Dwarves Vs Zombies

There are two sides in this event: Dwarves and Zombies.

We'll probably do this on the Erebor map, with starting out kits and gear placed variously around the map. Generally, things will have an Unbreaking Enchantment, perhaps this can be written and given out in a book from the perspective of a dwarf.

This event will take place in erebor, which should hopefully be in shape to run something like this pretty soon!

***Dwarves***

*Classes****:***

***So I'm thinking of doing DvZ in a class based environment, while nations wars would be self gathered equipment based. And yes, I'm going to type like I'm talking in this cool font.***

***Dwarven Warrior***

***Gear: 16 Pork Chop, Full Set of iron armor, 2x Strength I (2:30) potions***

***Weapons: Sharpness I Iron Axe***

***Basic Class fit for any combat situation.***

***Dwarven Archer***

***Gear: 24 Apples, 12 Steak, 256 Arrows, 4x Speed II (6:00) Potions, Chain Chestplate, Iron Helmet, Iron Boots,***

***Weapons: Unbreaking-II Stone Sword, Flame I Power I Bow***

***Standard and Cliché ranged class. Can operate in melee situations, but it's weak armor and lack of conventional stabbing weapons give it a severe disadvantage at closer ranges.***

***Dwarven Mage***

***Gear:***

***Stand of Incapacity- Gives everyone on the opposing team an effect of Slowness II while in the area or until broken.***

***Stand of Fear- Gives everyone on the opposing team an effect of Weakness I while in the area until broken.***

***Leather Chestplate, Chain Pants, Diamond helmet, Diamond Boots***

***24 cooked Fish***

***Weapons: Dwarven Sword (Iron Sword w/ Sharpness II)***

***3x Poison II (0:45) Potions***

***3x Slowness II (1:30) Potions***

***Designed in an extremely Attack based role, the Mage can weaken enemies and finish them with his powerful sword. However, if he is outnumbered, he will have to use his potions in the most efficient manner when he is outnumbered,***

***Dwarven Aerial Master***

***Gear: 32 Carrots, 16 Baked Potatoes***

***Advanced Glider- Gives Aerial Master the ability to fly for thirty seconds, cool down of one minute after 30 seconds expires.***

***Full Unbreaking IV Gold Armor, 64 arrows***

***Weapons: Sharpness-III Unbreaking VI Gold Sword, Flame I Bow***

***The Aerial Master possesses the recently gained technology of flight, although his glider won't last long without losing thermals. His flight may be short-lived, but can be the difference between victory and defeat in the vast halls of our Fathers.***