



ZARAPHOS: BOOK 1: THE FALL OF KETOPHEL

Study Guide for Youth Groups and Sunday School



ZARAPHOS.COM
Be a Soldier of Light

LEADER'S GUIDE

For best interaction and participation with the text, youth should

- Become familiar with the website zaraphos.com
- Sign up as a soldier of light
- Become familiar with your Soldier of Light members site (e.g., your dashboard and where to unlock badges)
- Become familiar with the Pillars of a Soldier of Light (page
(Optional) Purchase the *Adventure & Activity Sticker Collection Book*
(Optional) Purchase *The Book of the Qodesh* or *The Book of the Zaraphos*
(devotional journal)

This study guide is separated into 6 sections. Each section contains 4 or more chapters and approximately 40 pages.

Section	Section Title	Chapters	Pages to read
I	Introduction	1-4	38
II	The Dangers of War	5-8	43
III	History Shapes the Present	9-12	33
IV	The Journey	13-16	40
V	The Battles	17-20	39
VI	Concluding Things	21-27	51

Suggested Use of Zaraphos (7 weeks)

Week 1 – introduce the book and its gamification (i.e., reading and unlocking badges on the members site). If possible, have youth sign-up in the class (go to zaraphos.com for more).

- Review the characters and their pronunciation (page 4-5)
- Review the map of Sombra-Luz (page 6)
 - If you have any Spanish speakers, ask them what Sombra-Luz means.
- Print copies of the Pillars of a Soldier of Light for each youth (page 8).
- Review the Pillars of a Soldier of Light.
- Print double-sided copies of the Badges Journal (page 9-10).
 - The purpose of the Badges Journal is to have youth interact with the badges and their scriptures by reflecting on the scripture's impact on their lives.
- Encourage participation in the Garrison (online through the Zaraphos member's site).
- If youth purchased the devotional (either *Book of the Qodesh* or *Book of the Zaraphos*) encourage daily devotional time.
- If youth purchased the *Adventure & Activity* book, encourage them to utilize it, share with others, and enjoy the interaction among Zaraphos, the Bible, other soldiers in the Garrison, and the *Adventure & Activity* book.

Read Section I for next week.

Weeks 2-7 – Review and discuss the plot, characters, and setting.

- Review each of the badges in last week's reading (see Badges per chapter, page 3).
 - Which badges were most difficult/easiest to unlock?
 - Which badge(s) is the "coolest"? Why?
- Provide any assistance to locked badges
- Discuss how each badge can be used in our daily lives.
- Discuss their participation in the Garrison.
 - How does it feel to be a part of something?
- Review the Pillars and how each youth performed over the week.

Assign the next Section for the week's reading.

Badges Per Chapter

Section	Badges	Names of Badges	
I	7	Christ Strengthens Me	Righteous Tree
		Strong Tower	Against Spiritual Wickedness
		Shuts the Lion's Mouth	Soldier
		Fear Not	
II	22	Greater Love	Swallow Death in Victory
		Salvation	Stripes
		Ancient of Days	The Remnant
		Creator	Leviathan
		Stars and Moon	Voice of God
		Know Him	Word of Knowledge
		Tongues	Refuge
		No Weapon	Anointing Oil
		Bones Out of Joint	Where Two Agree
		Sword of the Spirit	Word to Heal
		Fire in My Bones	
III	6	3 Parts	Fear No Evil
		No Fear in Love	Perfect Love
		Abba Father	Blinding Glory
IV	13	Wind of Heaven	Shield of Faith
		God of the Storm	Sandals of Peace
		Mystery of Mysteries	Melchizedek
		Hidden All Treasure	Peace in the Blood
		5 Stones	Armor of God
		Arrows of Judgement	Terror of the Lord
V	6	Still Small Voice	Broken Bow
		God Loves Me	Broken Arms
		Lamp to My Feet, Light to My Path	Lift Up, You Gates
VI	18	Steps of the Righteous	Hedge of Thorns
		Smell of Death	Blindness
		I am not Alone	Many Waters
		Broken Teeth	Shield and Defense
		Cast Out	Refuge and Fortress
		God is my Rock	Receive Their Due
		More Than a Conqueror	Abundance of the Heart
		Feet on High Places	Eat the Fruit of Your Lips
Turn Back	Shouts of Praise		

Characters

Matthew (math – you)

Matthew is a 9th grader who enjoys sports and church. He is best friends with Demas. In Sombra-Luz, Matthew is a Private in the Army of Light. He is a Zaraphos warrior who wields the Sword of light.

Demas (dē – mus)

Demas is a 9th grader who loves football and church. He is best friends with Matthew. In Sombra-Luz, Demas trains as a Qodesh Asah, a Holy Warrior. He uses the power of God's Word to defeat enemies.

Zeriah (zerr – ī – ah)

Zeriah Youngblade is a strong Zaraphos warrior. A Private 2nd class, Zeriah is from Sanning Waar in Sombra-Luz. Zeriah wields a Sword of light.

Fosfer (‘foss – fer)

Fosfer is an Ongal. The Ongals are a race of green skinned giants. He is strong, powerful, and mighty. His favorite phrase is "River's Up!" which is his greeting. He carries a massive club as his weapon and is a sergeant major.

Taliman (‘tal – ə – mon)

Taliman is a Mystic and King of the River People. His blessed blade, Stormbringer, is a powerful and ancient weapon. Taliman is a captain in the Army of Light.

Pallon (‘pal – n)

Pallon is an Atsah and a Specialist in the Army of Light. Her weapons include a long bow and a wooden dagger from the Rethna Oak. Pallon's eyesight and hearing are twice as good as humans.

Hodari (hō – dar – ē)

Hodari is a Halfling, standing about 5 feet tall with strong, thick legs and mighty arms. She swings her blessed weapon, Yolindoth, a double-sided axe.

Daethor (dā – thōr)

Daethor is a Longbeard Dwarf. He stands about 4 feet with a long thick red beard. He carries a morning star as his weapon. Daethor is a Specialist.

Tajock Rok (taj – ock rock)

Tajock Rok is a Tepperhet, a small and strong race. They use no physical weapons but instead rely on their study of the Word of God to overcome.

Aelfwin (elf – win)

Aelfwin is a 5-star general in the Army of Light. He is a Qodesh Asah and of the Eaters of Wisdom. Aelfwin trains Demas in the arts of the qodesh.

Asker (ask – er)

Asker is a private in the army of light. He carries a secret message to the soldiers of light on there to the Assembly at Eireni. The message is for Aelfwin.

Royanna (roy – ‘anna)

Royanna is the Keeper of the Treasure of the Ancient at Castle Hidden on the Barren Isle. She is a captain in the Army of Light.

Bad Guys (Antagonists)

Ketophel ('ket – ə – fell)

Ketophel is an evil sorcerer, a captain in the army of Darkness. He is an elemental who can wield great power. He is pale and skinny with a long black braid of hair. He carries a staff and wields his elemental power.

Seraphin ('sār – ə – fin)

Seraphin is the general over Sombra-Luz and the Army of Darkness. He is very evil. He was once called Mishneh, a warrior of Light, but one who was drawn away from the light by Caelistis.

Caelistis (cull – 'es – tis)

Caelistis is the Evil One, the devil. Not much is known about him, but that he wants to destroy all things that are good and righteous including the Army of Light.

Bones

Bones are living skeletons. They can walk, run, fight, and do terrible damage. They make no noise, but they swing their spear-axes with deadly aim.

Anakim (ann – 'ə – kim)

Anakim are giants. They are incredibly strong and wield spiked wooden clubs. They are fast for their size. Anakim often have morahs as companions.

Morah (more – ah)

Morahs are ghost-like creatures that look like shadows. They float over the ground and use fear of their victims to win fights. They do no physical damage, but become whatever their opponent fears. They have been known to enter into their enemies and cause them to go insane.

Neprihet ('nep – rə – het)

Neprihets are a pale-skinned race who worship old gods and tattoo themselves to look like they are an ancient people, but they are not. They use fear to defeat their enemies and carry batas, forked wooden weapons.

Men of Reinan (rī – nən)

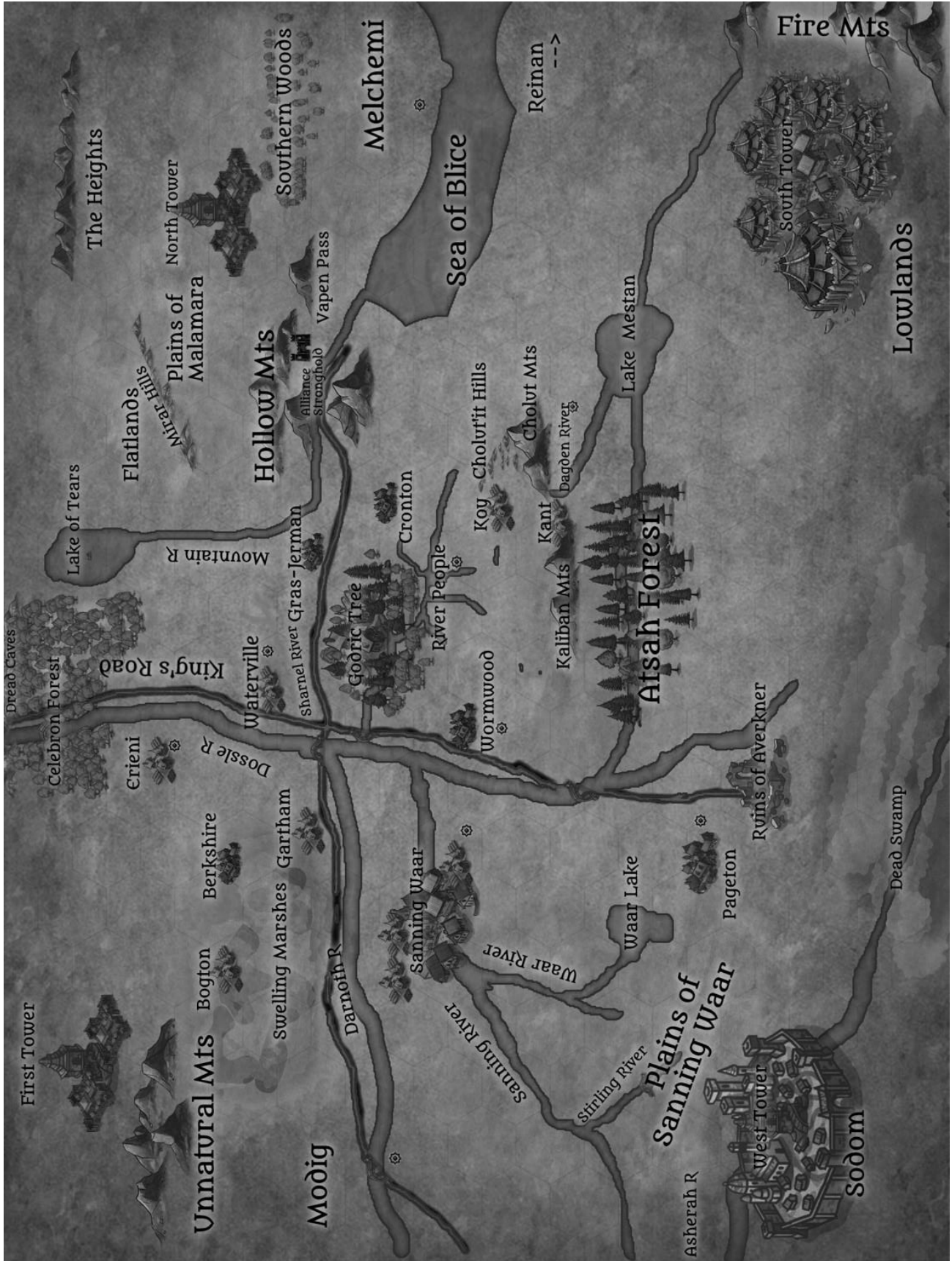
Men of Reinan, or Reinani (rī – 'nən – ē), are mercenaries from beyond the Sea of Blice. They have a crowned red snake as their flag. The Reinani are mean and brutal group who fight for money and for fun.

Lackbeard Dwarves

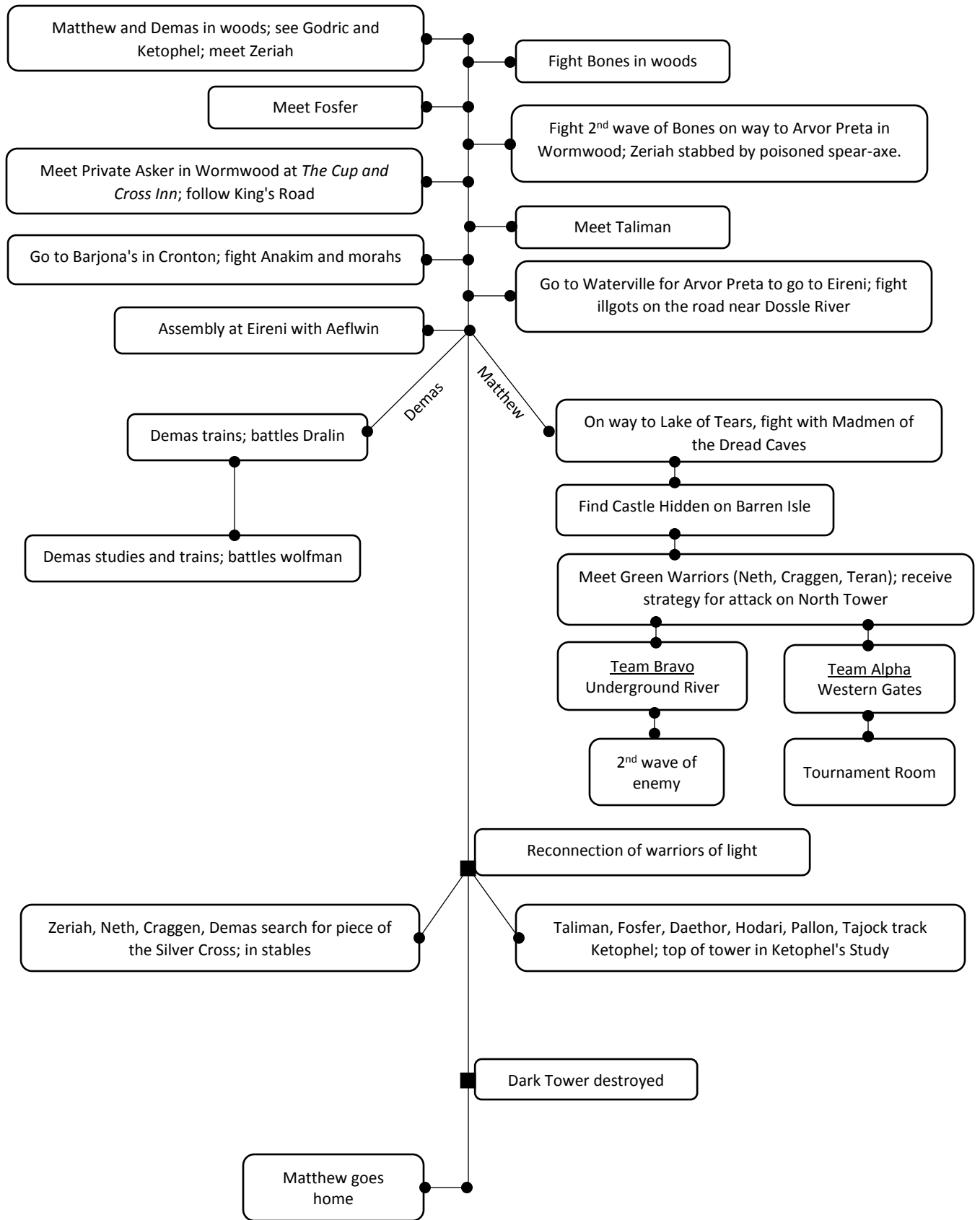
Lackbeard dwarves are cousins to the Longbeard Dwarves. They have no beards, thus their name, and they fight alongside the evil forces.

Illgot (ill – got)

Illgots are gruesome creatures, crafted and put together by magic and sorcery. Instead of blood, they are filled with an unnatural slime. Each illgot looks differently any other. They carry SnakeBlades, wavy swords that are poisoned.



Timeline of Events



3 Pillars Checklist

Check the items of the 3 Pillars that you do regularly (in school, at home, in your community, in your church).

		School	Home	Community	Church	Briefly describe how you showed the item. (For example, <i>in school, I do all my work excellently</i>).
Light	• Display generosity.					
	• Share with others.					
	• Respond kindly and lovingly toward others.					
	• Show compassion.					
	• Act as a leader or exemplary team member.					
	• Provide thoughtful ideas in the team.					
	• Value and encourage team members.					
Freedom	• Punctual and prepared.					
	• Display a positive attitude.					
	• Spend extra time to ensure tasks are well done.					
	• Strive to reach full potential.					
	• Stay on task.					
	• Seek and recognize opinions and input of others.					
	• Demonstrate considerate and helpful behavior.					
	• Be quick to listen, slow to speak, slow to anger.					
Strength	• Be resourceful.					
	• Follow strong moral principles.					
	• Do what is right and fair.					
	• Be a great role model for students.					
	• Be trustworthy.					
	• Display justice.					
	• Persevere and problem solve.					

Pillars of Soldiers of Light

Know Light, Be Light LIGHT	Know Freedom, Be Freedom FREEDOM	Know Strength, Be Strength STRENGTH
<i>Encourages and emboldens others. Fills self and others with hope.</i>	<i>Does things for others. Always gives his/her best effort.</i>	<i>Problem solves and overcomes. Finds the best path. Pursues justice.</i>
<ul style="list-style-type: none"> • Displays generosity • Shares with others <ul style="list-style-type: none"> • Responds kindly and lovingly toward others • Shows compassion • Acts as a leader or exemplary team member <ul style="list-style-type: none"> • Provides thoughtful ideas in the team • Values and encourages team members 	<ul style="list-style-type: none"> • Is punctual and prepared • Displays a positive attitude • Spends extra time to ensure tasks are well done • Strives to reach full potential • Stays on task • Seeks and recognizes opinions and input of others <ul style="list-style-type: none"> • Demonstrates considerate and helpful behavior • Is quick to listen, slow to speak, and slow to anger 	<ul style="list-style-type: none"> • Is resourceful • Follows strong moral principles • Does what is right and fair • Is a great role model for others • Is trustworthy <ul style="list-style-type: none"> • Displays justice • Perseveres and problem solves

In what places does a soldier live by the 3 Pillars?

Everywhere!



If you are at home, then demonstrate the traits of a soldier of light



If you are in school, then demonstrate the traits of a soldier of light



If you are in church, then demonstrate the traits of a soldier of light



If you are in your community, then demonstrate the traits of a soldier of light

in your room, the
kitchen, the
living room, the
garage, outside
in the yard,
everywhere you
go!

in the halls,
classrooms,
cafeteria, and
anywhere else.

in the sanctuary,
lobby,
classrooms.
Everywhere!

at the store, in
the mall, in the
restaurant, at
the bowling
alley, wherever
you are!

Badges Journal

Ch.	Footnote	Bible Reference	How can this badge help you in your life?
<i>1</i>	<i>1</i>	<i>1 Corinthians 2:16</i>	<i>It can help me by reminding me that I have the mind of Christ and that I can think like Jesus thinks.</i>

Go to Zaraphos.com for more information about the book itself and how to experience the world of Zaraphos.