



# Jonathan Magno AKA: Captain Merrill



As for Captain Merrill, the mysterious freelancer was born and raised in a small port town along the outskirts of the Sri Vijaya Empire. Born to a Western trader and local woman, Captain Merrill spent a childhood entranced by tales of adventure and exploration. However, the declining empire brought poverty and hardship to Merrill's village. He made a vow to travel forth in search of fame and riches to build and support his distant home. Thus, the beginning of the WarBow Free Companies.

On his many travels, Captain Merrill knew that there would be dangers. So he made it a point to find teachers to increase his knowledge of the world. Whether it be through books or with others, he consistently found ways to increase his skillset. Procuring many volumes and teachers from every walk of life. Although the lessons from prize fighters, weapons masters, and rogues who could scale across any obstacle held closer to his heart.

## Class

### **An Adventurer's Experience: Learn to Defend an Ambush!**

Participants get a chance to learn how to use a bow and experience the Warbow League in a controlled and safe environment.

There are three alternating experiences during the class:

1) **The Beginner** is where people can learn the basics of shooting and range safety in our enclosed shooting booth.

2) **Shooting Under Pressure**: Learn to shoot a bow at inflatable targets connected to a scoreboard. 2 teams work against each other to get the highest amount of points in the time frame.

3) **Ambush!** This will be similar to #2 above although we will have sky pirate staff who will be ambushing the participants by throwing balls. The archers shoot at the balls to stop them or evade. The goal is simple, "survive the ambush" by avoiding the balls and shooting the inflatable targets. This will be scored as well.

The three experiences alternate every 10 min

For more information go to [www.warbowleague.com](http://www.warbowleague.com).