



ZARAPHOS: BOOK 1: THE FALL OF KETOPHEL

Study Guide



ZARAPHOS.COM
Be a Soldier of Light

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)

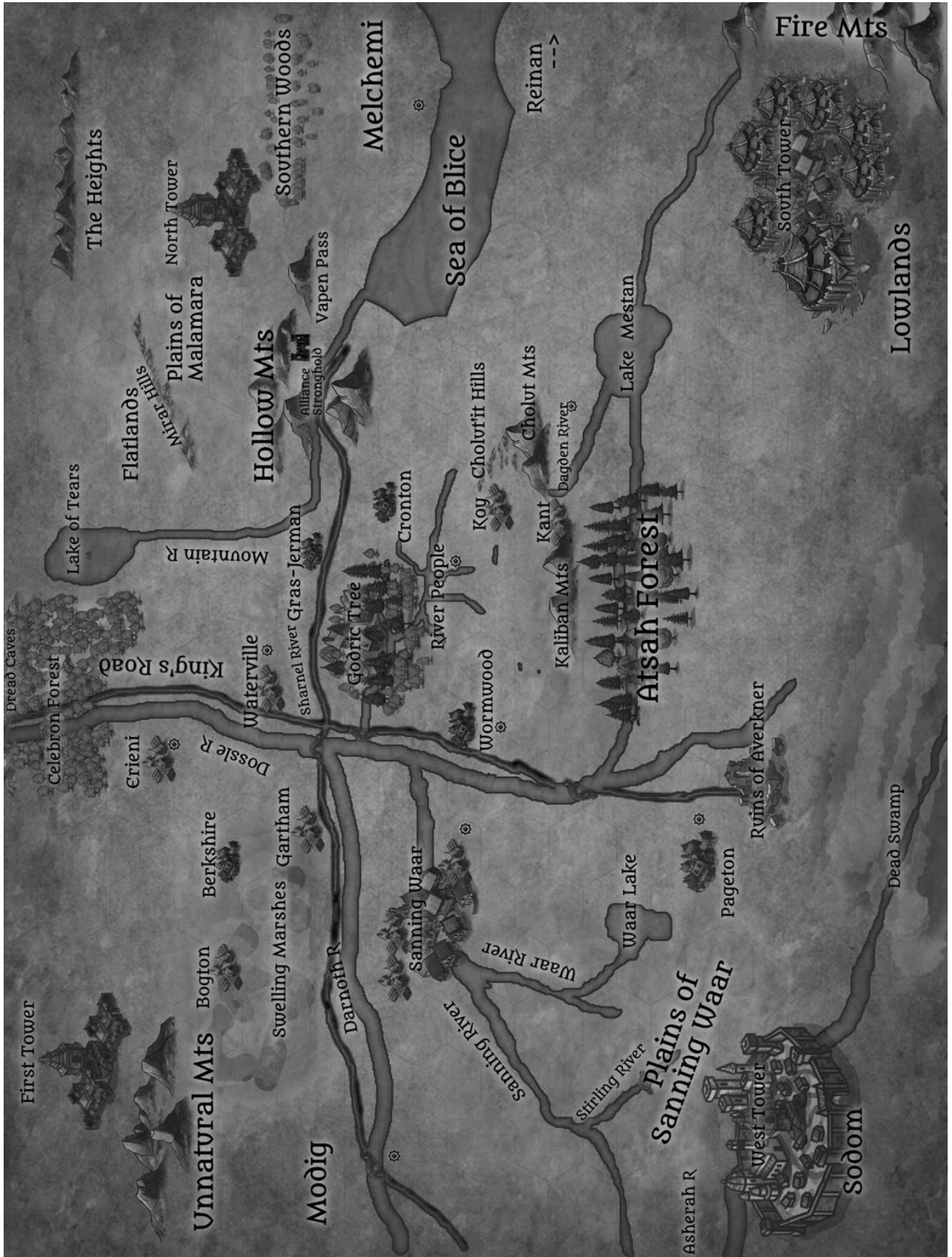
Men of Reinan, or Reinani (rī – 'nən – ē), are mercenaries from beyond the Sea of Blice. They have a crowned red snake as their flag. The Reinani are mean and brutal group who fight for money and for fun.

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.



TEACHER'S GUIDE

For best interaction and participation with the text, students 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 8).

(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

- The first sections are heavy with things to do for students. The intention is that the students need to know the basics (i.e., plot, characters, and setting) in order to enjoy the themes and the overall story.

Vocabulary - Every chapter has vocabulary words.

Many chapters include questions, themes, **literary devices** (foreshadowing, simile, and metaphor), and activities.

Themes in Zaraphos:

- Friendship
- Calling vs. Fear (e.g., overcoming fear)
- Cost (of power, of evil, of good, of righteousness)
- Good overcomes Evil

Behavioral objectives – Zaraphos promotes positive Christ-like behaviors through the 3 Pillars of a Soldier of Light (see page 8).

Go to Zaraphos.com/Soldier (i.e., the Soldier page of the Zaraphos website) to read about the 3 pillars: Light, Freedom, and Strength. A mantra that many characters use within *Zaraphos* is Know Light, Be Light; Know Freedom, Be Freedom; Know Strength; Be Strength.

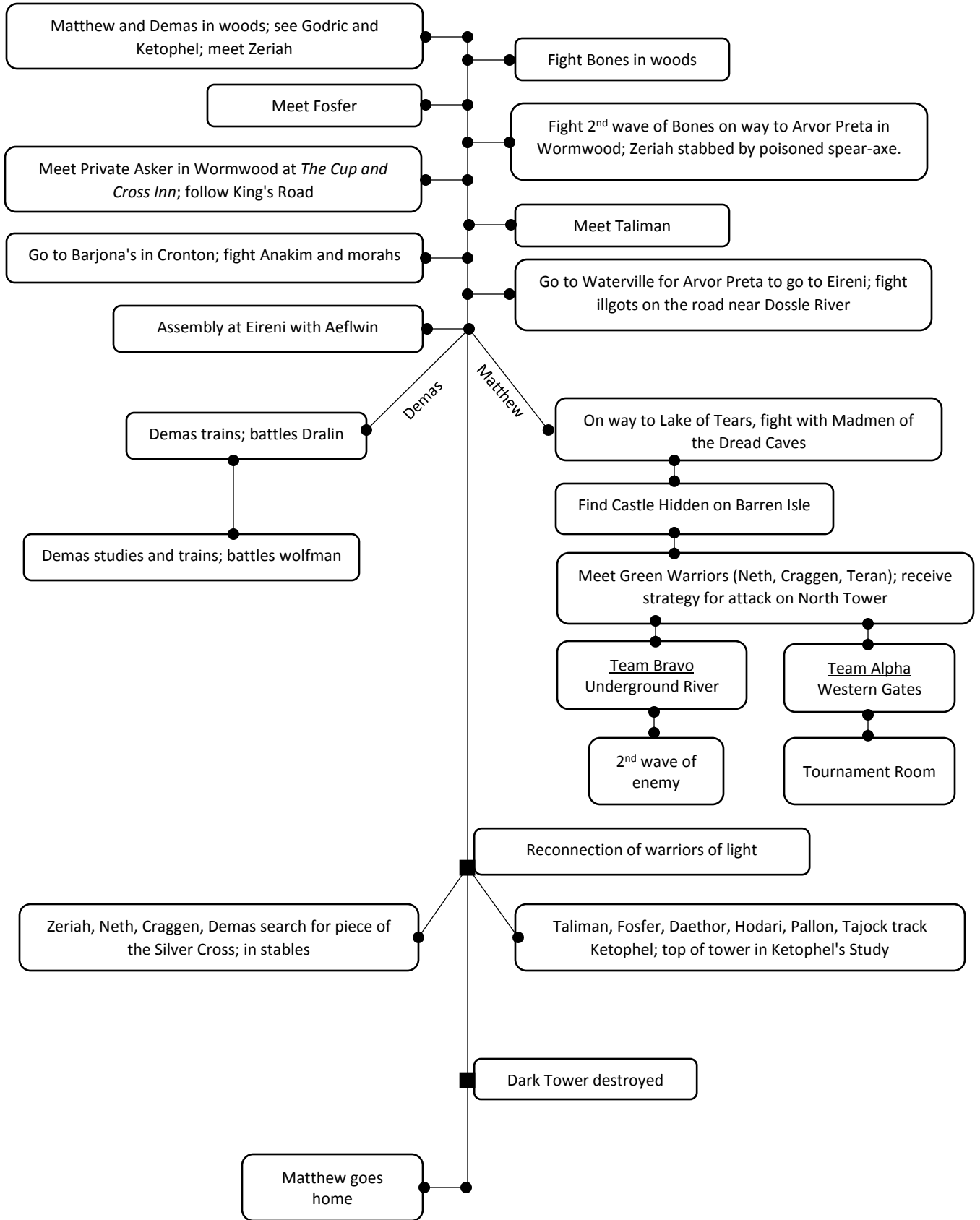
Academic objectives - While the overall purpose of Zaraphos, the novel and all of its gamification and "extras", is to get readers in to the Word of God, there are academic objectives, as well.

- **Academic objectives** of Reading *Zaraphos: Book 1: The Fall of Ketophel*
 - To identify the setting and themes
 - To describe the main characters
 - To retell the plot
 - To decipher clues (to unlock the badges)
 - To use vocab words correctly
 - To find and use text to defend positions
 - To make personal connections with the text

The **Timeline** (page 6) can be added onto as students read the book.

It is highly recommended that students be encouraged to unlock badges (i.e., decipher clues to find scripture references) in class. There is no way to cheat! Remember, the purpose is to get kids in the Word.

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.					

Section I – Introduction (Chapters 1-4; total reading: 38 pages)

Chapter 1 The Beginning

Vocabulary

Extracting
Ornately
Bulbous
Antics
Monotone
Correlate
Transfixed

Theme

Friendship

Who are you more like,
Matthew or Demas?

Badges

What is the name of this badge?

What is the verse for this badge?

Literary Device

Foreshadowing – Matthew and Demas play in the woods with sticks as swords and pine cones as lightning bolts. The text says that the "battle was all too real."

Questions

1. Who is the better student, Matthew or Demas? _____
2. How do you know?

3. Describe Matthew.

4. Describe Demas.

Chapter 2

The Dream

Vocabulary

Irritable
Breastplate
Sardonic
Devoid
Emanated
Invigorating
Dread
Potent

Dreams

Describe a dream you've had.
Does God use dreams in the Bible? How? Why?

Symbols

Draw the symbols.

Badges 

Name of Badge	Reference	Verse

Literary Device

Simile – "as if every noise . . . gong clanging down a mountainside. . . (p. 17)
"as a hungry mouth" (p. 17)
Metaphor – emotional barometer (p. 15)

Questions

1. Describe the Dark Warrior in Demas's dream.

2. How do we know he is evil?

3. Why do you think Demas kept the ring? What would you have done?

Chapter 3

The Woods, Godric, and the Sword

Vocabulary

Raked

Eerie

Debris

Fondled

Enchanting

Unsheathed

Scabbard

Palpable

Menacing

Astride

Intimidated

Ignorant

Recoiled

Counterfeit

Symbols

Draw a symbol.

Viking Rune	Sumerian Letter
Egyptian Hieroglyphic	Native American Symbol

Badges

Name of Badge	Reference	Verse

Questions

1. Have you ever wanted to be a soldier like Matthew?
2. Describe what happened to Godric.

3. Have you ever been scared like Demas? Describe it.

Chapter 4

Zeriah

Vocabulary

Hollow (n)

Abruptly

Fumes

Fatigue

Latter

Stupor

Devising

Scrape (n)

Theme

Calling vs. Fear
(Overcoming Fear)

Badges 

Name of Badge	Reference	Verse

Questions

1. Describe Zeriah.

2. On page 37, it says *That was the Demas Matthew knew and liked, the one who could turn a bad situation into a good one with a few jokes.* What does that mean?

Question

What does it mean to Know Him? What's the difference between knowing Him and knowing about Him?

JARGON – n – special words or expressions that are used by a particular group

Elemental

Qodesh

Zaraphos

The Ancient

Onistami

Know and Be

Arvor Preta

Book of the Qodesh

River's Up!

Ongal

Godspeed!

SnakeBlade

Leviathan's Cauldron

Takn

Taknscrip

Chapter 6

Fosfer

Vocabulary

Unruly

Barbaric

Pensive

Intrigue

Din

Literary Device

Simile - "like a heavy wagon slowly moving on an unused path." (p. 51).
"like vultures over death" (p. 54).
"like wet logs" (p. 55).
"like he was running through a defender on the football field." (p. 55).

How do similes help you in reading?

What other similes can you find?

Badges



Name of Badge	Reference	Verse

Bible Connection

Have you ever seen, felt, or heard of God's healing?

Chapter 7

Leviathan's Cauldron

Vocabulary

Fashioned

Gingerly

Remnant

Depravity

Cauldron

Alloys

Carnal

Admonished

Frigid

Ambled

Ecstasy

Listlessly

Questions

1. What does it mean to "pray enough"? Is there an amount of the Bible you "should" read?

2. Do you ever feel helpless or worthless? Do you ever doubt yourself? What does the Bible say?

Badges



Name of Badge	Reference	Verse

3. Why do you think Demas saw what he saw in the Arvor Preta? What does it tell you about Demas?

Chapter 8

Taliman

Vocabulary

Motley

Barren

Revelry

Serene

Cacophony

Ebbed

Badges



Name of Badge	Reference	Verse

Discuss the quote on page 76:

"This is another reason why so many warriors have given up: they can see no way of bringing Seraphin down. These warriors had their hope in an army of size, not an army of Light."

Draw the Ranks. *Why is there such order in a military? What are the benefits to rank?*

Section III – History Shapes the Present

(Chapters 9-12; total reading: 33 pages)

Chapter 9

Old Times

Vocabulary

Reminiscenced

Nostalgia

Ambiguity

Discussion

How do things in the past affect the present? Why is learning history important?

Chapter 10

Barjona's

Vocabulary

Annals

Lore

Imposter

Badges



Name of Badge	Reference	Verse

Activity – 3-in-1

Use an apple or water to show the 3-in-1 aspect of God

Apple (skin, meat, core)

Water (liquid, steam, ice)

Chapter II

Morahs and Anakim

Vocabulary

Wallowing

Coarse

Ricocheted

Fray

Tendrils

Brandished

Seethed

Discussion

Why is fear so powerful?
Describe a time when you were scared? How do you overcome fear?

Badges 

Name of Badge	Reference	Verse

Chapter 12

Mishneh Becomes Seraphin

Vocabulary

Mirth

Sagely

Quipped

Mockery

Emit

Exuberantly

Strode

Questions

How do Taliman and Fosfer complement each other?

How are they like Matthew and Demas?

Section IV – The Journey

(Chapters 13-16; total reading: 40 pages)

Chapter 13

The Lost Weapons

Vocabulary

Foes

Ward

Weary

Staves

Skirmish

Symmetrical

Novice

Insurmountable

Discussion

What are the different descriptions of God?

Badges



Name of Badge	Reference	Verse

Chapter 14

The Assembly

Vocabulary

Inconspicuous

Decipher

Waver

Badges

Name of Badge	Reference	Verse

Activity – Write out the Ranks

Color	Title	Ranks
<i>Purple</i>	<i>Order of the Soldier</i>	<i>Private,</i>
	<i>Order of the Keeper</i>	
<i>Red</i>		
		<i>2nd Lieutenant,</i>

Chapter 15

The Madmen of the Dread Caves

Vocabulary

Dread

Adept

Traversed

Trudge

Ghastly

Dispatched

Badges

Name of Badge	Reference	Verse

Activity – Sea of Death Eggs *How do you get everyone across?* [Teamwork]

Remove the egg pockets of several egg cartons and randomly toss them on the floor of your room. Students must cross the room without touching any "death eggs". If you have a tile floor, any death egg that is touching a tile cannot be touched.

Chapter 16

The Barren Isle

Vocabulary

Barren

Vantage

Scoured

Soot

Artifacts

Pungent

Wafted

Cartography

Pliable

CASTLE JARGON

Portcullis

Smithy

Fletcher

Activity – Castles: Old Fortresses

Purpose Objectives of the activity:

1. to explain the strength of a castle/fortresses
2. to compare castles/fortresses to other buildings in order to grasp the significance of them
3. to link the spiritual reality that God is our fortress

What are synonyms for castle and fortress?

Activity: Students construct a castle for cardboard, Popsicle sticks, Legos, etc. OR students construct a diorama of a castle. Extra points for anyone who can build a replica of the Castle Hidden!

Brainstorming – Use the space below to brainstorm for your castle or diorama.

Section V – The Battles

(Chapters 17-20; total reading: 39 pages)

Chapter 17

The Green Warriors

Vocabulary

Somber

Grave

Invigorating

Sapped

Discussion

P. 158 (3rd paragraph)

How is talking about old times and stories of victories "invigorating"?

How does remembering give hope (see Romans 15:4, Lamentations 3:20-21).

Discussion

What are your thoughts on the strategy presented by the Green Warriors?

What about Taliman's strategy?

Chapter 18

Demas' Training

Vocabulary

Pupil

Transfixed

Log (*as in a written log*)

Solemn

Badges



Name of Badge	Reference	Verse

Discussion – Language

Have you ever created a language, words, or symbols?
Why is language so important?

Journal and Discussion

How can you apply God's Word (i.e., the Bible) to your life?

How is imagination helpful to people? How is it helpful to our faith?

Chapter 19

Attack on the Dark Tower

Vocabulary

Clamored

Serenity

Spire

Imperative

Mercenaries

Resonated

Retell and Draw

Retell and draw the battle under the Tower.

Chapter 20

Charge on the Western Gates

Vocabulary

Teemed

Malice

True

Badges

Name of Badge	Reference	Verse

Section VI – Concluding Things

(Chapters 21-27; total reading: 51 pages)

Chapter 21

The Golden Cup

Vocabulary

Adversary

Reeled

Malevolent

Etched

Badges



Name of Badge	Reference	Verse

Chapter 22

The Tournament Room

Vocabulary

Seeped

Badges

Name of Badge	Reference	Verse

Chapter 23

Inside the Tower

Vocabulary

Lapping

Strewn

Draw

Draw the battle.

Chapter 24

Discovering the Enemy

Vocabulary

Decanter

Agony

Haze

Discord

Enticing

Deftly

Waned

Badges

Name of Badge	Reference	Verse

Discussion

Should Demas have gone in alone?

What should he have done?

Chapter 25

Seraphin

Vocabulary

Nullified

Chalice

Digits

Immobility

Routed

Patronized

Gargoyle

Badges



Name of Badge	Reference	Verse

Chapter 26

Destruction of the Dark Tower

Vocabulary

Trek

Dumbstruck

Dank

Adoration

Embellished

Amass

Badges

Name of Badge	Reference	Verse

Chapter 27

Matthew's Home

Vocabulary

Charred

Steed

Discussion

What do you think will happen to Demas?

What do you think Matthew and Zeriaah will do?

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