



Explorers
**PLAYER'S
HANDBOOK**
Summer Camp 2020



Role Playing
Explorers
through History

Table of Contents

Contact Information.....Page 3

Introduction.....Page 4

Lanofeh and Kapacé History.....Page 8

Code of Conduct.....Page 13

Basics of Combat System.....Page 15

Introduction to Battle Zones.....Page 15

Armor Rating.....Page 17

Basic Rules of Spells.....Page 18

Classes and Abilities.....Page 19

Races.....Page 22

Healers Guide.....Page 23

Statement of Faith.....Page 24

Camp Rules.....Page 26



Role Playing
Explorers
through History

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Role Playing
Explorers
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Introduction

If you have any questions or concerns or would like to know more about our team and what we do please visit ExplorersLARPingclub.com and/or email or text one of us and we will be glad to help in any way we can to assist you in getting started with the Explorers LARPing Creativity Club. Thank you for your interest and God bless!

Nathen
LARPing coach

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 Summer Camp. 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 the camp. Print it out and put it in a 3-ring binder. On our membership site, we will post updates if there are any revisions. You will also find character analysis sheets, basic character sheets, and inventory sheets. Print out the basic character sheets and inventory sheets and bring them with you to camp for record keeping. The character analysis sheets are interactive. Type in the PDF form, save with your child’s name in it, and email to me at communications@angelarts.biz.

We will be making weapons and accessories at the camp so don’t fear. You will have what you need and have fun making it!

Every day of the camp, the “Healing Mother/Queen Amaterien” will give the “Heroes” 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



Introduction

binder. Be aware that coins/gems can be taken away for breaking the code of conduct (see section below).

On the last day we will have “store” where you can “buy” items. You can save your pay for the school year where we “sell” weapon enchantments.

Additionally, we will have a contest this year with the coins. The one who earns the most coins will win a \$25 Amazon gift card. For veterans, you will be starting your coins from scratch for this contest so bring a separate coin purse or we will provide one.

We are also planning on other prizes, such as a custom-made sword made by Nate or Sam.

If you can, make a costume or purchase a costume. Pinterest has many ideas about costume making. 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, holyclothing.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 periodically, especially as the camp draws near. Yes, your parents can use this as an extension of homeschooling if they like!

Make every effort to come to as much of the camp 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. You can text her at 719-964-2336.

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.

On the last day, we will have a final morning together where we will have a tournament. The victor wins a Master Rank Weapon that will give massive advantage in future battles (double-bladed battle staff that



Introduction

counts as a magic staff and melée weapon).

Then at 12:30 PM we will have a potluck picnic lunch where your whole family is invited to attend. At 2 PM we will have Knighting/Awards ceremony and then end with some fun activities that involves the whole family.

Lanofeh and Kapacé 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 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 Mudscath led the other man deep into the wilderness to hunt for game. There, as the other man was sleeping, Mudscath 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."

Lanofeh and Kapacé History*

Mudscaith 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 Mudscaith was stripped from his physical body and made into a spirit of unrest and evil. Mudscaith 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 earth and even Mudscaith, 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.

Mudscaith 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 Mudscaith 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

Lanofeh and Kapacé History*



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 Ishkae Rie, 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 has flourished and bloomed into a great kingdom. The Black Dragon called Mauldrogk has 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 had been defeated, a new force arose from the ashes of war and the Red Empire, the head of the pride of the Northern Kingdom, ruled 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

Lanofeh and Kapacé History*



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

Ultimately they defeated the Red Empire after 70 years of fighting and searching for the Eight Laws of Lanofeh.

Bandits and Bestitudes

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.

Lost Kings of Valor

Unbeknownst to Amaterien, back in Kapacé the evil DaChatchten appointed a new King of Mecador, Duzatt. Duzatt, an evil Magi Human, was 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 Lizard men with him.

Now the heroes must fight on two fronts. They must fight the Lizard men but also the Eastern Orzzak tribe. The only way to defeat them is to find the Lost Kings of Valor, which they do thanks to the courageous Ahren who leads the heroes in battle.



Lanofeh and Kapacé History*

Now

300 years pass by in relative peace after the defeat of the Eastern Orzzak tribe and Duzatt.

Then a clan of Shadow Elves launch a stealth campaign to subdue the Northern Kingdom of Lanofeh under their rule. After the Shadow Elves launch an attack, they capture a merchant named Theriss Coloway. But he is a clever picklock and manages to escape.

He forms a militia of rebels who fight the Shadow Elves to bring freedom back to the Northern Kingdom. Each citizen must decide what freedom means to them, how they will be independent from the tyrannical Shadow Elves, and what price they will be willing to pay.

Queen Amaterien hears of Coloway's plight and summons her heroes. Will they be victorious or will the Northern Kingdom forever be under the rule of the oppressive Shadow Elves' regime?

* 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 humanoids



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*
- *No rough housing or 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*
- *No tripping one another*
- *No name calling*
- *Appropriate attire*
- *No spinning*
- *Stay in clan group*
- *Wash hands frequently*
- *Only limited campers in the Neal basement (up to 10 at a time)*
- *Must be completely well and free from sickness*

If during a class a student breaks one of these rules, he or she may be asked to spend a few minutes in a designated “retreat” place. The student can rejoin the group when they explain what they did wrong and what they will do differently next time.



We follow a redirect and consequences method. If a student is a danger to himself and others we will create a behavior contract where we focus on the positives.

There are some behaviors that are not acceptable, however, that will result in immediate dismissal, mainly threatening another camper or student.

Your parents are responsible for making sure you are healthy and free from any virus. We suggest building up your immunity by taking Vitamin C and D, but of course that is up to your parents.

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



Basics of Combat System

Level—all players are Level 7 = 9 total HP

All veterans are Level 12 = 14 total HP

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! Nate will demonstrate at the camp.

Headshots or groin shots are not allowed either by any means.

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 express what they did wrong and what they will do next time.

The leaders at any time may choose to deduct coins and/or hit points if the conduct rules are broken. We want to focus on positive reinforcement though so the better the attention to rules the more the rewards!

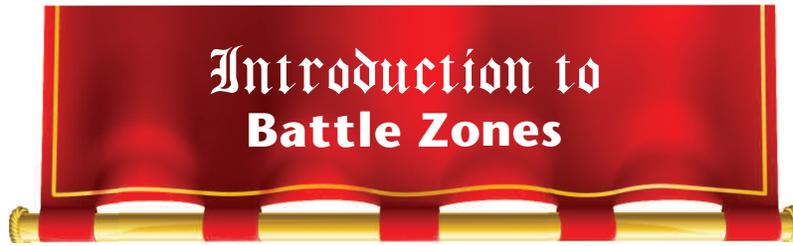
Combat Engagement

Each player has a base HP (Health Point) which is determined above.

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 come to the camp 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 or colonial 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.



Introduction to Battle Zones

There are 4 Battle zones in the LARPing War zone.

1= Closest to player.

4= Farthest away from player.

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

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

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

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



No Armor = zero + HP

Light Armor = 2 + HP per gear

Medium Armor = 4 + HP per gear

Heavy Armor = 8 + HP per gear

Basic Rules of Spells

Spells are the weapon of choice for magic classes such as wizard, paladin, healer, 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)).***

Classes and Abilities

Note—all veterans of the Explorers LARPing club may keep their own characters and their classes, however their level is dropped to 12 as shown above with 14 total HP in the spirit of fairness.

1. Warrior

SP—3

Mighty strike—player deals 2x Battle Damage to enemy foe.

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

2. Thief

SP—4

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

Classes and Abilities

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.

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.

3. Wizard

SP—5

Stone Blood—The wizard holds out their hand and shouts “Stone Blood!” dealing 3 Battle Damage to the target Enemy within the danger zone. (Only hits the target if the target is in direct line of sight with no one else blocking the view point.)

Force Field—Wizard summons a protective shield that lasts for 30 seconds. The shield can protect the wiz-



Classes and Abilities

ard and two others for that amount of time. When they are in the force field they cannot attack. No one outside the force field can attack them either.

4. Healer

SP—4

Heal Self—Healer recites healing enchantment and heals themselves to full HP.

Healing Hands— Healer lays hand upon an ally player and places +4 protection upon them.

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

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

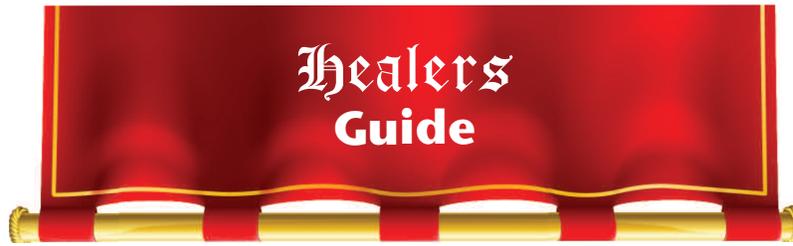


Human. Elf. Half-Elf. Halfling. Fairy. Half-Fairy. Minotaur. Goblin. Pixie. Elemental. Dwarf. Orzzak. Rujjie (Hyena humanoid). Jackeitt (cat humanoid). Mott Hound. Centaur. Half-Dwarf. Half-Goblin. Half-Orzzak (like an orc). Gnome. Deep Gnome. Wulfenstrag.

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.



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!"



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)

Statement of Faith

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



Camp Rules

1. Under no circumstances are any camp members allowed to run off alone on the land or any other area.
2. All camp members must have one or more buddies (two boys or two girls, two girls one boy but NEVER one boy and one girl or two boys and one girl). We will be staying in “clans” with each leader.
3. Respect the leadership and their rules.
4. If the leaders call “hold!” or “stop!” then everyone must stop what they are doing at once until given more instructions from the leadership.
5. No inappropriate attire or language.
6. DO NOT TOUCH OR TAKE WHAT DOES NOT BELONG TO YOU!
7. Bring water bottles and STAY HYDRATED! (we will have water on location but it is best for each camp member to start each day with a full water bottle of their own so as not to overheat.)
8. If you are injured see Jaden (Victoria) for aid.
9. Let staff know ahead of time of any food allergies (if we are not given this information we are not responsible for any allergic reactions of any kind).
10. Bring your lunch and snacks. We do have a mini fridge to store lunches.
11. If you have a fever or are sick, stay home. Be sure to text or call!
12. Wash your hands frequently.
13. If you are inside, stay downstairs. Only 10 students allowed at a time in the basement.
14. Parents must check in/check out children at designated spot.



Role Playing
Explorers
through History

Camp Rules

15. Show respect to other camp members at all times (show respect and you will get respect).

16. No giving out personal information to other camp members such as cell phone numbers, emails, Facebook etc. without parental permission.

17. Honor God in all that you do. Be safe and have fun!

