! Your Queen has three dresses from there herself!

The membership site includes some Pinterest links in the resources section to help give you some ideas. Be sure to check your membership site regularly as we add useful information such as lessons, and more. Yes, your parents can use this as an extension of homeschooling if they like!

Make every effort to come to as many classes and events as you can. This is a team effort and every member is vital. If you can't make it, be sure to let Mrs. Beasley know.

The times and dates are posted on the membership site. Also, Mrs. Beasley always sends out a reminder so be sure to have your parents check email. If you would like to be added to the email group, email Mrs. Beasley and she will put you on it.

It is important to RSVP for a particular event and/or class. Oftentimes, we are buying materials for our craft and then doing prep work beforehand. Please respect our time by letting us know if you won't be able to make it. If you don't RSVP, we cannot guarantee that there will be materials for you to make the craft.

If we find that attendance is low on a particular day, we will give even more coins to those who are faithful on a consistent basis.

Once a month at the events, you can use the coins to "purchase" toys at our store or enchantments from our enchanter for your weapons.



Lanofeh Introduction

You may also purchase jewelry made by Victoria that have enchantments as well as special weapons made by Nate and Sam. Of course, these items cost real money.

At the end of the year, we will have a Knighting/Awards ceremony so you will want to do your best!

Lanofeh History*

Lanofeh is a magic world of elves, dwarves, dragons, wizards, and the like and is made up of many peoples of different lands and realms all home to their own cultures. Lanofeh is rich with its own mythology and its own history...

The World is Born

Before the dawn of the world there has always been the Creator—Suzaro. He is God of the sun and the heavens and sky. He alone gave life to the Vandarian Race, a race of angelic beings born of divine light. In his benevolent love and wisdom, he created the earth and all races born of the earth, including Dwarves and Humans.

To the East he called forth his creation of the sea who are the Elves who brought forth magic (the Creator's divine power) from their homeland.

He brought form to the world and called it Lanofeh, and for 300 years the world was peaceful and without trouble. But one day a Half-Elf that had loved a Human woman lost her to another man, one far less of heart. The Half-Elf who was called Mudscraith led the other man deep into the wilderness to hunt for game. There, as the other man was sleeping, Mudscraith took a long stone black and red dagger and plunged its sharp body deep into the man's chest. Thus the first evil had been committed and Suzaro appeared before the Half-Elf that was standing over the corpse of the other man.

"What have you done, child?" Suzaro demanded as he appeared in a blast of golden light and a wind that felt hot and bore a sweet smell.

"He stole the woman I love from me. It wasn't fair!"

And as the Half-Elf tried to defend himself, Suzaro said, "You have the blood of another upon your hands, you have brought evil into the world."

Mudscraith shook with rage and flung the stone shard at the God of heavens and sky.



When the stone shard hit Suzaro, he changed suddenly into a ghostly form glowing with blue mist.

"You will be punished for your crime," he said firmly.

"Punished?" the Half-Elf demanded in anger. "Have I not suffered enough that I lost the woman I loved, and yet you now would further my pain!"

And thus Suzaro spoke in a terrible voice.

"You are now cursed to dwell in the dark places of the world as a spirit, never to be free and never again to walk in the sunlight. All your fingers touch will be corrupted or die of infection and so you are banished to the underworld!"

And so it was that Mudscath was stripped from his physical body and made into a spirit of unrest and evil. Mudscath descended deep into the depth of the darkest shadows under the earth's surface and there he took command of all serpents and gave birth to an evil and corrupted magic and began to bring more evil into the world.

The Great War

During the seventh age of the world all manner of peoples had wandered and populated the world and even Mudscath, who now was called Lothmore, had given birth to his own Races brought about by leading astray many elves and men and having their deeds curse their bloodlines.

Mudscath gave life to the Goblins and the Orzakks as well as many evil beasts such as the Ragnurals and the Rujjie a race of humanoid hyena.

Soon Mudscath bred an army of Orzakks and Rujjie and spoke to Gral Muzath, the general of the Shadow Horde, and sent him with one mission... to destroy the world of Humans.

But the human world was not so easy to exterminate, for a human man once born to be a shepherd now led thousands of men and women against the Shadow Horde.



Alongside the human world the Elves served as allies and joined beside the humans to fight against the forces of darkness.

However, four Elven rulers did not serve to help the world of Men; instead they joined the forces of evil and a great war was fought. At the end the Humans and the Elves with them drove back the forces of evil and claimed their lands and made it into a kingdom of the north. All the waste lands of the south and east then belonged to the vile races.

In the middle of the Great River on an island was built the Imperial City, the one place that connected the north and southern lands. And on the Southern Borders of the Great River a massive gate was built to keep the Northern Kingdom safe from invaders.

The Black Dragon

It had been many years after the Great War and the Northern Kingdom had flourished and bloomed into a great kingdom. The Black Dragon called Mauldrogk had been defeated by the Heroes of Lanofeh.

Shortly after, a new malice arose from the South as the Southern hordes mobilized to attack the heart of the Northern Kingdom. Once again heroes from far and wide were called to defend the land and pushed back the invading forces and delivered the kingdom from the threat of shadow.

The Red Empire

One hundred years after the Southern horde was defeated, a new force rose from the ashes of war and the Red Empire is head of the pride of the northern kingdom, ruling with an iron fist. Led by the tyrannical emperor known as Abanash, the Red Empire had grown to hate and despise all those who follow the Creator. The threat of annihilation was all too real for those who held fast to their faith and belief in the Creator.

The heroes were called from the long past and new ones were sum-



moned by Queen Amaterien, the Healing Mother, to fight against the growing evil within the heart of the once noble kingdom.

Under the growing shadow the heroes gathered together in the Zetterstone Inn to plan their next move against Abanash and they ultimately defeated them.

Trouble in Kapacé

Three hundred years after defeating the Red Empire, Queen Amaterien was summoned back to her realm Kapacé. Her descendent, Prince Ivone, usurped the throne of his older brother, King Kadamor the Brave after he went off to fight in the ArdaChazhen** Wars in Mecador.

Through the help of Arand, an Elf general loyal to King Kadamor, Amaterien and her heroes defeat Ivone and demand he sign a charter of freedom. Amaterien gives Arand the Crown of Life and the Sword of Life, relics that helped the heroes defeat the enemy, to guard faithfully. The Queen goes back to Lanofeh to attempt to get some peace and see her husband King Darien after such a long absence.

Now

Unbeknownst to Amaterien, back in Kapacé the evil DaChatchten has appointed a new King of Mecador, Duzatt. Duzatt, an evil Magi Human, is appointed DaChatchten's new champion after the failure of the last battle. Duzatt, full of vengeance, opens a portal in the cracks of the earth and arrives in Lanofeh, bringing a vast army of ArdaChazhen (Lizard men) with him.

Now the heroes must fight on two fronts. Who will help them? How will they have courage? Will fear overtake them or will they have Valor?

* The Bible was inspiration for this story, the above story is a work of fiction. It's meant to be representation and example, not straight allegory. Therefore there will be differences. See Statement of Faith for what we believe.

** Lizard men



Code of Conduct

 Our goal at the Explorers LARPing Club is for everyone to have a lot of fun and for everyone to be safe!

So we need your cooperation to make this happen.

And this requires respect and honor. Respect for us as your leaders and respect for one another as students. And honor in the way we treat one another.

So here are the ways we respect one another:

- *No foul language or unwholesome talk*
- *No touching anyone without permission outside of combat*
- *No rough housing or hand hitting*
- *Listen to directions from leaders*
- *If someone tells you stop during LARPing, you have to stop*
- *In ditch battling/LARPing, no headshots and no personal shots*
- *No hard hitting or spinning*
- *No tripping one another*
- *No name calling*
- *Appropriate attire*

If during a class a student breaks one of these rules, he or she will be immediately asked to spend a few minutes in a designated “retreat” place until they can agree to resume conduct in a respectful manner.

"Honour all men. Love the brotherhood. Fear God. Honour the king."—1 Peter 2:17
KJV

Basics of Combat System



Rules of Combat

In the Explorers Live Action Role Play adventures our aim is not to be too aggressive but to give kids the fun and exciting experience that Live Action Role Play has to offer!

Each player must abide by a medium-contact rule; quick but light-handed. Full force attacks are not allowed by any means. Do not throw your hits with follow-through!

Headshots or groin shots are not allowed.

If any player should abuse these actions and purposely hit another player with abusive force, they will be sent to a designated retreat place until they can comply to the rules of the LARPing group.

Combat Engagement

Each player has a base HP (Health Point) level of 3.

Any time a player is hit, that player loses 1 HP from their Health.

If he or she wishes to add to their HP they must level up and or come to the battles in real armor, such as: sparring gear, skating pads, football and other sporting gear. These items of protection must be painted over and or otherwise modified to look like medieval armor. Each armor has a rating level between Light, Medium, and Heavy Armor.

Those veterans who return from previous campaigns (past years of the club and camp) will start at a higher level than the newcomers in respect for their long attendance and loyalty to the group.



No Armor = zero + HP

Light Armor = 2 + HP per gear

Medium Armor = 4 + HP per gear

Heavy Armor = 8 + HP per gear



1. Warrior— Knight, Barbarian, Gladiator, Mercenary, Paladin, Crimson Blade

2. Rogue— Burglar, Assassin, Ranger, Trappist, Bandit

3. Magic User— Wizard, Healer, Bard, Dragon Speaker, Bloodthorn

4. Elite Classes— Monster Slayer, Mountain Prowler, Honor Guard, Blood Lord, Shadow Walker.



Class Descriptions and Abilities

Knight – Warrior Class

The Knight is a strong class who deals damage and is very skilled in defense and tactics.

Knights also have the ability to create a family crest as a banner and use it as an instant respawn.

Ability List

Level/Ability

1

2

3— Mighty Strike—player deals 2x battle damage to enemy foe.

4

5

6

7— Stun—the player stabs the ground and shouts “Stun!” All enemy foes within striking distance are stunned for 3 seconds.

8

9

10

11— Immunity to all stun effects—any and all stun effects can no longer effect the Knight during battle.

12

13— Rally—the Knight can go back-to-back with two or more ally forces and then they are granted + 4 protection automatically.

Class Descriptions and Abilities

14

15— Noble Blood—the Knight gets an additional 2 HP to his/her HP level.

16

17— Veteran's Experience—the Knight deals + 1 Battle Damage.

18

19— Honor the Dead—when the Knight dies on the battlefield all ally players gain + 4 protection.

20—Hero's Call—player twirls his/her weapon in the air and shouts "Eualiatt!" All players are granted + 7 protection and are healed to full health.

Barbarian — Warrior Class

The Barbarian is from the Western Plains and the Boarspine Mountains.

They are strong and loud with a love for battle and the use of wielding two-handed weapons.

They have a skill that allows them to fight for 12 seconds after death called "Adrenaline."

Ability List

Level/Ability

1

2

3— Thick Skin—player has + 3 protection on spell cast.

Class Descriptions and Abilities

4

5

6

7— Mighty Strike—player deals 2x battle damage to enemy foe.

8

9

10— Brutal Stun—player stabs the ground and shouts “Brutal stun!” All enemy players within striking distance take 3x battle damage and are stunned for 5 seconds.

11—

12

13— Take and Give—when the player is hit by a foe he/she yells “take and give!” Whatever amount the foe would normally deal upon the player is redirected towards them instead of the player.

14

15

16

17— Savage Blow—the player deals 5x damage upon an enemy foe.

18

19

20—Battle Lord’s Walk—whenever the Barbarian dies on the battle-field he/she can keep fighting for 12 seconds before they really die. They take no battle damage at this point.



Class Descriptions and Abilities

Gladiator — Warrior Class

The Gladiator is a jack of all weapons.

Gladiators are from the Western Plains and the Black Jungles, trained in many fighting skills and have the ability to use the “Back-to-Back” skill that allows the Gladiator and one or more teammates to stand back-to-back and gain 4+ protection while in this formation.

Ability List

Level/Ability

1

2

3— Entanglement—the player pretends to throw a net over their foe who then is entangled for 12 seconds and cannot attack while in this condition.

4

5

6

7— Deadshot—grants the Gladiator’s throwing weapons a +3 Battle Damage.

8

9

10

11— Twin Blades—if the player is wielding two blades their weapons deal +2 Battle Damage.



Content of Descriptions and Abilities

12

13

14— Revive—if an ally player dies on the battlefield then the Gladiator can revive them instantly so they can keep fighting. The ally's HP is also healed to full health once revived.

15

16

17— Savage Spear—if the Gladiator throws a javelin, it deals +4 Battle Damage when it hits an Enemy Foe.

18

19

20—Thumbs Down—if an enemy foe is under attack, the Gladiator can yell "Thumbs Down!" and give the enemy a thumbs down. The enemy foe instantly dies.

Mercenary — Warrior Class

The Mercenary may apply the Poison Effect on to their weapons for free. Mercenaries also have the ability to use the "Backstab" skill which allows the player to deal double damage when attacking from behind an enemy unseen by them.

Ability List

Level/Ability

1



Content of Descriptions and Abilities

2

3— Mighty Strike—player deals 2x battle damage to enemy foe.

4

5

6

7— Deflect Projectiles—Mercenary is immune to projectile attacks.

8

9

10— Thick Skin—Player has +3 protection on spell cast.

11

12

13

14— Stun—the player stabs the ground and shouts “Stun!” All enemy foes within striking distance are stunned for 3 seconds.

15

16

17— Bloodbath—after the Mercenary has killed three people then he/she is healed to full HP.

18

19

20— Skyfall—if the Mercenary is wielding a two handed sword it deals 7x Battle damage.

Content of Descriptions and Abilities

Paladin — Warrior, Healer Class

The Paladin is a holy warrior from the Henshu Monastery, blessed with the ability to heal others with the “Healing Hands” skill.

Paladins fight with one two-handed weapon.

They may also use the “Cancel Effect” skill which allows the Paladin to cancel any effects put upon them in battle such as, poison, entanglement, double damage, and so on...

Ability List

Level/Ability

1

2— Smite—Healer raises a hand towards an enemy foe and declares “Smite” dealing 3 Battle Damage.

3

4— Cancel Effect—remove any and all Battle effects that have been placed upon the Paladin activated on spell cast.

5

6

7— Chosen Warrior—when using a two-handed sword the Paladin deals 3 Battle damage.

8

9

10— Golden Weapon—once per life player can infuse their weapon in gold giving that weapon +2 Battle Damage for that life. Cost: 15



Content of Descriptions and Abilities

SP.

11

12— Circle of Protection—Healer recites Protection Enchantment and places a circle of protection around them and any allies within the danger zone. This spell is active until one of the people in circle make an attack.

13

14

15— Blessing of the Creator—Paladin lays a hand upon an ally player and places +4 protection upon them.

16

17

18— Armor of Faith—grants the Healer an additional 3 HP to their overall health. This is an automatic spell.

19

20—Speaker of Suzaro—grants the Paladin 3rd Rank Smite. Grants them 5 Battle Damage when wielding 2-handed weapons. Grants the Paladin +3 HP to to total HP amount.

Burglar — Rogue Class

The Burglar is a stealth class which has the ability to use the “Backstab” skill and the Shadow Stride ability which allows them (when wearing a mask) to be invisible for 50 seconds and grants them the ability to attack when they are invisible once. However, once they attack their invisibility wears off instantly.



Content of Descriptions and Abilities

Burglars use daggers and throwing knives as well as darts as their main tools.

Ability List

Level/Ability

1

2

3— Backstab—player deals 2x damage when attacking a foe from behind and unseen by the target.

4

5

6

7— Deep Pockets—the Burglar gets an extra 17 coins when coins are being handed out for the LARPing store.

8

9

10— Escape Artist—any entanglement effect only lasts two seconds on the Burglar.

11

12— Smoke Bomb—player shouts “Smoke Bomb!” and pretends to throw a smoke bomb on the ground. The player is invisible and no one can attack them for 17 seconds. The player cannot attack either.

13



Content of Descriptions and Abilities

14

15— Twin Blades—if the player is wielding two blades their weapons deal +2 Battle Damage.

16

17

18— Invisible Cloak—any time the player kneels down on one knee they are invisible for as long as they are in this position. They cannot attack while in this mode.

19

20— Shadow Friends—the Burglar can raise a fist in the air and shout “Shadow friends!” All allies are invisible for 12 seconds and can attack while in this mode. Once they attack they can be seen again.

Assassin — Rogue Class

The Assassin class is deadly in his/her skills, such as “Deadshot” which grants their throwing weapons a +3 Battle Damage.

Able to use many effect skills and also has a Double Damage effect.

Assassins may use throwing knives and darts; they may have the enchanter put effects on their throwing weapons as well, unlike the other classes who can only enchant their main fighting weapons.

Assassins fight with daggers as primary weapon or a short sword.



Content of Descriptions and Abilities

Level/Ability

1

2

3— Backstab—player deals 2x damage when attacking a foe from behind and unseen by the target.

4

5

6

7— Smoke Bomb—player shouts “Smoke Bomb!” and pretends to throw a smoke bomb on the ground. The player is invisible and no one can attack them for 17 seconds. The player cannot attack either.

8

9

10

11

12— Cunning Throw—player deals 2x Battle damage when throwing a throwing knife.

13

14

15— Shadow Phase—the Assassin can leave one of his/her weapons somewhere on the battlefield and at any time can hold two fingers over his/her head and take a free walk to their weapon. They cannot be attacked at this point.



Content of Descriptions and Abilities

16

17

18— Steal Life—when the assassin kills a target they are instantly healed to full HP.

19

20—Black Scales of Fate—the assassin can call out “Black Scales!” if someone kills them on the battlefield. This switches the death effect from the assassin to the one who had killed them, leaving the assassin alive and the enemy dead. This ability can only be used one time every other life.

Ranger — Rogue Class

The Ranger is a skilled wilderness guide. They often employ their wisdom of herbs to aid their treatment of wounds. They have the “Healing Hands” skill at their command and use short swords and long swords and two-handed swords. They may also use throwing daggers.

Ability List

Level/Ability

1

2

3— Healing Leaf—the Ranger takes a golden leaf and heals themselves with it by holding it in the air and shouting “Azrie!”

Content of Descriptions and Abilities

4

5

6

7— Twin Blades—if the player is wielding two blades their weapons deal +2 Battle Damage.

8

9

10

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12

13— Smoke Bomb—player shouts “Smoke Bomb!” and pretends to throw a smoke bomb on the ground. The player is invisible and no one can attack them for 17 seconds. The player cannot attack either.

14

15— Invisible Cloak—any time the player kneels down on one knee, they are invisible for as long as they are in this position. They cannot attack while in this mode.

16

17— Back-to-Back—when the player is back-to-back with another ally they both gain +4 protection.

18

19

20—Ranger Blades—when the ranger is wielding two blades each blade deals 4 Battle Damage.



Content of Descriptions and Abilities

Black Rose Bandit — Rogue Class

The Black Rose Bandit is a secretive brawler who delights in the use of dagger and short swords. They often raid travelers in the forest and/or hold them for ransom. Black Rose Bandits are experts in entrapment spells and abilities. They are also granted the Escape Artist ability which allows them to be immune to any and all entrapment spells or abilities as long as they are wearing a black or red mask.

Ability List

Level/Ability

- 1**— Entanglement—the player pretends to throw a net over their foe who then is entangled for 12 seconds and cannot attack while in this condition.
- 2**
- 3**
- 4**— Smoke Bomb—player shouts “Smoke Bomb!” and pretends to throw a smoke bomb on the ground. The player is invisible and no one can attack them for 17 seconds. The player cannot attack either.
- 5**
- 6**
- 7**— Backstab—player deals 2x damage when attacking a foe from behind and unseen by the target.

Content of Descriptions and Abilities

8

9

10— Back-to-Back—when the player is back-to-back with another ally they both gain +4 protection.

11

12— Twin Blades—if the player is wielding two blades their weapons deal +2 Battle Damage.

13

14

15

16

17— Twist the Knife—when the Black Rose Bandit hits a foe in the torso they are inflicted with bleeding. They must be healed within 30 seconds or they will die automatically.

18

19— Spike Trap—the Black Rose Bandit can throw a cardboard disk on the ground. Anyone who steps on it during battle takes 4 Battle Damage.

20— Slaver's Edge—the Black Rose Bandit now deals 4x Battle Damage per blade he/she is wielding.

Wizard — Magic Class

The Wizard has the ability to use spells as their weapon of choice. They can use the binding spells to ensnare their opponents. They may employ the use of their magic staffs which can grant them extra HP



Content of Descriptions and Abilities

and/or SP or additional abilities such as Stun or Cancel Effect.

Ability List

Level/Ability

1— Stone Blood—the Wizard holds out his/her hand and shouts “Stone Blood!” dealing 3 Battle Damage to the target Enemy within the danger zone. Also stuns 3 seconds.

2

3

4— Forcefield—the Wizard summons a protective shield that lasts for 12 seconds. The shield can protect the Wizard and two others for that amount of time. When they are in the Forcefield they cannot attack. No one outside the Forcefield can attack them either.

5

6

7

8

9

10— Enchanter’s Gift—the Wizard gains +4 SP to total SP amount.

11

12— Twin Blades—if the player is wielding two blades their weapons deal +2 Battle Damage.

13



Content of Descriptions and Abilities

14— Learned Spellcaster—the Wizard now has 3rd rank Stone Blood= deals 4 Battle Damage.

15

16

17— Fire Enchantment—the Wizard now automatically gets free Fire Enchantment (Rank 2) on his/her weapons.

18

19

20— Elemental Storm—the Wizard raises weapons in the air and shouts “Elemental Storm!” All enemy foes take 7 Battle damage and are stunned for 20 seconds.

Bard — Magic Class

Known well for their musical talent and their mastery of Story Weaving, the Bards are magic people whose music and/or songs can bring aid to their allies on the battlefield. Using magic songs such as “The Sad Dragon” brings constant protection to all their allies who are alive on the battlefield for as long as the Bard is singing his/her lyrics and tune.

Ability List

Level/Ability

1— The Sad Dragon—when the Bard sings the Sad Dragon song, all allies receive constant protection while the Bard is singing.

Content of Descriptions and Abilities

2

3

4

5

6

7— Confusion—the Bard places a confusing spell on their enemy foe, causing them to attack an ally target until he/she is defeated or the confused foe dies in the attempt.

8

9

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11

12— Musical Gift—any time the Bard is playing a recorder they are granted constant protection on themselves.

13

14

15

16

17— Magic Book—the Bard can open a magic book toward an enemy foe which then take 4 HP from the target and gives it to the Bard, adding that number to their total current HP.

18

19

20— Mass Confusion—the Bard waves his/her arms and shouts “Raddle Zazzle Riddle Zune!” All enemy foes attack each other

Content of Descriptions and Abilities

for 40 seconds. All allies of the Bard are healed to full HP.

Healer — Magic Class

The Healer is a Magic User of Divine magic given to them by the Creator or the Vandarians as a gift of responsibility to heal the sick and to aid those who are injured.

Ability List

Level/Ability

1— Heal Self—Healer recites Healing Enchantment and heals themselves to full HP.

2

3— Healing Hands—Healer recites Healing Enchantment to heal an ally player and heals them to full HP.

4

5— Smite—Healer raises a hand toward an enemy foe and declares “Smite!” dealing 3 Battle Damage.

6

7— Blessing of the Creator—Healer lays a hand upon an ally player and places +4 protection upon them.

8

9

10

11



Content of Descriptions and Abilities

12— Circle of Protection—Healer recites Protection Enchantment and places a circle of protection around them and any allies within the danger zone. This spell is active until one of the people in circle make an attack.

13

14— Armor of Faith—grants the Healer an additional 3 HP to their overall health. This is an automatic spell.

15

16

17— Resurrect—Healer can resurrect a fallen ally who just died and bring them back to life with full HP and +3 protection.

18

19

20— Vandarian Blessing—the healer now has 1 instant respawn per life and also has 3rd rank Smite.

Blackthorn — Magic Class

The Blackthorn is a combat herbalist who deals in poison effects as well as healing abilities. They are masters of cunning and automatically get the 3rd rank of poison effect on any of their combat weapons. They are also granted the Snake Blood ability which makes them immune to any and all poison effects upon them personally.

Ability List

Level/Ability



Content of Descriptions and Abilities

1— Snake Blood—when dressed in black on torso the Blackthorn has immunity to any and all poison effects. And Poison Blade automatically grants 3rd rank poison on all combat weapons.

2

3

4— Health Potion—when the Blackthorn pretends to make a wounded ally drink from a health potion (normally a black and red painted empty bottle) the ally is healed to full HP and the Blackthorn is also healed to full HP.

5

6

7

8— Smoke Bomb—the player yells “Smoke Bomb!” and pretends to throw a smoke bomb onto the ground. no enemy foes are allowed to attack the player for 17 seconds. The player cannot attack foes either. However, this ability makes it easy to escape quickly.

9

10— Fade Vision—only unlocked when the Blackthorn is wearing a black mask on their face (this can be a half face ski mask or a masquerade mask. Both need to be black). The Blackthorn can see and attack anyone who is invisible or unseen.

11

12— Healing Dust—the Blackthorn can pretend to blow healing dust out of their hand onto 1–3 ally players, healing them to full



Content of Descriptions and Abilities

health.

13

14— Scarlet Veil—the Blackthorn can yell “Scarlet Veil!” and cast a poison effect upon an enemy foe.

15

16

17— Night Blade—deals +7 Battle Damage when attacking a foe from behind.

18

19

20— Death Cloud—the Blackthorn raises both hands in the air and yells “Death Cloud!” All ally players are healed to full health and half the enemy team dies automatically.

Dragonspeaker — Magic Class

The Dragon Speakers are masters of using the ancient language of dragons. They must either tame or slay a dragon in order to achieve their powers. The Dragon masters are often in the heat of battle and are protected by a natural damage armor given to them by their ability Dragonhide which gives them an automatic +2 Protection per hit.

Ability List

Content of Descriptions and Abilities

Level/Ability

1— Dragonhide—player automatically has a +2 protection.

2

3

4— Dragon's Tooth—the player is able to deal 3 Battle Damage when throwing a dragon's tooth. (must be made in the shape of a long fang).

5

6

7— Blue Dragon—Each time the Dragonspeaker is healed they are granted a +2 Battle Damage boost for 30 seconds.

8— Twin Blades—if the player is wielding two blades their weapons deal +2 Battle Damage.

9

10— Red Dragon—player is immune to any and all Fire Damage.

11

12

13— White Dragon—when the player is healed by an ally they are able to also pass the full HP heal to another ally when they are healed.

14

15— Brutal Stun—player stabs the ground and shouts "Brutal Stun!" All enemy players within striking distance take 3x Battle Damage and are stunned for 7 seconds.

16

Content of Descriptions and Abilities

17— Silver Dragon—player gets an extra 12 Gold during the Local Market time.

18

19

20— Gold Dragon—the Player raises their fist into the air and shouts “Golden Blessing!” All allies are healed to full HP and are granted +12 Protection.

or

Black Dragon—the Player raises their fist into the air and shouts “Smoke of Darkness!” All enemy players are entangled and half their team is wiped out! At the same time all allies are given +3 Battle damage for 20 seconds.

Must choose one for character perk!

Crimson Blade

The Crimson Blade is one of the secretive tribe of the Blood Moon. Once populated by mostly elves, the secret tribe now has members of all races within their ranks. They call upon the magic of the moon to help aid them in battle and victory!

Ability List

Level/Ability

1— Blood Moon—the Crimson Blade can heal themselves to full HP with +1 Protection.



Content of Descriptions and Abilities

2

3

4— Blessing of the Blood Moon—the Crimson Blade now has +2 Battle damage with all attacks.

5

6

7— Crimson Blade—the player deals 3 Battle Damage when using a two handed sword.

8

9

10— Blood Grip—the Crimson Blade reaches out a hand and shouts “Blood Grip!” The enemy target is stunned for 30 seconds and takes 4 Battle Damage.

11

12

13

14— Crimson Wave—the Crimson Blade makes a long side swipe motion with his/her weapon and shouts “Crimson Wave!” All enemies in front of them must jump backwards one hop and take 4 Battle Damage.

15— Brutal Stun—player stabs the ground and shouts “Brutal Stun!” All enemy players within striking distance take 3x Battle Damage and are stunned for 7 seconds.

16

17— Scarlet Blade—if the Crimson Blade is wielding a two-handed



Content of Descriptions and Abilities

sword they deal 5 points of Battle Damage.

18

19

20— Crimson Storm—the Crimson Blade summons a storm of fire and ash that falls from the sky and all enemies are dealt 8 Battle Damage and all allies are healed to full health.



Content of Elite Classes

Monster Slayer

The Monster Slayer is fast and cunning against the vile creatures of the world. The Monster Slayer has a Double Damage bonus when landing a hit on a monster character.

Ability List

Level/Ability

- 1**— Hunter's Blade—Double Damage against any and all monster characters when using a blade-type weapon.
- 2**
- 3**
- 4**— Monster Snare—the Monster Slayer lays a trap disk on the field any enemies who step on disk take 4 Damage.
- 5**
- 6**
- 7**— Hunter's Relic—the Monster Slayer may place a Relic with the Hunter's Symbol on it anywhere on the field as an instant respawn. If the Monster Slayer dies, instead of returning to the normal respawn point and counting after they die, they respawn at their relic 1 time with no countdown. Can only be used once per life.
- 8**
- 9**
- 10**— Deadly Aim—the Monster Slayer deals 3 Damage when using a



Content of Elite Classes

throwing knife seven inches long and three inches wide at the handle.

11

12—Potion Blessing—the Monster Slayer gains a Double Effect on all potions.

13

14

15—Troll Spit—the Monster Slayer has gained an Immunity to all poison effects.

16

17—Death Flower Blades—the Slayer can now apply to their bladed weapons with Death Flower Spice which deals 5 Damage and costs 19 SP per life.

18

19

20—The Monster Within—the Monster Slayer can take on the physical powers and agility of a Monster himself/herself and gain Double Damage on all attacks for one life. This ability can only be used once every 4 lives.

Silent Flower

The Silent Flower is the 2nd Rank of the Bard Class and primarily applies bard spells and music to entrap their enemies rendering them helpless or unable to deal damage to their targets. Silent Flowers come from all corners of Lanofeh and are known to be nomads of the



Content of Elite Classes

Azajjie People. Silent Flowers are masters of poetry and songs and use these elements in their magic to aid them in battle or self defense.

Ability List

Level/Ability

1— Song of Protection—as long as the Silent Flower is Playing a Musical Instrument, such as the recorder, and can carry a tune or song; all ally players will take only one damage per hit from any enemy attacks both spell or melee attacks.

2

3— Fire Rose Poem—when the Silent Flower recites A Fire Rose Poem of their own creation (must have at least two parts to the poem, three is best) they are granted +10 HP to their total HP Amount per life. Costs 8 SP.

4

5

6

7— Sleep touch—when the Silent Flower makes a successful hit on their target they can shout “Sleep!” and the enemy player must stand still with limp arms as if sleepwalking and remain still for 7 seconds. Costs 4 SP.

8

9

10

11



Content of Elite Classes

- 12**— Liariss Nusajia—when the Silent Flower kneels on one knee they redirect whoever is attacking them, causing that enemy to return to their spawn point. That enemy has an instant respawn. No countdown required. Costs 8 SP.
- 13**
- 14**
- 15**— Confusion—the Silent Flower can shout “Confusion” when they are under attack. The enemy attacking them must stop attacking and must attack one of their own team mates at least two times before being able to attack the opposite team again. Costs 12 SP.
- 16**
- 17**— Death Flower Blades—the Slayer can now apply to their bladed weapons with Death Flower Spice which deals 5 Damage and costs 19 SP per life.
- 18**— Miara’s Blessing—the Silent Flower is blessed by Vandarian light and is given immunity to all magic attacks.
- 19**
- 20**— Sleeping Rose—the Silent Flower raises their hand in the air and shouts “Sleeping Rose!” All enemy players are stunned as if sleep-walking and must stand still with limp arms for 17 seconds and also take 2 Damage. Costs 20 SP. Can only use once every 4 lives.

Content of Elite Classes

Mountain Prowler

Mountain Prowlers are ranged individuals who are skilled in ambushing and skirmishing.

Ability List

Level/Ability

- 1—** Portal—able to move to a dropped piece of equipment without being hit.
- 2—** Smoke Bomb—pretends to throw a smoke bomb and becomes unattackable for 10 seconds.
- 3—** Passive Range Bonus—plus 1 Damage with ranged weapons.
- 4—** Ultimate Ability—use once per round: instant kill arrow.

Weakness

Takes +1 Damage from all melee weapons.

Honor Guard

Known to be tenacious, the Honor Guards are agile and adapted to be able to take out large, tough enemies, or groups of weak enemies.

These masters of combat are known far and wide for their prowess in battle.

Content of Elite Classes

Ability List

Level/Ability

- 1—** Strike of the Honor Lords—if the enemy has above 25 Health Total, the attack does 5 Damage otherwise it deals 2 Damage. Costs 14 SP.
- 2—** Fist of Honor—if there are multiple enemies below 20 Health, the attack does 2 to all enemies within a 2 yard radius. Costs 8 SP.
- 3—** Honor's Blessing—The Honor Guard does an extra damage point to all attacks.
- 4—** Judgment of the Honor Lords—used once every life and the Honor Guard does 3 Damage on the next attack, or for 20 seconds, the Honor Guard is invulnerable and will take no Battle Damage at all. Costs 18 SP.

Weakness

Takes an extra 2 Damage from spell caster attacks.

Blood Lord

These masters of battle are warlords who have left the military lifestyle to wander the world in search of riches and glory. Their skills in battle is unmatched by any combating force. The Blood Lord must wield two one-handed weapons or a two handed weapon at all times during combat. Cannot use other weaponry.

Content of Elite Classes

Ability List

Level/Ability

1— Brutal Flesh—the Blood Lord is immune to all long-ranged melee attacks such as arrows or throwing weapons. Costs 8 SP.

2

3

4— Blessing of the Rage Flower—the Blood Lord deals 4 points of Damage on each successful strike.

5

6

7— Healing from the Hunt—Each time the Blood Lord kills an enemy they regain 3 HP.

8

9

10

11

12— Rujjie Blades—the Blood Lord has created their own bladed weapons in the same fashion as the Rujjie Hyena people. Their bladed weapons now do 7 points of Battle Damage on all successful hits from behind.

13

14

15



Content of Elite Classes

16

17— Blood Vision—the Blood Lord can now see the heat from each enemy and can also detect any invisible enemies and are allowed to attack them. Once they attack those who are invisible, that invisible person then becomes detectable.

18

19

20— Blood Lord's Rampage—once every 3 rounds the Blood Lord can shout "Rampage!" and then become invincible for 70 seconds from all Battle Damage.

Shadow Walker

The Shadow Walkers are those who mainly come from the Azajjie tribal people who are nomadic in nature and highly skilled in the shadow arts. Many of the Azajjie people choose to learn the ways of Shadow Walking and use it well as thieves or assassins.

Ability List

Level/Ability

1— The Mask of Sie Oh—any time the Shadow Walker has a mask over their face they will only take 1 point of Damage no matter what the attack rating is on an enemy weapon or spell.

2

3



Content of Elite Classes

4— Shadow Stride—the Shadow Walker can hold up their hand in a knife hand position next to their ear. While in this position they are invisible and can attack while in this mode. When they attack their enemy the Shadow Walker is then detectible. Cool down for this ability is 40 seconds. Costs 8 SP.

5

6

7— Steal Life—the Shadow Walker can shout “Steal Life!” when they hit an enemy player. The Shadow Walker then takes three of their enemy’s HP and takes it as their own. Costs 12 SP. Cool down is 40 seconds.

8

9

10— Ghost—after the Shadow Walker is hit by an enemy they can then take the amount of damage they suffered and apply it to their own weapons for their next upcoming attack.

11

12

13

14— Take You With Me—when the Shadow Walker dies he/she can take half of the HP from the enemy that defeated them when they die.

15

16



Content of Elite Classes

17— Playing With Knives—the Shadow Walker will now only take 1 point of Damage from daggers on all attacks. But they themselves will deal 3 points of Damage when using a dagger.

18

19

20—Night Walk—the Shadow Walker can raise a fist in the air and shout “Night Walk!” All teammates become invisible for 70 seconds and all enemies take 8 points of Damage. Can only be used once every 3 rounds. Costs 20 SP.

Level Up System

Level 1 — 0+ hp (12 xp)= 3 total hp

Level 2 — 1+ hp (18 xp)= 4 total hp

Level 3 — 1+ hp (20 xp)= 5 total hp

Level 4 — 1+ hp (27 xp)= 6 total hp

Level 5 — 1+ hp (33 xp)= 7 total hp

Level 6 — 1+ hp (40 xp)= 8 total hp

Level 7 — 1+ hp (50 xp)= 9 total hp

Level 8 — 1+ hp (100 xp)= 10 total hp

Level 9 — 1+ hp (150 xp)= 11 total hp

Level 10 — 1+ hp (200 xp)= 12 total hp

Level 11 — 1+ hp (211 xp)= 13 total hp

Level 12 — 1+ hp (240 xp)= 14 total hp

Level 13 — 1+ hp (300 xp)= 15 total hp

Level 14 — 1+ hp (400 xp)= 16 total hp

Level 15 — 1+ hp (438 xp)= 17 total hp

Level 16 — 1+ hp (500 xp)= 18 total hp

Level 17 — 1+ hp (600 xp)= 19 total hp

Level 18 — 1+ hp (700 xp)= 20 total hp

Level 19 — 1+ hp (800 xp)= 21 total hp

Level 20 — 4 + hp (1,000 xp)= 25 total hp



Human. Elf. Half-Elf. Halfling. Fairie. Half-Fairie. Minotaur. Goblin. Pixie. Elemental. Dwarf. Orzzak. Rujjie. Jackeitt. Mott Hound. Centaur. Half-Dwarf. Half-Goblin. Half- Orzzak. Gnome. Sea Gnome. Wulfenstrag.

Jakkeit—Mostly populated in the Black Jungle and the Western Plains, the Jakkeit are a proud race of cat humanoids with a skill and love for battle. They travel in tribes or clans and each group has a (shivnasia) a speaker of the group who leads their people into battle and serves as a kind of chief. Each Jakkeit is born with the blessing of either the sun or the moon. This blessing will determine what kind of warrior they become.

Mott Hound—the Mott are humanoid dog people much like the feline Jakkeit only mott are canine. The Mott homeland is that of the Southern Islands and beyond. They are skilled in battle and differ in sub-races such as: Houndernman, Wolf Blood, Savastire, Kumostt, and Randerstalk. Mott have a highly advanced sense of smell, perfect for tracking others in the wilderness.

Wulfenstrag—The Wulfenstrag are best known for their ability to communicate and tame Ragnurals and other wolf-like creatures. They can only be born from the human bloodline and often have black or blood-red hair and yellow eyes. Their skin is a dark tan color and they have heightened senses granted to them by the blood within their veins. Wulfenstrag are fast and strong and have the ability to see a glowing red color where people's hearts beat in their chest. They are experts at tracking man or beast once they have their scent.



Part Two
**PLAYER'S
Magic**
Guide





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There are 4 Battle Zones in the Lanofeh LARPing War



Introduction to Battle Zones

Zone.

1= Closest to player

4= Farthest away from player

Death Zone—the area in which your weapon can almost touch the enemy or vice versa.

Danger Zone—not yet close enough to attack at close range but able to attack the player with ranged weapons.

Caution Zone—the area in which the enemy is in the advancing state but not yet a threat.

Safe Zone—area farthest away and the enemy is not able to attack.

Basic Rules of Spells

Spells are the weapon of choice for magic classes such as wizard, paladin, healer, or bard and so on. **Each spell can only be cast a certain number of times per life (depending on its Spell Point level or otherwise known as (SP) (SP levels 1 through 8).**

Spells can be broken down into a few categories such as:

Passive, Defensive, Aggressive, Defensive Aggression, or Passive Defensive.

Passive Spells—*effects that automatically take effect once they are unlocked.* Such as “Armor of Faith” unlocked by the Healer class and grants the healer an additional 3 Hit Points to their overall health. This spell does not need to be activated on the field. It is just given to the user automatically once they reach level 14.

Many other classes have passive spells of their own style.

Defensive Spells—*effects that are activated by the user in order to defend themselves or others from harm,* such as the “Forcefield” spell which creates a barrier around the caster within the Death Zone and shields them and any allies in that zone from taking any Damage. Enemy forces are not allowed to attack those within the forcefield for 12 seconds when the Forcefield spell is active.

Other defense spells can be things such as Heal Self and/or Healing Hands which heals the user or an ally to full Hit Points twice per life depending on the SP level of the user.

Basic Rules of Spells

Aggressive Spells—*spells that deal damage or puts a negative effect upon an enemy player, such as the Smite Spell. When the user casts Smite, they call out the spell's name and aim their outstretched hand toward the target enemy. The target must be within Death Zone to attack. Smite deals 3 damage points to an enemy player, unless the attack is canceled with the cancel effect.*

Defensive Aggression—*spells that defend the caster and do battle damage to the one trying to attack them. Such as the "Blackthorn" spell which activates a defensive poison that affects anyone who attacks the caster dealing 2 Battle Damage. The effect lasts for 20 seconds.*

Passive Defensive—*spells that defend the caster with a passive spell effect. The "Brutal Blood" passive defensive spell grants the caster a +1 Protection from all Battle Damage.*

Meaning= every other hit upon the caster does no damage at all!

Note—this ability is granted at Level 17 as a Barbarian only.



Potions are drinkable liquids in painted or decorated bottles (Must be made of Plastic. No glass!) and have (2) types of magic effects.

Potion types and level unlocks—

Protection Potions

- +4 protection—4 SP levels 1–4 = 12 gold
- +7 protection—7 SP levels 5–11 = 15 gold
- +9 protection—9 SP levels 12–16 = 20 gold
- +12 protection—12 SP levels 17–20 = 70 gold

Battle Damage Potions

- +2 Battle Damage—8 SP levels 1–4 = 12 gold
- +4 Battle Damage—10 SP levels 5–11 = 15 gold
- +7 Battle Damage—12 SP levels 12–16 = 20 gold
- +9 Battle Damage—14 SP levels 17–19 = 50 gold
- +12 Battle Damage—18 SP level 20 = 70 gold



The Healer class employs magical phrases and words to activate their healing abilities which are granted to them by Suzaro's Divine light.

Healing Self—"The Golden light of the creator dwells within me. By his power I am healed!"

Healing Hands—"The Eternal Light of the Creator shines upon you. Through his power your wounds are healed. Let it be so!"

Circle of Protection—"Behold the Creator comes to my defense, no harm shall befall me in this Circle of Protection!"

Blessing of Protection—"In the name of the creator, I bless you with his Holy Protection, let it be so!"

Holy Wrath—"I am one with the creator. His power dwells in me!"

Resurrect—"By the grace of Suzaro may your spirit live again. Now rise!"

Mute—"Thy power is silenced!"



Enchantments are magical effects put onto weapons for greater power and strength. Each enchantment has a rank of level which affects the power of the enchantment.

Enchantment List

Poison—*Green*

Rank 1—if the target is hit they have 30 seconds to be healed or they will die.

Rank 2—if the target is hit they have 20 seconds to be healed or they will die.

Rank 3—if the target is hit they have 7 seconds to be healed or they will die.

Fire Damage—*Red*

Rank 1—if the target is hit they take 2 damage.

Rank 2—if the target is hit they take 4 damage.

Rank 3—if the target is hit they take 7 damage.



Forcefield—*Blue*

Rank 1—Forcefield last for 20 seconds.

Rank 2—Forcefield lasts for 25 seconds.

Rank 3—Forcefield last for 40 seconds.

Healing Hands—*Yellow*

Rank 1—Player heals ally to half HP.

Rank 2—Player heals ally to full HP.

Rank 3—Player heals ally to full HP and gives them +4 Protection.

Self Healing—*White*

Rank 1—Player heals themselves to half HP.

Rank 2—Player heals themselves to full HP.

Rank 3—Player heals themselves to full HP and grants +4 Protection to self.



The Sad Dragon

Far beyond the winding streams
Where lies a land of
Broken Dreams;

There doth lay
The
Sad Dragon,

Whose song is
Great
Beautiful and long.

Far beyond the winding streams
Where lies a land of
Broken dreams;

Where Dragon sleeps and
Fire burns;
Under stone,
Where sorrow grows.

Sleep, Sleep our
Sad dragon, never wake
To bring forth death!

Here we dance and
Here we sing
To save our lands from
Your fire!

Devastating!



Enchanted jewelry gives the owner a magical enhancement of different kinds. A player may wear up to three pieces of jewelry at once.

Jewelry Zones—neck, wrist, and fingers.

Types of Jewelry—

Necklaces/pendants/amulets, rings, and bracelets.

Jewelry Enchantments—

Note—Each enchantment can only be used once per life, no matter what your SP Level is.

- 1 +4 HP—Passive
- 2 Forcefield for 30 seconds—Defensive
- 3 4+ Battle Damage—Passive Aggression
- 4 Healing Hands—Passive Defensive
- 5 Self Heal—Passive Defensive
- 6 Poison—Passive Aggression
- 7 Invisibility for 20 seconds with attack—Defensive Aggression
- 8 Fire Damage—2x of current Battle Damage—Aggressive
- 9 Instant Respawn—Passive
- 10 Revive—Passive Defensive
- 11 Entanglement—Aggressive
- 12 +10 Battle Damage



Wands, Staffs, and Dragon Eggs

Wands, staffs, and dragon eggs are magical gear that magic users wield on the battlefield. Each magic gear item has its own rank and increases the player's SP Level based on the item's Magic Rank.

Wands—\$8 cash only

Rank 1— +2 SP

Rank 2— +4 SP

Rank 3— +8 SP

Staffs— \$12 cash only

Rank 1— +8 SP

Rank 2— +12 SP

Rank 3— +17 SP

Dragon Eggs—\$20 cash only

Rank 1— +17 SP

Rank 2— +20 SP

Rank 3— +27 SP



Magic Weapons are weapons that have intense abilities automatically without enchantments. These weapons cannot have enchantments on them other than what they already do. But they are very powerful.

Most Magic Weapons are achieved by winning LARPing Arena Tournament Events. However these weapons can be purchased from the Local Enchanter with real cash.

Enchanter's Weapon Prices and Abilities Per Level

Apprentice Level Magic Weapons— +4 Battle damage +20 SP
+10 Hp = \$35 cash only

Master level Magic Weapons— +12 Battle damage +27 SP +18 HP
= \$40 cash only

Legendary Level Magic Weapons— +18 Battle damage +30 SP
+25 HP = \$50 cash only

Statement of Faith

We strive to be a Christ-centered homeschooling club. That means we will do our best to bring the love of Jesus into everything we do. He loves all people, so all are welcome. We just ask that you respect our beliefs as we aim ourselves to respect all that God brings our way.

We believe...

1. The Bible, in the Old and New Testaments, is the inspired and infallible Word of God and constitutes His completed and final revelation to man. The Bible, in its original autograph, is without error in whole and in part, including theological concepts as well as scientific, geographical and historical details. (2 Tim 3:16-17; 2 Pet 1:21; Jn 17:17; Ps 119:160)

2. God created the heavens and the earth and all living things as stated in Genesis 1 and 2 and Colossians 1:16. This One God has existed from all eternity in three co-equal, co-eternal persons: God the Father, God the Son, and God the Holy Spirit. (Isa 43:10; John 1:1-3; Col 1:16; Isa 44:24; Isa 61:1; Isa 48:16; Matt 3:16-17; Matt 28:19-20)

3. Jesus Christ was God come in human flesh being fully God and fully man, born of a virgin and without sin. The central purpose of the coming of Jesus Christ was to pay the penalty for man's sin through His substitutionary death on the cross, the successful accomplishment of which was attested to by His subsequent visible bodily resurrection from the dead and future bodily return to earth. (Is 59:2; Rom 5:8; 1 Tim 2:5; 1 Pet 3:18; Jn 11:25-26; Heb 9:26-29; Is 53:4-5; Matt 24:29-30; 1 Cor 15:3-8; Matt 3:16-17; Jn 1:1-3; Jn 8:18-19, 58; Jn 10:30; Php 2:5-8; Matt 28:19-20)

4. All men are in violation of God's righteous requirements and His holy

Statement of Faith

character both by nature and act, and are therefore under His wrath and just condemnation. (Rom 3:23; Rom 6:23; 2 Thes 1:8-9)

5. Salvation is offered as a gift, free to the sinner. This gift must be responded to in individual faith, not trusting in any personal works whatsoever, but by faith alone in Jesus Christ alone. (Jn 1:12; Jn 5:24; Jn 14:6; 1 Jn 5:11-12; 1 Cor 5:7; 1 Jn 2:2; Acts 4:12; Rom 4:1-4; Eph 2:8-10)

6. The biblical model for marriage is the physical, spiritual, and legal union between one man and one woman. (Gen 2:23-24; Titus 1:6; Eph 5:24-25; 1 Pet 3:7)

7. We believe that there are certain beliefs that are essential to the Christian faith. We also believe that there are other issues which are considered to be peripheral, rather than central, to faith in Jesus, along with many differing expressions of how that faith is worked out in the Body of Christ. In the interest of Christian unity and biblical charity we believe that these non-essential doctrines and practices should be treated with liberty and grace, and that we should not attempt to unduly offend nor pass judgment on our brothers and sisters in Christ concerning such matters. (Rom 14:13-15; Matt 22:36-40; Gal 5:22-26)

A special thanks to Sharon Ford of HOME (Helping Our Members Educate) giving us permission to use this Statement of Faith.

