

DragonRaid: Adventure Master Manual
Leader's Reference

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Preface

Welcome to the *DragonRaid Adventure Learning System*! This book, along with the others that belong to this system, will guide you in the allegorical world of *EdenAgain*, a place where you can learn Biblical truths and how to apply them.

Some History

This document was originally the *Adventure Master Manual* of the *DragonRaid Adventure Learning System*. Subsequently, it was made available on the internet for anonymous FTP,¹ with some minor revisions. This copy of the *Adventure Master Manual* is a minor revision of both of the above. Where the FTP version and the original hardcopy book differed, choices were made, generally favoring the FTP version. It uses the ©1984 of the *New International Version* of the Bible, rather than the prior ©1978 version.

This Edition

In addition to minor text revisions, this edition is in *Adobe's Portable Document Format* (PDF) and can be viewed with their free *Acrobat Reader*.

Things to note:

- Pages are numbered sequentially from 1. Although “front matter” pages are in traditional lower case Roman numerals, the first page after the front matter is the next sequential number in Arabic numerals. (Front matter page *viii* – Roman numeral 8 – is followed by the first page of the body, *9*.) This is done to make navigation within *Acrobat* easier. *Acrobat* numbers pages sequentially from one. So, if you see a page reference, it will match that which *Acrobat* uses.

¹FTP stands for “File Transfer Protocol.” FTP is also the name of the program used to transfer files.

- The document is bookmarked. This is *generally* a clickable “table of contents” which can be generated in a PDF file.
- The document is linked. This permits a click to take you to a page reference without having to go to the page manually.² It also permits World Wide Web references to be clicked on — causing your web browser to go to the indicated site.³ It can also go to other documents in the same “relative” directory.⁴
- The document can be printed (using *Acrobat Reader* on most printers, using Windows printer support. Links and such aren’t printed, but the printed document “works” as a printed document is expected to work (table of contents, page numbers, . . .)).
- This edition will mention resources that are not available in PDF files, including some forms, cutouts, etc. . . . These *can* be purchased from the publisher, at the address listed on page ii.



²This type of link is indicated with a blue box, which will **not** print when the document is printed.

³This type of link is indicated with a red box, which also will **not** print when the document is printed.

⁴This type of link is indicated with a green box, which will **not** print when the document is printed.

Sample Links

If you are reading this from paper (rather than from a computer screen under *Acrobat*,) you may want to skip this section.

To give the overall flavor of the links, here are a few samples. Before proceeding, take a look at the top of your screen. There are two buttons of which you should be aware. They are the  and  buttons. These buttons *get you back to where you were*.⁵ With that in mind, you may wish to explore the following:

Within Document	Using the StarLot and Shadow Stone Creating a Character Role Playing
To the Web	DragonRaid Introduction - Staley DragonRaid Resources - Sezov Official DragonRaid Web Site
Between Documents	New Player Briefing LightRaider HandBook RuleBook

⁵The difference is that one takes you back to the prior page, the other goes back to the prior view (possibly of the same page).

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Part I

Introductory Materials

Introduction

Welcome to the excitement of adventure learning simulation! You are about to enter a world where the forces of good and evil clash every day. This manual is only for you, the Adventure Master; do not allow the players to read it. You should preserve for them as much mystery as possible! Right now, you'll need the manual more for problems that may come up as you go, rather than for starting the game.

How to Begin Playing DragonRaid

DragonRaid is a game for four to seven people. One person must act as the Adventure Master; that is, he or she must run the game, read the narrative from the Guidebook, and keep players informed of their situation. If you are the Adventure Master, the burden of learning the game lies mostly with you, at least for a while. You must understand the rules yourself and be prepared to teach them to the other players.

Do not try to open the box and play immediately; if you do, you will have a frustrating experience. Even if the players do not take time to read the instructions, you must do so. Also, you must read the material relevant to the particular adventure on which you are about to embark.

DragonRaid will seem complicated at first. However, once you learn the rules, things will become much easier. With each adventure, players become more familiar with the system, and before long they will find themselves performing the mechanical parts of the game without a second thought.

Two tools in particular (along with sections I and II of this manual) will help you learn the system and train other players. These are:

RuleBook This short booklet contains all the rules necessary to DragonRaid, presented concisely and in an accessible manner.

LightRaider HandBook The Handbook contains information that a young Light-

Raider would have acquired in his studies at LightRaider Academy. It includes background information, warnings about dark creatures and other enemies, descriptions of LightRaider abilities and how to use them, etc.

For a complete list of game equipment, see “Game Equipment” in the DragonRaid RuleBook.

Preparation

Prior to the first game session the Adventure Master should, at a minimum, prepare printed copies of the following files for use during the game:

1. Print out copies of the Character Sheet, the Worksheet, and the Success Grid. Each player will need his or her own copy; the Adventure Master should also have a copy for reference, and it wouldn't hurt to have a few extras just in case.
2. Print out a copy of the New Player Briefing to be passed around and read by the players prior to the first session. (Or make individual copies for each player.)
3. Print out a copy of the “RuleBook” for reference during the game. It is all right to let the players read the RuleBook if they wish, although it is not necessary.
4. Print out a copy of the LightRaider Test Adventure GuideBook. This is the primary resource for the first DragonRaid adventure.⁶

Reading the Manuals

The Adventure Master should carefully read the following materials:

1. The New Player Briefing, in tandem with Part I of the Adventure Master Manual, entitled “Introductory Materials”; this includes the Adventure Master's notes on the New Player Briefing.
2. The DragonRaid RuleBook, which details the basic rules of the game.
3. Part II of the Adventure Master Manual, which consists of a simple adventure called “Castle of the Falls”.

⁶Do not show this to the players; only the Adventure Master uses it.

4. The entire LightRaider Test Adventure GuideBook—paying special attention to the section entitled “Tape Transcript” (since, for obvious reasons, the cassette tape is not included in the on-line version of the game) and the next section entitled “Adventure One Player Briefing”. These two sections will be read out loud to the players at the first session.

The Adventure Master should also glance through (but need not read in depth) the LightRaider Handbook.

The players should prepare by reading the booklet entitled “New Player Briefing”, giving special attention to the “Adventure One Player Briefing” at the end of that document.

PLEASE NOTE: Only the Adventure Master should read the Adventure Master Manual, The LightRaider Test Adventure Guidebook, and The Rescue Of The Sacred Scrolls. If the players read these manuals, much of the spontaneity and educational value of the game will be lost.

The First Session

Once everyone has assembled, the Adventure Master should give each player a pencil, a LightRaider Worksheet, a Character Sheet, and a Success Grid.

Read out loud the Tape Transcript from the LightRaider Test Adventure GuideBook. Help the players understand the rules and create a character. (The cassette tape itself, which is professionally mastered and includes sound effects, is included in the DragonRaid Boxed Set, available from Adventures for Christ.)

Read out loud the “Adventure One Player Briefing”, which is the introduction to Adventure #1, “The LightRaider Test”.

Now you are ready to play DragonRaid. Begin with “Sequence 1” of the LightRaider Test Adventure GuideBook, and follow the instructions from there.

New Player Briefing

The Great Rescue on EdenAgain

IN THE DAWN OF CREATION at the outer reaches of the universe, EdenAgain was born from a large mass of intergalactic matter. By the will of the Maker, it spun off into space toward the star known as *Warfare* and eventually established a predictable orbit. Then, with a Word, the planet EdenAgain was forested and peopled.

Soon after, that pristine world came under aggressive attack by the Evil One. In the early turnings, when EdenAgain was quite new, the Great Red Dragon known as *Abaddon* took one malignant egg from the dragon *Kakia* and transported it across the universe. In EdenAgain's atmosphere, the dragon ovum divided before birthing, hatching nine evil, writhing serpents in a land of peace-loving people.

Having no experience with evil, the people of EdenAgain found the dragons strangely attractive at first, especially in the things they said. The reptiles talked of matters not yet known — secret things, which the once-contented humans began to desire. As soon as one of the humans yielded to taking from the dragons a gift not offered by the Eternal Spirit, they all began to crave similar treasure.

Thus lured into deception, the people found themselves separated from the Eternal Presence, and they discovered that their peacefulness had vanished. At the same time, the once-friendly dragons became vicious and subdued all of EdenAgain. The people became unwilling dragon slaves. They fought off dragon ways for some time, and many legends and songs tell of those valiant initial struggles. But when it became too wearisome to hold the people in bondage, the crafty reptiles changed their schemes, further refining their enchantments to entice voluntary servanthood.

The Deceiver and his dragons quickly seduced the people with splendid material possessions and marvelous comforts; and so these dark dragons kept men's mortal minds off the real treasures of life. Soon all the people found themselves with almost everything they could want, and they forgot that they were enslaved. Fine stone cottages, colorful flower gardens, and extravagant recreation were provided for the

most obedient. The finest and richest of luxury foods were also offered, so that men would slave for the privilege of feasting on them. In accordance with the Evil One's strategy, such gluttonous living hastened the Everlasting Departure which decided each person's final destiny.

Although the people were often forced into unpleasant labor, the master dragons appeased them with regular leisure time of great excitement, designed to lead the dragon slaves into an isolating selfishness. Even within a family, individuals rarely found time to spend with each other, because recreation was so much more enjoyable. Furthermore, a warped view of individualism flourished under the fallen wisdom of the dragons. This served to prevent the kind of mutual concern for each other that would surely have led to compassion and concerted rebellion.

Finally, at the time of His good pleasure, the Maker limited the control allowed to the Great Red Dragon by sending His own OverLord for a brief but decisive visit to the planet EdenAgain. With fantastic power far beyond description, the OverLord of Many Names drove the dragons and many of their followers to the northernmost part of the continent. Then He led a small nation of carefully chosen people toward the southern portion of the land and laid bare the deception that had gripped them. This disenchantment was the beginning of the Great Rescue, which continues to this day even among those who must remain in dragon territory while their allegiance is transferred to the OverLord.

With many terrifying dragons in pursuit, these first Called-Out-Ones fled with the OverLord, who finally forfeited His own life to secure their narrow escape. In a rapid flash of the brightest light, the OverLord of Many Names changed from human form into a great wall of living, turbulent water that engulfed the attacking dragons.

The serpents spent all their fire in vaporizing the deluge. Barely avoiding a watery death, they were left weak and powerless. In anger they withdrew to recuperate, delaying pursuit without serious concern. With their enemy the OverLord destroyed, recapturing the deserters would be an easy task at a time of their own choosing. Meanwhile the terrified, leaderless escapees hid in narrow caves on the southern coast.

A few days later, just as the rested dragon legion was preparing to resume the chase, the continent erupted with a mighty roar into a mass of billowing, crumbling earth that rose higher and higher. Recognizing the triumphant presence of their eternal enemy, whom they had presumed destroyed, the startled dragons flew hard toward the continental eruption, determined to cross over to the other side and finish their pursuit of the deserting dragon slaves.

But as they soared ever higher to traverse the mountainous barrier springing up before them, the reptiles felt the life- and fire-sustaining oxygen become thin and the temperature grow cold. Gasping for breath, their bodies stiffening in the frigid

atmosphere, the legion of dragons retreated quickly while their cold-blooded reptilian bodies could still move. They barely averted having their fire totally extinguished by insufficient oxygen and blizzarding snow.

In this way, the OverLord of Many Names returned from death to establish victory over the evil dragons. The Called-Out-Ones became the TwiceBorn, a new people who love the OverLord and live for His purposes.

From the beginning of the Great Rescue, many of the TwiceBorn have had the opportunity to stay for a time in a region named the Liberated Land. There they are completely protected on land by the rugged, 26,000-foot, snow-covered mountain range created by the OverLord (known as the Peaks of the New Beginning) and on sea by a dense Mist Barrier which rises from the untamed oceans. Thus did the High One and His OverLord restrict access to the Liberated Land, and the Unseen Counsel guards without fail the future passage of the TwiceBorn through the Everlasting Departure into The Land Beyond the Darkness.

But from this haven, some of the more courageous TwiceBorn are periodically sent out by the OverLord of Many Names to rescue captive people and make raids on the evil dragons in the Dragon Lands. Those that go on such missions are known as LightRaiders.

They set out on many exciting adventures, accomplishing much good for the OverLord of Many Names. Some of them die in the Dragon Lands and go on to the Eternal Home, which is the Land Beyond the Darkness. Others continue to live and battle in the Dragon Lands, a few even becoming DragonSlayers or SaltWarriors.

In the *DragonRaid* Adventure Learning System, you will become a LightRaider and go on dangerous adventures for the purposes of the OverLord of Many Names. In this way, you will share some of the excitement that is occurring on the other side of the Universe — on the planet called EdenAgain.

Definitions

Dark Creatures Non-spiritual beings that follow the dark strategies of the dragons. They represent sin, some are to be defeated by evasion, some by verbal refuting of their arguments, and others by physical combat.

The Dragon Lands The greater part of Talania, the largest continent on the planet EdenAgain. In the Dragon Lands live dragons and all sorts of other dark creatures, dragon slaves, and other beings.

Dragon Raid A mission to defeat evil in the Dragon Lands. This might be to rescue someone from dragon slavery, to destroy an existing evil, or to prevent some new evil from occurring.

Dragon Slaves All people who are not of the TwiceBorn. They live in the Dragon Lands and cannot enter the Liberated Land. They are deeply under the enchantments of the dragons and can find freedom only through the OverLord of Many Names. Most do not even look for liberty because they are convinced that they already have it under the dragons' rule.

Dragons Spiritual creatures of the dark world who have taken on reptilian form. Elsewhere they are known as demons or fallen angels. They have corrupted the world of EdenAgain, and continue to battle against the OverLord of Many Names (by keeping the OnceBorn in spiritual bondage) and confronting His LightRaiders.

EdenAgain A planet on the outer fringes of the universe. It orbits the star *Warfare* and has been corrupted by the Great Red Dragon and his lesser dragons.

Eternal Spirit Unseen Counsel – Holy Spirit.

Everlasting Spirit The Triune God Almighty.

High One The Creator of the Universe; God the Maker.

Liberated Land A small section at the southern part of Talania. It is protected from the dragons by the Peaks of the New Beginning and the Mist Barrier. A temporary refuge for the TwiceBorn, the Liberated Land was set apart at the time of the Great Rescue.

LightRaiders TwiceBorn who are sent on dragon raids into the Dragon Lands. LightRaiders never call the Dragon Lands or EdenAgain their homeland. They are working for the OverLord, and temporarily enter the Dragon Lands on dragon raids, missions of mercy for the benefit of the dragon slaves who are loved by the OverLord of Many Names.

OverLord of Many Names The Son of the High One; on Earth He is known as Jesus Christ. On EdenAgain, His name is abbreviated OLMN.

Sacred Scrolls Holy writings given to man by the OverLord of Many Names.

Shadow Stone A Shadow Stone is an eight sided die used to determine the battle ability and damage for Dark Creatures.

StarLot A StarLot is a ten sided die used to determine abilities of the TwiceBorn, and their success at various tasks.

Talania The largest continent of EdenAgain. The Dragon Lands occupy the majority of the northern part. The southern peninsula is the Liberated Land.

TwiceBorn A group of people on EdenAgain, so named because of their “second birth” when the OverLord rescued them and set them free from dragon enchantment. The TwiceBorn have an everlasting desire to follow the OverLord in heart, mind, and will. In the DragonRaid Adventure Learning System you (the player) are among the TwiceBorn.

WordRune Passages from the Sacred Scrolls used to edify the TwiceBorn, liberate the OnceBorn, and defeat the enemies of the OverLord of Many Names.

What is DragonRaid?

DragonRaid is an exciting adventure system set in the world of EdenAgain. When you play DragonRaid you will be in for a pleasant surprise, because it puts you in the action—the next best thing to “being there” on a thrilling, life-threatening mission! You will feel like you are in a real situation, because you will decide your own actions, and you will know no more about what you are going to face than if you were actually there. DragonRaid comes as close as you can imagine to being on a real mission in the cosmic warfare between good and evil.

DragonRaid assumes that life’s greatest purpose is to serve the OverLord of Many Names, a wonderfully powerful Person who on Earth is called Jesus Christ. In the DragonRaid Adventure Learning System, you will become a LightRaider and go on dangerous missions for the purposes of the OverLord of Many Names. In this way, you will share some of the excitement that is occurring on the other side of the Universe on the planet EdenAgain.

The DragonRaid Adventure Learning System is an adventure simulation game of danger and intrigue, offering hours of enjoyment while promoting practical Christian growth. An extensive world has been created to provide allegorical parallels to real life. In that imaginary world you make decisions for character who faces danger, resists sin, and fights evil in allegorical story situations. —But your character is not alone. In DragonRaid, your character is part of a team, dedicated to the service of the OverLord of Many Names. Because it is an *open-ended* learning system intended for use in many different adventures, there is no limit to the number of missions you can go on.

DragonRaid teaches through adventure simulation, a more structured form of role playing. But it is the polar opposite to conventional fantasy role-playing games. Other role-playing games create situations which tend to reinforce worldly values and

philosophies, and many of them generate unrighteous interest in the occult. On the other hand, DragonRaid material is written with one purpose in mind: to strengthen you as an individual believer and the church as a whole. DragonRaid teaches Christians to be courageous in their faith, to know the Bible, and to fight sin zealously. When evil is mentioned in DragonRaid, it is always as an enemy to be defeated or destroyed. In its guided adventures, presented from a Christian viewpoint, you are challenged to behave righteously. When you choose to do otherwise, you face the consequences. It is therefore a tool that can be used to simulate all the trials, temptations, and joys of an adventurous Christian life. In this way you become more prepared for certain challenges that you have yet to face in real life.

- As a LightRaider of the TwiceBorn serving the OverLord of Many Names, you, with others, will raid the Dragon Lands on dangerous missions against evil of all kinds. You will investigate great walled cities with soaring spire and the lowliest peasant huts. You will travel from deep, musty caves to frigid mountain tops, always following the OverLord's leading.
- LightRaiders rescue dragon slaves; fight dark creatures such as dragons, trolls, orcs and goblins; and foil the evil schemes of dragons. They do this by using their Character Strengths and Abilities, the fruit of the Spirit, the armor of God, WordRunes (Scripture), prayer and physical weapons.

DragonRaid is a whole system for many adventures. An extensive imaginary world is used to provide allegorical parallels to real life. Other fantasy role-playing games create open-ended situations that have the tendency to reinforce worldly values and philosophies. Many of them even generate unrighteous interest in the occult. But DragonRaid is radically different in that it uses the imagination to convey a *biblical* understanding of good and evil.

DragonRaid material is written with one purpose in mind: to strengthen you as an individual believer and the church as a whole. In its guided adventures, presented from a Christian viewpoint, you are challenged to behave righteously. When you choose to do otherwise, you face consequences. In this way you become more prepared for certain challenges that you have yet to face in real life.

When evil is mentioned in DragonRaid, it is always as an enemy to be destroyed. DragonRaid teaches Christians to be tough, know the Bible and fight sin zealously.

The number of missions you can go on in this system is limitless. Therefore it is a good tool that can be used to simulate all the trials, temptations and joys of an adventurous Christian life.

DragonRaid is the polar opposite to fantasy role-playing games. DragonRaid teaches through adventure simulation, a more structured form of role-playing.

Your Character

In DragonRaid, you will take on the role of a fictitious character on the planet Eden-Again. Your character will be a LightRaider, a brave and adventuresome member of the TwiceBorn who forfeits the safety of the Liberated Land and enters the Dragon Lands. You will role-play this character as best you can, keeping in mind his or her nature, and utilizing the character's own Strengths and Abilities, defensive armor, WordRunes, and weapons. As a LightRaider serving the OverLord of Many Names, you (and others on your team) will raid the Dragon Lands on dangerous missions against evil of all kinds: rescuing dragon slaves; fighting dark creatures (such as dragons, trolls, orcs, and goblins); and foiling evil dragon schemes.

Before the first adventure, The LightRaider Test (which takes about three hours to play), you will design your character using the StarLot. Your character will have specific strengths that include love, joy, peace, patience, kindness, goodness, faithfulness, gentleness, and self control. Stemming from these Character Strengths are abilities of various sorts, such as hope, wisdom, courage, listening, and endurance. Furthermore, your character will have armor such as the Belt of Truth, the Shield of Faith, the Helmet of Salvation, the Breastplate of Righteousness, and the Sword of the Spirit.

To become a LightRaider you had to study long and hard at the LightRaider Academy in the Liberated Land. You studied out of (and carry with you into the Dragon Lands) a book full of critical information. This book, which was written by the Academy faculty, is called the LightRaider HandBook. You will use the LightRaider HandBook only a little when you experience The LightRaider Test. However, in future adventures you will use it extensively, so you might want to browse through it when you get the chance.

The Adventure Master

DRAGONRAID is a complex game system which is administered by a person known as the Adventure Master. The Adventure Master helps you “see” and “hear” through your *imagination*.

The Adventure Master will tell you what is happening around you so that you can decide what to do. Because he runs the game's “reality” from printed instructions, the Adventure Master knows whether it will rain one afternoon on EdenAgain, or whether a troll will jump out of the woods to shoot at the LightRaiders. He determines whether the water in a stream is drinkable, whether a dragon is awake or asleep, and anything else you may need to know.

In summary, the Adventure Master guides the game. It is the Adventure Master who uses guidebooks and manuals to know and decide the conditions of the reality which the LightRaiders face on their dragon raid. When the instructions do not specify a particular fact, the Adventure Master decides what happens in light of what will make a good adventure for the players.

For example: A team of LightRaiders chooses the left path to go through the Scorpion Desert of the Valley of Bones region in the Dragon Lands. From his study of the adventure guidebook, the Adventure Master knows at what point along the trail the TwiceBorn will face the giant scorpions and their deadly stings. But the adventurers do not know where those scorpions are, because they have never been along that path before.

The Adventure Master also knows the slope of the terrain, the weather conditions ahead, and what other dark creatures will be met along the way. He will also know and carry out the strategies of those dark creatures against the LightRaiders.

At the appropriate times, the Adventure Master cues the players to do certain things, such as listening carefully or looking attentively. He might merely say, “You hear movement up ahead.” Players will then try to see what it is by rolling their StarLot⁷ and using the Success Grid. So it is the Adventure Master who sees to it that the game is exciting, and that players are “on their toes” as well as “at the edge of their seats.”

Role Playing

THE GAME OF DRAGONRAID uses role playing to help you feel like you are on a real adventure. Role playing may sound a little uncomfortable, but in DragonRaid it need not be so. You and the other players will act as a team, rather than competing against each other. Your role playing in DragonRaid will take these forms:

You tell what your character is doing:

“I am opening the stone door that leads to the heart of the mountain.”

“I want to listen at the door to see if I hear anything.”

“I am taking the rocky path to the south.”

⁷Explained on page 31.

“I run away from the troll, he looks too hungry.”

“I will pull out my sword to fight the orc.”

You talk to the characters of other players:

“Would you like a drink from my waterskin?”

“Why don’t you try to talk to the deer and find out how far away we are?”

“See if you can sense evil.”

“What shall we do?”

“I need help!”

“Watch out behind you!”

You talk to non-player characters. (These are usually dragon slaves or dark creatures.)

“Do you know the way to the green Dragon Caves?”

“You disgusting troll! You’re going to get it!”

“LightRaiders serve the OverLord of Many Names because he sacrificed Himself for us. Is there anything else you would like to know?”

“Back away from that maiden, you vile beast!”

So role playing is nothing more than acting as if you are somebody else. In this case, you act like your character. You decide what you want to do. If it is an action, then you tell what you are doing. If you decide to talk, you just converse as if you are in the actual situation.

The character tries to follow the OverLord in all situations, making decisions based on that character’s relationship with the OverLord and knowledge of the Sacred Scrolls.

To help you with your role playing, your character and the characters of the other players will be represented on the game playing surface by standing cardboard figures.

This will make it easier to see where you are in relation to people, dark creatures, places and things. [Later on, you may want to obtain your own metal figures and paint them.]

The Adventure Master Role-Plays, Too!

THE ADVENTURE MASTER helps you with role playing in the following ways:

The Adventure Master tells you about your environment:

“You are standing on a cliff, overlooking a vast valley through which a gentle river winds. Off to the right you see a dragon flying toward you.”

“There is a small treasure chest in the corner of the room.”

“The skeleton attacks you, swinging a rusty old sword.

“Defending yourself requires a successful roll of the StarLot against your Hope Ability at a Difficulty Level of 4.”

“The thought comes to your mind that the Sacred Scrolls are not that helpful since they are just thoughts of men who lived many years ago.” (This is called “mind speech” and is the weapon of dragons.)

The Adventure Master asks you about your actions:

“What are you doing now?”

“Where are you standing? Which way are you facing?”

“In what order are you marching?”

“Which one of you will enter the cave first?”

The Adventure Master also role-plays by doing the following:

The Adventure Master talks for non-player characters (such as dragon slaves, dark creatures, good creatures, and other members of the Twice-Born who are not members of your raid team):

“What are you doing in my castle?”

“I will give you five rubies for those Scrolls.”

“Should we eat the LightRaiders tonight or wait for your birthday celebration in two days?”

“Naw, I’m hungry now!” [Two cave trolls talking.]

“The OverLord has sent me, one of His talking elk, to tell you of the danger you have put yourself into. Please listen carefully.”

The Adventure Master acts for non-player characters:

The Adventure Master rolls the Shadow Stone for outcomes of dark creature actions.

The Adventure Master decides which LightRaider a dragon will attack.

The Adventure Master decides how a talking deer will respond to harsh treatment.

The Adventure Master decides how a DragonSlave (OnceBorn) will react to hearing the Great Rescue WordRunes.

DragonRaid Tools

LightRaider HandBook

To become a LightRaider you had to study long and hard at the LightRaider Academy in the Liberated Land. You studied out of (and carry with you into the Dragon Lands) a book full of critical information. This book, which was written by the Academy faculty, is called the *LightRaider HandBook*.

You will use the *LightRaider HandBook* only a little when you go on *The LightRaider Test*. However, in future adventures you will use it extensively. So you might want to browse through it when you get the chance. You will see that it tells you about many things, including the following:

- The World of EdenAgain
- Dragon Slaves
- Dark Creatures

- Good Creatures
- The Strengths of LightRaiders
- Armor and Weaponry
- Special Roles of LightRaiders
- The Combat System
- WordRunes for Battle and Survival

The StarLot

The StarLot is a ten-sided gem with the numbers 1 to 10 on its faces; it is used to decide some of the outcomes in the game. In the world of EdenAgain, StarLot gems were created when dragonfire froze at the time of the Great Rescue.

The StarLot is used three ways:

1. to generate numbers from one to ten that either *determine Character Strengths* or Armor, or define the nature of the situation you are facing;
2. to generate percentages from one to a hundred that *decide the outcome* of a situation; and,
3. to generate a number from one to five (or one to ten) that *assesses damage* caused by certain weapons.

Your Adventure Master will show you how to use the StarLot.

The History of the StarLot

At the time of the Great Rescue, when the OverLord of Many Names returned from destruction to raise the protective Peaks of the New Beginning, vicious dragons of the Legion attempted to fly over the erupting, upheaving mountains. Raging fire came from their terrible mouths. But as they flew higher and the air grew colder, freezing the dragons' breath mid-air, a remarkable thing happened. The flames crystallized and plummeted to the bottom of the steep gorges. Soon after the Great Rescue, the OverLord began to send His people, the TwiceBorn, into the Dragon Lands. On the northern side of the Peaks of the New Beginning, LightRaiders found the wonderful

crystals of many colors. Each gem had ten sides, with a star encased in the center (recognized to be the OverLord's own birthmark).⁸ Naming them StarLots, they collected them for the use of the TiwceBorn.

It did not take them long to discover the power that lay within. And since that time, the StarLots have been used to help LightRaiders survive in the Dragon Lands and raid the serpents' strongholds.

From time to time, StarLots have also come into the hands of dark creatures and dragon slaves. But once touched by those with uncovered evil, the lovely StarLots turn into dark-colored, eight faceted Shadow Stones — and the star within disappears.

Adventure One: The LightRaider Test - Player Briefing

You have just graduated from LightRaider Academy and left the town of Dayspring Highlands. On vacation, you and your friends are playing at the seashore just outside the town of Harbour Joy. You've worked hard, and you are really enjoying the prospect of a carefree time on the sand. But you are also eager for adventure and wonder if there is any on these safe shores. You think of the exploits that await you far away when you are allowed to step into one of the Passage Lakes and enter the Dragon Lands through a HollowTree.

It is now late in the evening, and your group is out for a peaceful walk on the beach. Watching the waves glisten in the moonlight, one of you suddenly spots an object bobbing in the water. Wading out to it, you discover that it is a bottle with a note inside.

The note reads:

“I have found you all trustworthy and true. Through Me you have been made worthy of being TwiceBorn. You are now prepared for adventure.

“But first I must make certain that you are worthy of the name LightRaider. You are invited to The LightRaider Test. Do you want to go?”

As you readily agree amongst yourselves to go on The LightRaider Test, you notice that the writing on the note is changing like a wisp of smoke. It is taking a different form. You turn the paper to the moonlight and see a new message! As you read the

⁸You will clearly see this star if you hold the StarLot up to the light and look through it end-to-end.

words, they disappear and yet more appear, creating a long message for such a small piece of paper. It reads as follows:

“You are all my workmanship. Each of you has been recreated in the power of the OverLord and through His Great Rescue. You have been recreated in Me to do good works, and I planned long ago for you to do them.

“My assignments often come as walks of faith. I purposefully leave details out, to exercise your trust in Me, to delight in seeing that you love Me above all else, and to see that you will follow My wishes whether or not you can see the end of things. I am He who watches over your welfare. You have a choice: Do it for yourself, or have Me do it for you. I hope that you will let Me lead you one step at a time.

“As you have been instructed at the Academy, I would like you to go by faith into Highland Forest, a large forest in the Dragon Lands. To get there, you must first go to the base of the Peaks of the New Beginning, where you will find a lake called Mt.Challenge. Once you are ankle deep in this Passage Lake, you will come out of a HollowTree in the northern part of Highland Forest. As you know, this is the way I have decided to bring My LightRaiders into the dangerous Land of the Dragons.

“Go feeling My hand on your shoulder and My love covering your spirit. Though you will not see Me, I will be with you; I am everywhere, in all places at all times.”

There is an outpost of the OverLord’s Army in the nearby town of Harbour Joy, and you borrow horses there for the ride to the Vales of the Passage Lakes, 250 miles away. You have only to ask for the horses and state your reason, and they are given to you. People in the Liberated Land are committed most of all to the OverLord’s cause. Helping anyone toward that end is always a joy to them.

After you have obtained the horses, you rest for the remainder of the night and set out the next morning. The journey is quite uneventful; you cross the White Ridge Mountains and travel across the Northern Plain. In five days, you arrive at the Eastern Vale and ride down the trail to Mt. Challenge Passage Lake. A man is there ahead of you to collect your horses; he also has packs and supplies for you. “They’re all full and ready to go,” he says, “except that we’re completely out of rope just now. Trust the OverLord, through; He’ll take care of that if need be.”

Investigating the leather backpacks, you find that they each contain: a traveling cloak, a change of clothes, a large knife, a tinderbox, a scarf and hat, a roll of bandages, five candles, a week’s provisions, and a couple of cooking utensils. You each also have a bedroll, a hatchet, and a water skin.

You shoulder your pack, put your bedroll on top, and hang the hatchet and water skin from your belt. You are ready to go.

Internet Resources

If you would like further information on *DragonRaid*, plenty is available!

Over time, some or all of these references *may* become invalid, as internet providers change and such, so if a link doesn't work, use your favorite internet search engine, and track it down...

Before discussing the web, it is worth mentioning that there is a discussion group for *DragonRaid*. To subscribe, send an empty message to:

`dragonraid-subscribe@associate.com`

You will be emailed instructions to confirm your subscription. Once your subscription is confirmed, you will receive the group contributions to the mailing list.

The next page contains links to *DragonRaid* related web sites.

Enjoy!

What Makes a Good Adventure Master?

What makes a good Adventure Master? The question is difficult to answer because many elements contribute to effective game leadership. Some of the more obvious ones are discussed here. This is not all inclusive, and from time to time additional material will be offered.

A good Adventure Master must have spiritual maturity, social skills, and game knowledge.

An Adventure Master with spiritual maturity prays for wisdom in guiding the spiritual growth of the players and in directing the game. To understand the lessons in the DragonRaid adventures, you must also have an open, teachable spirit and a real commitment to Jesus Christ. You can teach only what you yourself understand! Finally, remain open-minded with your players; you may learn something from them.

Since DragonRaid is a group game, social skills are very important. These include: helping your players resolve differences between themselves or with you; admitting mistakes or ignorance; and maintaining sensitivity to the needs of your players. If someone is not participating, encourage him or her to join in. Should someone dominate the play to the detriment of others, deal firmly but gently with the situation so that all may enjoy the game.

There is a one very important point to remember. Allow the players to struggle with problems such as rescue or conversion; do not intervene unless the player becomes frustrated. Struggle is necessary for the Christian in meeting life's problems.

Then there are game skills. These are vital, for if the game is not run properly, no benefit will result, either for the Adventure Master or for the players.

First and most basic is a thorough understanding of the rules. This means that you must take the time to study them, and you must understand them well enough to explain them to other people. Fortunately, this is not as hard as it may sound.

Second, you must be able to use your imagination. This, too, is a critical point and is closely linked with the final item, role playing.

Role playing means adopting the personalities of all the non-player characters in the game. Anything not run by a player must, by default, be run by you, whether it be a dark creature, a dragon or dragon slave, or another LightRaider. Again, this is not as difficult as it may seem at first. Nearly everyone role-plays unconsciously. Think how you tell a story or a joke: Don't you assume the persona of the characters to an extent? Simply build upon this ability, and don't worry too much about it at first — as you play more, your role playing will become easier. Besides, it's fun!

Part II

Rules

RuleBook

Definitions

Active Defense defense of a LightRaider or dark creature; same as a Defense Roll (see below).

Advanced Combat consists of normal combat procedure plus two other options for attack: the halfswing and the critical swing.

Attack Roll

for a LightRaider: Weapon Ability + roll of StarLot.

for a dark creature: Battle Ability + roll of Shadow Stone.

Battle Ability a dark creature's numerical ability to attack and defend. Dark creatures do not have separate attack and defense ratings. A Battle Ability is also assigned to dragons and dragon slaves.

Battle Grid an 8" x 11" sheet of paper divided into one inch squares that is used during a battle.

Critical Hit a hit on one's opponent that may kill or disable him instantly.

Critical Swing an optional swing that is part of Advanced Combat and may result in a critical hit according to the roll of the StarLot.

Defense Roll

for a LightRaider: Shield of Faith rating + roll of StarLot.

for a dark creature: Battle Ability + roll of Shadow Stone.

Difficulty Level a numerical value assigned to a specific action to denote its comparative difficulty.

Half-Swing uses same procedures as normal combat, but causes only half as much damage.

Mind Speech evil thoughts that dragons put into the minds of men.

Multiple Attack Combat combat in which more than one creature attacks a single LightRaider or vice versa.

Normal Combat the procedure by which combat is run, consisting of rounds and phases in which the opponents alternately attack and defend.

Passive Defense defense of a LightRaider or dark creature by using Shield of Faith or Battle Ability (respectively) alone, without roll of StarLot or Shadow Stone.

Simultaneous Combat the state in which two opponents are fighting one another at the same time. Combat is usually simultaneous, unless one opponent surprises the other.

Success Check comparison of a StarLot percentile roll (see page 42) and a number on the Success Grid to determine whether a LightRaider is successful in an attempted action (see page 235).

Weapon Ability the rating that a LightRaider has in any given weapon. The higher the rating, the more skillful he is in the use of the weapon.

Game Equipment

LightRaider HandBook This book contains much of the knowledge that your character would have acquired in his studies at DragonRaider Academy. All players (and the Adventure Master) need to read this book thoroughly.

Adventure Master Manual This comprehensive manual is for Adventure Masters only. The rest of the players should not read it.

RuleBook This short booklet contains the rules that you need to know to play DragonRaid. It is included in the Adventure Master Manual as well as published separately as a handy reference for players.

New Player Briefing This contains the information necessary to begin playing DragonRaid. Although it permits you to get into the game quickly, you should still read the LightRaider HandBook thoroughly if you want to be a successful player.

LightRaider Test Adventure GuideBook This is the first DragonRaid adventure. It is designed for beginning players and Adventure Masters. Only Adventure Masters should read this GuideBook; players should read the introduction marked "LightRaider Test Player Briefing" found in this GuideBook and in the New Player Briefing.

Rescue of the Sacred Scrolls Adventure GuideBook This second adventure leaves more decisions to the players and Adventure Master; it assumes you have already played *The LightRaider Test*. The GuideBook contains everything necessary for the adventure, including cue cards and the New Player Briefing.

LightRaider Figures Cardboard depictions of LightRaiders which help represent the location of characters, particularly useful during Combat.

Counters Markers used to represent dark creatures and other inhabitants of Talania on the battle grids.

Battle Grids Two 8" x 11" battle grids covered by 88 numbered one-inch squares.

Cassette Tape A cassette tape which introduces DragonRaid. It helps new players and Adventure Masters learn the basic rules and create characters.

StarLot The ten-sided, transparent crystal is used in DragonRaid to generate random numbers.

Shadow Stone This eight-sided, opaque die is used almost exclusively to generate random numbers for evil non-player characters and creatures.

Character Sheets These sheets are designed to help you keep longstanding records of your character's strengths, abilities, and other statistics.

LightRaider WorkSheets The worksheet is used to calculate all of the statistics for a LightRaider.

Using the StarLot and Shadow Stone

The StarLot is the crystal used primarily by good forces to shape characters or to decide outcomes; the Shadow Stone is used by evil forces for their random determinations. The StarLot generates random numbers from 1 to 10; the Shadow Stone gives numbers from 1 to 8. However, they can both be made to generate other ranges of numbers. Below is a list of their most common uses. Remember, a roll of zero from the StarLot is a 10, unless rolling it for a percentage.

1. The StarLot may be used to find a number from 2 to 20. To do this, you multiply your roll by 2; or else roll twice and add the results. The instructions will specify which method to use.
2. The Shadow Stone may be used to generate a number from 2 to 16. Multiply your roll by 2 or roll twice and add the results. The will instructions specify which method to use.

3. Using the StarLot, you may find a number from 1 to 5 by simply dividing the value shown on the die by 2, rounding up.
4. The Shadow Stone may be used in the same way to generate a number from 1 to 4.
5. The StarLot is very useful in generating a percentile. Roll the StarLot twice, designating the first roll as tens and the second roll as ones. Then read the result as a percentage. For example, rolling a 5 and a 7 gives you 57 percent.
6. You can add or subtract a set number from one or more rolls of the StarLot. For example, if you add 3 to one roll of the StarLot, you generate numbers from 4 to 13. This is written: SL + 3. (When subtracting, ignore results of zero or below; consider them “1”.)
7. You may also add or subtract a set number from one or more rolls of the Shadow Stone. For example, subtracting 2 from one roll of the Shadow Stone gives you a number from - 1 to + 6. This is written: SSt - 2. (Again, you should ignore results of zero or below or consider them a “1” instead.) By rolling the Shadow Stone and adding 2 to the result, you may get a number from 3 to 10. This is written: SSt + 2.

Ability (or Success) Checks

Many times while playing DragonRaid you will be asked to make a *Ability (or Success) Check*. To do this, you need to learn how to use the Success Grid that is printed on your Character Sheet (and also on page 43). Here is an example for you:

You are walking down a trail, and the Adventure Master says you hear a noise ahead of you. You want to try to determine what caused the noise — a chipmunk, a bear or an orc — so the Adventure Master tells you that you need to make a Success Check using your Listening Ability of 7. He says the noise has a Difficulty Level of 4.

The numbers across the top of the Success Grid represent Difficulty Levels. The numbers down the left side of the Success Grid represent your Ability ratings. Run your finger across row 7 until you come to column 4. Notice that the number there is 45. Now, to see whether you recognize the noise or not, you roll the StarLot twice. The first number rolled represents the tens and the second represents the ones. For example, suppose you roll a 4 and then a 1. That gives you a total roll of 41. In order to win a Success Check, the number you roll must be *equal to or greater than* the number on the grid. In this example, 41 is less than 45, so you failed

the Listening Check and do not know what made the noise on the path ahead.

Table 1: Success Grid

		DIFFICULTY LEVEL														
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
A B I L I T Y R A T I N G	1	45	55	65	75	85	95	-	-	-	-	-	-	-	-	-
	2	40	50	60	70	80	90	-	-	-	-	-	-	-	-	-
	3	35	45	55	65	75	85	95	-	-	-	-	-	-	-	-
	4	30	40	50	60	70	80	90	-	-	-	-	-	-	-	-
	5	25	35	45	55	65	75	85	95	-	-	-	-	-	-	-
	6	20	30	40	50	60	70	80	90	-	-	-	-	-	-	-
	7	15	25	35	45	55	65	75	85	95	-	-	-	-	-	-
	8	10	20	30	40	50	60	70	80	90	-	-	-	-	-	-
	9	10	15	25	35	45	55	65	75	85	95	-	-	-	-	-
	10	10	10	20	30	40	50	60	70	80	90	-	-	-	-	-
	11	10	10	15	25	35	45	55	65	75	85	95	-	-	-	-
	12	10	10	10	20	30	40	50	60	70	80	90	-	-	-	-
	13	10	10	10	15	25	35	45	55	65	75	85	95	-	-	-
	14	10	10	10	10	20	30	40	50	60	70	80	90	-	-	-
	15	10	10	10	10	15	25	35	45	55	65	75	85	95	-	-
	16	10	10	10	10	10	20	30	40	50	60	70	80	90	-	-
	17	10	10	10	10	10	15	25	35	45	55	65	75	85	95	-
	18	10	10	10	10	10	10	20	30	40	50	60	70	80	90	-
	19	10	10	10	10	10	10	15	25	35	45	55	65	75	85	95
	20	10	10	10	10	10	10	10	20	30	40	50	60	70	80	90

Creating a Character

Creating a character has been made as simple as possible by the use of a LightRaider Worksheet. This worksheet contains virtually all the information that you need; use it as you create your character.

All characters in DragonRaid have different attributes that stem from the Fruit of the Spirit listed in Galatians 5:22-23. You will find nine “Character Strengths” listed in the upper left-hand corner of the LightRaider Worksheet. In order to find a rating for any one of these, take the StarLot and roll it. For example, suppose you get a 7. That means you have a Love Strength of 7. Suppose you roll the StarLot again and get a 4; this will be your rating for Joy. Follow the same procedure for the remaining Character Strengths, rolling the StarLot once for each. (Note: A roll of “0” on the StarLot is “10,” *not* zero.)

After you have rolled for each one of the Character Strengths, add them all together and divide the answer by 2 (disregard any remainders). The result is your Physical Vitality, which is a measure of how healthy you are. If your Physical Vitality is less than 19, your character is too weak to enter the Dragon Lands. Begin again and create another character.

Next you need to find ratings for your Strength and Agility. Strength is merely the physical strength of a LightRaider; and Agility is a LightRaider’s coordination and dexterity. To determine Agility and Strength, roll the StarLot once for each.

Now you must find ratings for an assortment of Character Abilities, Armor Ratings, Weapon Abilities and Defensive Abilities. Eight Character Abilities, one Weapon Ability, and all of the Defensive Abilities are required for a beginning LightRaider. Then players may choose three more Character Abilities and three more Weapon Abilities. In any ability not chosen, the player automatically has a rating of 1.

First find the rating for the Character Abilities. Use the formulas found on the LightRaider Worksheet, dropping all remainders. For example, the Hope Character Ability is determined by adding $(3 \times \text{Joy}) + \text{Peace} + \text{Patience} + \text{Faithfulness}$ and dividing the sum by 6. You will see that all the Character Abilities are based on the Character Strengths and sometimes other Character Abilities. Once you have calculated the required eight Character Abilities (Courage, Endurance, Hope, Knowledge, Listening, Quiet Movement, Vision and Wisdom), you are ready to go on and figure your character’s Armor Ratings

The character’s Armor is found as follows:

BELT OF TRUTH	Knowledge Ability
BREASTPLATE OF RIGHTEOUSNESS	Goodness Strength
SHIELD OF FAITH	All Character Strengths added together and divided by 9.
HELMET OF SALVATION	Hope Ability
SWORD OF THE SPIRIT	1 for all beginning players. (This rating may be raised by adding maturity units)
BOOTS OF THE GOSPEL OF PEACE	Love + Joy + Peace + Goodness + Faithfulness, divided by 5.

Note: When dividing a number to determine an Ability or Armor rating, always disregard the remainder (even when it is more than 5).

Once you have figured out your character's Armor ratings, you may then figure the Weapon Abilities. Start with Solo Battle, which is a required Weapon Ability. Then choose three Weapon Abilities from the list below Solo Battle. Please note that additional information on Weapon Abilities is found in section IV-F of the LightRaider HandBook. There is a summary chart that indicates whether the weapon is a melee or distance weapon and tells the damage it does.

Next on the LightRaider Worksheet are the Optional Character Abilities. A player has the opportunity to choose *three* of these—any three that he desires. Once your three Optional Character Abilities have been chosen, the only thing left to do is figure the formulas for Defensive Abilities. Once all the calculations have been done on the LightRaider Worksheet, take the Character Sheet and transfer the information to it. Notice that for all the Character Strengths, Character Abilities, Weapon Abilities, Defensive Abilities, Armor and Physical Attributes, there is an extra column marked “adds.” These lines are for recording temporary bonuses that you may gain, for instance, by saying WordRunes. There is another column beside Weapon Abilities with the word “damage.” This is for recording the amount of damage that each of your weapons can do. On the front of the Character Sheet you will notice a Success Grid that will determine the success or failure of certain actions that you do. Below it is the 1-5 Chart. A StarLot can generate a number from 1 to 5 using this chart. [Note: The function of the 1-5 chart can be duplicated by dividing the roll of the StarLot by 2 and rounding up.]

Turn over your Character Sheet. On the back are areas for keeping records and

statistics related to your character. The boxes marked Love, Joy, Peace, Patience, Kindness, Goodness, Faithfulness, Gentleness, Self-Control and Sword of the Spirit are good places to record maturity units. More is said about maturity units in the section “Improving a Character.” The next box, “Special Items,” is a place to record unusual things that you have received, such as a healing potion.

“Wounds” is where you may keep track of your Physical Vitality. Write in your Physical Vitality from the other side of the sheet. Then use the open space to record injuries. That way the front of your Character Sheet stays clean. “Special WordRunes” are detailed in the LightRaider HandBook. This is a place to keep track of when and where they are used. At the bottom is the LightRaider’s “Standard Equipment.” These items are ones you usually carry. And finally, the “Notes” section is for any other additional references that you would care to make.

The Armor of God

LightRaiders are completely armed for battle with the Evil One. This raging war between good and evil is deadly; so we are instructed to “put on the full armor of God so that you can take your stand against the devil’s schemes” (Ephesians 6:11). A list of the Armor of God is found in the Sacred Scrolls (Ephesians 6).

LightRaider Armor weighs nothing. It is invisible to dragon slaves, dark creatures and, under most circumstances, to other LightRaiders. Only at special times can LightRaiders observe one another’s Armor. Dragons, however, can see the Armor from a distance of a quarter mile.

BELT OF TRUTH (BT) The Belt of Truth is the degree to which a LightRaider has learned from the Sacred Scrolls. It helps him to avoid Ability Checks when faced with certain enchantments or temptations, since the LightRaider automatically resists if the Belt of Truth rating is high enough.

- The Belt of Truth rating is the same as the Knowledge Character Ability rating.

BREASTPLATE OF RIGHTEOUSNESS (BR) The Breastplate of Righteousness represents the extent to which the OverLord’s righteousness has been worked out in the LightRaider’s life by obedience to Him. It enables him to resist invitations to impure acts.

- Your initial Breastplate of Righteousness rating is the same as your Goodness Character Strength rating. It increases as your Goodness Character Strength increases.

SHIELD OF FAITH (SF) The Shield of Faith is a measure of the LightRaider's trust in the OverLord. This faith is the LightRaider's most important defense against dragon fire. It also protects him from all conventional weaponry, such as swords, axes, and arrows; and it protects him from physical attacks by dark creatures.

- Your beginning Shield of Faith rating is determined by adding your nine Character Strengths together and dividing by nine.

HELMET OF SALVATION (HS) The Helmet of Salvation gives LightRaiders their hope of eternal life in the Everlasting Kingdom. This hope in the OverLord assures them that they are indeed members of the TwiceBorn.

- Your Helmet of Salvation rating is the same as your Hope Character Ability and it increases as your Hope increases.

SWORD OF THE SPIRIT (SS) The Sword of the Spirit is the only part of the Armor designed for defense and offense alike. It is the Word of the Almighty, an effective weapon in the LightRaider's hand. Your Sword of the Spirit rating determines what level of WordRune you may use: If you have a Sword of the Spirit rating of 1, you may use only WordRunes of Difficulty Level 1. Sword of the Spirit always begins as a 1; it will be raised as you gain maturity units by saying WordRunes from memory and by completing dragon raids.⁹ You may not use WordRunes of more than three levels below your Sword of the Spirit rating. For example, if your rating is 5, you may use WordRunes of Difficulty Levels 2, 3, 4 and 5, but not 1.

- Twenty maturity units are required to raise the Sword of the Spirit rating by one point. For example, you must add 20 maturity units to your Sword of the Spirit rating of 1 in order to raise it to 2.

BOOTS OF THE GOSPEL OF PEACE (BGP) The Boots of the Gospel of Peace rating indicates the LightRaider's readiness to get involved in bringing peace, reconciliation, or rescue. If a LightRaider's BGP rating is sufficiently high, it may sustain him even when his courage has failed.

- The beginning Boots of the Gospel of Peace score is computed by adding Love, Joy, Peace, Goodness, and Faithfulness, then dividing the result by five. It increases only as those five Character Strengths increase.

⁹Reading WordRunes, which LightRaiders are allowed to do three times in each adventure, does not award maturity units to the Sword of the Spirit.

Battling Sin Enchantments

Sin enchantments may be contracted from many different sources: dark creatures, dragons, and sometimes inanimate objects that have been contaminated by evil beings. Each enchantment is transferred in a special way, and is directed at one or two particular Character Strengths or Abilities.

If a LightRaider is exposed to an enchantment, the Adventure Master rolls the Shadow Stone to determine its Difficulty Level. The LightRaider uses his defending Character Strength and rolls the StarLot using the Success Grid. If he fails this roll, he must reroll against his Shield of Faith to see if any spiritual damage is incurred. If he fails that roll, he will lose 1 to 8 maturity units from the Character Strength involved, depending on the Difficulty of the enchantment. For instance: if the Difficulty Level is 7, the LightRaider loses seven maturity units from one of his Character Strengths. *The player must act as if his character believes the erroneous thought or is affected by the enchantment*, until he is rescued by his companions.

Table 2: Sin Enchantment Battle Summary Chart

1. **Enchantment Attack**

Adventure Master rolls the Shadow Stone to find the Difficulty Level of the Enchantment.

2. **LightRaider Defense — Level 1**

LightRaider rolls StarLot on Success Grid against the specific Character Strength under attack.

- If successful, he has resisted the enchantment; if the roll failed, he falls under enchantment and goes on to step 3.

3. **LightRaider Defense — Level 2**

LightRaider rolls again against his Shield of Faith (at Difficulty Level specified above).

- If successful, he takes no damage but is still enchanted. If the roll failed, he takes damage (equal to the Difficulty Level) against the targeted Character Strength.

Combat Procedures

Introduction

Whenever any type of encounter is imminent, the Adventure Master should place one of the cardboard battle grids on the table. Each grid consists of an 8" x 11" card divided into 1" squares, with each inch representing five feet in EdenAgain. Cardboard or metal figures are set on this grid so that the players and the Adventure Master can visualize the action. The Adventure Master places the dark creature counters and controls their movements; each player places his or her character on the grid and controls the character's movement.

While the characters are on the battle grid, game play is measured in rounds. In each round, every participating LightRaider and dark creature (or dragon slave) exercises one (and *only* one) of three possible options:

Movement He may move as many as two squares (ten feet) on the battle grid in any direction except diagonally. Retreating from combat is also considered a movement option. (For more information on retreating, see under next section, "Normal Combat.")

... or ...

Action He draws a weapon, changes weapons, gets something from his backpack, says a WordRune, etc. He may even choose to do nothing.

... or ...

Combat He attacks—but only if his weapon is ready and his opponent is in an adjacent square (*not diagonally*) or within range of a distance weapon.

Rounds are conducted in segments for orderly play. These segments are:

- 1. Declaration** The Adventure Master records what options the dark creatures or dragon slaves will choose for that round. Similarly, each player states what option his or her character will choose.
- 2. Battle** Those who have chosen the combat option now proceed with their attack. A LightRaider always attacks first, and the dark creature defends (this is called phase 1). Then the dark creature attacks and the LightRaider defends (phase 2). See more details in the next section ("Normal Combat").

3. **Action** Any LightRaiders or dark creatures who chose this option now take the action they specify. Again, LightRaiders go first.
4. **Movement** LightRaiders or dark creatures who chose to move do so now (LightRaiders go first).

To repeat, no LightRaider or dark creature may exercise more than one option per round. After Round I is finished, Round II is conducted in the same way (and so forth until the encounter is finished).

Normal Combat

When combat occurs, it is considered to be simultaneous—i.e., both combatants are attacking each other at once. Exceptions to this rule will be discussed in a later section.

For game purposes, however, the opponents must attack each other separately. LightRaiders always attack first; dark creatures, dragon slaves, and dragons attack second. However, even if a LightRaider kills his opponent in the first half of the round, the opponent still gets to attack once in return. This simulates real hand-to-hand combat, in which both combatants may conceivably be killed or injured at the same time.

In simultaneous combat, the following procedure is carried out. (Here again, dark creature means either a dark creature or a dragon slave, since both use the Shadow Stone):

ROUND I

PHASE 1

LightRaider's Attack Roll

LightRaider rolls StarLot.

LightRaider adds result of roll to his Weapon Ability rating.

Enemy's Defense Roll

Dark creature rolls Shadow Stone.

Dark creature adds result of roll to his Battle Ability.

Compare the two numbers.

If the LightRaider's number is less than or equal to the dark creature's, then the LightRaider has missed—begin Phase 2.

If the LightRaider's number is greater than the dark creature's number, then the LightRaider has hit the dark creature. He rolls the StarLot again to determine the amount of damage his weapon has done to the dark creature. Then the Adventure Master secretly subtracts the damage from the dark creature's Physical Vitality.

PHASE 2

Enemy's Attack Roll

Dark creature rolls Shadow Stone.
Dark creature adds result of roll to his Battle Ability.

LightRaider's Defense Roll

LightRaider rolls StarLot.
LightRaider adds result of roll to his Shield of Faith rating.

Compare the two numbers.

If the dark creature's number is greater than the LightRaider's, then the dark creature has hit the LightRaider. The Adventure Master rolls the Shadow Stone to determine damage done by the dark creature, and the player subtracts this damage from his character's Physical Vitality.

If the dark creature's number is less than or equal to the LightRaider's number, then the dark creature has missed. If both opponents are still alive and want to continue fighting, the battle is resumed when all players are ready for Round II.

ROUND II

Round II and all the succeeding rounds are fought in exactly the same way. The battle continues until someone is killed or retreats.

* * *

Notes on Combat

If a LightRaider is fighting a dragon slave, the Adventure Master must inform the LightRaider when the dragon slave reaches 10 or fewer Physical Vitality points (see next section).

There are two situations in which combat is not simultaneous. Under these conditions, one side will get one or more free attacks:

1. Non-simultaneous combat most commonly occurs when one side is ambushed or surprised in some other way. (If both sides are surprised, combat is simultaneous.) For instance: “A group of dragon slaves jumps out from behind a rock and ambushes the LightRaiders.” In cases of this sort, the surprise is written into the adventure. But surprise may also occur when one of the combatants shoots the other from a hidden vantage point with a distance weapon.
2. The second type of non-simultaneous combat occurs in a withdrawal or retreat. One combatant may choose to withdraw for any reason (usually because he is wounded). When this happens, he declares that he is withdrawing; thereafter he may not attack or actively defend himself. This gives his opponent the opportunity to attack with a greater chance of success, and to defend without any danger of being injured. A retreating combatant is only allowed to make a passive defense. For example: A LightRaider with a Shield of Faith rating of 7 would have only that 7 in defense. Likewise, a dark creature or dragon slave would have only his assigned Battle Ability for that round. No StarLot or Shadow Stone may be rolled.

SUMMARY OF NORMAL COMBAT PROCEDURE

ROUND 1

Phase 1: LightRaider Attacks

LIGHTRAIDER'S ATTACK ROLL		ENEMY'S DEFENSE ROLL	
Weapon Ability + roll of StarLot	must be greater than	Battle Ability + roll of Shadow Stone (done by Adventure Master)	to hit enemy.
If LightRaider hits	then	LightRaider rolls StarLot to determine damage according to weapon use	and then
			Adventure Master takes damage off enemy's Physical Vitality.

Phase 2: Enemy Attacks

ENEMY'S
ATTACK
ROLL

Battle Ability + roll of Shadow Stone (done by Adventure Master)

must be greater than

LIGHTRAIDER'S
DEFENSE
ROLL

Shield of Faith + roll of StarLot

to hit LightRaider.

If enemy hits

then

Adventure Master rolls Shadow Stone to determine damage according to enemy involved

and

LightRaider takes damage off his Physical Vitality.

ROUNDS 2, 3, 4, 5, etc...

Repeat Phase 1 and Phase 2

until any one of four things happens

LightRaider's Physical Vitality = 0 (dead)

or

LightRaider retreats

or

Enemy's Physical Vitality = 0 (dead)

or

Enemy retreats.

Battling Dragon Slaves

Battling dragon slaves on EdenAgain presents a unique problem for LightRaiders, because the OverLord of Many Names has instructed His people not to kill them. He loves them and desires that they would give their allegiance to Him rather than

the dragons. Thus, on EdenAgain, the TwiceBorn may wound but not kill the Once Born. Players must see that their characters are careful when battling dragon slaves.

Serious penalties are imposed for killing a dragon slave, whether it is done purposefully or accidentally. Therefore, LightRaiders have developed at least two ways to deal with dragon slaves without killing them:

- 1. Disarming.** In order to disarm a dragon slave, a player must first indicate to the Adventure Master that he wishes to do so. Then the LightRaider rolls a StarLot. If he rolls a 9 or a 10, it means that he has successfully knocked the weapon from the dragon slave's hand. The player may not make any further attacks in the round when using this option. The dragon slave gets to attack normally during that round, even if his weapon was knocked away, since this is simultaneous combat. The LightRaider may also defend normally. In the next round, if the enemy has not been disarmed, the LightRaider may try again to disarm him, or he may attack normally.
- 2. Overpowering.** This option works best when the dragon slave is down to 10 Physical Vitality points or less, but may be tried any time. The player must inform the Adventure Master that he wishes to bind the dragon slave. Then the player adds his character's Strength and Agility scores together and compares the result to the dragon slave's Physical Vitality plus Shadow Stone roll. If the LightRaider's number is greater than that of the dragon slave, then the LightRaider has succeeded in overpowering the dragon slave and may tie him up (which requires his full attention for two rounds). Regardless of whether the LightRaider's roll is high enough, the dragon slave still gets to attack normally during that round.

Two or more LightRaiders may combine their Strength and Agility scores to overpower a dragon slave. Again, as with one LightRaider, *the next two rounds of battle must be spent in binding the dragon slave*. None of the LightRaiders involved in overpowering him may fight for those two rounds.

Multiple Attack Combat

This procedure is followed when two to more¹⁰ LightRaiders are attacking a single enemy, or two to more dark creatures are attacking a single LightRaider. Here are two rules to help you understand how multiple attacks work:

Rule 1.

¹⁰Normally the maximum would be four – based on how the battle grid is used.

When either a LightRaider or a dark creature is defending himself against more than one attacker, he uses his defense roll to block the *lowest attacking number* first. If, after subtracting that number from his defense roll, he still has enough points left to block another attack, he may do so. He subtracts points from his defense each time he blocks an attack until he has too few points left to block another attack (each time, his Defense must be *greater than* or *equal to* the Attack value).

For example, LightRaider Taren has a defense roll of 18 and is attacked by two orcs who have attack rolls of 11 and 8. Taren blocks the 8 successfully (note that the lowest attack is blocked first). But now Taren has only 10 points left—not enough to block the 11-point attack. This means that his defense of 18 was only large enough to block one attack. Thus:

Initial Defense Roll:	18
Minus First Attack:	- 8
Remaining Defense	<u>10</u>
Minus Second Attack	- 11
Remaining Defense	<u>-1</u>

Since the subtraction of the second attack resulted in a number below zero, Taren was not successful in blocking the second attack. Note that if Taren's defense was 7, he could not have blocked either attack.

The same rule applies to a number of LightRaiders attacking one enemy. Suppose that four LightRaiders (A, B, C, and D) are all using swords to attack a troll that has a Battle Ability of 10. The four LightRaiders each have a Sword Attack Ability of 4 and a Shield of Faith of 5, as follows:

	A	B	C	D	Troll
Sword Ability	4	4	4	4	Battle Ability 10
Shield of Faith	5	5	5	5	

Suppose all four LightRaiders are able to attack the troll at once. They all roll the StarLot and come up with results as follows:

	A	B	C	D
Roll of StarLot	4	8	3	9
+ Sword Ability	4	4	4	4
Total (Attack Roll)	8	12	7	13

Now the Adventure Master rolls the Shadow Stone and adds it to the troll's Battle Ability as follows:

Roll of Shadow Stone	5
+ Troll's Battle Ability	+ 10
Total (Defense Roll)	15

So the troll has a total defense roll of 15.

Now the Adventure Master arranges the LightRaider's attacks in order, beginning with the lowest, as follows:

A	B	C	D
7	8	12	13

He compares them to the troll's defense roll, subtracting the LightRaider's attack rolls one by one, as follows:

Initial Defense Roll:	15
Minus First Attack:	- 7
Remaining Defense	8
Minus Second Attack	- 8
Remaining Defense	0

Thus, the troll blocked only the two lowest attacks.

Rule 2.

If a player has two or more opponents to attack, he must *choose only one*. He cannot attack more than one opponent in the same round. Thus, in Taren's case, he must choose one of the two orcs and attack *only* that target in this round. He may change targets for the next round.

Using Distance Weapons

Distance weapons include spears, war hammers, bows, hand axes, daggers, battle axes, slings, and military forks.

When the defender is not taken by surprise, follow the procedure for normal combat, making sure that the opponent is within the range of the weapon being used.

When a defender is taken by surprise, he may not add a StarLot roll to his Shield of Faith (if a LightRaider) or a Shadow Stone roll to his Battle Ability (if a dark creature).

Quite often a player will want to use a distance weapon even though his character is positioned behind another LightRaider. This can be allowed only when he is behind just one other LightRaider. In that situation he may use a distance weapon under the following rule:

If the character using the distance weapon proves to be unsuccessful in his attack, there is a possibility that he may have hit his own friend. He must find out if this happened. To do so, he rolls a normal attack against the LightRaider in front of him, including a roll for damage if a hit was made.

Distance weapons cannot be used to attack an opponent in an adjacent square on the Battle Grid. However, distance weapons can be used to attack diagonally, which is never allowed in melee combat.

Losing Physical Vitality

Every creature in the game of DragonRaid (except a dragon) has a Physical Vitality rating. A LightRaider's Physical Vitality is found by adding all his Character Strengths and dividing the result by 2. As his Character Strengths go up, his Physical Vitality also increases.

Dark creatures have a pre-assigned Physical Vitality. These can be found in the Adventure Master Manual or in the text of the adventure. Dragon slaves also have pre-assigned Physical Vitalities that are stated in the adventure. In later supplements, dragon slaves will have variable Physical Vitality.

Since Physical Vitality is a measure of bodily sturdiness, any damage suffered in combat must be subtracted from the Physical Vitality score. For example: A LightRaider with a Physical Vitality of 25 is hit by an orc. Rolling the Shadow Stone, the orc gets a 6, which must be subtracted from the LightRaider's 25 points. This gives him a temporary Physical Vitality of 19. Those 6 points of damage may be healed, however. (See Recover from Injury chart in section IV A of the Adventure Master Manual.)

There are five degrees of injury for Talanians, each causing certain results:

1. **Wounded** Caused by any loss of PV points; must make an Endurance check at Difficulty Level 3 to travel.
2. **Seriously wounded** PV of 10 to 6; must make an Endurance check at Difficulty Level 8 to travel.
3. **Critically wounded** PV of 5 or below; cannot travel or fight.
4. **Unconscious** PV of 3 to 1.

5. Dead PV of 0.

The Adventure Master enforces these rules. He must keep track of who is wounded and make the Endurance check on the morning of each day in EdenAgain. If any character fails the roll, he cannot travel because he is in too much pain. The party has three options: 1) stop; 2) carry him; or 3) find a way to heal him so that he is well enough to travel.

Advanced Combat

Note: The Advanced Combat System is included for the purpose of making a battle more realistic and exciting. Since real war is brutal, this may offend some players. *This system is optional.* The Adventure Master and the group can decide together whether to use it or not, but it should not be used if anyone is offended by it. See section III E in the Adventure Master Manual for further guidelines.

Once you know how to do normal combat, it is very easy to learn advanced combat. It differs from normal combat only in that it offers two additional, optional ways in which a character may attack a dark creature, a dragon, or a dragon slave. These two options are the half-swing and the critical swing. When players are using advanced combat, they must tell the Adventure Master whether they are attacking normally, with a half-swing, or with a critical hit. If they fail to inform the Adventure Master of their choice, he must assume that they are using the normal attack.

THREE OPTIONS FOR ADVANCED COMBAT

1 Normal attack: use normal combat	2 Half-swing: use normal combat but reduce damage by half	3 Critical swing: see procedure that follows
--	---	---

Normal attack Use normal combat rules.

Half-Swing The half-swing is performed in exactly the same way as normal combat, except that all damage is reduced by half. If a player is using the halfswing and rolls a 7 on the StarLot for damage, he consults the 1 to 5 chart on the Character Sheet¹¹ for the amount of damage done. The chart shows that he did 4 points of damage instead of 7. (Further divide this result by 2 if the weapon

¹¹...or rolls a StarLot, divides the result by two, and rounds up...

is capable of only 1-5 points of damage in the first place.) The half-swing is very useful when fighting dragon slaves, since LightRaiders are not supposed to kill them.

Critical Swing The critical swing is a bit more complicated. In order to use the critical swing, the player goes through the following steps (see also the charts that follow):

1. He attacks as in normal combat.
2. If he hit his opponent, he immediately rolls the StarLot again. If he rolls a 10 on the StarLot, he goes to step 3. If he rolls 1-9, it is only a normal hit. He simply rolls the damage according to the weapon he was using, and the battle continues as usual.
3. If he gained a critical hit (i.e., rolled a 10), he consults the Critical Hit Chart in this section and rolls the StarLot again to determine what part of his opponent's body he has hit.

Let's say he rolls a 7. He finds #7 on the Critical Hit Chart. It says, "Neck Hit". He then rolls the StarLot again to determine damage.

Suppose he rolls an 8. It says, "Neck broken or head cut off—instant kill". The player has killed his opponent instantly.

However, suppose he rolls a 2. That is just a slight hit. He does normal damage according to the weapon he is using, but his opponent loses his attack the next round. The opponent may, however, still use passive defense.

A similar procedure is followed in phase 2 of the round, and all is repeated in successive rounds until an opponent retreats or is killed.

CRITICAL SWING PROCEDURE

ROUND 1

Phase 1: LightRaider Attacks

LIGHTRAIDER'S
ATTACK
ROLL

ENEMY'S
DEFENSE
ROLL

Weapon
Ability + roll
of StarLot

must
be
greater
than

Battle Abil-
ity + roll
of Shadow
Stone (done
by Adventure
Master)

to hit
enemy.

If
Light-
Raider
hits,

then

he
rolls
Star-
Lot.

If
1-9
is
rolled,

LightRaider
rolls Star-
Lot again to
determine
damage
according
to weapon
used

then

Adventure
Master
takes Light-
Raider
damage off
enemy's
Physical
Vitality.

If a
"0"
(10)
is
rolled,

A crit-
ical hit
has been
scored. Go
to Critical
Hit Chart.

Using
Crit-
ical
Hit
Chart,

roll StarLot
to deter-
mine area
of body hit
and follow
instructions
on chart to
determine
damage

then

Adventure
Master
takes off
enemy's
Physical
Vitality

ROUND 1

Phase 2: Enemy Attacks

ENEMY'S
ATTACK
ROLL

LIGHTRAIDER'S
DEFENSE
ROLL

Battle Ability + roll of Shadow Stone (done by Adventure Master)

must be greater than

Shield of Faith + roll of StarLot

to hit Light-Raider.

If enemy hits,

then

Adventure Master rolls StarLot.

If 1-9 is rolled,

Adventure Master rolls StarLot again to determine damage, according to kind of enemy.

then

Adventure Master takes damage off Light-Raider's Physical Vitality.

If a "0" (10) is rolled,

enemy has scored a critical hit: go to Critical Hit chart.

Using Critical Hit Chart,

roll StarLot to determine area of body hit. Adventure Master follows instructions on chart to roll damage

then

Player takes damage off Light-Raider's Physical Vitality.

ROUNDS 2, 3, 4, 5, etc...

Repeat Phase 1 and Phase 2

until any one of four things happens

LightRaider's Physical Vitality = 0 (dead)

or

LightRaider retreats

or

Enemy's Physical Vitality = 0 (dead)

or

Enemy retreats.

Table 3: Critical Hit Chart³

First roll StarLot to ascertain type of hit, then roll again to determine result (damage).

Roll	Type of Hit	Damage
1	Chest Hit	Roll Percentile — A roll of 96% or above is an instant kill. If no instant kill, roll twice for extra damage
2	Leg Wound ^{1,2}	1-2 Means a broken leg; do double damage 3-8 Do normal damage; enemy loses next two attacks 9-10 Leg cut off; do double damage; enemy loses one point PV per round until bandaged.
3	Head Wound ^{1,2}	1-2 Eye put out; do double damage; loses next three attacks. 3-10 Roll twice for extra damage; enemy loses next attack.
4	Hand Wound ^{1,2}	1-4 Enemy loses weapon; do normal damage; enemy loses all attacks until another weapon is drawn. 5-8 Same as above; but hand broken. 9-10 Hand cut off; loses weapon; do double damage; enemy loses one point PV per round until wound is bandaged.
5	Chest Hit	Roll percentile — A roll of 96% or above is an instant kill. If no instant kill, do double damage; enemy loses next attack.
6	Groin	Roll percentile — A roll of 96% or above is an instant kill. If no instant kill, do double damage; enemy loses next two attacks.
7	Neck Hit ^{1,2}	1-3 Just a scrape; do normal damage; enemy loses one attack. 4-7 Do triple damage; enemy loses one point PV per round until bandaged. 8 Neck broken or head cut off — instant kill. 9-10 Do triple damage; spinal cord severed; paralyzed. Roll StarLot twice to determine percentage of body paralyzed.
8	Abdominal Hit	1-6 Roll twice for extra damage. 7-10 Do double damage; enemy loses one attack.
9	Chest Hit	Roll percentile — A roll of 96% or above is an instant kill. If no instant kill, do double damage; enemy loses next attack.
10	Groin	Roll percentile — A roll of 96% or above is an instant kill. If no instant kill, do double damage; enemy loses next two attacks.

¹ If combatant is not using an edged weapon, use the preceding category of damage. For example, if a staff is used to inflict a leg wound and the second roll is a 10, consider it instead to be an 8 because a staff is not edged.

² See following pages for more details on results of these critical hits

³ For explanation of terms, see notes that follow this chart.

Critical Hit Terms Defined

Double damage Roll the StarLot once and multiply the result by two. This is the total damage to be taken away from the opponent's Physical Vitality.

Instant kill If the indicated percentage or better is made on the StarLot, then the opponent is killed in one blow.

Lose next attack(s) May not attack for the indicated number of rounds, and may defend using only passive defense.

Lose one point of Physical Vitality per round Due to shock and loss of blood, must automatically subtract one point from Physical Vitality each round until the wound can be bandaged.

Normal damage The amount of damage a weapon normally does.

Roll twice for extra damage Roll the StarLot twice and add the results. The sum is the total damage done to the opponent's Physical Vitality.

Triple damage Roll StarLot once and multiply the result by three.

Further Explanation of Selected Critical Hits

The following explanations contain additional data on certain types of hits.

2 — Leg Wound A roll of *1 or 2* on the StarLot indicates that the leg is broken; the injured one may not walk on it for a period of one week. His ability to attack is also affected. He may attack only with his "base value". In other words, he may not add a StarLot roll to his Weapon Ability rating, or (for dark creatures or dragon slaves) a Shadow Stone roll to his Battle Ability.

A roll of *3 to 8* means the enemy loses his next two attack rounds after the completion of this round.

A roll of *9 or 10* means the opponent's leg is cut off; bleeding must be stopped or he loses one Physical Vitality point per round. He may not walk for three weeks. After that time, he may walk normally with a special wooden leg. Otherwise, he may move if assisted by two companions.

3 — Head Wound A roll of *1 or 2* indicates the loss of an eye. This causes the combatant thus blinded to be able to use melee weapons only—no distance weapons because of poor depth perception.

4 — Hand Wound A roll of *1 to 4* indicates that your opponent’s weapon is lost and he cannot attack you until he draws another. If he (or it) does not have a hand-held weapon or is not using hands, there is no weapon lost.

A roll of *5 to 8* carries the same consequences as above, except that his hand is broken and he cannot use it for a week. Thus, he must fight, if at all, with his other hand at a penalty of -2 on his Battle Ability or Weapon Ability.

A roll of *9 or 10* indicates that a hand is cut off. This is the hand holding the weapon. The bleeding must be stopped or one Physical Vitality point per round will be lost until the wound is bandaged. The victim must fight with his other hand at a penalty of -2 to his Battle Ability or Weapon Ability. If he is a LightRaider, the penalty continues until he returns to the Liberated Land to be retrained using his other hand or to get specially modified weapons. Note that if a hand is cut off, the character cannot use two-handed weapons such as a longbow or battle axe.

7 — Neck Hit A roll of *1 to 3* indicates the enemy is just scraped and loses one attack.

A roll of *4 to 7* indicates that your enemy is bleeding and loses one Physical Vitality point per round until bandaged.

A roll of *8* indicates an instant kill.

A roll of *9 or 10* indicates that your enemy’s spinal cord is severed. Roll the StarLot to find the percentage paralyzed. For each 20% rolled, one limb is paralyzed; i.e., 43% means two limbs, 75% means three limbs. (If more than 90% is rolled, then death occurs.) Now roll the Shadow Stone to see which limbs are affected (re-roll whenever you get duplicate results): *1 or 2* means right leg; *3 or 4* means left leg; *5 or 6* means right arm; *7 or 8* means left arm.

Fighting Dragons

LightRaiders must remember that the dragons’ primary goal is to attack the soul rather than the body. Therefore, three of the five types of dragon attack are aimed at spiritual damage rather than physical harm. The following table summarizes the types of dragon attack and effective defenses.

Dragon Attack Mode	Effective LightRaider Defense
Mind Speech	Refute by Scriptural Principles
Fire	Shield of Faith
Smoke	WordRunes
Breath	WordRunes

Physical Attack

Normal Weaponry

The LightRaider's method of attack and defense is determined by the dragon's attack mode. For example, a LightRaider may not defend against mind speech with normal weaponry; and he may not attack the dragon physically unless the dragon first attacks him in that way.

Following is a description of each of the dragon attacks with a few comments about defense.

1. Mind Speech

A. Attack

The dragon attacks with mind speech by imposing an erroneous thought upon the mind of a LightRaider. These thoughts are specified in the adventure.

B. Defense

The LightRaider must be able to refute any thought with arguments based on Scripture or scriptural concepts. Any player whose character has a Wisdom of 8 or more may do double damage to the dragon if he can give two arguments.

If the LightRaider refutes the thought, he does damage to the dragon's Pride Factor by an amount equal to his Belt of Truth rating. If the player does not refute the thought, he takes damage as specified in the adventure. If the character has a rating of only 1 or 2 in the Character Strength targeted by the mind speech, he automatically comes under its sway. The player must then have his character act as if he believes the vile thought until he is rescued (see *Rescue* on page 68).

2. Fire

A. Attack

The dragon's fire weapon may consist of fire, hot stones, lava or fire water, according to the type of dragon. Dragons may use their fire weapon an unlimited number of times per day.

B. Defense

A LightRaider's Shield of Faith is his only real defense against dragon fire. However, his Shield of Faith rating must be *equal to or greater than* the dragon's fire attack ability to avoid damage. If the Shield of Faith rating is less than the dragon's fire attack ability, the LightRaider suffers damage of one roll of the Shadow Stone for each point of the difference between the dragon's ability and the LightRaider's Shield of Faith.

Two or more LightRaiders who face a dragon together may combine their Shield of Faith ratings to resist the dragon's fire attack. This is usually necessary to resist the full fire damage of the dragon. In order to do this, however, all the LightRaiders must be within the effective range of the dragon's fire.

3. Smoke and Breath

A. Attack

The effects of the smoke weapon vary according to dragon families; the effects of the breath weapon depend upon the individual dragon. The enchantment transmitted by both the smoke and breath weapons will be specified in each adventure, as well as the results of falling under the enchantment.

B. Defense

Both weapons target a certain Character Strength, Ability, or Armor Rating. The area targeted will be specified in the adventure. To defend against a dragon's smoke or breath weapon, the player rolls a StarLot. If he rolls a number *less than or equal to* the targeted rating, he successfully defends himself. If he rolls a higher number, he falls under the enchantment and needs to be rescued. For example: LightRaider Kareth has a Self-Control of 6. He is attacked by a dragon's smoke weapon; the player running Kareth must roll 6 or less to save Kareth from the effects of the smoke.

A LightRaider may use WordRunes to attack a dragon that has used its smoke or breath weapon.

4. Physical Attacks

A. Attack

Dragons may use their teeth, claws, or tail to attack. All three do great amounts of damage. Note: The dragon attacks with all four feet only if attacking from the air, and it attacks with its tail only if someone is behind or to either side of it.

B. Defense

LightRaiders may use the Shield of Faith to defend, and normal weaponry to attack. The damage inflicted by the weapon is the normal amount.

Sequence of Dragon Battle

The dragon always attacks first, and will always begin with mind speech. Then the LightRaiders must refute the mind speech. In a round of mind-speech battle, there are not two phases as in normal combat. Each round of mind speech battle consists of:

- I. Dragon attacks with thought.
- II. LightRaider counterattacks with argument.

After the first round of dragon battle, consisting of mind speech, the Adventure Master rolls the StarLot according to the instructions in the Adventure Master Manual to see what attack mode the dragon uses next. The players may have to change their strategy, depending on what the dragon does; and the battle continues until the dragon is killed or flies away or all the LightRaiders are dead.

Damage inflicted upon a dragon reduces its Pride Factor. When this factor drops to 0, the dragon is dead.

Rescue

Original Rescue Rule

Many different forms of enchantment can entangle a LightRaider in the Dragon Lands. Usually when a LightRaider falls victim to one of them, he must be rescued. There are some enchantments that the LightRaider has to endure until they wear off. In other instances, it is up to those unaffected by the enchantment to free their trapped friends.

The rescue procedure works as follows: The unaffected members of the party must

advise their wayward friend in a kind and gentle way. This advice may include telling him why his action or thought is wrong, or why it will hurt him. Players can make use of Scripture or any other knowledge they have that would help in this situation. It is up to the Adventure Master to determine whether or not the players' statements are appropriate, though he may rely on the guidelines suggested in each adventure to help him decide. If he rules that the advice is acceptable, the LightRaider is rescued. If he rules that it is not, the LightRaider is still trapped by the enchantment.

Any number of attempts can be made; however, after 24 hours any enchanted LightRaider will cause the following rule to apply (although attempts to rescue him may continue even after the rule goes into effect):

When one member suffers, all the rest suffer with him. Consequently, for every person who is caught in a sin enchantment, the Adventure Master subtracts 1 from all the Character Abilities and Weapon Abilities of everyone in the party. Thus, if two people are caught, the Adventure Master subtracts 2 from all Character and Weapon Abilities. These effects last until the enchanted LightRaider(s) is (are) rescued.

Teamwork Rescue Rule – RuleBook Addition

This method for rescue generally supersedes instructions in the LightRaider Handbook, RuleBook, and Adventure Master Manual for Adventures 5 and beyond.

Enchantments attack Character Strengths and Abilities. In turn, unenchanted players must teach and counsel a player out of enchantment using the “TeamWork Rescue Rule.”

Unless otherwise stated in the adventure narrative, an enchantment has power established by one roll of the Shadow Stone: SSt + 10 (i.e., ten plus the number shown on one roll of the Shadow Stone). Each enchanted LightRaider's enchantment is established separately.

After the power of an enchantment is established, each player may give counsel once. By contributing advice and counsel, players contribute rescue points equal to their strength on the Character Strength or Ability attacked. Therefore, if a LightRaider with a JOY of 8 contributes against an enchantment that attacks JOY, 8 points are scored against the enchantment.

When enough LightRaiders contribute to add up to the enchantment's power, the enchanted LightRaider is freed.

If all unenchanted LightRaiders have contributed and there are still not enough points

to free an enchanted LightRaider, then all unenchanted LightRaiders can contribute once more.

If more than one LightRaider needs to be rescued, advice and counsel must continue to be offered. In other words, LightRaiders are rescued individually. (This forces players to think more deeply and to come up with more reasons why a particular evil is not a good idea). Note that a second enchanted LightRaider still requires every unenchanted LightRaider to give counsel or advice before LightRaiders who contributed to the first LR's rescue can contribute again! (This forces everyone into the spiritual warfare).

Acceptability of advice and counsel is decided by the Adventure Master.

Using WordRunes and TeamRunes

Reading WordRunes

A typical WordRune is shown below. The numbers along the left side refer to the explanations which follow.

1.	Unworldly Peace		
2.	Isaiah 26:3		
3.	<i>You will keep in perfect peace him whose mind is steadfast, because he trusts in you.</i>		
4.	Isaiah 26:3		
5a.	PE 1	DL 1	5b.
6.	The LightRaider who can correctly repeat the Unworldly Peace WordRune may add three points to his Peace rating for one action only.		
7.	May be used once per day on EdenAgain.		
8a.	PE + 1mu	SS + 1mu	8b.

- 1 *Title* This is the title of the WordRune.
- 2 and 4 *Scripture Reference* When you say a WordRune, you must begin and end with the Scripture reference.
- 3 *Scripture Text* This is the actual Scripture text as it appears in the New International Version of the Bible.
- 5a *Character Strength Requirement* This is the WordRune's Character Strength requirement. Your rating for the Character Strength mentioned (in this case the PE or Peace Character Strength) must be at least as high as this number to be able to use the WordRune.
- 5b *Difficulty Level* This is the Difficulty Level (DL) of the WordRune. Your Sword of the Spirit (SS) rating must be equal to or greater than the DL for you to use the WordRune. Since all LightRaiders start with a Sword of the Spirit rating of 1, beginning LightRaiders may only use DL1 WordRunes.

The Difficulty Level of a WordRune is determined by its length as follows:

- DL 1 WordRune contains from 1 to 19 words.
- DL 2 WordRune contains from 20 to 29 words.
- DL 3 WordRune contains from 30 to 39 words.
- DL 4 WordRune contains from 40 to 49 words.
- DL 5 WordRune contains from 50 to 59 words.
- DL 6 WordRune contains from 60 to 69 words.
- DL 7 WordRune contains from 70 to 79 words.
- DL 8 WordRune contains from 80 to 89 words.
- DL 9 WordRune contains from 90 to 99 words.
- DL 10 WordRune contains 100+ words.

A LightRaider may not use a WordRune more than three levels below his Sword of the Spirit rating. For example, a character with an SS of 5 may recite WordRunes of DL 5, 4, 3, or 2, but not 1.

- 6 *Description of Effect* This paragraph describes the WordRune's power or effect.
- 7 *Frequency of Use* In DragonRaid, WordRunes can only be used periodically. The frequency with which a WordRune can be used is found below the description of the WordRune's power, e.g., once per day. Here "day" refers to a day in EdenAgain, not a day in the lives of the players.

8a *Sword of The Spirit Award* This indicates how many maturity units (mu) are added to your Sword of the Spirit (SS) rating upon accurate recitation of the WordRune. When you accumulate 20 such units, your Sword of the Spirit rating will go up by one and you will be able to use WordRunes that are one level higher in difficulty. Maturity points are awarded only when the WordRune is said from memory, not when it is read.

8b *Character Strength Award* This tells how many maturity units (mu) are awarded to the Character Strength if you recite the WordRune correctly. Again, maturity points are awarded only when the WordRune is recited from memory, not when it is read. Twenty mu's give you an increase of one point on the specified Character Strength. An increased Character Strength rating may raise some of your Character Abilities (CA) also. This is explained in the section "Improving a Character" below.

[Maturity units (mu) are based on Ephesians 4:11-13; Christians are supposed to be maturing together into the fullness of Jesus Christ.]

Limitations on WordRune Usage

Several restrictions govern the use of WordRunes:

1. In order for a WordRune to work, the LightRaider must begin and end with the Scripture reference.
2. A LightRaider may not use a WordRune that has a Difficulty Level higher than his Sword of the Spirit rating. He also may not use a WordRune with a Difficulty Level more than three levels below his Sword of the Spirit rating. The only exceptions to these rules are the Great Rescue WordRunes, which may be said by any LightRaider.
3. Different WordRunes may call for different Character Strength ratings. A LightRaider must have a rating in the specified Character Strength that is at least as high as the requirement on the WordRune.
4. WordRunes may be used only as often as specified for each one.
5. WordRunes must be quoted correctly from memory to gain maturity units. (*A LightRaider may read up to three WordRunes per adventure, but he will gain no maturity units for reading them.*) The number that a LightRaider may memorize is unlimited.
6. If a LightRaider fails to say a WordRune correctly, he may or may not be allowed to try again, depending on the situation. In unpressured circumstances,

he should have a second try; but in the middle of a battle, his failure is usually final.

7. Each WordRune must be used in an appropriate situation. For example, the WordRune to be used against a shadow dragon will not work against a fluster beast.
8. A WordRune whose description offers bonuses or raises a Character Strength does so only temporarily. (This refers *not* to the normal award of maturity units in the lower left of the WordRune, but only to special results described in the center paragraph.) Therefore, a character cannot recalculate any Character Abilities that use a temporarily raised Strength or Ability.

TeamRunes are exactly like WordRunes, except that the entire raid party must say them in unison for them to be effective. The same restrictions apply to their use. For example, *all* characters must meet the specified Character Strength requirement before a TeamRune can be used.

Improving a Character

Rolling up a character is just the beginning. As you play, your character will be working towards the goal of a full ten in every Character Strength and Ability. This score represents an abstraction of the closest a mortal human can get to the glory and perfection of the OverLord of Many Names. Only in the Everlasting Kingdom can one hope to become even more like his Maker.

A character may obtain this rating of ten by slow, steady work—slowly accumulating maturity units in each of his Character Strengths. When he has 20 maturity units (mu) in any one area, he may raise that value by one and begin the process again. For example, Alexis the LightRaider has a Joy Ability of 6. She has accumulated 19 maturity units in this area through various means; now she says the Night Light WordRune and gains an additional maturity unit for her Joy, bringing her total to 20. So Alexis erases the 6 from her Joy and happily writes in a 7. Then she erases her Joy maturity units and is ready to begin accumulating more of them for the next step up, which is an 8. When she has another 20 units, she will change her 7 to an 8, erase the maturity units, and begin again. (Note: When a Character Strength is increased, it may change some of the Character Abilities. Recalculate those affected.)

Characters may earn maturity units in several ways, including performing good acts in accordance with the OverLord's teachings, reciting WordRunes, and completing dragon raids. Let's look at each way.

During the course of an adventure, LightRaiders have many opportunities to do good: rescuing others from sin or danger, helping their fellows at personal expense, etc. These good deeds will gain maturity units for the character, since by using his Ability he increases it. A scriptural basis for this is found in the parable of the talents (Matthew 25).

Saying a WordRune from memory is another way to earn maturity units. Each WordRune bestows a certain number of maturity units to specified Strengths. This is because memorizing and reciting Scripture verses puts them into the heart and mind, enabling the character to grow in appropriate areas.

Completing a raid is another way to earn maturity units. Each adventure is written with a certain reward of maturity units to be given when it is successfully completed. These maturity units include those accumulated by doing good deeds along the way, as well as some given at the end. This reflects the fact that overall experience increases one's maturity and ability to conquer the next task; again, using abilities causes them to grow.

DragonRaid players are strongly encouraged to retain the same LightRaider characters from one adventure to the next. This will give them more opportunity to progress in Scripture memorization, and their characters will have more time to reach high levels in the Character Strengths and Abilities. For maximum enjoyment and educational benefit, *ongoing use of the same LightRaider characters is critical*. The Character Sheet enables a player to keep records on his character over an extended period.

Loss of Maturity Units

It is possible for a character to lose maturity units. This can occur in several ways: for example, by getting entangled in a dark creature sin enchantment, or by believing a dragon's mind speech. However, if a LightRaider's Shield of Faith rating is high enough, it may stop any spiritual damage (that is, loss of maturity units) from occurring as a result of being caught in a dark-creature sin enchantment. (See the section "Battling Sin Enchantments" above.). A LightRaider may also lose maturity units by being disobedient to the OverLord.

The loss of maturity units (mu) is treated differently for two separate situations:

1. When a *new* character loses maturity units on a Character Strength for which he has not accumulated any maturity units, and
2. When a character loses maturity units at any other time.

The first situation occurs with characters who are on their very first adventure and have not acquired maturity units in the Character Strength where they are being penalized. Instead of having to recalculate all his Character Abilities because of the loss of 1 maturity unit against a Character Strength, the player needs simply to turn to the back side of the Character Sheet and make a note in the appropriate box to the effect that he is “in debt” 1 mu for that Character Strength. For example, if he has lost 1 mu on Peace, he goes to the Peace box and simply makes a note that he owes 1 maturity unit. If he had a 6, and he lost 1 maturity unit, it would ordinarily make Peace drop to 5, with 19 maturity units. New players are given a grace allowance of three maturity units that can be lost in this way before they have to recalculate their Character Abilities due to the reduction of the Character Strength that was involved. However, they must keep track of these debts and “pay them off.” Remember, this *only* applies if your character has not accumulated maturity units in a particular Character Strength *during the first adventure*.

The normal procedure to follow when a character loses a maturity unit is simply to subtract the lost unit from those accumulated for the targeted Character Strength. If there are no accumulated maturity units, then the player is forced to reduce his Character Strength by 1 and write down 19 maturity units on the back of the Character Sheet. Then he probably will have to recalculate some of his Character Abilities.

Team Action

Members of a raid party must remember that they are not competing against each other or against the Adventure Master. The game system is designed to promote team effort and cooperation. LightRaiders are working together to complete a mission for the OverLord. Each one will have his own strengths and weaknesses; therefore, they must be interdependent.

One or two LightRaiders would very quickly find themselves overwhelmed among the dangers of the Dragon Lands. There is strength in numbers if the characters work as a team in fighting evil. Yet each one must carefully watch his own behavior; for the strength of the group will be impaired if one person is careless and falls into enchantment or trouble of some kind. (See the section on “Rescue” above.) This bears out the teaching from the Sacred Scrolls that when one part of the body is ailing, the rest of the body suffers for it.

Role Playing

Role playing makes the DragonRaid Adventure Learning System different from many other games. It means taking on the personality or characteristics of an imaginary individual, acting like that person, thinking like him, and trying to portray him as accurately as possible, basing your actions on his characteristics. At first, role playing may seem threatening, and many players are inhibited because they have never played a game like this before. But as time goes on, role playing becomes more comfortable and more fun. Several examples of role playing are given in the New Player Briefing: the Adventure Master role-plays, and the players role-play interaction between their own characters and dark creatures or dragon slaves.

Role playing in DragonRaid is facilitated by the use of cue cards. The following illustrates the use of cue cards:

The Adventure Master reads to the players, “As your party of adventurers is walking along a pathway through a thickly forested wood, they hear a sudden shout up ahead.” The Adventure Master asks the players to make a Listening check at a certain Difficulty Level. Usually some players hear the noise and some don’t. Those who hear the noise get to look at a cue card that says, “You’ve heard the voices of two different trolls up ahead, but the sound is unclear and you can’t hear the exact words.” At that time, it is up to those who heard the trolls to inform the rest of the party. Failure to communicate can have serious consequences for the rest of the party; if the players do not role-play their characters and warn their fellow LightRaiders, the mission may end in disaster.

Improving the Game

Whether you are a player or an Adventure Master, there are many things you can do to increase your enjoyment of DragonRaid. Here are just a few ideas:

1. Remember that you are a team. You are not competing against each other. Try to build a cooperative spirit—maybe even by shouting encouragement to your friend when you are otherwise unable to help him.
2. Using small metal figures (called miniatures) can also add to the fun. Many players enjoy painting these figures, which may be obtained from almost any hobby store.
3. Meeting regularly, whether once a month or once a week, adds enjoyment. A set schedule gives you something to look forward to, especially if you are in the

middle of an adventure.

4. Do not take the game too seriously. It is disappointing if your character is about to make a score of 10 in all the Character Strengths and suddenly gets killed; but remember that it is only a game. You can roll up another character and try again. Learn from your mistakes and move on.
5. Serve lots of refreshments: soft drinks, or chips, or whatever else your group may desire.

Adventure at the Castle of the Falls

Following is a short solo adventure called the *Adventure at the Castle of the Falls*. Reading it according to the directions should increase your familiarity with the rules. You may also wish to give it to ambitious players to help them grasp the basic rules.

Introduction

The OverLord has sent you on a mission to the Castle of the Falls in the Heinous Heights region of the Western Peaks. You do not know what the nature of the mission is, only that He wants you there. Judging from past experience, you assume that your goal will be made known to you at some point in the raid. So, trusting in the OverLord, you have set out from Shepherd's Dell in the Liberated Land and traveled to the Western Vale of the Passage Lakes where you stepped into the waters of Falcon Head Lake. Instantly, you were transported to the rocky outcropping of Heinous Heights. You stepped out of the HollowTree ready to obey the OverLord's will. Since He has still not told you the goal of this raid, you walk steadily toward the Castle, knowing the OverLord will instruct you when you really need to know.

Climbing the footpath in the Heinous Heights region has been exhausting. The harsh noonday sun shines down mercilessly, parching your mouth and making the sweat run down your face and body in little trickling rivulets. Your breath comes in short gasps.

Seeing your destination in the distance—the Castle of the Falls—you let your rucksack slide to the ground and stop to rest until twilight can conceal your movements. The

precariously sited castle is not well guarded, but you do not wish to take unnecessary risks. The defenders will undoubtedly be more experienced than you.

As you wait for darkness, your mind retraces the experiences of the past years at the LightRaider Academy in Dayspring Highlands. What a privilege it was to attend—but how difficult, too, learning personal strengths and abilities, struggling to master a few powerful WordRunes, testing your survival skills, and fitting yourself with spiritual armor. Fortunately, you already knew how to use the bow and arrow as well as the two-edged dagger before entering the Academy.

You ponder your *Character Strengths*, those nine basic qualities of a follower of the OverLord of Many Names. At the Academy you studied to discover those strengths and bring them to fruition in your life:

Love is the ability to be selfless and do things that risk your own well-being.

Joy is the ability to be content in all situations because the Almighty is at work in them.

Peace is the ability to be calm because you know that the Almighty is with you.

Patience is the ability to be steadfast under difficult circumstances.

Kindness is the ability to be available for usefulness and service.

Goodness is the ability to do what is right and virtuous.

Faithfulness is the ability to be loyal to the OverLord and be dependable.

Gentleness is the ability to know and respond to the needs of others in a humble way.

Self-Control is the ability to discipline yourself and work toward a righteous goal.

Note that these nine Character Strengths are the fruit of the Spirit found in Galatians 5:22-23. The definitions used in DragonRaid approximate the biblical meanings of the terms.

In the DragonRaid Adventure Learning System, you discover how well you did at LightRaider Academy by rolling the *StarLot*, the ten-sided crystal that comes with your game. You will need to roll it nine times—once for each of the nine Character Strengths, beginning with Love and going in order to Self-Control. Write these nine numbers on your Character Sheet and keep it for this—and future—adventures. (Retain

the same LightRaider character from one adventure to the next). Note that the “0” on the StarLot means ten, not zero.

After you have rolled number values for the Character Strengths, add them all together and divide by two (drop any remainder). Put this number under Physical Vitality (PV) on your Character Sheet. This is a measure of your character’s ability to absorb injuries. (*Note:* If your character’s Physical Vitality is 18 or less, he or she is too weak for adventures and must stay home to milk cows. Roll up a new character.)

Now roll the StarLot once each for your Strength and Agility scores.

As you continue to review all these capabilities in your mind, you realize they will be put to the test in the Castle of the Falls this very night! With this thought on your mind, you fall into a restless sleep.

As you doze under the aspen tree, shaded from the late afternoon sun, you have a dream. But this is not an ordinary dream; even in your sleep, you recognize it as your assignment from the OverLord

You see the *Food Unbinding WordRune*, mysteriously chiseled in the stones of a deserted castle corridor. From the end of the hall you hear a burst of coarse laughter, followed by a vicious, profane order for more desserts. The voice seems to be that of a female.

As you hear someone coming toward you, you duck into an alcove in the stone wall. A young woman passes by, dressed shabbily in a ragged shift—the usual attire of low-caste dragon slaves. She is obviously weary and is weeping.

In your dream you venture out of your hiding place and steal toward the room from which you heard the glutton’s curse. Through a crack in the door you see a fat, dark-haired woman, her eyes filled with greed, devouring a host of delicacies. She is alone in a room lit by candles and hung with tapestries that proclaim this to be the domain of a high-caste dragon slave. You wonder what she has done to be so well-rewarded by the dragons.

You think of the *Discernment WordRune*, but are disappointed because you did not memorize it at the Academy. However, you also recall the *Possibility WordRune*, which you did learn. As you whisper it softly, a mirror-like glass in a delicate frame appears in the air before you. (Of course, at the Academy a looking-glass never actually materialized, since the *miraculous* power of the WordRunes is reserved for times of the OverLord’s choosing—usually only when there is definite need.)

Gently taking hold of the glass, you peer into it, just as you were trained to do. You see a different image of the plump woman. In the glass, she appears rather pretty, slim, not living to eat but eating to live. She has a torn page of the Sacred Scrolls in her hand. She will respond to the Call! Instantly, the glass disappears; she is again her greedy self.

Suddenly you are awakened by the song of a thrush. Although you did not see the ending of your dream, you know now that the OverLord wants you to free the woman from her bondage. The unfinished dream was His way of teaching you to walk by faith, not knowing the details of your path ahead. Tonight you will learn the final outcome.

Dusk is approaching and you settle down again to review a few WordRunes.

Before you go on, you need to learn these WordRunes (actual Scripture verses from the New International Version). Otherwise, you will not be ready for your journey at dusk and your daring dragon raid tonight. Memorize them well! (If you regularly use another direct translation of the Bible, you may want to memorize your WordRunes from that version instead.)

In DragonRaid, you release the wonderful power of WordRunes by memorizing and repeating them perfectly. Since in each game you are only allowed to *read* a maximum of three WordRunes, you will want to memorize as many as possible. Most adventures require more than three WordRunes for a successful dragon raid!

At this point, please review the section entitled “Reading WordRunes” in the Dragon-Raid RuleBook before proceeding.

Following are some WordRunes you will need in the Castle of the Falls. Memorize at least two of them now.

(Note: Each WordRune is assigned a Difficulty Level (DL) based its length. Since all LightRaiders start with a Sword of the Spirit rating of 1, they may normally use only Difficulty Level 1 (DL1) WordRunes. However, for this adventure you are allowed to read several high-level WordRunes so you may see how powerful your character can become. The higher-level WordRunes include: the *Food Unbinding WordRune*, DL2; the *Proclamation Protection WordRune*, DL3; and the *High Caste Liberation WordRune*, DL2. You do not need to memorize the difficulty level, the explanation, or any of the statistical information in order to use a WordRune; all you have to recite from memory are the scripture reference and the scripture quotation.)

W45 **Possibility WordRune**

Ephesians 2:10
*For we are God’s workmanship, created in Christ Jesus to do good works,
 which God prepared in advance for us to do.*
 Ephesians 2:10

JO 4 DL 1
 The LightRaider who can say from memory the *Possibility WordRune* will see a looking glass appear. When he grasps the mirror and looks through it at a dragon slave, he sees what that person could become if he would receive the OverLord into his life. If he looks at a fellow member of the TwiceBorn, he will see more clearly how the OverLord wishes to use him for good works.

May be used twice per day.

JO+1mu SS+1mu

W19 **Perfect Peace WordRune**

Isaiah 26:3
You will keep in perfect peace him whose mind is steadfast, because he trusts in you.
 Isaiah 26:3

PE 1 DL 1
 By saying from memory the *Perfect Peace WordRune*, a LightRaider may add 2 to the Peace Character Strength. Lasts for only one encounter.

May be used only once per day.

PE+1mu SS+1mu

W18 **Joyful Thanks WordRune**

1 Thessalonians 5:16-18a
Be joyful always; pray continually; give thanks in all circumstances, for this is God’s will for you. . .
 1 Thessalonians 5:16-18a

JO 1 DL 1
 By saying from memory the *Joyful Thanks WordRune*, a LightRaider may add 2 to the Joy Character Strength. Lasts for one encounter.

May be used only once per day.

JO+1mu SS+1mu

W* **Food Unbinding WordRune**

Proverbs 23:20-21
Do not join those who drink too much wine or gorge themselves on meat, for drunkards and gluttons become poor, and drowsiness clothes them in rags
 Proverbs 23:20-21

GE 6 DL 2
 The LightRaider who can repeat the *Food Unbinding WordRune* without error can set another person free from the desire to overeat.

May be used once per day on EdenAgain.

GE+1mu SS+1mu

W* **High Caste Liberation WordRune**

Romans 10:9
... if you confess with your mouth, "Jesus is Lord," and believe in your heart that God raised him from the dead, you will be saved.
 Romans 10:9

PE 4 DL 2
 The LightRaider who says the *High Caste Liberation WordRune* correctly will free high-class dragon slaves from their bondage and give them the opportunity to choose to turn to the OverLord and become TwiceBorn.

May be used twice per day on EdenAgain.
 May only be used in castles.

JO+1mu SS+1mu

W* **Proclamation Protection WordRune**

Isaiah 49:2-3
He made my mouth like a sharpened sword, in the shadow of his hand he hid me; he made me into a polished arrow and concealed me in his quiver.
 Isaiah 49:2-3

LO 3 & GE 5 DL 3
 When the *Proclamation Protection WordRune* is said correctly, it brings a dark shadow in which a LightRaider may hid. This works only when the LightRaider is within sight or hearing of a dragon slave to whom he has been sent.

May be used as often as necessary.

LO+1mu, GE+1mu SS+1mu

Now back, for a moment, to the adventure ...

The sun sets behind the cliffs, its blaze of color reflected in the spray from the cascading waterfall. As darkness spreads across the sky, you stand up and stretch your aching muscles. In your mind you review the Character Abilities that you will use tonight.

In DragonRaid, your nine Character Strengths (the fruit of the Spirit) will determine whether you have the spiritual strength to do certain things. You see, the DragonRaid Adventure Learning System is really an allegory of spiritual warfare. You and your friends will be battling against the Deceiver, his dragons, and other evil creatures. The purpose of DragonRaid is to teach you vital skills for spiritual warfare in the real world.

In DragonRaid, all skills derive from the nine Character Strengths, just as many abilities come from the fruit of the Spirit in real Christian life. This is simulated in DragonRaid by the use of equations involving Character Strengths and/or Character Abilities (CA).

For example, you will soon need the skill of listening. Your Listening Ability (LIS) is a combination of Peace (PE), Patience (PA), and Self-Control (SC). The equation is:

$$\text{LIS} = (2\text{PE} + \text{PA} + \text{SC}) \div 4$$

For a character with a Peace rating of 4, Patience of 3, and Self-Control of 4, you would have:

$$\begin{aligned}\text{LIS} &= (8 + 3 + 4) \div 4 \\ &= 15 \div 4 \\ &= 3.75 \text{ or } 3\end{aligned}$$

(drop all decimals or remainders; so 3.75 becomes 3, not 4)

This LIS of 3 indicates how good your character is at listening. Since 3 is not a high number, this character is not an expert at listening.

On your Character Sheet you will find listed many Character Abilities (CA). For this beginning solo adventure you will need to compute the following Abilities and write down their value on your Character Sheet (use the LightRaider Worksheet as an aid if desired).

CHARACTER ABILITIES

CO	COURAGE = $(LO + JO + GO + FA + SC) \div 5$
EN	ENDURANCE = $(JO + PE + 2PE + FA + 2SC) \div 7$
HO	HOPE = $(3JO + PE + PA + FA) \div 6$
KN	KNOWLEDGE = $(JO + PA + GO + FA) \div 4$
LIS	LISTENING = $(2PE + PA + SC) \div 4$
QM	QUIET MOVEMENT = $(PE + PA + SC + EN) \div 4$
VIS	VISION = $(PA + FA + HO) \div 3$
WIS	WISDOM = $(3LO + JO + PE + KI + GO + GE) \div 8$

Later on you will learn about other, optional, abilities. You will be permitted to choose three and calculate their ratings; and you will be given a rating of 1 for all the other optional abilities. But don't worry about that now— just glance at the list and go on.

BWS	BLEND WITH SURROUNDINGS = $(2SC + PA + 2EN) \div 5$
CLS	CLIMB SKILLFULLY = $(JO + PE + PA + 2SC + EN + CO) \div 7$
CA	CONVERSE WITH ANIMALS = $(JO + KI + GE) \div 3$
HE	HATRED OF EVIL = $(LO + 3GO + 2FA + KN + WIS) \div 8$
MC	MERCIFUL COMPASSION = $(LO + PA + 2KI + GE) \div 5$

$$\text{PF} \quad \text{PERSUADE FOE} = (2\text{FA} + \text{SC} + \text{KN} + 2\text{WIS} + \text{CO}) \div 7$$

$$\text{RME} \quad \text{RIGHTEOUSLY MINGLE WITH EVIL} \\ = (\text{LIS} + \text{SB} + \text{RT} + \text{GE} + 2\text{HE} + \text{KI}) \div 7$$

$$\text{SE} \quad \text{SENSE EVIL} = (2\text{GO} + \text{KN} + \text{CO}) \div 4$$

$$\text{TL} \quad \text{TALK WITH LOCALS} = (\text{LO} + 2\text{KI} + \text{GO} + 2\text{GE}) \div 6$$

$$\text{TE} \quad \text{TRACK ENEMY} = (\text{JO} + \text{PA} + \text{SC}) \div 3$$

$$\text{WM} \quad \text{WATER MOVEMENT} = (\text{JO} + \text{SC} + 2\text{EN} + \text{CO}) \div 5$$

These equations are not random numbers; they have meaning, and are computed with spiritual reasoning. For example, the Vision Ability (VI) is an average of Patience, Faithfulness and Hope. Patience provides concentration; Faithfulness (loyalty) measures your trustworthiness to be shown something; and Hope adds the expectation that you will see something.

You're off! You follow the path through the rapidly darkening woods and scramble down a steep, gravel-strewn crag. As you enter the river valley, you feel the evening mists on your face and hear the rustling movements of the night animals. The stars are beginning to come out overhead. It would have been a real challenge to get even this far in the daylight; but you wisely choose to travel by night and thus avoid detection by the dragons' patrols.

Sshh! Did you hear that? What was it?

It was a sound with a Difficulty Level (DL) of 2, an easy sound to hear.

In DragonRaid, some things are decided by the StarLot and the Success Grid. You already know what the StarLot is; the Success Grid is on a separate sheet of paper along with another chart known as the "1 to 5" chart.

Success in any venture is in the hands of the Sovereign OverLord. On a human level, however, actions are often determined by the combination of a person's skill

and outside circumstances. In DragonRaid, the success or failure of many actions is determined by using a Character Strength or Character Ability rating, a roll of the StarLot (which represents outside factors), and something called the Difficulty Level (DL). The Difficulty Level indicates the relative degree of proficiency required for success in a given situation. The simpler the task, the lower the Difficulty Level. Thus, a Difficulty Level of 1 (DL 1) indicates that an action is very easy, while a Difficulty Level of 10 (DL 10) means that the action is extremely difficult, if not impossible.

Suppose you want to know whether you succeeded in hearing something in the above example. Well, when a Difficulty Level is assigned to a particular situation, you must roll the StarLot twice to see if you can get a two-digit number *greater than or equal to* the appropriate number shown on the Success Grid. (In other words, you generate a percentile. The first number rolled represents the tens, and the second number the ones. For example, if you rolled a five and then a seven, that is 57 percent.)

Let us suppose that your Listening Ability rating is 3. Look at the column of numbers on the left side of the Success Grid; count down to three. Now count over two columns. (Remember? The sound was at DL 2, and Difficulty Levels are shown across the top of the grid.)

It's 45, isn't it? That means that you must roll a 45 or better, using the StarLot. Remember that you must roll twice to generate a percentile such as this. (Another way of stating the required number is to say "45 percent or better".)

What is your Listening Ability score? Find it on your Character Sheet under Character Abilities, and then determine your percent chance of success, using the Success Grid as shown above; note that the noise is a DL 2. Now roll the StarLot twice. Is the number rolled greater than or equal to the percent chance of success on the grid? If it is, you succeeded in hearing a noise and should read item number 2 under "Decision Outcomes" on page 100 before continuing this section.

Now you know how to use the Success Grid. Remember this, for you will be using it often.

If you want to find out what you heard (try this only if you were successful at hearing something), roll on the Success Grid for your Vision Ability (VIS) at DL 4. If you are again successful, read "Decision Outcome" #3 on page 100.

You continue across the river valley. As you approach the river, the going becomes more difficult because the trail is overgrown with willows. Their branches catch at you as you pass by, stinging when they strike.

The trail is now at Difficulty Level 2 for your Joy rating.

A LightRaider can endure only to the degree that he is able to find Joy or contentment in a situation—knowing that the OverLord is watching and working through it for His own purposes and His followers' long-range benefit. Roll on the Success Grid to see if you continue down the trail. (Look down the left side of the Success Grid to the number of your Joy rating, then look across to the DL 2 column. Roll a number greater than or equal to the one you see on the Grid. Remember to roll the StarLot twice, thus creating a percentile.)

If you are successful, skip down to the paragraph beginning “You now follow . . .” If you are *not* successful, you lean against a nearby tree and think over the situation. It is now quite dark, and you hear frogs chirping from pools along the river. You remember that the *Joyful Thanks WordRune* adds 5 to your Joy rating once per day. (This is one of the WordRunes given earlier in this adventure. Go back to page 82 and find it now.) You carefully (and quietly!) repeat it aloud.

You are allowed to read it, since you are new to DragonRaid. It will not count against your allowance of reading three WordRunes during this adventure.

Now that you have invoked the *Joyful Thanks WordRune*, you can try to travel the overgrown trail again. (This time you add 5 to your Joy rating, which will give you a smaller grid number to beat using the StarLot.) If you are unsuccessful again, you circle the trees and meet the trail upstream about 500 yards, losing an hour. Roll the StarLot until you succeed in moving down the trail.

You now follow the river toward your destination, the grim Castle of the Falls. The base of the Falls is not far away. A thunderous roar fills the air, and spray drifts towards you. You move on and soon stand at the foot of a gigantic pool. The river plunges down from the cliffs above you, and the rocks, trees, and grass all drip with condensed spray. The moon has come out, and tiny pieces of its pale light dance on the black surface of the pool and shine in the misty air. You shiver; the dampness makes the night chill even worse. Oh, well—you might be shivering from excitement, too!

Now you see a road that winds up the steep cliff to the castle. The height is dizzying, and the road seems never ending. You are tempted to give up and go back to the Liberated Land.

Because you are a new LightRaider and want so much to be successful, this temptation is only DL 1 against Faithfulness. (By now you should know what to do. If you do not, read Decision Outcome #5 on page 100.) If you are successful, skip to the paragraph beginning, “You set out . . .” and read on.

If you do not succeed, you turn and go back the way you came. After traveling a while, you become more unselfish if your Love rating is 4 or greater and turn again to the foot of the mighty falls. Go back and begin the last paragraph again. If your Love rating is less than 4, you hear the sound of howling wolves coming up the river trail toward you.

You run up the trail that leads to the falls, deciding that continuing your mission is the lesser of two evils. All this costs you an extra hour.

You set out on the road. You need not worry about the noise you make because of the deafening sound of the huge waterfall. You are now about three-fourths of the way up. You can see the castle clearly. What if you can't find a way in?

Within an hour you have reached your destination. You hide behind some scrub oaks a scant 50 feet from the base of the Castle of the Falls. The walls loom high and forbidding above you. You detect a small door in the wall. Most likely, it is barred from the inside. Your tension builds.

Hold still! Someone is coming! A sentry. Does he see you? You tingle with suspense. Then your suspense changes to horrified shock—what is this creature? In all your life you have never seen anything like him before. By moonlight, you make out some large, almond-shaped yellow eyes that seem to glow. The creature has pointed ears, and his skin looks like leather. Sharp fangs jut out of his mouth, and his jaw protrudes menacingly; his nose is almost flat. He is about seven feet tall as he walks upright. Ugh! He must be an troll! You shudder and stay hidden.

He leaves, but soon he will be back. You dash to the door—it is barred. There is no way to get in. You scramble back to the bush just before the awful sentry returns to pace in the opposite direction. Peering out, you judge that the castle wall goes quite a bit farther before meeting the cliff. There must be something else worth guarding in that direction.

He passes again. You run back the way he came, hoping to find access to the great castle. There it is: a gate! You return to your bush, heart thumping, and wait for the

ugly guard to make another round. Then you dash to the gate again. You remember that you must have a Goodness Character Strength of at least 6 to use the Gate Opening WordRune. If your Goodness isn't high enough, the OverLord knows this, and you suddenly look down and find a ring with His own mark on it. The ring reminds you that it is the OverLord's goodness that makes you a LightRaider, not yours—so your Goodness Character Strength is momentarily raised to 6 and you can now use the *Gate Opening WordRune*.

Quickly! Say it perfectly and the gate will open for you! You get only three tries. If you try a fourth, you will stay too long and the guard will catch you.

In a real adventure with an Adventure Master, you would not know this time limitation. You could ask, and be told, just how much time it takes for the guard to make a complete round. You would have to decide how much time you had, and then say the WordRune and get out of sight within that period. If you figured wrongly or took too long, you would be captured.

Did you succeed? If you correctly said the *Gate Opening WordRune*, then the gate opens for you, you go in and shut it behind you—and just in time, too! If you did not succeed, you keep running back and forth from the bush trying to do it correctly. The gate will open to you whenever you get it right.

Remember that you can read up to three WordRunes per adventure. If you can't recall this one correctly, then you will have to read it, and will have only two readings left.

In a real adventure run by an Adventure Master, you would tell him what you were doing, such as groping along the wall to the right of the gate, and he would tell you what you would find. If you were in the middle of a dark room, you would have to tell him in what direction—left, right, forward or backward—you were walking.

Eventually, you find a small doorway by running your hand along the wall to the left of the gate. You walk into it and hit your foot against something solid.

A step! Carefully, you begin climbing and discover that it is a spiral staircase hewn out of stone. To be extra careful, you run your hands along each side of the circular stairwell in case there are doors opening onto it. You also count the steps in the event that quick escape is necessary: 36, 37, 38 ... a doorway to the left ... 42, 43, 44, 45 ... a corridor to the left.

Want to look down the corridor you've just discovered? Try your VIS at DL 2. If you make it, read Decision Outcome #6 below. Want to listen? Try your LIS at DL 1. If successful, read Decision Outcome #1 on page 100.

If you were unsuccessful, you must go on in the silent darkness. Do you want to go down the corridor to the left? If not, read Decision Outcome #4 on page 100. Otherwise, continue reading.

As you round the bend in the corridor, you find that a glimmer of light (which you saw if you made your VIS roll) is emanating from a candle in a golden sconce on the gray rock wall about 50 feet away. Along both sides of the corridor are closed wooden doors.

You are quite sure that you do not want to find out what is behind those wooden doors with their small, high windows, so you walk by carefully, bending down as you pass to make sure that you are not seen by sleepless eyes. As you approach the candlelight, you hear coarse laughter, then some words.

If you succeed on LIS at DL 2, you hear clearly what was said. In that case, read Decision Outcome #7 on page 100.

Someone is coming out of the room! What will you do? (Try to decide before you go on reading.)

If you decided to run back down the stone corridor, you would surely have been heard. That would have been a poor choice of action because you do not know what the person coming out of the room would do if he or she saw you. However, you learned (or can read) the *Proclamation Protection WordRune*. Recite it now, or read it. If it works (that is, if you are within hearing range of someone to whom you have been sent with a message of salvation), a dark shadow will effectively hide you (unless you are in the direct path of someone, in which case they will bump into you without seeing you).

You invoke the *Proclamation Protection WordRune* and a dark shadow hides you. You can see clearly, but the servant girl emerging from the doorway looks directly at you without seeing you. What power the OverLord has for the protection of His servants!

The young girl is a low-caste dragon slave. She is dressed quite shabbily in a tattered gown. She is obviously exhausted and as she disappears down the hall you hear her crying softly.

The details of the dream come vividly to your mind. This is it! This is where you will find the woman to whom you have been sent!

You carefully approach the door and see that it is slightly ajar. Now is your chance to use the *Possibility WordRune* to see if this is the right place.

Go ahead and try. If you did not take time to learn it, try to memorize it now. It is an easy one with a DL (Difficulty Level) of only 1. Try not to read it because the adventure is not over, and who knows what will yet come up?

As you finish the *Possibility WordRune*, a beautiful looking glass miraculously appears in front of you just as it did in the dream. You reach out and take hold of it. The fat, dark-haired woman you briefly saw in the dream, who was obviously enchanted with herself and with food, changes remarkably when viewed in the glass. (How wonderful it is to see what a person could become rather than what he seems to be now! Praise to the One with Many Names, who helps people to change for the better.) In the glass you now see a thinner woman, very pretty in her own way, with long flowing hair and contentment in her eyes. You enter the room.

Had her mouth not been full of food, she would have screamed; that much is obvious. You keep your hand deliberately away from the sword hanging at your Belt of Truth. Plainly, all the woman of the dragons can see is the potentially lethal weapon.

Before she can swallow her mouthful, you whisper gently, "Don't be afraid; I am not here to hurt you. I have a gift for you." Surprise overcomes the fear in her puffy face.

Suddenly you, too, are surprised. A glow is beginning to emanate from your body.

"A LightRaider!" The woman's voice is harsh. Fear floods back into her face.

You have heard of the bright glow that LightRaiders give off in times of service. But actually to experience the reflected glory of the OverLord firsthand is almost overwhelming. You think with awe of the words from the Sacred Scrolls:

And we, who with unveiled faces all reflect the Lord's glory, are being transformed into his likeness with ever-increasing glory, which comes from

the Lord, who is the Spirit. (2 Corinthians 3:18)

The woman leans back in her chair, trying to get away, but can't without getting out of her chair. "Don't kill me! I . . . I've been wondering about your OverLord. I have heard stories of Him. I have had a . . . a . . . curiosity inside."

Whether she is stalling until her servant can rescue her or whether she is being genuine, you do not know. But you have a mission; you must do what you have been commanded. Action is more important than debate. First you tell her the *Food Unbinding WordRune*. (You do not have to memorize this one or count it against the three allowable readings, because it is a higher Difficulty Level WordRune than you would normally use as a beginner.)

You can see her desire for food leave immediately. She stares around her, and with sudden revulsion, she pushes herself away from the low table. She smiles at you with gratitude. Then she waits quietly, wondering what is happening.

You remember that it is said of the OverLord that He touches even lepers and cleanses them before liberating them. You remember that His love for us always preceded our love for Him. He has shown His love for this sinful dragon slave by freeing her from gluttony. The expression on her face clearly shows that she realizes her new freedom. But she is still a slave to the dragons.

To deliver the *High Caste Liberation WordRune*, you need a Peace (PE) of 4. (This requirement is written on the left middle portion of the WordRune. If your PE is less than 4, you will need to recite (or read) the *Unworldly Peace WordRune* which adds 3 to your PE for one action per hour of play.) It must be said quickly before the slave girl returns and the woman's attention is diverted! (Go ahead—now! Say it perfectly and set this woman free—not just from bondage to eating, but from bondage to dragons.)

If you said the WordRune correctly, the obese woman replies, "He is Lord and I believe the story of His Great Rescue!" She is, of course, still overweight, for she has only been given power to deal with her situation, power that will help her resist indulgence but will not work an immediate outward change. She tells you quietly of an inner glow that she distinctly feels. The two of you share the Hug of Believers and quickly plan your escape.

If you did not release the woman by the *High Caste Liberation WordRune* (she would have accepted the OverLord, had you said it correctly), then you are caught by the returning slave girl in a net woven of carelessness. You should have taken time to learn this important WordRune of Liberation earlier! Read Decision Outcome #8 below.

At this time you must take out your Character Sheet and LightRaider Worksheet.

First you will need to determine your Armor values. For your Belt of Truth, use the number you have for Knowledge (KN), and for the Breastplate of Righteousness, use your Goodness (GO) rating. For your Shield of Faith, you must add all your Character Strengths and divide by nine, dropping all remainders. Use your Hope HO rating for your Helmet of Salvation; and write a “1” for your Sword of the Spirit – everyone begins with 1. Finally, for your Boots of the Gospel of Peace add LO, JO, PE, GO and FA ratings and divide by five, dropping all remainders.

Now that you have your Armor figured, find the section on your Character Sheet called Weapon Abilities. You will notice that Solo Battle has already been chosen for you. Compute your number for this ability, using the formula from the LightRaider Worksheet.

Now you may choose three weapons from the following list. We suggest that you pick two weapons which may be used close up, and one which may be used at a distance. Note that certain weapons do greater damage than others. Compute your ability with the weapons you have chosen according to the formulas shown, and enter the results on your Character Sheet.

Weapon Abilities Charts

Weapons marked with an asterisk (*) require choosing an Optional Character Ability. For example, you cannot use the Battle Axe without having the “Hatred of Evil” (HE) Optional Character Ability, since “HE” is part of the formula for determining the LightRaider’s Weapon Ability for the Battle Axe.

Now you are ready to escape.

Taking the newly TwiceBorn woman by her hand, you quickly leave her plush room. She gives a brief glance back at what she is losing. As you rush down the corridor and reach the narrow, stone stairway, you hear in the distance the scream of the servant girl who has returned to find her mistress gone. The two of you do not wait to hear the noise and confusion that follow. You need as much distance as possible between you and the guards before the search begins.

Table 3: Weapons

Weapon Name	Damage	Range	Formula
<i>Close Combat Weapons</i>			
Flail	1-10		$(HO+CO+EN) \div 3$
Hand-To-Hand	1-5		$(SC+CO+EN+SB+ST+AG) \div 6$
Lance*	1-10		$(CO+EN+SE+SB) \div 4$
Quarterstaff	1-5		$(HO+CO+SB+AG) \div 4$
Sword	1-10		$(CO+EN+SB+AG) \div 4$
<i>Distance Weapons</i>			
Crossbow	1-5	100'	$(HO+VIS+ST+PA) \div 4$
Longbow	1-5	150'	$(HO+VIS+ST+QM) \div 4$
Sling	1-5	50'	$(HO+CO+SC) \div 3$
<i>Multiple Use Weapons</i>			
Battle Axe*	1-10	30'	$(HO+CO+EN+HE+ST) \div 5$
Dagger	1-5	30'	$(CO+SC+SB+AG) \div 4$
Hand Axe	1-5	30'	$(HO+CO+SB) \div 3$
Military Fork*	1-10	30'	$(CO+EN+SE+SC) \div 4$
Solo Battle	<i>varies</i>		$(PE+EN+2CO) \div 4$
Spear*	1-10	60'	$(CO+EN+SE+SB) \div 4$
War Hammer*	1-10	50'	$(HO+CO+EN+HE) \div 4$

You scramble down the stairs in darkness, remembering to count them, and reach the gate that leads outside.

You listen carefully and hear nothing. You unbar the door and push it open, albeit with some difficulty. (The *Gate Opening WordRune* is not needed.)

What's this? The hideous guard had fallen asleep, leaning on the gate! Now you have wakened him! Your companion exclaims under her breath, "An orc. Must be another guard!" Battle looms.

Since you did not have your weapon out, you lose your chance for a free first swing, even though he had been asleep. (In a real adventure, you would have had the opportunity to specify what you were doing.)

By the time you draw your sword (or whatever weapon you choose), the orc is ready for you with his spear. The woman is no help; she has had no battle training and does not carry a weapon.

Physical combat follows a special pattern. It is fought in *rounds* and *phases*, with two phases making up one round of combat. Each phase consists of one attack roll and one defense roll. You as the LightRaider use the StarLot for your rolls; the Adventure Master uses the Shadow Stone for dark creatures' rolls.

Soon you will learn how to fight a battle. First, however, take a look at some terms. On your Character Sheet you will see your *Weapon Abilities* and your *Shield of Faith* rating. Dark creatures have Battle Abilities that are used both for attack and defense.

Got that? Good—then go on and learn how to fight!

As you read the following sample battle, you will notice that some parts are *italicized*. These sections should be read as a story; the remaining parts explain the game procedure. Arithmetic calculations are placed within parenthesis.

SAMPLE OF COMBAT

Adrian, a LightRaider (with Sword Weapon Ability 4, Shield of Faith rating 6, and Physical Vitality 24), has just met Gottek, the orc (with Battle Ability 6, Physical Vitality 16, and damage of Shadow Stone + 2). Gottek doesn't like the shape of Adrian's face, and Adrian can see that Gottek plans to change it. Adrian decides he had better prepare for a fight. He draws his sword and plunges into combat. LightRaiders always attack in the first phase and defend in the second, unless the Adventure Master states otherwise. However, even if a dark creature is killed in the first phase, you must let him attack in the second to finish the round. (This is called simultaneous combat.)

Round I, Phase 1: *Adrian swings at Gottek.* You roll the StarLot for Adrian and get a 7 (Sword Weapon Ability 4 + StarLot 7 = 11). *Gottek defends himself, jabbing with his spear to block the attack—a "parry".* The Adventure Master rolls the Shadow Stone for Gottek and gets a 5 (Battle Ability 6 + Shadow Stone 5 = 11). Adrian's attack of 11 is not greater than Gottek's defense of 11, and ties go to the defender, so *Gottek has successfully defended himself.* Phase 1 of Round I is over.

Round I, Phase 2: *Now Gottek attacks Adrian.* The Adventure Master (AM) rolls the Shadow Stone and a 7 turns up (Battle Ability 6 + Shadow Stone 7 = 13). *Adrian tries to block the attack with his Shield of Faith.* You roll the StarLot and get a 2. (Shield of Faith 6 + StarLot 2 = 8). The attack of 13 is greater than the defense of 8. *Adrian's defense is unsuccessful, so Gottek has hit him!* The AM rolls the Shadow Stone to see what damage Gottek did and turns up a 2; adding 2 (remember, Shadow Stone + 2) results in a damage of 4. The Adventure Master subtracts this from Adrian's Physical Vitality (PV 24 - 4 = PV 20). Phase 2 of Round I is over.

Round II, Phase 1: *Adrian attacks again.* — You roll a 9 on the StarLot (Sword Weapon Ability 4 + StarLot 9 = 13). *Gottek tries to parry the blow* — the AM rolls the Shadow Stone for him and gets a 3 (Battle Ability 6 + Shadow Stone 3 = 9). The attack of 13 is greater than the defense of 9, which means that *Adrian's swing was too quick for the orc, and he has hit Gottek!* You roll the StarLot to determine damage, getting a 7. The AM subtracts 7 from Gottek's Physical Vitality (PV 16 - 7 = PV 9). *That was a good hit!*

Round II, Phase 2: *Gottek fights back grimly.* The AM rolls a 1 on the Shadow Stone (Battle Ability 6 + Shadow Stone 1 = 7). You roll a 5 on the StarLot (Shield of Faith 6 + StarLot 5 = 11). Your 11 is greater than 7, so *Adrian blocks Gottek's attack.*

Round III, Phase 1: *Adrian swings hard at the orc.* You roll a 6 (Sword Ability 4 + StarLot 6 = 10). The AM rolls a 7 on the Shadow Stone for Gottek (Battle Ability 6 + Shadow Stone 7 = 13). Gottek's 13 is greater than 10, so *Adrian's swing misses Gottek.*

Round III, Phase 2: *Gottek stabs at Adrian with his spear.* The AM rolls a 6 (Battle Ability 6 + Shadow Stone 6 = 12). *Adrian ducks* — you roll a 3 (Shield of Faith 6 + StarLot 3 = 9) — but too late! His 12 is greater than your 9, so *Gottek has nailed Adrian!* The AM rolls for the damage and gets an 8; adding 2 equals 10. The Adventure Master subtracts this from Adrian's Physical Vitality (PV 20 - 10 = PV 10).

You can see how a battle is conducted from these three rounds. It's really quite simple once you catch on.

If you wonder how the battle would turn out, you may finish it on your own—but don't worry too much about Adrian. He's a good bit stronger than the orc and is likely to win.

Now back, for a moment, to the adventure, and your problem at the castle door...

You now face an angry orc—a creature somewhat smaller than you, but tougher, too. He is a bit groggy, since you woke him up from a deep sleep. Consequently, his first two attacks on you—with his spear—do only half the normal damage even if successful.

If for some reason you do not have a Shadow Stone handy, one has been rolled for the orc. Add the numbers below to his Battle Ability for his attacks and defenses.

<u>Round</u>	<u>Defense Roll</u>	<u>Attack Roll</u>
I	5	8
II	7	6
III	5	6
IV	8	4
V	6	2
VI	4	7
VII	3	4
VIII	3	4

Go to it, using the numbers above in place of actual Shadow Stone rolls. But take care—orcs are vicious fighters. Do not expect any chivalry from this opponent!

If you lose the battle, go to Decision Outcome #9 below.

If you win, then you will have accomplished two things: You will have learned physical combat in the DragonRaid Adventure Learning System and continued your rescue of the newest member of the TwiceBorn.

Breathlessly and in haste, the two of you run back down the road that you climbed alone only a few hours ago. Finding a cave, you plunge into it, dragging uprooted bushes behind you to conceal the entrance. Then, after you catch your breath, you begin to talk. You discover that the woman's name is Natha, and she tells you many interesting things about her life as a dragon slave.

For several days, the two of you watch the search for Natha. While you were not spotted during your raid, the body of the slain orc betrays the fact that a LightRaider has entered the castle successfully. From your concealed viewing place, you watch troops of trolls come in from the north and spread out for the search. One troll party comes within 20 feet of the cave opening, but does not detect your presence. You also see many orcs roaming the hills. Most frightening is the sight of a raging dragon. Natha tells you this is the dragon that owns the Castle of the Falls. In its fury, the dragon circles day and night looking for you, spewing angry flames and burning up the countryside. Fortunately, however, it does not come near your hiding place.

Between times of watching the search or resting, you and Natha talk about the OverLord of Many Names. She has much to learn, and you are her first teacher.

After six days, you are certain that the search has been abandoned. Carefully, you set out together to find the HollowTree back into the Liberated Land from the Heinous Heights region of the Dragon Lands. You sight it the next evening, just as dusk approaches. Standing on a small knoll, it looms tall against the sunset.

You and Natha reach the tree. Together, you enter the trunk and immediately step out of Falcon Head Lake. You are in the Liberated Land; you are both safe; and your adventure is successfully concluded!

DECISION OUTCOMES FOR THE CASTLE OF THE FALLS

Please don't sneak a peek. It will ruin your fun! After reading the specified paragraph, return to the adventure where you left off.

1. You hear a soft sound, possibly laughter.
2. You hear a rustling sound off to the left at about ten o'clock (12 would be straight ahead). It seems about 40 feet away, and reminds you of the sound of someone running.
3. You recognize the white upraised tail of a deer.
4. You continue up the stairs ... 48, 49, 50 ... a doorway to the left. Suddenly, you hear heavy footsteps coming down the steps toward you—not too far away, either. The doorway at step 50 is filled with cobwebs. It gives you the creeps, so you decide to dash quietly down the stairs and go up the corridor at step 45.
5. Here's how to determine success at Faithfulness DL 1: The Success Grid tells you the lowest number you can roll with the StarLot and still be successful. Find your FA rating on the left side of the grid and look across to the DL 1 column. The number given is what you must equal or beat when rolling the StarLot.
6. You see a faint glimmer of light down a curving corridor.
7. The coarse laughter is followed by a vicious order to bring more desserts!
8. The slave girl comes back in. She stops and screams when she sees you. A huge horned troll bounds into the room from behind her, seizes you and drags you off to the dungeon by your ear! It will be a long time before you see the light of day again. (Now finish the adventure as if you had been successful in saying the WordRune. How else will you learn the rules?)
9. As the orc's spear pierces you, you feel a flash of awful pain. Then everything goes black ... Slowly, you open your eyes to see the surrounding hills of the Everlasting Kingdom. You didn't expect to arrive so soon, but ... it's nice to be here anyway. (Go back and finish reading, just for fun.)

Part III

The Beginning Adventure Master

Adventure Master Description

The Adventure Master as Guide

To a great degree, the success or failure of the adventures depends on the skillfulness of the Adventure Master (AM). The AM must be both a storyteller and an actor. He must give needed facts, and create environments and moods. All these combine to give the AM the role of “surrounding world” to the players.

The AM must give the players plenty of descriptive information about the country through which they are traveling, the animals they meet, and the dark creatures that confront them. He must do more than give bare facts: He must make the players “see” what he is describing. Below are two examples, the first one bare facts and the second more descriptive.

You are walking down the path. Just ahead you see a guard house and a sign beside it. A troll is there with a Quarterstaff, and there are five goblins lying on the ground.

Compare that with:

Suddenly, as you come around a bend in the path, you find a sort of clearing. At the other end, two low ridges meet, and the path is nearly blocked by two giant stones. Just this side of the stones is a little guard-house with a sign in several languages, one of which is yours: **The Tollhouse Of Tegbat The Troll.**

Lounging at the door is a gigantic figure, nearly eight feet tall, with ugly green skin and coal black eyes. An enormous Quarterstaff leans against the wall beside him. Five or six ugly little earth-colored goblins are sprawled on the grassy clearing on either side of the road, pulling up clumps of grass and tossing them idly at each other.

Both examples say essentially the same thing. But which one is more interesting? You can see how much more entertaining the adventure becomes when you are descriptive, making each player see things in his mind's eye.

The AM will often be asked questions by his party of adventurers. Do not answer all their questions; you should not give away too much information. Let the players work out their problems by themselves as much as possible.

Suppose your players are in combat, fighting six orcs. You told them at the beginning of the battle how many orcs they were fighting, but one of them forgets, and says, "How many are there?" In this case, you may answer his question—you tell him again.

But suppose they are losing the battle and don't know what to do next. One of them says, "What shall we do?" In this case, you should not give the player the answer. He must decide for himself what to do.

Sometimes you can guide by using a talking animal or another LightRaider to give them suggestions, but you should avoid telling them exactly what to do.

Often the AM will be required to role-play a character. Along the way a party of adventurers may meet everything from other LightRaiders to dragons. It is your responsibility as AM to make these people or creatures as realistic as possible, taking on the personalities involved and acting them out. This is one of the most exciting aspects of being an AM.

The Adventure Master as "Rule Master"

During the course of a game, players will often ask to do something not specifically covered by the rules. Do not be dismayed when this happens. It is for this very reason that you have thoroughly studied the rules. You must be familiar with the complete system so that you can make applications accordingly. If you need to make a new rule for a situation, do so, but try to make it consistent with the system. (It is a good idea to write down any new rules as you make them so you will know what to do the next time the situation occurs.)

Sometimes when a question arises, you may wish to ask the players' opinions on the matter and discuss it together. Often the players will have good ideas, and together you may arrive at a better solution than you could have found by yourself.

The AM is the final authority regarding rules, but do not be a dictator. The players resent someone who tries to dominate. They will respect you more if you value their ideas, and you will reduce the opportunities for arguments.

The Adventure Master as Responsible Agent

It is very important for you to remember that the main purpose of the DragonRaid Adventure Learning System is to teach lessons in Christianity. Help build up your players in their walk with Christ.

Two areas are particularly stressed in DragonRaid:

- 1. Interpersonal Relationships** Maintain a good relationship between yourself and the players and encourage this among them as well. The AM should keep a Christ-like attitude in making decisions—being patient, humble, kind, and teachable at all times. Do not forget that you should be an example to those playing the game with you; you have an influence on them. Be fair and consistent, and take every opportunity to teach a spiritual lesson in the game without being preachy or spoiling the fun.
- 2. Scriptural Knowledge** A basic part of the learning system is the extensive use of the Bible. The AM is responsible for making sure that the WordRunes are said correctly, and in some cases for determining the results. It is important for the AM to have a good working knowledge of the Bible. If game situations arise wherein you feel that a certain Scripture would be appropriate, feel free to incorporate it into the game. Also, if you regularly use another version of the Bible, you may change all references, WordRunes, etc., to that version.

The Allegory of DragonRaid

By now you have probably realized that the OverLord of Many Names is really another name for Jesus Christ; you may have recognized other figures, too. You may be asking, “Why not use the name Jesus Christ instead of OverLord of Many Names?”

This brings us to the definition of allegory: the expression of spiritual truths by the use of fictional figures, or simply, a symbolic narrative. In other words, an allegory is a familiar story told in a new and fresh way.

But again you may ask, “Is it right to use allegory? Is it really necessary?” Yes, it is, because sometimes people have heard things about Jesus Christ (or about Christianity) to which they have developed very definite responses, both positive and negative. These learned responses may block any further input. By using an allegory to retell those spiritual truths, the game provides a comfortable and non-threatening learning experience.

It can be useful for the Adventure Master maintain the integrity of the allegory by rarely allowing players to say “Jesus Christ” or “Lord” instead of “OverLord”. It is too easy to be inconsistent and have the game lose its impact. The wonderful world of EdenAgain and all its marvelous creatures may give way to “church” words like “salvation,” which repel or bore some people. Creativity and imagination are stifled, and as the game falters, God-given opportunities for teaching are lost.

However, if the Adventure Master can maintain the creativity and imagination intended by the *DragonRaid* system while he and the players use the name of Jesus directly, then feel free to break the allegory if desired.

During later discussion times, however, it is *always* perfectly in order to return to real-life terminology. The players may wish to discuss specific problems in their spiritual walk as they apply the new insights gained during adventure learning simulation.

How to Run Non-Player Characters

First of all, what is a “non-player character” (or NPC, as they are often called)?

A non-player character is, quite simply, any personality — LightRaider, dragon slave, dark creature, dragon, or talking rock! — which is not represented by a player. Hence, the designation “*non-player* character”.

All non-player characters must be run by you, the Adventure Master, and as you do this, you must remember that you are *not* competing against the players. If this seems like a large order, you are correct. It makes you something of a Mr. Universe—not referring to physical stature, either! *Everything* in the game world of EdenAgain that is not controlled by a player must be run by you. Consequently, you must be, for example, a disgusting troll, an injured LightRaider, a shy talking mouse, a Pegasus, and a selfish dragon slave all at once. This is not easy; but it *is* fun!

There are several things to remember when playing an NPC, but one of the most important is this: Imagine how that character would feel in the situation you are describing and have him act accordingly. This is the cardinal rule of playing NPCs. If you follow it, you cannot go far wrong. For example, suppose that a party of four LightRaiders meets a native Talanian on the road. The Adventure Guidebook tells you he is a greedy man. What will his reaction to them be? Probably he will be a little afraid and very curious. He may begin scheming to cheat or rob them in some way.

If they leave anything valuable lying around and relax their guard in any way, they are likely to find it missing later on. The dragon slave will probably hide his fear from them; but if they make an unexpected move, or one that can be interpreted as threatening, he will probably give a surprising (to them) display of fear. He may attack them or he may run away; fright can lead to either reaction.

Another thing to remember is this: Each creature is different. At first, this doesn't sound very profound, but try playing three different NPCs and giving them each a

distinct personality. It isn't easy. There is an excellent way to handle this problem, however; simply give each NPC one or, at most two, distinct traits and "overplay" those traits. While almost no one is always happy, or rude, or timid, or boisterous, most people still perceive their fellow men as more consistent than they actually are. Carrying this over into the game will increase its reality, rather than decreasing it. Besides, it makes your job much easier. Imagine the difficulty of trying to play a guard who is *usually* brutal, but has infrequent merciful impulses, usually talking in a coarse voice, but sometimes speaking sweetly; who always keeps his weapons shining, etc. How much easier it is for both you and the players if the guard is always a brutal rascal; the shopkeeper is always honest but a bit dull; the talking fox makes catty remarks; and so on. Real people do have many, many sides to their personalities, but rarely do we see more than one or two at a time. By giving NPCs one outstanding trait, you will make them more memorable to the players and more playable for yourself.

If the need should arise for you to develop a particular character further, build on the personality trait he already has. For instance, if the small town alderman you are playing is proud, he will probably also be devious. This in turn means that he lies, is probably suspicious of other people (since he knows that he himself cannot be trusted), and has few real friends.

However, since his primary trait is his arrogance, if he is caught in deceit, he will probably try to brazen it out. In this way, you can see how one primary trait can be used to cover many eventualities.

One final hint: Although the players may be working against the NPCs that you are playing, remember that they are not working against *you*. Do not take the role of adversary either to them or the NPCs. You are there to teach and to entertain, both at the same time. You are *not* there to compete against the players. You must balance the situation between the players and their enemies. Sometimes this is hard — who wants to give a forest troll an even break? But it is important that you do so; if you neglect this principle, the game will turn into a give-away for the players. It will lose the element of challenge from which comes most of the fun and teaching. So remember: Maintain play balance.

How to Make a Battle Exciting

Combat is one of the most exciting parts of a game like DragonRaid. The thrill of projecting yourself, through your character, into a dangerous situation is hard to match. Almost everyone has daydreamed about being a hero, and here is a royal opportunity to fulfill those daydreams!

Nonetheless, combat can turn out to be utterly boring. How? Primarily by turning it into a numbers game. If you neglect to help the players visualize what is happening, if you are unfamiliar with the rules and spend too much time checking the tables, then you may find that all the glory of combat is gone.

How do you avoid this? Don't let yourself or the players fall into the habit of thinking things like this: "My Sword Weapon Ability of 5 plus my StarLot roll of 4 will beat that goblin's Battle Ability of 4 plus his Shadow Stone roll of 4," etc. It is necessary to teach combat in this dry fashion, but consider how much more exciting it is if the player states the same facts this way: "Aldeth draws his sword and rushes the goblin! . . . Let's see, I roll a 4, plus the Sword Battle Ability of 5, so he gets a 9. The goblin got only an 8? Good! Aldeth hit him! He does . . . 6 points of damage to the goblin!" Encourage your players to cheer each other on as well. This always adds excitement.

The numbers are still there—they have to be—but this player is visualizing the actions of his character. He is participating vicariously in his character's triumphs and tragedies, and it is a safe assumption that he is enjoying himself much more than he would be by simply playing a game of numbers. After all, the only things you need to do that are two dice, paper, and pencil.

So keep battles from degenerating into mere comparisons of dice rolls and Battle Abilities. Describe to players the ugly leer on that troll's face; tell them how gleefully those goblins are tormenting their prisoners; help them see the way the NPC Light-Raider raises his sword in triumph after slaying the cave arachnid. Make them feel that they are there. Use your imagination; think of the things that are exciting to you and try to work them in. Touches like these distinguish an excellent Adventure Master from one who merely runs the game.

Advanced Combat — To Use or Not to Use

The Advanced Combat system was included to make battles more realistic and exciting. However, due to the gruesome nature of war, this may offend some players. It is up to you and your group to decide whether such imagined conflicts are appropriate. Here are some guidelines in making such a decision.

1. If the system seems distasteful to you, definitely do not use it.
2. Ask your players if the blood and gore of Advanced Combat offends anyone or spoils their enjoyment. *If someone objects—do not use it!*
3. Pray for guidance if you are still unsure. The Bible gives clear advice: “It is better not to eat meat or drink wine or to do anything else that will cause your brother to fall.” (Romans 14:21).

How to Keep Suspense High

Part of the fun of playing DragonRaid comes from the fact that the players don't know what's coming next. When they meet a dark creature, for example, they do not know the full extent of its capabilities. They must meet situations just as they would in real life—without knowledge of all the twists and turns that the next moment may hold.

It is important that players do not read the Adventure Master Manual. Consider this example: The raid party is fighting a cave troll who has a Physical Vitality of 36, according to the Adventure Master Manual. It adds more suspense to the game if the players do not know exactly how much Physical Vitality the troll has. If they have done 20 points of damage to the troll, you can tell them: “He's starting to weaken,” or something similar.

A good rule to go by is this: *Do not tell the players any more than they would know if they were really in that situation.*

How to Organize a Group

By the time you are ready to play your first game, you should have the basic rules well in mind. Now: How do you get a group together?

Begin with your friends—invite them to your home to play DragonRaid. You may wish to prepare them a little by telling them briefly what the game is about, or you may find it more interesting to say nothing until after they have read the New Player Briefing. Remember that DragonRaid is not for everyone. Some people will be uncomfortable with it. You should try to decide beforehand who you think would enjoy the game.

Those who are interested in playing can invite friends from anywhere—work, school, or church. Remember that you need only three to six players besides the Adventure Master. You may wish to organize a group that is interested in meeting on a regular basis. This group can form a raid party that will go on many adventures together.

DragonRaid is primarily for Christians, but you may want to invite some non-Christians. We suggest that you do not play entirely with non-Christians, however, since they do not have a previous knowledge of some of the subjects that are covered in the game. On the other hand, if you are ready to teach and explain patiently, it could be a way to create spiritual interest and eventually bring someone to the Lord.

How to Prepare For a Game

Before playing DragonRaid, all participants should read the New Player Briefing. They will then know what to expect and will be more likely to enjoy themselves.

You as the Adventure Master have the most to do in preparing for the game. Read carefully the portion of the adventure that you know you will play in your next session. Before beginning an adventure, it is a good idea to read the entire Guidebook several times. Concentrate on the difficult parts and rehearse in your mind exactly how you will run them. Adequate preparation by the Adventure Master keeps the game running smoothly and holds the players' interest.

It is probably easiest to play around a large table. The table provides a firm surface for writing as well as a place for the Adventure Master to layout the battle grid, figures, etc. However, once in a while, it might provide some variety if you choose to play on the floor. Whatever provides the most comfort and enjoyment for you and the players is fine.

Numbers on the StarLot and Shadow Stone can be made more readable by going over them with a crayon of contrasting color and then rubbing off the excess wax.

How to Use The Adventure Guidebook

The Guidebook for each adventure contains the descriptive information you will need to run the adventure. Its format has been designed for easiest possible use. Following is an explanation of the headings commonly employed:

1. READ TO PLAYERS Any material under this heading is to be read or paraphrased for the players. These sections describe the environment or the events that are taking place. Sometimes a READ TO PLAYERS section may be *conditional*, as follows:

1. “*WHEN PLAYERS DO SOMETHING,*” *READ TO PLAYERS*: A section with this heading is to be read to players when they have completed a certain action.
2. “*IF PLAYERS DO SOMETHING,*” *READ TO PLAYERS*: This is another conditional section to be read to players if they take a certain course of action. They may or may not—consequently, this section may not be read at all, depending on the players’ decision.

2. INFORMATION FOR ADVENTURE MASTER Sections with this heading contain a variety of material such as:

1. Background information that the Adventure Master should know, but the players do not need at present. This kind of information often helps the Adventure Master role-play more effectively. It may also help you know what to do if the players take a certain course of action.
2. Information necessary for running dark-creature battles. This includes statistics for the dark creatures as well as guidelines for sin enchantment battle and physical combat.
3. Information about cue cards that you must give out. Here you will also find a copy of the cue card’s contents.

3. **ASK PLAYERS** This heading is used when you are to ask players a question concerning their actions in a particular situation.
4. **ADVENTURE MASTER ACTION** Sections with this heading ask you to do something. This may include putting down the battle grid and making a layout, writing down some information about your players, giving rewards for righteous behavior, or giving out cue cards.

How to Move Dark Creatures

In most combat situations, the starting positions of various LightRaiders and dark creatures will be specified in the Adventure Guidebook. However, once the initial placement is done, enemy movement is controlled by you, the Adventure Master. This can be difficult for a new Adventure Master to run. Use your best judgment as to what a dark creature would logically do in the situation he finds himself in. For example, suppose a troll has been engaged in combat with three LightRaiders. Two of them stand 20 feet away with crossbows armed. The third one has been injured in close-up battle with the troll and is now fleeing. The troll would no longer bother with the fleeing opponent; instead he would turn his attention to those who are threatening him with crossbows.

Logic would also lead a dark creature normally to attack the LightRaider who is nearest to him. And he would fight those who are relatively unharmed, rather than strike those who have already fallen.

Record Keeping

Sometimes it is helpful to keep records of what has happened during the game and various facts concerning the players' characters. It is especially useful for the Adventure Master to keep track of who is low in Physical Vitality, so he can see who needs a healing potion or who should apply his Recover from Injury rating to his Physical Vitality. Players tend to forget that this may be done once every 24 hours in EdenAgain.

Part IV

Additional Rules for the Adventure Master

Difficulty Level Charts

The following charts will help the Adventure Master determine Difficulty Levels for various actions (Character or Defensive Abilities). You will find these handy when players attempt anything that the Adventure GuideBook does not cover.

Please note that most of these charts refer to the *Difficulty Levels of specific tasks*, not to the *Ability Rating* required to perform them. Thus, a character with an Ability rating of 1 in Converse with Animals (see chart) may try to talk with a chipmunk by rolling against the Success Grid at Difficulty Level 4.

CHARACTER AND DEFENSIVE ABILITIES

BWS	BLEND WITH SURROUNDINGS	= (2SC + PA + EN) ÷ 5
CLS	CLIMB SKILLFULLY	= (JO + PE + PA + 2SC + EN + CO) ÷ 7
CA	CONVERSE WITH ANIMALS	= (JO + KI + GE) ÷ 3
CO	COURAGE	= (LO + JO + GO + FA + SC) ÷ 5
EN	ENDURANCE	= (JO + PE + 2PA + FA + 2SC) ÷ 7
EE	EVADE ENEMY	= (PE + PA + SC) ÷ 3
HE	HATRED OF EVIL	= (LO + 3GO + 2FA + KN + WIS) ÷ 8
HO	HOPE	= (3JO + PE + PA + FA) ÷ 6
KN	KNOWLEDGE	= (JO + PA + GO + FA) ÷ 4
LIS	LISTENING	= (2PE + PA + SC) ÷ 4
MC	MERCIFUL COMPASSION	= (LO + PA + 2KI + GE) ÷ 5
PF	PERSUADE FOE	= (2FA + SC + KN + 2WIS + CO) ÷ 7
QM	QUIET MOVEMENT	= (PE + PA + SC + EN) ÷ 4
RFI	RECOVER FROM INJURY	= (3HO + CO + EN) ÷ 5
RT	RESIST TORTUROUS INVESTIGATION	= (JO + 2FA + SC + HO + CO + EN) ÷ 7
RME	RIGHTEOUSLY MINGLE WITH EVIL	= (LIS + SB + RT + GE + 2HE + KI) ÷ 7
SE	SENSE EVIL	= (2GO + KN + CO) ÷ 4
TL	TALK WITH LOCALS	= (LO + 2KI + GO + 2GE) ÷ 6
TE	TRACK ENEMY	= (JO + PA + SC) ÷ 3
VIS	VISION	= (PA + FA + HO) ÷ 3
WM	WATER MOVEMENT	= (JO + SC + EN + CO) ÷ 5
WIS	WISDOM	= (3LO + JO + PE + KI + GO + GE) ÷ 8

Blend with Surroundings (BWS)

$$(2SC + PA + 2EN) \div 5 = BWS$$

BLEND WITH SURROUNDINGS (BWS) is the LightRaider's ability to blend into a natural setting. At times, a LightRaider needs to be able to do this to avoid detection from dragon slaves and other dark creatures.

Modifiers: -3 Difficulty Levels at night; -2 Difficulty Levels for heavy fog or snow; -1 Difficulty Level in heavy rain.

Difficulty Levels

1. Blend with heavily forested area
2. Blend with cornfield, or the like
3. Blend with tall grassy plains
4. Blend with rocky terrain full of high rocks
5. Blend in medium forested area
6. Blend with lightly forested areas
7. Blend with broken rocky terrain
8. Blend with medium-sized bushes in open area
9. Blend with small bushes in an open area
10. Blend with wide-open terrain offering no cover: beach or cleared field

Climb Skillfully (CLS)

$$(JO + PE + PA + 2SC + EN + CO) \div 7 = CLS$$

CLIMB SKILLFULLY (CLS) is a character's ability to climb surfaces, such as cliffs, buildings, or even trees.

Difficulty Level Charts

Difficulty Levels

1. Climb up a steep, rocky hill
2. Climb a rope ladder
3. Climb up a tree (average—varies plus or minus one DL according to tree)
4. Climb up a rope
5. Climb up a brick or stone wall with mortared joints
6. Climb up rough stone with large imperfections
7. Climb up rough stone with small imperfections
8. Climb up smooth stone with large imperfections
9. Climb up smooth stone with small imperfections
10. Climb up polished stone with imperfections
11. Climb up polished stone with no holds or imperfections

Converse With Animals (CA)

$$(JO + KI + GE) \div 3 = CA$$

CONVERSE WITH ANIMALS (CA) is similar to Talk with Locals, except that it involves communication with non-talking animals.

Note: Just because a player succeeds in being able to communicate with an animal, there is no guarantee that the animal will be in a mood to talk with him!

Difficulty Levels

1. No conversation
2. No conversation
3. No conversation
4. Talk with small birds, mice, moles, chipmunks
5. Talk with medium-sized birds, pigeons squirrels, rabbits

Difficulty Level Charts

6. Talk with raccoons, badgers, marmots
7. Talk with deer, large birds
8. Talk with elk, wolves
9. Talk with bears
10. Talk with cats, lynx, mountain lions, lions

Courage (CO)

$$(LO + JO + GO + FA + SC) \div 5 = CO$$

COURAGE (CO) is the ability to face difficulty or danger with a firm resolve in spite of fear. A LightRaider will be required to make a Courage check in order to do extremely dangerous, heroic actions or to overcome fearful challenges. For example, suppose a character wants to scale a very high cliff; he will have to make a Courage check to see if he is brave enough to do it.

Note: If a LightRaider fails his Courage check when facing a dark creature, he must retreat to the back of the party. He may not take part in the battle unless attacked.

Difficulty Levels

1. Attack a dark creature of Battle Ability 4 or less
2. Attack a dark creature of Battle Ability of 5 to 8
3. Attack a dark creature of Battle Ability 9 to 12; attempt a dangerous task with one or more other people with a good chance of success
4. Attack a dark creature of Battle Ability 13 to 16; attempt something very difficult but without physical danger
5. Attack a dark creature of Battle Ability 17 to 20; attempt a dangerous task alone with a good chance of success
6. Attack a dark creature of Battle Ability 21 or greater; attempt a dangerous task with one or more other people with an average chance of success
7. Attempt to continue fighting when outnumbered 3 to 1
8. Attempt a dangerous task alone with an average chance of success; attempt a dangerous task with one or more other people with a poor chance of success

Difficulty Level Charts

9. Attempt to continue fighting when outnumbered 4 to 1
10. Attempt a dangerous task alone with poor chance of success

Endurance (EN)

$$(JO + PE + 2PA + FA + 2SC) \div 7 = EN$$

ENDURANCE (EN) is the ability to accept physical punishment in doing strenuous activities over a period of time, or to endure hardships such as lack of sleep, food, and water. Whenever a player is required to perform a strenuous activity, he must make an Endurance check to determine if he is able to do it.

Modifiers: When in a pursuit situation, subtract 3 from Difficulty Level. Add each hardship to find total Difficulty Level; e.g., hot, windy weather plus a day without food equals DL 2, not DL 1.

Note: To carry someone while you are wounded, you must make 2 Endurance checks; one for yourself and one to see if you can carry the person.

Difficulty Levels

1. Adverse weather—hot, windy; go 1 day without food; carry someone with the help of 3 other people for 1 day
2. Go without sleep for 1 day; travel at double time
3. Travel while wounded; go 2 days without food or 1 day without water; carry someone with the help of 1 other person for 1 day
4. Extreme weather conditions—sand storms, snow storms; run 1/2 day
5. Go without sleep for 2 days; go without food for 3 days
6. Go without water for 2 days; run a full day; carry someone alone for 1 day
7. Go without food for more than 14 days
8. Travel while seriously wounded
9. Travel without sleep for 3 or more nights
10. Go without water for 4 or more days

Difficulty Level Charts

Evade Enemy (EE)

$$(PE + PA + SC) \div 3 = EE$$

EVADE ENEMY (EE) is the ability to evade the pursuit of dark creatures and dragon slaves. For example, using this ability, a character can determine whether he is able to lose a party of goblins following him in the forest (or other terrain).

Modifiers: -2 Difficulty Levels for light rain or wind; -4 Difficulty Levels for hard snow or rain or at night.

Difficulty Levels

1. Evade enemy in dense forest
2. Evade enemy on rocky terrain with bushes, or in a swamp
3. Evade enemy on rocky terrain without bushes, or on broken rocky terrain
4. Evade enemy in medium-dense forest
5. Evade enemy in high grass or bushes
6. Evade enemy in sparse forest
7. Evade enemy in low grass or bushes
8. Evade enemy on open ground with little cover or chance of concealment
9. Evade enemy on large lake, ocean, or sea
10. Evade enemy in desert

Hatred Of Evil (HE)

$$(LO + 3GO + 2FA + KN + WIS) \div 8 = HE$$

HATRED OF EVIL (HE) is a burning desire to destroy evil in any form. Hatred of Evil allows LightRaiders to impose a greater amount of damage when fighting dark creatures.

HATRED OF EVIL (HE) increases a LightRaider's ability to attack because he is outraged at the evil.

Difficulty Level Charts

A LightRaider with an HE Ability of 1 is allowed to add 1 to his Weapon Ability Rating.

Once HE is 10, a character adds 5 to the amount of damage done and adds 5 to his Weapon Ability.

Note: The HE charts refer to *Ability Ratings*, not Difficulty Levels as on several other charts.

Ability Ratings

1. + 1 on Weapon Abilities
2. + 1 on damage, + 1 on Weapon Abilities
3. + 2 on damage, + 1 on Weapon Abilities
4. + 2 on damage, + 2 on Weapon Abilities
5. + 3 on damage, + 2 on Weapon Abilities
6. + 3 on damage, + 3 on Weapon Abilities
7. + 4 on damage, + 3 on Weapon Abilities
8. + 4 on damage, + 4 on Weapon Abilities
9. + 5 on damage, + 4 on Weapon Abilities
10. + 5 on damage, + 5 on Weapon Abilities

Hope (HO)

$$(3JO + PE + PA + FA) \div 6 = HO$$

HOPE (HO) is the confident anticipation of a good outcome within the OverLord's will. It is based on faith in the OverLord and His ultimate victory in the Dragon Lands. Sometimes a LightRaider may get himself into a very difficult situation. In that case, he needs to check his Hope to see if he can keep from becoming despondent.

(No chart; difficulty levels are as specified in Adventure.)

Difficulty Level Charts

Knowledge (KN)

$$(JO + PA + GO + FA) \div 4 = KN$$

KNOWLEDGE (KN) consists of understanding gained by experience, as well as information gathered over one's lifetime. There are certain areas in which a LightRaider will be required to be knowledgeable. His KN rating will determine whether or not he has that knowledge available to him.

(No chart; difficulty levels are as specified in Adventure.)

Listening (LIS)

$$(2PE + PA + SC) \div 4 = LIS$$

LISTENING (LIS) is a character's ability to discover the source of noises.

Modifiers: When running, add + 2 to Difficulty Level. When wounded, add + 2 to Difficulty Level.

Difficulty Levels

1. Listen in nighttime stillness; listen underground in cave or tunnel
2. Listen at night time in castle; listen underground in mine
3. Listen in the desert
4. Listen on the plains
5. Listen in the woods; listen while swimming quietly
6. Listen at daytime in castle; listen during high wind in woods
7. Listen at seashore; listen while in battle; listen during large castle gathering (e.g., party, meals in the Great Hall)
8. Listen while swimming quickly
9. Listen over roaring river
10. Listen during an explosion

Difficulty Level Charts

Merciful Compassion (MC)

$$(LO + PA + 2KI + GE) \div 5 = MC$$

MERCIFUL COMPASSION (MC) is a feeling of deep sympathy for another's suffering or misfortune. It is also a desire to help another in his time of need. Merciful Compassion is necessary in order to help a dragon slave or a fellow LightRaider in trouble.

Difficulty Levels

1. Do good to those who love you
2. Do good to those who are your friends; draw from reserve funds to help the poor
3. Help strangers who need you
4. Pray for those who persecute you
5. Help someone who does not want your aid
6. Forgive when under verbal abuse
7. Give to the poor using money you needed to live on
8. Forgive when physically assaulted
9. Help an enemy who may turn and injure you
10. Help those who want to kill you

Persuade Foe (PF)

$$(2FA + SC + KN + 2WIS + CO) \div 7 = PF$$

PERSUADE FOE (PF) is the ability to talk an opponent into doing something you want him to do. The difficulty of this varies according to the enemy's intelligence and his loyalty to evil.

Modifiers: If creature is actively hostile, add 2 to Difficulty Level.

Note: Dragons and skeletons cannot be persuaded.

Difficulty Level Charts

Difficulty Levels

1. Persuade young dragon slave children
2. Persuade dragon slave children, fluster beasts
3. Persuade giants, muks
4. Persuade dragon slaves
5. Persuade goblins
6. Persuade grims, dragon soldiers
7. Persuade mound orcs, sprites
8. Persuade cave trolls, greedoes, cave arachnids
9. Persuade forest trolls, gall buzzards, selfoes (glory hogs)
10. Persuade water trolls, golden calves

Quiet Movement (QM)

$$(PE + PA + SC + EN) \div 4 = QM$$

QUIET MOVEMENT is a character's ability to move quietly over various terrains. It is used to determine how silently a player may approach a creature.

Modifiers: On horseback is 3 levels higher, at night is 2 levels higher.

Difficulty Levels

1. Within sound of ocean waves; during an explosion
2. With wind blowing through trees; in the midst of battle
3. With people arguing; over hard rock surface
4. On wet grass; through light underbrush
5. With people talking; over dry grass
6. On gravel path—level
7. On gravel path—uphill or downhill

Difficulty Level Charts

8. Through heavy underbrush
9. Over loose rock or shale on level ground
10. Over loose rock or shale on steep hill

Recover From Injury (RFI)

$$(3HO + CO + EN) \div 5 = RFI$$

RECOVER FROM INJURY (RFI) is a measure of how quickly a character recovers from sickness, poison, or injury. A character with an RFI Ability of 1 is able to heal 1 point on Physical Vitality in a 24-hour period (EdenAgain time). A character with an RFI Ability of 10 is able to heal 10 points on Physical Vitality in the same 24-hour period.

Note: The RFI chart refers to *Ability Ratings*, not Difficulty Levels as on several other charts.

Ability Ratings

1. Add 1 to Physical Vitality every 24 hours
2. Add 2 to Physical Vitality every 24 hours
3. Add 3 to Physical Vitality every 24 hours
4. Add 4 to Physical Vitality every 24 hours
5. Add 5 to Physical Vitality every 24 hours
6. Add 6 to Physical Vitality every 24 hours
7. Add 7 to Physical Vitality every 24 hours
8. Add 8 to Physical Vitality every 24 hours
9. Add 9 to Physical Vitality every 24 hours
10. Add 10 to Physical Vitality every 24 hours

Resist Torturous Investigation (RT)

$$(JO + 2FA + SC + HO + CO + EN) \div 7 = RT$$

RESIST TORTURE (RT) is a character's ability to endure physical pain when being interrogated. Sometimes LightRaiders are captured by dragon slaves or dark creatures and physically tortured to make them divulge some information about members of the TwiceBorn.

Difficulty Levels

1. Withstand verbal questioning for short duration
2. Withstand minor physical abuse
3. Withstand verbal questioning that continues all day
4. Withstand a beating
5. Withstand a severe beating
6. Withstand repeated beatings
7. Withstand torture to the point of losing arms
8. Withstand torture to the point of losing legs
9. Withstand torture to the point of losing sight
10. Withstand torture to the point of death

Righteously Mingle With Evil (RME)

$$(LIS + SB + RT + GE + 2HE + KI) \div 7 = RME$$

RIGHTEOUSLY MINGLE WITH EVIL (RME) is a character's ability to resist being contaminated by evil surroundings.

Difficulty Levels

1. Be a passive member of a crowd
 2. Play an active part in a helpful group activity (free wagon from mud, etc.)
-

Difficulty Level Charts

3. Watch an unrighteous activity without taking part
4. Listen to someone's vain speech and not be affected by it
5. Work with dragon slaves
6. Associate with people who tell coarse jokes, curse, and swear, with out being affected by them
7. Go to a place of unrighteous activity without being affected
8. Have a casual friendship with a dragon slave
9. Have a close friendship with a dragon slave
10. Live far from other LightRaiders and have only dragon slaves for close friends

Sense Evil (SE)

$$(2GO + KN + CO) \div 4 = SE$$

SENSE EVIL (SE) is the ability to sense evil coming from dark creatures or dragon slaves. It is by discerning evil that a player is able to determine whether someone is a friend or foe, LightRaider or dragon slave.

Difficulty Levels

1. Sense a malignant evil, knowing only hate, death, and destruction, such as in two dragons
2. Sense a malignant evil, such as in a single dragon
3. Sense orcs, goblins
4. Sense trolls, golden calves
5. Sense giants, greedoes
6. Sense skeletons, gall buzzards, muks
7. Sense dragon soldiers, cave arachnids, grims, or fluster beasts, sprites
8. Sense dragon slaves, selfoes (glory hogs)
9. Sense dragon slaves who have rebelled against their masters. (These people are closest to LightRaiders, and if any evil intent exists, it is the hardest to detect)
10. Sense objects that are enchanted

Difficulty Level Charts

Talk With Locals (TL)

$$(LO + 2KI + GO + 2GE) \div 6 = TL$$

TALK WITH LOCALS (TL) is a character's ability to talk with the people living in a certain locality. It involves communicating with people in the Dragon Lands and mingling with them.

Difficulty Levels

1. Talk with the local gossip, bum
2. Talk with children; talk with a blacksmith or stablehand
3. Talk with storekeeper
4. Talk with woman doing manual labor such as working in a field, doing laundry, etc.
5. Talk with a man doing manual labor such as working in a field or on a road
6. Talk with a man doing a task that requires some measure of concentration
7. Talk with local who has a chip on his shoulder
8. Talk with dragon soldiers
9. Talk with town watch-guard
10. Talk with mayor or dragon soldier captain

Track Enemy (TE)

$$(JO + PA + SC) \div 3 = TE$$

TRACK ENEMY (TE) is the ability to follow a creature. It measures how well a LightRaider can trace the creature's trail.

Modifiers: + 1 Difficulty Level for each day the trail is old; + 2 Difficulty Level when light rain or wind has occurred; + 4 for hard snow or rain, and + 4 for tracking at night.

Difficulty Level Charts

Difficulty Levels

1. Track on soft, moist soil
2. Track through muddy soil
3. Track on mossy ground, or ground with fragile vegetation
4. Track in the desert
5. Track in sparse forest, meadow, or plains
6. Track in dense forest
7. Track on hard-packed soil
8. Track on hard-packed soil with bushes
9. Track in swamp
10. Track on rocky terrain or through streams and across lakes

Vision (VIS)

$$(PA + FA + HO) \div 3 = VIS$$

Vision Ability (VIS) measures the keenness of a character's eyesight.

Difficulty Levels

1. See on clear day; see in desert
2. See on plains
3. See through open, sparse forest; see across high grasslands
4. See at nighttime—one or more full moons
5. See in marsh; see something that is semi-concealed
6. See at nighttime—one or more half moons; see through forest of medium density
7. See during light rain; see something that is half- concealed
8. See when snowing, hailing, or raining heavily

Difficulty Level Charts

9. See through thick forest, heavy fog
See at nighttime by starlight
See something that is almost fully concealed
10. See at nighttime—no moons or stars (overcast)

Water Movement (WM)

$$(JO + SC + 2EN + CO) \div 5 = WM$$

Water Movement (WM) is a character's ability to swim, float and dive. It determines whether he can cross rivers, streams, ponds and lakes; and skill at swimming in the ocean.

Difficulty Levels

1. Wade across a river or stream that is waist-deep
2. Tread water for one hour; wade through a calm body of water that is up to the neck
3. Swim 25 yards underwater; swim a quarter of a mile without stopping
4. Swim 50 yards under water; tread water for up to three hours
5. Cross body of water that is up to the neck and running swiftly
6. Swim a mile without stopping
7. Keep from drowning when loaded with full equipment; swim 2 miles without stopping
8. Swim across a river at flood stage
9. Swim 4 miles without stopping
10. Tread water for up to 24 hours; swim 5 or more miles without stopping

Difficulty Level Charts

Wisdom (WIS)

$$(3LO + JO + PE + KI + GO + GE) \div 8 = WIS$$

Wisdom (WIS) gives men good judgment in determining a course of action. It enables them to know the best means of attaining a desirable end. Wisdom helps a LightRaider know the ideal way to achieve his mission for the OverLord.

(No chart; difficulty levels are as specified in Adventure.)

Dark Creature Use of Advanced Combat

Once players start using the Advanced Combat system, certain dark creatures may also use it. Following are guidelines for the types of attacks that dark creatures are allowed to make.

Cave Spider: normal attack only

Fluster Beast: normal attack only

Gall Buzzard: normal attack only

Giant: depending on the situation, may use any of the three attack types (two of which are part of advanced combat; see the DragonRaid RuleBook for details)

Goblin: may use half-swing or a normal attack; rarely will use critical swing, unless goblins are seriously outnumbered and there is no chance for them to take prisoners or escape

Golden Calf: normal attack only

Greedo: may use any of the three attack types

Grim: may use normal or critical swing attacks

Mound Orc: uses critical swing except when stronger dark creature or dragon instructs him not to kill

Selfoe: half-swing or normal attack only

Skeleton: normal attack only

Cave Troll: normal or critical-swing attacks only

Forest Troll: uses critical-swing attack except when he wants something from the creature or person being attacked (in which case a half-swing or normal attack is used)

Water Troll: normal attack or critical swing

Wood Sprite: normal attack only

The Killing of Dragon Slaves

On the world of EdenAgain, the OverLord has forbidden LightRaiders to kill dragon slaves. He loves them and hopes that they will soon give their allegiance to Him.

Consequently, severe penalties are imposed if a LightRaider kills a dragon slave, which could easily happen in the heat of a battle.¹²

Normal Combat System

1. Be sure to inform the players when a dragon slave has a Physical Vitality of 10 or less.
2. Be aware of the difference between accidental and deliberate killing.
 - (a) An accidental killing may occur when a dragon slave has a Physical Vitality of 10 or less. If the LightRaider rolls a 10 for damage on the StarLot, the dragon slave will die, even though the LightRaider does not mean to kill him.
 - (b) A deliberate killing consists of an attack when the LightRaider knows that the dragon slave is near death.

Advanced Combat System

1. Be sure to inform the players when a dragon slave has a Physical Vitality of 10 or less.
2. Any killing in advanced combat constitutes an intentional killing, since players are given several options: attacking with a half-swing, disarming the dragon

¹²This neither promotes pacifism nor disputes it, but merely preserves the allegory by teaching that it is a Christian's duty to build up and edify rather than destroy. Reconciliation is our mission, not revenge (2 Corinthians 5:18).

slave, or overpowering him. Players should never use the critical hit option against dragon slaves.

Penalties for Killing Dragon Slaves

Killing a dragon slave affects the LightRaider's Peace, Faithfulness, and Self-Control Character Strengths.

For a deliberate killing, all three Character Strengths are reduced **to a rating of 1**.

For an accidental killing, all three Character Strengths are reduced **by 1 whole point (not 1 mu)**.

The depleted Character Strengths must be built up again in the usual way by accumulating maturity units. In order to lessen the penalty, a player may choose to say the *Transgression WordRune* (Psalm 51:1-10). This is found in the Special WordRune section of the LightRaider HandBook. If the player can recite this passage correctly from memory, he may reduce the penalty by one-half. For example, if he has a Peace Strength of 7 and he is supposed to take away 6 (for a deliberate killing), he may deduct only 3 by reciting the Transgression WordRune. If he has a Strength of 6 and is supposed to take away 5, he may deduct only 2 (since fractions are dropped).

Dragon Battle

Pride Factors

Dragon pride factors are similar to Physical Vitality points — they both represent the life force within a creature. However, as a dragon is primarily a spiritual creature, it is much more difficult to kill than an ordinary dark creature. The following chart shows the approximate pride factors (PF) for dragons of varying ages.

<u>Age</u>	<u>PF</u>
Fledgling	40
Firewyrn	80
Mature	120
Elder	160
Eldermost	>200

When a dragon sustains damage in battle, its pride factor is reduced. Should a dragon's pride factor be reduced to 0, its spirit will be sent to the spirit world whence it came. Its body, however, is usually left behind to decay, just as any other physical body.

Running Encounters with Dragons

Running an encounter with a dragon requires material from the following sections as well as the information contained in the adventures. These are general guidelines.

Step 1: Get Information

Find the type and age of the dragon in the Adventure GuideBook. Also find the easy and hard mind speech tables in the GuideBook for quick or lengthy

encounters, and information about the dragon’s breath weapon (and possibly smoke weapon).

Step 2: Select Easy or Hard Mind-Speech Encounter

Decide which type of encounter will give your group the most excitement and challenge. Easy encounters have more physical fighting and less difficult thoughts; hard encounters have less fighting and more difficult thoughts. Thus, the easy encounters move faster and offer more overt excitement; the hard ones are better tools for examining and debating mistaken ideas or wrong impulses.

Step 3: Dragon Attack Sequence

1. A dragon’s first attack is always mind speech, whether easy or hard.
2. LightRaiders are expected to refute the mind speech.
3. The Adventure Master rolls on the age-level attack charts each round after the first to determine which attack mode the dragon will use.
4. The Adventure Master continues the sequence until either the dragon or the party is dead or retreats. Thus, a dragon may use a different attack each round, keeping players off balance, since certain weapons work only against certain attacks. See chart below.

Effective Responses to Dragon Attack

Dragon’s Attack	LightRaider Counterattack
Fire	Normal weaponry (swords,etc...)
Body (teeth, claws, tail)	Normal weaponry
Mind speech	Refute by speech, using knowledge of the Sacred Scroll WordRunes
Breath/smoke	WordRunes

Dragon Attack Charts

Use the following charts after the first round of dragon combat (roll Shadow Stone for number). For further information, see “Fighting Dragons” in the DragonRaid RuleBook.

Fledgling Attack Chart

Easy		Hard	
1-2	Mind Speech	1-3	Mind Speech
3-4	Fire	4	Fire
5	Breath	5	Breath
6	Smoke	6	Smoke
7	Physical Attack	7	Physical Attack
8	Retreat	8	Retreat

Firewyrn Attack Chart

Easy		Hard	
1-3	Mind Speech	1-4	Mind Speech
4	Fire	5	Fire
5	Breath	6	Breath
6	Smoke	7	Smoke
7	Physical Attack	8	Other:
8	Retreat		1-4, Physical Attack
			5-8, Retreat

Mature Attack Chart

Easy		Hard	
1-4	Mind Speech	1-5	Mind Speech
5-6	Fire	6-8	Other:
7	Smoke		1-2, Fire
8	Other:		3-4 Smoke
	1-3, Breath		5 Breath
	4-5, Physical Attack		6, Physical Attack
	7-8, Retreat		7-8, Retreat

Elder Attack Chart

Easy		Hard	
1-5	Mind Speech	1-6	Mind Speech
6	Fire	7-8	Other:
7	Smoke		1-2, Fire
8	Other:		3-4, Smoke
	1-4, Breath		5-6, Breath
	5-6, Physical Attack		7, Physical Attack
	7-8, Retreat		8, Retreat

Eldermost Attack Chart

Easy	Hard
<i>None</i>	1-7 Mind Speech
	8 Other:
	1, Fire
	2-3, Smoke
	4-6, Breath
	7, Physical Attack
	8, Retreat

Dragon Fire Weapons

The various families of dragons project their fire weapons in a variety of shapes. See the following tables.

Dragons and their Fire Weapons

Type of Dragon	Shape of Fire Weapon
Crystal	Line
Gaze	Cone
Fluorescent	Fireball
Firedrake	Line, Cone or Fireball
Dream	Cone
Slime	Hot Stones or Lava Flow
Shadow	Cone
Sea Serpent	Firewater: Line, Cone, or Fireball
Rainbow	Firewater: Fireball

Width of Dragon Fire Weapons

Shape of Weapon	Width
Line	10 feet
Cone	30 feet
Fireball	15 feet
Hot Stones	50 feet
Lava Flow	10 feet

Dragon Fire Weapon Attack Ability and Range

<u>Age of Dragon</u>	<u>Attack Ability</u>	<u>Range</u>
Fledgling	8 points	40 feet
Firewyrn	12 points	80 feet
Mature	16 points	120 feet
Elder	20 points	160 feet
Eldermost	12 points	120 feet

The line and the lava flow may be made to extend to the maximum range for the age of the dragon, as can the other forms, with the exception that as the length decreases, the shape of the cone, etc., will change slightly.

The damage done by a dragon's fire weapon is determined by its Fire Attack Ability. For example, if a fledgling dragon uses its fire weapon, the Adventure Master must roll the Shadow Stone eight times (i.e., once for each point of the dragon's Attack Ability as shown in Table 3 above) and add the results. This sum is the damage done by that fire weapon. For a Firewyrn, the Shadow Stone is rolled 12 times, etc.

A LightRaider's Shield of Faith absorbs 1 attack point for every point the Shield has. For example, if a LightRaider's Shield of Faith has 4 points and he is attacked by a mature dragon's fire weapon, the damage he incurs is found by rolling the Shadow Stone only 12 times ($16 - 4 = 12$) rather than a full 16. LightRaiders may also combine their Shields of Faith to resist dragon fire, provided they are all within its range.

Here is another example to help you understand the use of these tables:

Your party has just met an eldermost crystal dragon who attacks you with his fire weapon. First, the Adventure Master must look at Table 1 to see what shape the weapon takes. It happens to be a line. Going to Table 2, he sees that the line is 10 feet wide. Then he looks at Table 3 and finds that the maximum range of an eldermost dragon is 120 feet. So if any party members are within 120 feet of the dragon, it will be able to flame one or more of them, depending on how close they are. Remember, however, that the width of the line is limited to 10 feet.

Dragon Physical Attacks

Dragon Battle Abilities

Age	Battle Ability	Damage		
		Claws	Bite	Tail
Fledgling	15	SSt*	2SSt	SSt+2
Firewyrn	30	2SSt	3SSt	2SSt+4
Mature	45	3SSt	4SSt	2SSt+6
Elder	60	3SSt	4SSt	2SSt+8
Eldermost	45	3SSt	4SSt	2SSt+6

*SSt means one roll of the Shadow Stone.

Generally speaking, a dragon prefers to attack with its claws, not its head, for the claws are less vulnerable than the head. Note, however, that all four claws can be used only when the dragon swoops down and lands on its prey from the air. When this happens, roll the Shadow Stone twice as many times as indicated in the above chart to determine damage. Use the following chart to determine which physical weapon a dragon will use.

Physical Weapon Attack Chart

SSt	Attack Type
1-4	Dragon attacks with claws
5-6	Dragon attacks with tail (use claws if no character is behind the dragon)
7-8	Dragon attacks with bite

Range of Dragon Breath Weapons

All dragon breath weapons have certain ranges that are randomly determined and have nothing to do with age or family. Each dragon has its own range. Use the following table (rolling the StarLot):

Dragon Breath Weapon Range Chart

<u>SL</u>	<u>Range</u>
1-2	up to 30 feet
3-5	up to 60 feet
6-7	up to 90 feet
8	up to 120 feet

Range of Dragon Smoke Weapons

The smoke weapon of a dragon is emitted from its nostrils and forms a 50' x 50' cloud in front of the dragon. Wind may move this cloud in any direction; if this is the case, the Adventure GuideBook will give details.

WordRune Level Test-Out Program

Eventually, a player's character will achieve a Sword of the Spirit rating that enables him to use WordRunes of Difficulty Levels 4, 5, 6, etc. If his character should happen to die and he has to roll a new one, he would normally be set back to a Sword of the Spirit rating of 1. But this would upset the player's progress in Scripture memorization. To avoid this, use the following testing procedure:

Suppose the player had advanced to WordRunes of Difficulty Level 3; but his new character could use only Difficulty Level 1. The Adventure Master may tell the player to review the WordRunes that he has memorized. The Adventure Master then chooses two of these WordRunes and gives the Scripture references to the player. If the player can repeat both of them correctly, the Adventure Master will then award him a Sword of the Spirit rating of 3 (i.e., put him at the level where his last character left off).

This procedure applies only if a character has been killed and is replaced by a new one. If a player does not lose his character, the Sword of the Spirit rating can be increased only in the regular way.

Character Role Classes

In a role class that gives a permanent bonus to a Character Ability (such as Knight of the Way), a LightRaider may still gain maturity units and raise his Ability level normally, adding the new figure and the bonus together. For example: a LightRaider has a Blend with Surroundings Ability of 6 and receives a permanent bonus of + 2 on that score, making his rating an 8. If he receives enough maturity units to raise his unadjusted score to 7, he then adds the + 2 bonus to the 7 to make a new total of 9.

A LightRaider may not take on any of the special roles until he has successfully completed three missions—even if he meets the requirements. Only after he has successfully completed three adventures, and has high enough characteristics, may he select a role class.

A LionWarrior, a WolfSoldier, and a BearKnight are permanent role classes. A character cannot withdraw from these classes as long as his animal is alive. After that he may change, provided he did not deliberately kill his animal.

The other role classes may be changed freely after an additional three successful adventures, provided the character meet the requirements. Permanent bonuses are lost when a LightRaider changes roles. The Knight of the Way mentioned above would lose his +2 BWS bonus if he decides to become a Renewer. Once a LightRaider reaches a perfect 10 in all nine characteristics, he becomes a Guardian of the Light.

Following are guidelines for running the animals involved in the various role classes, along with additional information about the Knight of the Way.

Running a Lion

Attack Ability	8
Physical Vitality	28
Damage	SL*
Abilities:	
QM Ability	8
BWS Ability	6
VIS Ability	8

*SL means one roll of the StarLot.

The Lion will do anything the LionWarrior commands as long as it is consistent with the OverLord's directives. For example, a Lion would not kill a dragon slave.

Running a Wolf

Attack Ability	6
Physical Vitality	15
Damage	SL-2 (but may not do less than 1)
Abilities:	
QM Ability	4
EN Ability	8
TE Ability	8

The Wolf will do anything the WolfSoldier commands as long as it is not an unrighteous request. The Adventure Master must use his discretion here.

Running a Bear

Attack Ability	12
Physical Vitality	40
Damage	2SL
Abilities:	
CO Ability	10
EN Ability	6
VIS Ability	7

The Brown Bear will serve willingly as a steed for the knight as long as his endurance will allow him to travel. Also, the Bear will do all that is requested of him as long as the LightRaider does not ask him to do something wrong.

Running Animals (AnimalMaster)

The AnimalMaster must give his animals verbal or hand signals so that they will know what is required of them. On the Success Grid, use the AnimalMaster's Converse with Animals Ability against the Difficulty Level of the animal action. If the AnimalMaster rolls equal to or higher than what he needs, then he is successful in communicating with the animal and the animal will carry out the action.

Difficulty Level of Animal Action

1. Look and listen.
Do simple tasks such as retrieve an object.
2. Scout out an area.
3. Enter a building or a castle.
Take a written message to someone.
4. Take a written message to someone and return with an answer.
5. Enter a town.
Fight in a battle.
6. Face fire.

The main guideline for running the animals is common sense. These animals are natural, so their abilities are those of real animals. In other words, the animals will not do something out of character; for example, a deer will not climb a tree. The small animals cannot move as quickly as the larger animals. Likewise, the smaller animals, such as mice and muskrats, don't fight very well against large enemies.

Additional Information for Running a Knight of the Way

Whenever a Knight of the Way is traveling with a party about to be ambushed, allow him to make a Vision check (Difficulty Level will depend on surroundings). If he makes his Vision check, then he sees the trap.

Also, a Knight of the Way specializes in one type of environment: desert, plains, woodlands or forests, or mountains. He may be expert in only one environmental setting. However, while he is in his setting, he can always find food and water, and cannot get lost unless some dragon enchantment is used.

Battle Prayer

In extreme emergencies, the OverLord of Many Names permits a special form of communication between Himself and members of the LightRaider party. This is known as Battle Prayer. Battle Prayer is effective only at the time of the OverLord's choosing, but this should not prevent players from trying it.

Procedure

Each player may write a name (either his own or that of another party member, but not both) on a piece of paper and hand it to the Adventure Master, stating that he is using Battle Prayer. Then the Adventure Master will inform players of the results, if any. Note that it is possible for one character to receive one or more benefits while others receive none.

Do not permit players to discuss who they are going to pray for, as Battle Prayer is allowed only during stressful situations where characters would not have opportunity to communicate with each other.

Use

The use of Battle Prayer is usually specified within an adventure. For example: Four players may be facing 20 orcs. The Adventure GuideBook might say "Battle Prayer is appropriate in this situation."

Battle Prayer is also appropriate when the Adventure Master determines to help the play-balance of a situation. This may be necessary if the LightRaider party is heavily outnumbered, for example.

Effects

Once the players have written on pieces of paper and handed them to you, turn to the Battle Prayer Chart in the “Game Aids” section of this manual.

Each area is based on a different situation. For example, if the players are fighting a dragon, use the dragon section of the Battle Prayer chart. In other circumstances involving physical combat, you may return the papers and allow the players to choose whether to pray for healing or an increase in their Weapon Abilities.

Once it is determined what section is appropriate, simply roll the StarLot and apply the results as indicated. Most of them involve additions to abilities or healing, so that the character named would get that specific benefit. Keep rolling the StarLot until each name on every piece of paper is rolled for. Then inform the players of the results. If, in your opinion, Battle Prayer is not appropriate, then simply inform the players that their prayers have produced no apparent effects.

Part V

Handling Game Problems

Introduction

The following sections deal with problems that can occur during the course of a game. These problems are divided into three areas: people (social) problems, spiritual problems, and game-related problems.

People Problems

1. When a player wants to leave the game
2. When a player dominates the game
3. When a player does not participate
4. When players argue among themselves
5. When players argue with the Adventure Master
6. When a player is disruptive

Spiritual Problems

1. How to prevent the overuse of easy spiritual solutions
2. When a player cheats

Game-Related Problems

1. Maintaining play balance
2. When a character dies
3. When everyone needs to be rescued
4. When the Adventure Master becomes confused
5. When players try to leave the written narrative

People Problems

When a Player Wants to Leave

Occasionally, you may find a player who is not enjoying the game and would like to stop playing. What do you do? First of all, make sure that you are running the adventure in a competent and interesting way. If the other players are enjoying themselves, you probably don't need to worry about that.

Next, try to determine if the player is frustrated. This may happen because the player feels he is not in control of what happens to him. Some people are very cautious about taking risks. In that case, point out that we do not know the future in real life. Encourage him to use his best judgment and tell him to remember not to worry about things, but to enjoy himself as much as possible. Be understanding; do not make the adventure too hard for the players.

Occasionally, a player may be frustrated simply because the character he is using is too weak and cannot fight properly. In that case, he should be given the opportunity to play with another character.

If you have tried every possible means of helping the discouraged player and he still wants to get out of the game, you can arrange to have his player captured or killed to avoid embarrassing him. Of course, if he wishes, he can just leave the game.

If the player is being childish or sulky, the group will probably be better off without him, and he should be allowed to leave with as little fuss as possible. You—or someone else—may want to deal with his behavior outside the game setting.

When a Player Dominates the Game

Occasionally, you will find a player who wants to do all the talking and make all the important decisions in an adventure. It is up to you to balance the players'

involvement so that all have an opportunity to participate. Here are a few suggestions:

1. Tell the dominating player that he may lead or make suggestions only in the areas where his character is strong. Point out that each character has his own strengths and weaknesses, and that a character should assume leadership only in the areas where he is strong.
2. Encourage ideas from non-verbal players. These players may be those who think before they talk; therefore, they may have the best ideas. If a quiet player consistently comes up with good ideas, the others should learn to ask his opinion, perhaps with your encouragement. Remind him to role-play his character's strengths.
3. If a player is stubborn and continues to dominate the play, you will have to state openly that he needs to give the other players an opportunity to present their ideas. If he makes suggestions, listen to him, but don't act without turning to the other players and saying, "And what do you want to do here?"

When a Player Does Not Participate

Once in a while, you may have a player who does not seem to get into the spirit of adventure learning. He may be quiet and shy, but may still be enjoying the game. Never force someone to act in a way he is not made to act. This will only result in embarrassment for that person and frustration for you. Nevertheless, you can encourage him by saying that his involvement is needed by the raid party.

When Players Argue Among Themselves

Sometimes players cannot agree on what to do. In that event, there will probably be a lively discussion. This is good; you should encourage them to work together and come to a solution by talking it over. However, if the discussion turns into an argument, it is up to you to stop it. You can suggest that they are wasting time, and had better find a solution quickly or some dark creature might come along. If they continue to argue, create a problem on the spur of the moment—a band of orcs, or something equally nasty! Occasionally, you may have to arbitrate and say, "This is what I think you ought to do; let's settle it that way right now."

When Players Argue with the Adventure Master

Sometimes one or all of the players may dispute a decision you made. If a question arises about one of your rulings, have the players state their grievance clearly. Do not become defensive; listen to what they have to say and try to analyze the problem. Ask yourself why they are confused; have you made a mistake? Then look in the LightRaider HandBook, Adventure Master Manual, or RuleBook to see if you can find the answer. Discuss what you find with the players and see if you can agree on the interpretation of the rule. If not, you could roll the StarLot, saying that 1-5 means you will go with your interpretation, and 6-10 means you will go with the players' interpretation.

Generally, if a majority believes one way, try to go with that. Do not, however, make the minority feel foolish, especially if the problem really is confusing. You can always say, "This part in the manual is a little confusing, but here's what I think we should do." If this happens, be sure to write to Adventures for Christ and explain the nature of the problem; perhaps we can clarify things in a future edition of the manuals.

Above all, don't be afraid to admit your mistakes. Good leaders always have their mind on their objective and will act for the good of the group whether or not they are proven wrong. In this way, you can show players that the important thing is not your mistake but what you do about it.

When a Player Is Disruptive

During the course of your Adventure Mastering, there may come a time when you run across a disruptive player who is disturbing other members of the group. He may be causing divisions, arguing over whatever is done and, in general, not acting like a LightRaider. Such a player can make leading the game very difficult while distracting those players who really wish to get into the adventure and play out the situation before them.

Here are some suggestions:

1. Have a talking animal come out of the background and address this particular player, informing him that LightRaiders do not act like this; that he is acting more like a dark creature or a dragon slave than a LightRaider.
2. At a stopping point, you may take this player aside and, in private, confront him. Tell him that he is disturbing the game, making it very difficult for you—as well as the other players—to concentrate. Try to find out why he is doing this.

He may have a problem that you can deal with immediately. Whatever the person's reasons, you cannot allow him to continue disrupting the game.

3. A more subtle solution may be to have a dragon or dark creature come and attack that player's character, seriously wounding or killing him, as you see fit. The player would be forced to sit on the sidelines where he may be able to see the results of his actions. If so, you could give him another character—and another chance.
4. If he continues to be disruptive, you may finally have to ask him to leave, informing him that he is once again showing inappropriate behavior that will not be allowed lest it ruin the game for other players.

Summary

Part of a Christian's leader's responsibility involves disciplining those who need it. However, these suggestions are to be used only when a player is deliberately being disruptive, not when he is merely role-playing or acting out a sin enchantment to create division and diversion. Usually, public humiliation in front of a group of friends is sufficient to help keep such a player in line. Dismissal should be considered only after all other options have been tried. You might ask your other players for their suggestions on handling this situation.

Spiritual Problems

How to Prevent the Overuse of Easy Spiritual Solutions

Sometimes players try to surmount the difficulties of DragonRaid by praying to the OverLord or rebuking dark creatures in His name. They seem to subscribe to the mistaken belief that if you pray about anything, God is required to obey you as though He were the servant and you the master.

But many times God says no to our prayers. There are, of course, many reasons for this, most of them probably unknown to us. It may be because we are asking for easy deliverance from hard things that have been sent into our lives so that we might grow in the likeness of Jesus Christ.

The same is true of rebuking evil. Often it is God's will for us to wage an active battle against it, rather than simply to escape it. God wants us to be strong Christians, so He does not always grant our requests for miraculous deliverances, nor does He always grant us power to rebuke evil in His name.

This is why it is generally not a good idea to use prayer or rebukes to solve problems that the Adventure GuideBook clearly indicates are to be handled by the players' own resources. Also, the game system can be rendered useless by treating prayer and rebukes as acts of magic, rather than as requests which the OverLord may not grant in the way the players desire. You must see to it that the players solve the difficulties included in the adventures.

Sometimes, of course, players will decide upon actions not covered in the GuideBook, or they will get into situations from which you can see no way of abstracting a lesson. The situation may not lend itself to teaching, or some other consideration may supersede this one. In such cases, it is quite all right to permit prayer or rebukes, but in such a way that directs the player back to the adventure described in the GuideBook. You must see to it that they go through the adventure learning simulation

so that they can learn more about God.

When easy spiritual solutions are being suggested, avoid giving the players a lecture. If they seem prone to overuse these easy responses, a friendly explanation of the preceding material will probably suffice. Do remember that it is the Holy Spirit who convicts, though He may use you as a tool toward this end. Let Him work in their lives while you give them a gentle explanation. Try to avoid making the players defensive about their actions. This invariably pushes them deeper into their position.

When a Player Cheats

If a player cheats, you should hand out penalties, usually in the form of a reduction in maturity units to a certain Character Strength. Depending on the offense, you may subtract 1-20 units as a penalty.

If you do not think it is suitable to address the person before the others, you can make it less embarrassing by naming the person's character. For example: "Girth did not behave in an acceptable way, so his Self-Control is reduced by five maturity units." Do punish unrighteous behavior – never let it slide by.

Game-Related Problems

Maintaining Play Balance

Always maximize the learning experience for the players. To do this, you need to keep the game balanced, trying to prevent characters from getting killed too often, while at the same time making it a little difficult and exciting when the situation isn't so dangerous. However, do not hesitate to allow a character's death if the player makes an unwise choice. He needs to feel the consequences of foolish behavior.

Here are some suggestions on maintaining balance in the game.

If the situation is tipped in favor of dark creatures:

1. You could have a pegasus or a unicorn appear on the scene to help the needy adventurers. These creatures can be used to balance difficult situations. They are invulnerable and cannot be killed or injured by any other creature—which makes them very powerful and formidable opponents. They automatically hit when they attack, and do between 4 and 40 points of damage. (Roll the StarLot four times and add the results.) They can transport a party great distances in a very short time; they can give guidance; and they can save from certain death. They are to be used at the Adventure Master's discretion, but only in the most dire circumstances.
2. Another group of LightRaiders or perhaps a group of dragon slaves could appear to help in the midst of a battle. After the battle you can have the rescuers explain their reason for helping. The LightRaiders might say: "We were on a mission for the OverLord and saw you were in trouble, so we stopped to help." The dragon slaves might say, "We hate those orcs." Or they might have been impressed with the LightRaiders' bravery.
3. Some talking animals might come to the rescue—some of the OverLord's Wolves, Bears, or Lions.

4. You could use the elements to the LightRaiders' battle advantage—snow, wind, rain, earthquake, or fog.
5. The players can use Battle Prayer.

If the battle is too easy:

1. You can bring more dark creatures into the battle. You might even introduce a new kind. For example, if the LightRaiders are fighting orcs, it may be interesting to have a wandering giant join the fray.
2. Again you can use natural elements, this time to reduce the effectiveness of the LightRaider's combat.

When a Character Dies

Sometimes during the course of an adventure, a character will die. This may be very disappointing to the player who was running the character. Since it is your responsibility to see that everyone has a good time, you must help the player get another character quickly to replace the lost one. Here are some suggestions for doing this:

1. Have the party encounter a dragon slave who accepts the OverLord and becomes a member of the TwiceBorn.
2. Have a stray LightRaider join the party. You can make up a story to explain the appearance of the new LightRaider. For example, the LightRaider could say that he had completed a mission and was on his way back to the HollowTree, but he would like to join the party and help them accomplish their mission first.
3. Arrange for a LightRaider to be rescued from some dark creatures that the party has encountered. Again, you need to make up a story telling how the LightRaider was originally captured.

Roll up the new LightRaider's Character Sheet on the spot. Or better yet, keep a few spares on hand to minimize time loss.

When Everyone Needs to Be Rescued

Sometimes an entire raid party will fall under a sin enchantment. This may not necessarily be a complete disaster. If the party can continue on their mission, even with reduced efficiency, you need not intervene. However, if the rescue attempt is halted completely or hopelessly sidetracked with no chance at all of success, you will need to step in and provide some way of salvaging the situation. Here are a few suggestions; you may have other, more creative ideas.

1. Another LightRaider can happen by and offer advice or administer a WordRune for rescue.
2. One of the talking animals could appear and offer counsel or WordRunes.
3. A Celestial Guardian could enter the scene and offer guidance or recite WordRunes.

In each case, if a WordRune is administered you should repeat it yourself rather than allowing the players to do it.

When the Adventure Master Becomes Confused

There will be times when even the Adventure Master loses his way in the game. Players may have become silly and illogical or have attempted some very unreasonable maneuvers, obviously not covered in the Adventure Master Manual or Adventure GuideBook.

Sometimes confusion stems from lack of adequate preparation time, and you become lost or totally disoriented within the narrative. This happens even to the best, or most experienced, game leader.

One way to handle this is simply to admit to your players that you are having a problem and you will need a few minutes to think through the situation. It might be good to suggest that the players take a short break; by the time they return, you will probably have everything back under control. Then, if you need still more time, take it!

When Players Try to Leave the Written Narrative

In many role-playing games, it is common—and sometimes even desirable—for players to leave the written adventure and go off in some direction of their own choosing. However, this is not always the case in DragonRaid. Since the system is designed to teach certain truths, a departure from the text may cause players to miss out on valuable spiritual lessons. So you must help them stay as close as possible to the material in the Adventure GuideBook.

This need not hamper your creativity, or theirs either. You can even be innovative in the way you bring them back to the text. Tell the players that a talking magpie flies down in front of them and advises them that what they are about to do isn't in the OverLord's will! As a general rule, keep each adventure running fairly close to the GuideBook. If you do not, DragonRaid may become just another game—fun, but without educational value. And imparting Christian truth is what DragonRaid is all about.

Part VI

Becoming a Better Adventure Master

Introduction

This section contains additional advice for Adventure Masters who are already familiar with the basic rules of the DragonRaid system. You will probably not want to use these ideas until you have run several games and become comfortable with the procedures. This material adds some challenges to your job as an Adventure Master, but it can also increase the excitement of the game and make imagined situations seem more realistic.

Improving Group Play

Helping Players to Develop Team Spirit

A good Adventure Master doesn't just run an interesting game; he also helps the players learn how to work together for the common good. In fact, this is one of the most important lessons of DragonRaid.

1. The first step in developing team spirit is to focus the players on a common goal. Help them feel that they really want to do the assignment for the OverLord.

Any time a player's character seems to be working against the completion of the mission, you can ask, "How does that behavior fit with your commitment to the cause?" Generally, players will re-evaluate the situation in the light of their previously stated goals, and their behavior will then become directed toward fulfilling the mission.

2. Another critical way to build team identity, spirit and cooperation is to help players see that they need each other to accomplish the mission or achieve their goal. People can work well together if they realize they must in order to get something they all want. Even enemies can cooperate if they are pursuing an important common objective.

Throughout the game, you can help the players see that they will have more success if they work together. If they get into an argument, you can remind them that they need each other's support and cooperation so desperately that they must not allow themselves to become divided. Jesus and the writers of Scripture often spoke of the urgent necessity that the church be undivided.

After they are ready to work as a team, help players understand that this is the OverLord's desire for His people. Jesus Christ formed a group of disciples whom He instructed to work as a team, for He knew that there was great strength in a group.

Sometimes it may be necessary for you to point out that the players need to help one or more of their number, either in understanding or in doing something. A

number of situations that require this mutual help have been worked into the adventures.

If you're having trouble getting your players to cooperate with one another, use your imagination to think of something that would force them to do so. For example, you might have half of them get poison oak on their backs so that they lose one Physical Vitality point for every day they are not treated by one of their team members. There are many things in life more easily done with others. If you think a bit, you will find that you can invent all sorts of ways to make players depend on one another.

Adventure Master Self-Evaluation

The following questions will help you evaluate your strengths and improve your weaknesses. It is best to answer them as soon as possible after each adventure or playing session.

1. How did the game go? Did the players seem to enjoy themselves? Did I enjoy myself?
2. If the evening was fun, which elements contributed to the enjoyment?
3. If there was a lot of argument or discord, why did this occur?
4. Did I feel free to role-play characters or dark creatures?
5. Did all the players seem to be involved in the adventure, or was there one person who dominated the play?
6. Was I adequately prepared for the session?
7. Did I sense that spiritual lessons were being learned? (If not, you might check the list of teachings at the beginning of the Adventure GuideBook and look up some of the Scripture references.)

Enhancing Spiritual Impact

Responses to the Great Rescue

The Great Rescue WordRunes are used for rescuing the Once Born from the dragons and helping them become members of the TwiceBorn. They are found in the section entitled “Eternal Battle and Great Rescue WordRunes” in the LightRaider HandBook.

These WordRunes, however, are given only as guidelines; they are not a magic formula for converting someone. Real life is not like that, so the mere recitation of the WordRunes does not guarantee that the dragon slave will come to know the OverLord. (Whether or not he will is usually specified in the adventure.)

Players must be so familiar with the salvation message that they will not be stumped by arguments the Once Born often use to resist rescue (thus teaching them how to deal with such questions in real life). Listed below are common excuses and arguments along with several Scriptures to refute each.

Dragon Slave Arguments

1. “I am too great a sinner. I have been following the dragons too long, and I have done many terrible things.”

Isaiah 1:18; Romans 5:6,8; 1 Timothy 1:15.

2. “I will have to stop doing wicked things and become a better person before I can become a member of the TwiceBorn.”

Matthew 9:12,13; Luke 15.

3. “My life has been such a failure. I’m afraid I couldn’t remain a loyal member of the TwiceBorn very long.”

John 10:28,29; 2 Timothy 1:12; Jude 24.

4. "I'm not strong enough. I feel so weak. I could never do what you LightRaiders do."
1 Corinthians 10:13; 2 Corinthians 12:9, 10; Philippians 4:13.
5. "I tried once before to be a TwiceBorn, but I failed."
Isaiah 40:29-31; 1 John 5:4.
6. "I just don't want to give up my old ways."
Galatians 6:7,8.
7. "I can't give up my old ways."
John 8:36; Philippians 4:13.
8. "I'm afraid I will be persecuted if I become a member of the TwiceBorn."
Matthew 5:10-12; 1 Peter 4:12-14.
9. "I can't become a member of the TwiceBorn because I will lose my position."
Matthew 6:33; Mark 8:36.
10. "There are too many nice things in my life; I can't give them up for the OverLord."
Psalms 84:11; Mark 8:36.
11. "The TwiceBorn way of life is too hard for me."
Proverbs 13:15; Matthew 11:26-30.
12. "I'm afraid other people will make fun of me."
Proverbs 29:25; Mark 8:38.
13. "I will lose my friends."
Psalms 1:1,2; Proverbs 13:20; James 4:4.
14. "I've been seeking the OverLord, but I can't find Him."
Jeremiah 29:13; Luke 19:10.
15. "The OverLord will never receive me."
John 6:37; Romans 10:13.
16. "I don't want to become a member of the TwiceBorn. TwiceBorn people are so inconsistent."
Romans 2:1-5; Romans 14:12.

- 17. “The OverLord seems too cruel and unjust for me to serve Him.”
Luke 19:41,42; Romans 9:20.
- 18. “I’ve looked at take Sacred Scrolls, and there are so many things in them that I will never be able to understand.”
Psalm 119:18; 1 Corinthians 2:14.
- 19. “I can never become a TwiceBorn because there’s someone I hate, and I’ll never forgive him.”
Matthew 6:15; Ephesians 4:32; Philippians 4:13.
- 20. “I’m already going to the Everlasting Kingdom because I’ve lived a good life.”
1 Samuel 16:7; Isaiah 64:6; Luke 16:15; James 2:10; Galatians 2:16.

Optional Reward and Penalty System

“From everyone who has been given much, much will be demanded; and from the one who has been entrusted with much, much more will be asked” (Luke 12:48b).

This Scripture is the basis for the following Optional Reward and Penalty System. The system is included to provide you with additional guidelines for rewarding or penalizing players for original actions. The use of this system requires a thorough understanding of each fruit of the Spirit and how it affects growth. Do not hand out rewards or penalties at every opportunity; the system is designed to enhance spiritual growth, so use it carefully.

Note that the penalties and rewards may be applied to *either* character or player behavior.

A character with a Character Strength of 1 to 3 in a particular area is not as responsible as one with a Character Strength from 7 to 10. For example: A character with a Love strength of 2 is not expected to be as unselfish as someone with a Love strength of 9.

Therefore, a player with a low Character Strength who does something wrong is penalized *less* than one with a high Character Strength as follows:

Character Strength	Penalty
1–3	subtract 1 maturity unit
4–6	subtract 2 maturity units
7–10	subtract 3 maturity units

Conversely, one who has a high Character Strength is expected to act accordingly. Therefore, if he performs a good deed, his reward should not be as great as for one whose Character Strength is lower. This works as follows:

Character Strength	Penalty
1–3	add 1 maturity unit
4–6	add 2 maturity units
7–10	add 3 maturity units

If the Adventure Master uses the Optional Penalties and Rewards System, he must always remember to be fair. He must not reward players he likes and penalize players he does not like, for nothing will generate more resentment among the players.

Following are some suggestions for determining penalties and rewards.

Guidelines For Penalties

Love: When a character acts selfishly, take away 1 to 3 maturity units from Love.

Joy: When a character complains about a situation, take away 1 to 3 maturity units from Joy.

Peace: When a character gets upset in an unrighteous way, take away 1 to 3 maturity units from Peace.

Patience: When a character is disobedient to the OverLord or a RaidLeader, take away 1 to 3 maturity units from Patience.

Kindness: When a character does not want to help another person, take away 1 to 3 maturity units from Kindness.

Goodness: When a character acts unrighteously, take away 1 to 3 maturity units from Goodness.

Faithfulness: When a character is not loyal to the OverLord, take away 1 to 3 maturity units from Faithfulness.

Gentleness: When a character responds ungraciously to a need, take away 1 to 3 maturity units from Gentleness.

Self-Control: When a character is distracted from his purpose, take away 1 to 3 maturity units from Self-Control.

Reasons For Reward

Love: Whenever a character is injured while protecting a fellow player, add 1 to 3 maturity units to Love.

Joy: If a character has an attitude of rejoicing and giving thanks in difficult situations, add 1 to 3 maturity units to Joy.

Peace: If a character demonstrates calmness and peace in the midst of a difficult situation, add 1 to 3 maturity units to Peace.

Patience: If a character shows steadfastness under difficult circumstances, add 1 to 3 maturity units to Patience.

Kindness: To those characters who help support those who are weaker in the party, add 1 to 3 maturity units to Kindness.

Goodness: If a character does a righteous act that does not clearly fall under the category of any of these other guidelines, add 1 to 3 maturity units to Goodness.

Faithfulness: When one character edifies or builds up another player spiritually, add 1 to 3 maturity units to Faithfulness.

Gentleness: If any player comforts another player or encourages him, add 1 to 3 maturity units to Gentleness.

Self-Control: When a character disciplines himself in order to pursue his mission, add 1 to 3 maturity units to his Self- Control.

Increasing Excitement and Fun

Marching Orders for Players

This section deals with suggested uses of the battle grid. Usually when the players come into contact with a dark creature or a dragon, the Adventure GuideBook will ask you to lay out the battle grid, assigning positions to the various creatures involved.

It is suggested that you have your players line up in their marching order, whether they are going down a pathway or exploring the inside of a building. This has certain advantages over waiting for a player to put his character figure on the grid when he begins an encounter. You are able to surprise the characters by having something spring out at them suddenly. Otherwise you must have them stop, lay out the battle grid, and set up their characters. If their figures are already on the grid, they won't have time to shift positions to get the strongest characters in front; their order will already be determined.

The only problem with this comes when there is an encounter calling for the use of both battle grids. In that case you have to rearrange the characters on the two grids as specified in the adventure before continuing on. This isn't hard to do, however, and the advantages of using marching order all the time far outweigh the disadvantages.

Better Character Identification

Many companies currently make 25mm lead figures called miniatures. These add much excitement and realism to this kind of game and can be purchased in most hobby stores. If you have an organized group of players, you may each wish to contribute a small sum of money toward the purchase of these miniatures. Incidentally, painting miniatures can become an absorbing hobby in its own right.

More Surprise and Suspense

Suppose a troll jumps out from behind a tree. Instead of having each player tell what he will do, hand each player a 3×5 card and have him write down what his character does. Permit no talking or peeking, for in real life the players would not be able to read one another's minds. Each player would then read aloud his own reaction. This can lead to some interesting situations! One player might have chosen to attack, while the others ran away. Use this technique only on occasion to liven up a game.

More Mystery in Sin Enchantment Battle

Whenever the characters are facing a sin enchantment battle, try telling the players only what Character Strength to roll against, not the Difficulty Level. Do not tell the group what the enchantment's effects are or whether a certain player has succeeded or failed in the roll. But tell each one secretly of his success or failure by taking him out of the room or by giving him a note that tells whether or not he is enchanted and, if so, what the effects of the enchantment are. The enchanted players must then act out their parts while the group tries to decipher who is enchanted and in what way. Naturally, this calls for some experience on the part of the players, but they will probably enjoy this new twist.

Don't forget to subtract temporarily from Character Strengths and Weapon Abilities until the enchanted LightRaiders are rescued.

Part VII

Game Aids

Prerolled Characters

The following pages contain prerolled characters which can be used directly if desired. These are one to a page so that a page may be removed and used easily.

Character 1

Character Strengths

Love	8
Joy	4
Peace	1
Patience	10
Kindness	4
Goodness	5
Faithfulness	3
Gentleness	1
Self-Control	7

Physical Attributes

Physical Vitality	21
Strength	4
Agility	8

Armor

Belt of Truth	5
Breastplate of Righteousness	5
Shield of Faith	4
Helmet of Salvation	4
Sword of the Spirit	1
Boots of the Gospel Peace	4

Character Abilities

Courage	5
Endurance	6
Hope	4
Knowledge	5
Listening	4
Quiet Movement	6
Vision	5
Wisdom	4

Weapon Abilities

Solo Battle	4
Flail	5
Sling	5
Sword	5

Optional Character Abilities

Blend with Surroundings	7
Climb Skillfully	5
Track Enemy	7

Defensive Abilities

Evade Enemy	6
Recover from Injury	4
Resist Torture	4

Character 2

Character Strengths

- Love 6
- Joy 2
- Peace 2
- Patience 5
- Kindness 1
- Goodness 9
- Faithfulness 8
- Gentleness 4
- Self-Control 7

Physical Attributes

- Physical Vitality 22
- Strength 4
- Agility 10

Armor

- Belt of Truth 6
- Breastplate of Righteousness 9
- Shield of Faith 4
- Helmet of Salvation 3
- Sword of the Spirit 1
- Boots of the Gospel Peace 5

Character Abilities

- Courage 6
- Endurance 5
- Hope 3
- Knowledge 6
- Listening 4
- Quiet Movement 4
- Vision 5
- Wisdom 4

Weapon Abilities

- Solo Battle 3
- Dagger 6
- Sling 5
- Sword 6

Optional Character Abilities

- Blend with Surroundings 5
- Climb Skillfully 4
- Water Movement 5

Defensive Abilities

- Evade Enemy 4
- Recover from Injury 4
- Resist Torture 5

Character 3

Character Strengths

Love	7
Joy	3
Peace	8
Patience	6
Kindness	4
Goodness	5
Faithfulness	6
Gentleness	1
Self-Control	5

Physical Attributes

Physical Vitality	22
Strength	9
Agility	6

Armor

Belt of Truth	5
Breastplate of Righteousness	5
Shield of Faith	5
Helmet of Salvation	4
Sword of the Spirit	1
Boots of the Gospel Peace	5

Character Abilities

Courage	5
Endurance	5
Hope	4
Knowledge	5
Listening	6
Quiet Movement	6
Vision	5
Wisdom	5

Weapon Abilities

Solo Battle	5
Crossbow	6
Hand to Hand Battle	5
Sword	5

Optional Character Abilities

Blend with Surroundings	4
Merciful Compassion	4
Track Enemy	4

Defensive Abilities

Evade Enemy	6
Recover from Injury	4
Resist Torture	4

Character 4

Character Strengths

Love 2
 Joy 10
 Peace 6
 Patience 2
 Kindness 4
 Goodness 10
 Faithfulness 1
 Gentleness 9
 Self-Control 3

Physical Attributes

Physical Vitality 23
 Strength 3
 Agility 5

Armor

Belt of Truth 5
 Breastplate of Righteousness 10
 Shield of Faith 5
 Helmet of Salvation 6
 Sword of the Spirit 1
 Boots of the Gospel Peace 5

Character Abilities

Courage 5
 Endurance 3
 Hope 6
 Knowledge 5
 Listening 4
 Quiet Movement 3
 Vision 3
 Wisdom 5

Weapon Abilities

Solo Battle 2
 Flail 4
 Sword 3
 Spear 4

Optional Character Abilities

Sense Evil 7
 Track Enemy 5
 Water Movement 4

Defensive Abilities

Evade Enemy 3
 Recover from Injury 5
 Resist Torture 4

Character 5

Character Strengths

Love	2
Joy	6
Peace	5
Patience	10
Kindness	8
Goodness	1
Faithfulness	7
Gentleness	5
Self-Control	2

Physical Attributes

Physical Vitality	23
Strength	2
Agility	6

Armor

Belt of Truth	6
Breastplate of Righteousness	1
Shield of Faith	5
Helmet of Salvation	6
Sword of the Spirit	1
Boots of the Gospel Peace	4

Character Abilities

Courage	3
Endurance	6
Hope	6
Knowledge	6
Listening	5
Quiet Movement	5
Vision	7
Wisdom	3

Weapon Abilities

Solo Battle	4
Crossbow	6
Quarterstaff	4
Sword	4

Optional Character Abilities

Converse with Animals	6
Merciful Compassion	6
Track Enemy	6

Defensive Abilities

Evade Enemy	5
Recover from Injury	5
Resist Torture	5

Character 6

Character Strengths

Love 6
 Joy 2
 Peace 10
 Patience 2
 Kindness 2
 Goodness 7
 Faithfulness 6
 Gentleness 4
 Self-Control 7

Physical Attributes

Physical Vitality 23
 Strength 2
 Agility 5

Armor

Belt of Truth 4
 Breastplate of Righteousness 7
 Shield of Faith 5
 Helmet of Salvation 4
 Sword of the Spirit 1
 Boots of the Gospel Peace 6

Character Abilities

Courage 5
 Endurance 4
 Hope 4
 Knowledge 4
 Listening 7
 Quiet Movement 5
 Vision 4
 Wisdom 5

Weapon Abilities

Solo Battle 4
 Military Fork 5
 Quarterstaff 4
 Sling 5

Optional Character Abilities

Hatred of Evil 6
 Righteously Mingle with Evil 4
 Sense Evil 4

Defensive Abilities

Evade Enemy 6
 Recover from Injury 4
 Resist Torture 4

Character 7

Character Strengths

Love 10
 Joy 4
 Peace 6
 Patience 10
 Kindness 1
 Goodness 6
 Faithfulness 2
 Gentleness 8
 Self-Control 2

Physical Attributes

Physical Vitality 24
 Strength 5
 Agility 3

Armor

Belt of Truth 5
 Breastplate of Righteousness 6
 Shield of Faith 5
 Helmet of Salvation 5
 Sword of the Spirit 1
 Boots of the Gospel Peace 5

Character Abilities

Courage 4
 Endurance 5
 Hope 5
 Knowledge 5
 Listening 6
 Quiet Movement 5
 Vision 5
 Wisdom 6

Weapon Abilities

Solo Battle 4
 Crossbow 6
 Hand Axe 4
 Spear 4

Optional Character Abilities

Sense Evil 5
 Talk with Locals 5
 Track Enemy 5

Defensive Abilities

Evade Enemy 6
 Recover from Injury 4
 Resist Torture 3

Character 8

Character Strengths

Love	5
Joy	10
Peace	7
Patience	4
Kindness	8
Goodness	2
Faithfulness	4
Gentleness	6
Self-Control	4

Physical Attributes

Physical Vitality	25
Strength	3
Agility	4

Armor

Belt of Truth	5
Breastplate of Righteousness	2
Shield of Faith	5
Helmet of Salvation	7
Sword of the Spirit	1
Boots of the Gospel Peace	5

Character Abilities

Courage	5
Endurance	5
Hope	7
Knowledge	5
Listening	3
Quiet Movement	5
Vision	5
Wisdom	6

Weapon Abilities

Solo Battle	5
Flail	5
Quarterstaff	5
Sling	5

Optional Character Abilities

Converse with Animals	8
Track Enemy	6
Water Movement	4

Defensive Abilities

Evade Enemy	5
Recover from Injury	6
Resist Torture	5

Character 9

Character Strengths

Love	9
Joy	1
Peace	1
Patience	6
Kindness	5
Goodness	8
Faithfulness	8
Gentleness	10
Self-Control	3

Physical Attributes

Physical Vitality	25
Strength	7
Agility	3

Armor

Belt of Truth	5
Breastplate of Righteousness	8
Shield of Faith	5
Helmet of Salvation	3
Sword of the Spirit	1
Boots of the Gospel Peace	5

Character Abilities

Courage	5
Endurance	4
Hope	3
Knowledge	5
Listening	2
Quiet Movement	3
Vision	5
Wisdom	6

Weapon Abilities

Solo Battle	3
Battle Axe	5
Crossbow	5
Spear	4

Optional Character Abilities

Hatred of Evil	7
Sense Evil	6
Talk with Locals	7

Defensive Abilities

Evade Enemy	3
Recover from Injury	3
Resist Torture	4

Character 10

Character Strengths

Love 2
 Joy 7
 Peace 3
 Patience 6
 Kindness 4
 Goodness 3
 Faithfulness 8
 Gentleness 9
 Self-Control 9

Physical Attributes

Physical Vitality 25
 Strength 7
 Agility 4

Armor

Belt of Truth 6
 Breastplate of Righteousness 3
 Shield of Faith 5
 Helmet of Salvation 6
 Sword of the Spirit 1
 Boots of the Gospel Peace 4

Character Abilities

Courage 5
 Endurance 6
 Hope 6
 Knowledge 6
 Listening 5
 Quiet Movement 6
 Vision 6
 Wisdom 4

Weapon Abilities

Solo Battle 3
 Crossbow 6
 Quarterstaff 4
 Sword 4

Optional Character Abilities

Blend with Surroundings 7
 Hatred of Evil 4
 Persuade Foe 6

Defensive Abilities

Evade Enemy 6
 Recover from Injury 5
 Resist Torture 7

Character 11

Character Strengths

Love	5
Joy	2
Peace	5
Patience	3
Kindness	3
Goodness	8
Faithfulness	7
Gentleness	10
Self-Control	8

Physical Attributes

Physical Vitality	25
Strength	10
Agility	9

Armor

Belt of Truth	5
Breastplate of Righteousness	8
Shield of Faith	5
Helmet of Salvation	3
Sword of the Spirit	1
Boots of the Gospel Peace	5

Character Abilities

Courage	6
Endurance	5
Hope	3
Knowledge	5
Listening	5
Quiet Movement	5
Vision	4
Wisdom	5

Weapon Abilities

Solo Battle	5
Longbow	5
Spear	5
Sword	6

Optional Character Abilities

Blend with Surroundings	5
Climb Skillfully	5
Sense Evil	6

Defensive Abilities

Evade Enemy	5
Recover from Injury	4
Resist Torture	5

Character 12

Character Strengths

Love	6
Joy	8
Peace	9
Patience	3
Kindness	6
Goodness	5
Faithfulness	8
Gentleness	2
Self-Control	4

Physical Attributes

Physical Vitality	25
Strength	7
Agility	8

Armor

Belt of Truth	6
Breastplate of Righteousness	5
Shield of Faith	5
Helmet of Salvation	7
Sword of the Spirit	1
Boots of the Gospel Peace	7

Character Abilities

Courage	6
Endurance	5
Hope	7
Knowledge	6
Listening	6
Quiet Movement	5
Vision	6
Wisdom	6

Weapon Abilities

Solo Battle	5
Battle Axe	6
Sling	5
War Hammer	6

Optional Character Abilities

Converse with Animals	6
Hatred of Evil	6
Water Movement	5

Defensive Abilities

Evade Enemy	5
Recover from Injury	6
Resist Torture	6

Character 13

Character Strengths

Love	10
Joy	6
Peace	1
Patience	2
Kindness	7
Goodness	8
Faithfulness	5
Gentleness	9
Self-Control	4

Physical Attributes

Physical Vitality	26
Strength	3
Agility	4

Armor

Belt of Truth	5
Breastplate of Righteousness	8
Shield of Faith	5
Helmet of Salvation	4
Sword of the Spirit	1
Boots of the Gospel Peace	6

Character Abilities

Courage	6
Endurance	3
Hope	4
Knowledge	5
Listening	2
Quiet Movement	2
Vision	3
Wisdom	7

Weapon Abilities

Solo Battle	4
Battle Axe	4
Dagger	4
Quarterstaff	4

Optional Character Abilities

Converse with Animals	7
Hatred of Evil	7
Merciful Compassion	7

Defensive Abilities

Evade Enemy	2
Recover from Injury	4
Resist Torture	4

Character 14

Character Strengths

Love 5
 Joy 8
 Peace 5
 Patience 6
 Kindness 1
 Goodness 10
 Faithfulness 6
 Gentleness 4
 Self-Control 8

Physical Attributes

Physical Vitality 26
 Strength 7
 Agility 3

Armor

Belt of Truth 7
 Breastplate of Righteousness 10
 Shield of Faith 5
 Helmet of Salvation 6
 Sword of the Spirit 1
 Boots of the Gospel Peace 6

Character Abilities

Courage 7
 Endurance 6
 Hope 6
 Knowledge 7
 Listening 6
 Quiet Movement 6
 Vision 6
 Wisdom 5

Weapon Abilities

Solo Battle 6
 Battle Axe 6
 Crossbow 6
 Spear 6

Optional Character Abilities

Hatred of Evil 7
 Righteously Mingle with Evil 5
 Sense Evil 8

Defensive Abilities

Evade Enemy 6
 Recover from Injury 6
 Resist Torture 6

Character 15

Character Strengths

Love	4
Joy	9
Peace	3
Patience	6
Kindness	10
Goodness	5
Faithfulness	6
Gentleness	9
Self-Control	2

Physical Attributes

Physical Vitality	27
Strength	6
Agility	5

Armor

Belt of Truth	6
Breastplate of Righteousness	5
Shield of Faith	6
Helmet of Salvation	7
Sword of the Spirit	1
Boots of the Gospel Peace	5

Character Abilities

Courage	5
Endurance	4
Hope	7
Knowledge	6
Listening	3
Quiet Movement	3
Vision	6
Wisdom	6

Weapon Abilities

Solo Battle	4
Flail	5
Longbow	5
Sword	4

Optional Character Abilities

Converse with Animals	9
Talk with Locals	7
Track Enemy	5

Defensive Abilities

Evade Enemy	3
Recover from Injury	6
Resist Torture	5

Character 16

Character Strengths

Love	2
Joy	7
Peace	8
Patience	2
Kindness	9
Goodness	6
Faithfulness	9
Gentleness	8
Self-Control	5

Physical Attributes

Physical Vitality	28
Strength	5
Agility	8

Armor

Belt of Truth	6
Breastplate of Righteousness	6
Shield of Faith	6
Helmet of Salvation	6
Sword of the Spirit	1
Boots of the Gospel Peace	6

Character Abilities

Courage	5
Endurance	5
Hope	6
Knowledge	6
Listening	5
Quiet Movement	5
Vision	5
Wisdom	5

Weapon Abilities

Solo Battle	3
Battle Axe	5
Sling	5
Sword	5

Optional Character Abilities

Hatred of Evil	6
Righteously Mingle with Evil	6
Talk with Locals	7

Defensive Abilities

Evade Enemy	5
Recover from Injury	5
Resist Torture	6

Character 17

Character Strengths

Love	8
Joy	10
Peace	7
Patience	2
Kindness	9
Goodness	10
Faithfulness	2
Gentleness	2
Self-Control	6

Physical Attributes

Physical Vitality	28
Strength	5
Agility	4

Armor

Belt of Truth	6
Breastplate of Righteousness	10
Shield of Faith	6
Helmet of Salvation	6
Sword of the Spirit	1
Boots of the Gospel Peace	7

Character Abilities

Courage	7
Endurance	5
Hope	6
Knowledge	6
Listening	5
Quiet Movement	5
Vision	3
Wisdom	7

Weapon Abilities

Solo Battle	5
Military Fork	6
Sling	6
Sword	5

Optional Character Abilities

Converse with Animals	7
Hatred of Evil	6
Sense Evil	8

Defensive Abilities

Evade Enemy	5
Recover from Injury	6
Resist Torture	5

Character 18

Character Strengths

Love	10
Joy	6
Peace	8
Patience	6
Kindness	10
Goodness	1
Faithfulness	9
Gentleness	7
Self-Control	2

Physical Attributes

Physical Vitality	29
Strength	9
Agility	4

Armor

Belt of Truth	5
Breastplate of Righteousness	1
Shield of Faith	6
Helmet of Salvation	6
Sword of the Spirit	1
Boots of the Gospel Peace	10

Character Abilities

Courage	5
Endurance	5
Hope	6
Knowledge	5
Listening	6
Quiet Movement	5
Vision	7
Wisdom	7

Weapon Abilities

Solo Battle	5
Battle Axe	6
Hand Axe	5
Longbow	6

Optional Character Abilities

Hatred of Evil	5
Merciful Compassion	6
Talk with Locals	7

Defensive Abilities

Evade Enemy	5
Recover from Injury	5
Resist Torture	6

Special WordRunes

THE WORDRUNES in this section have special purposes. A LightRaider may use these at any time or place of his own choosing, according to the instructions given below.

Ultimate Hope WordRune

Hebrews 12:28-29

Therefore, since we are receiving a kingdom that cannot be shaken, let us be thankful, and so worship God acceptably with reverence and awe, for our "God is a consuming fire."

Hebrews 12:28-29

This WordRune can be used only once in a LightRaider's lifetime. It will bring down fire from heaven and consume all surrounding dark creatures. But the life of the LightRaider must be seriously threatened before he uses it. This WordRune cannot be employed to save another LightRaider unless the first LightRaider has already used his or her Ultimate Hope WordRune.

The purpose of this WordRune is to keep a LightRaider alive, especially if a brilliant career is coming to an end prematurely.

Life Verse WordRune

(You decide on a verse of over 30 words)

This WordRune gives direction to a LightRaider during confusing times. It can be used once per game session to stop all action for five minutes, offering the LightRaider a chance to think things over. Of course, it must be said accurately.

Back on Track WordRune

Philippians 3:12-14

Not that I have already obtained all this, or have already been made perfect, but I press on to take hold of that for which Christ Jesus took hold of me. Brothers, I do not consider myself yet to have taken hold of it. But one thing I do: Forgetting what is behind and straining toward what is ahead, I press on toward the goal to win the prize for which God has called me heavenward in Christ Jesus.

Philippians 3:12-14

This WordRune can be used twice during a character's lifetime. (Three strikes and you're out!) Saying it perfectly allows a character to take back a decision that took him or her off course and puts him or her back at that decision point to do it over another way.

The Transgression WordRune

Psalm 51:1-10

Have mercy on me, O God, according to your unfailing love; according to your great compassion blot out my transgressions. Wash away all my iniquity and cleanse me from my sin.

For I know my transgressions, and my sin is always before me. Against you, you only, have I sinned and done what is evil in your sight, so that you are proved right when you speak and justified when you judge. Surely I was sinful at birth, sinful from the time my mother conceived me. Surely you desire truth in the inner parts; you teach me wisdom in the inmost place.

Cleanse me with hyssop, and I will be clean; wash me, and I will be whiter than snow. Let me hear joy and gladness; let the bones you have crushed rejoice. Hide your face from my sins and blot out all my iniquity.

Create in me a pure heart, O God, and renew a steadfast spirit within me.

Psalm 51:1-10

Any LightRaider who has killed a dragon slave may say this WordRune to reduce the penalties by half.

Great Rescue WordRunes

Great Rescue WordRunes are special WordRunes. They may be used by any LightRaider at any time. However, unlike ordinary WordRunes, they only have power if the person who hears them believes them. Thus, they are included in the Special WordRune list; they are used mainly to bring dragon slaves the Fantastic Invitation from the OverLord.

How to Rescue Dragon Slaves from Dragons

No one but the OverLord of Many Names knows who will become members of the TwiceBorn. The OverLord knows in secret, but has not shared this knowledge. Instead, he has given the TwiceBorn a message for all the Once Born.

The message is really an invitation to a personal relationship, a friendship with the Almighty. LightRaiders must go into the Dragon Lands and deliver the invitation to dragon slaves. The messengers are not responsible for obtaining a favorable response, but only for a proper telling of the message. The LightRaiders are not called to take the message to dragons or dark creatures.

The Fantastic Invitation has five parts. To rescue a dragon slave from dragon control, a LightRaider must explain all five parts and recite the five related WordRunes.

The Fantastic Invitation

1. The Everlasting Spirit wants friendship with you.

- (a) The Almighty Spirit loves all the people of EdenAgain.
- (b) In all of life there is nothing more wonderful than friendship with the Creator.
- (c) The Everlasting Spirit made a personal relationship possible by loving EdenAgain so very much that He gave up His only Son, the OverLord of Many Names, to death.

ONE AND ONLY WORDRUNE

John 3:16

*For God so loved the world that he gave his one and only Son,
that whoever believes in him shall not perish but have eternal life.*

John 3:16

The LightRaider who can say the *One and Only WordRune* can instill an awareness of the OverLord's great love for the Once Born. This WordRune is the first step in the Great Liberation.

May be used as often as needed.

LO + 1 mu

SS + 1 mu

2. Your sin separates you from the holy Almighty, and you can do nothing about this; accept it as fact and seek a Savior.

- (a) Your sin places a moral barrier between you and the Everlasting Spirit who protects His holiness and purity from contamination by separating Himself from Evil.
- (b) You cannot save yourself from eternal death and separation from the Everlasting Spirit.
- (c) But you can admit your sinfulness and seek the Savior.

NOT GOOD ENOUGH WORDRUNE

Romans 3:23

For all have sinned and fall short of the glory of God.

Romans 3:23

The LightRaider who can say the *Not Good Enough WordRune* from memory will bring a Once Born member the awareness that he cannot please the OverLord. This WordRune is the second step in the Great Liberation

May be used as needed.

GO + 1 mu

SS + 1 mu

3. The OverLord of Many Names paid the penalty for your sins by dying, and by coming back to life to destroy death for those who follow Him.

- (a) The OverLord died for you in the Great Rescue.
- (b) In taking the penalty of death for your sins, the OverLord completely closed the gap of separation between you and the High One.
- (c) The only way to find peace with the High One is through His Son, the OverLord.

HE IS GOOD ENOUGH WORDRUNE

2 Corinthians 5:21

God made him who had no sin to be sin for us, so that we might become the righteousness of God.

2 Corinthians 5:21

The LightRaider who can say the *He is Good Enough WordRune* can help a dragon slave know that the OverLord of Many Names can become his Savior. This WordRune is the third step in the Great Liberation.

May be used as needed.

JO + 1 mu

SS + 1 mu

4. **If you believe and trust in the OverLord of Many Names and His Great Rescue, you may confess your sinfulness, repent, and accept the Everlasting Spirit's invitation into His eternal friendship and kingdom.**
- (a) You must confess your sinfulness to the OverLord and repent.
 - (b) You must trust the OverLord to forgive your sins by His Great Rescue.
 - (c) You must accept the OverLord as Savior and Lord and be willing to belong to Him.
 - (d) You must tell others that you belong to the OverLord and that He is your Lord.

LIBERATION WORDRUNE

Romans 10:9

If you confess with your mouth, "Jesus is Lord," and believe in your heart that God raised him from the dead, you will be saved.

Romans 10:9

The LightRaider who can say the *Liberation WordRune* allows a dragon slave to make a choice to accept or reject what the OverLord has done for him. This WordRune is the fourth step in the Great Liberation.

May be used as needed.

PE + 1 mu

SS + 1 mu

MODEL PRAYER FOR STEP FOUR

You may want to lead a dragon slave who wants the OverLord as a close friend in the following prayer. Say one phrase, and then have the dragon slave repeat it. Go on to the next phrase, and so forth.

*OverLord of Many Names,
Please come into my life
to be my Savior and my Lord.
Please forgive my sins and sinfulness,
and give to me citizenship in your Eternal Kingdom.*

5. **You can be sure that you are TwiceBorn if you have received the OverLord into your life.**
- (a) The OverLord has promised to be your Savior if you will permit Him to do so, and will trust only in His goodness.
 - (b) The OverLord has promised not to desert you. He will always be your Savior.

NEW RIGHTS WORDRUNE

John 1:12

*Yet to all who received him, to those who believed in his name,
he gave the right to become children of God.*

John 1:12

The LightRaider who can say the *New Rights WordRune* gives the assurance that a dragon slave who has accepted the OverLord is truly a son or daughter of the Almighty. This is the last step in the Great Liberation.

May be used as needed.

FA + 1 mu

SS + 1 mu

WordRunes

All references to “day(s)” and “week(s)” mean “day(s)” or “week(s)” in *EdenAgain*.

W01

Not Me WordRune

Phillipians 4:6

Do not be anxious about anything, but in everything, by prayer and petition, with thanksgiving, present your requests to God.

Phillipians 4:6

PE 4

DL 2

Anyone who can say the *Not Me WordRune* perfectly can reduce the muk sin enchantment by 2 difficulty levels.

May be used only once per day.

PE+1mu

SS+2mu

W02

Burden Free WordRune

Matthew 11:28

Come to me, all you who are weary and burdened, and I will give you rest.

Matthew 11:28

JO 4

DL 1

Anyone who can say the *Burden Free WordRune* perfectly can reduce the grim sin enchantment by 2 difficulty levels.

May be used once per day.

JO+1mu

SS+1mu

W03**Father's Desires WordRune**

John 8:44a

You belong to your father, the devil, and you want to carry out your father's desire. He was a murderer from the beginning, not holding to the truth, for there is no truth in him.

John 8:44a

PA 4

DL 3

Anyone who can say the *Father's Desires WordRune* perfectly can reduce the mound orc sin enchantment by 2 difficulty levels.

May be used only once per day.

PA+1mu

SS+3mu

W04**Chosen People WordRune**

Colossians 3:12

Therefore, as God's chosen people, holy and dearly loved, clothe yourselves with compassion, kindness, humility, gentleness and patience.

Colossians 3:12

GE 4

DL 1

Anyone who can say the *Chosen People WordRune* perfectly can reduce the goblin sin enchantment by 2 difficulty levels.

May be used only once per day.

GE+1mu

SS+1mu

W05**Idol Smasher WordRune**

Exodus 20:3

You shall have no other gods before me.

Exodus 20:3

FA 4

DL 1

Anyone who can say the *Idol Smasher WordRune* perfectly can reduce the golden calf sin enchantment by 2 difficulty levels.

May be used only once per day.

FA+1mu

SS+1mu

W06**Watch Out WordRune**

Luke 12:15

Then he said to them, "Watch out! Be on your guard against all kinds of greed; a man's life does not consist in the abundance of his possessions."

Luke 12:15

SC 4

DL 2

Anyone who can say the *Watch Out WordRune* perfectly can reduce the cave troll sin enchantment by 2 difficulty levels.

May be used only once per day.

SC+1mu

SS+1mu

W07**Humble Lift WordRune**

1 Peter 5:6

Humble yourselves, therefore, under God's mighty hand, that he may lift you up in due time.

1 Peter 5:6

GE 4

DL 1

Anyone who can say the *Humble Lift WordRune* perfectly can reduce the forest troll sin enchantment by 2 difficulty levels.

May be used only once per day.

GE+1mu

SS+1mu

W08**Richest Promise WordRune**

Hebrews 13:5

Keep your lives free from the love of money and be content with what you have, because God has said, "Never will I leave you; never will I forsake you."

Hebrews 13:5

JO 4

DL 3

Anyone who can say the *Richest Promise WordRune* perfectly can reduce the water troll sin enchantment by 2 difficulty levels.

May be used only once per day.

JO+2mu

SS+3mu

W09 **Hope Way WordRune**

Psalm 42:5a

Why are you downcast, O my soul? Why so disturbed within me? Put your hope in God,...

Psalm 42:5a

HO 4 DL 1

Anyone who can say the *Hope Way WordRune* perfectly can reduce the skeleton sin enchantment by 2 difficulty levels.

May be used only once per day.

JO+1mu SS+1mu

W10 **Father's Will WordRune**

Matthew 7:21

Not everyone who says to me, "Lord, Lord," will enter the kingdom of heaven, but only he who does the will of my Father who is in heaven.

Matthew 7:21

FA 4 DL 2

Anyone who can say the *Father's Will WordRune* perfectly can reduce the selfoe sin enchantment by 2 difficulty levels.

May be used only once per day.

FA+1mu SS+2mu

W11 **Bitter Brew WordRune**

Ephesians 4:31-32

Get rid of all bitterness, rage and anger, brawling and slander, along with every form of malice. Be kind and compassionate to one another, forgiving each other, just as in Christ God forgave you.

Ephesians 4:31-32

GO 4 DL 2

Anyone who can say the *Bitter Brew WordRune* perfectly can reduce the gall buzzard sin enchantment by 2 difficulty levels.

May be used only once per day.

GO+1mu SS+2mu

W12**Love Drive WordRune**

1 John 4:18a

There is no fear in love. But perfect love drives out fear, because fear has to do with punishment.

1 John 4:18a

LO 4

DL 1

Anyone who can say the *Love Drive WordRune* perfectly can reduce the giant sin enchantment by 2 difficulty levels.

May be used only once per day.

LO+1mu

SS+1mu

W13**Stolen Words WordRune**

Psalm 120:2

Save me, O LORD, from lying lips and from deceitful tongues.

Psalm 120:2

GO 4

DL 1

Anyone who can say the *Stolen Words WordRune* perfectly can reduce the cave arachnid sin enchantment by 2 difficulty levels.

May be used only once per day.

GO+1mu

SS+1mu

W14**Worthless Treasures WordRune**

Proverbs 10:2

Ill-gotten treasures are of no value, but righteousness delivers from death.

Proverbs 10:2

GO 4

DL 1

Anyone who can say the *Worthless Treasures WordRune* perfectly can reduce the greedo sin enchantment by 2 difficulty levels.

May be used only once per day.

GO+1mu

SS+1mu

W15

Unstable Help WordRune

James 1:8

... he is a double-minded man, unstable in all he does.

James 1:8

GO 4

DL 1

Anyone who can say the *Unstable Help WordRune* perfectly can reduce the fluster beast sin enchantment by 2 difficulty levels.

May be used only once per day.

GO+1mu

SS+1mu

W16

Fool's Pleasure WordRune

Proverbs 10:23

A fool finds pleasure in evil conduct, but a man of understanding delights in wisdom.

Proverbs 10:23

GO 4

DL 1

Anyone who can say the *Fool's Pleasure WordRune* perfectly can reduce the wood sprite sin enchantment by 2 difficulty levels.

May be used only once per day.

GO+1mu

SS+1mu

W17

Love Command WordRune

John 15:12

My command is this: Love each other as I have loved you.

John 15:12

LO 1

DL 1

By saying from memory the *Love Command WordRune*, a LightRaider may add 2 to the Love Character Strength. Lasts for one encounter.

May be used only once per day.

LO+1mu

SS+1mu

W18 **Joyful Thanks WordRune**

1 Thessalonians 5:16-18a
Be joyful always; pray continually; give thanks in all circumstances, for this is God's will for you...
 1 Thessalonians 5:16-18a

JO 1 DL 1
 By saying from memory the *Joyful Thanks WordRune*, a LightRaider may add 2 to the Joy Character Strength. Lasts for one encounter.

May be used only once per day.

JO+1mu SS+1mu

W19 **Perfect Peace WordRune**

Isaiah 26:3
You will keep in perfect peace him whose mind is steadfast, because he trusts in you.
 Isaiah 26:3

PE 1 DL 1
 By saying from memory the *Perfect Peace WordRune*, a LightRaider may add 2 to the Peace Character Strength. Lasts for only one encounter.

May be used only once per day.

PE+1mu SS+1mu

W20 **Glorious Strength WordRune**

Colossians 1:11
being strengthened with all power according to his glorious might so that you may have great endurance and patience,...
 Colossians 1:11

PA 1 DL 1
 By saying from memory the *Glorious Strength WordRune*, a LightRaider may add 2 to the Patience Character Strength. Lasts for only one encounter.

May be used only once per day.

PA+1mu SS+1mu

W21**Crown Of Life WordRune**

Revelation 2:10c

Be faithful, even to the point of death, and I will give you the crown of life.

Revelation 2:10c

FA 1

DL 1

By saying from memory the *Crown Of Life WordRune*, a LightRaider may add 2 to the Faithfulness Character Strength. Lasts for one encounter.

May be used only once per day.

FA+1mu

SS+1mu

W22**Love Bearing WordRune**

Ephesians 4:2

Be completely humble and gentle; be patient, bearing with one another in love.

Ephesians 4:2

GE 1 & KI 1

DL 1

By saying from memory the *Love Bearing WordRune*, a LightRaider may add 2 to either the Gentleness or the Kindness Character Strength. Lasts for one encounter.

May be used only once per day.

GE+1mu or KI+1mu

SS+1mu

W23**Good Power WordRune**

2 Thessalonians 1:11b

... that by his power he may fulfill every good purpose of yours and every act prompted by your faith.

2 Thessalonians 1:11b

GO 1

DL 1

By saying from memory the *Good Power WordRune*, a LightRaider may add 2 to the Goodness Character Strength. Lasts for one encounter.

May be used only once per day.

GO+1mu

SS+1mu

W24 **Action Ready WordRune**

1 Peter 1:13

Therefore, prepare your minds for action; be self-controlled; set your hope fully on the grace to be given you when Jesus Christ is revealed.

1 Peter 1:13

SC 1 DL 2

By saying from memory the *Action Ready WordRune*, a LightRaider may add 2 to the Self-Control Character Strength. Lasts for only one encounter.

May be used only once per day.

SC+1mu SS+2mu

W25 **Hopeful Trust WordRune**

Romans 15:13

May the God of hope fill you with all joy and peace as you trust in him, so that you may overflow with hope by the power of the Holy Spirit.

Romans 15:13

HO 4 DL 3

Any LightRaider who can say the *Hopeful Trust WordRune* will add 3 to the Hope Character Ability. Lasts for one day.

May be used only once per day.

JO+2mu SS+3mu

W26 **Faultless Wisdom WordRune**

James 1:5

If any of you lacks wisdom, he should ask God, who gives generously to all without finding fault, and it will be given to him.

James 1:5

WIS 4 DL 2

By saying from memory the *Faultless Wisdom WordRune*, a LightRaider may add 3 to the Wisdom Character Strength. Lasts for only one encounter.

May be used only once per day.

JO+1mu SS+2mu

W27**What Now WordRune**

Psalm 119:66

Teach me knowledge and good judgment, for I believe in your commands.

Psalm 119:66

KN 4

DL 1

Any LightRaider who can say the *What Now WordRune* will add 3 to the Knowledge Character Ability. Lasts for one day.

May be used only once per day.

PA+1mu

SS+1mu

W28**Fearless WordRune**

Joshua 1:9a

Have I not commanded you? Be strong and courageous.

Joshua 1:9a

CO 4

DL 1

Any LightRaider who can say the *Fearless WordRune* will add 3 to the Courage Character Ability. Lasts for one day.

May be used only once per day.

JO+1mu

SS+1mu

W29**Endurance Soldier WordRune**

2 Timothy 2:3

Endure hardship with us like a good soldier of Christ Jesus.

2 Timothy 2:3

EN 4

DL 1

Any LightRaider who can say the *Endurance Solder WordRune* will add 3 to the Endurance Character Ability. Lasts for one day.

May be used only once per day.

PA+1mu

SS+1mu

W30**Show Mercy WordRune**

Zechariah 7:9

This is what the LORD Almighty says: "Administer true justice; show mercy and compassion to one another."

Zechariah 7:9

MC 4

DL 1

Any LightRaider who can say the *Show Mercy WordRune* will add 3 to the Merciful Compassion Character Ability. Lasts for one day.

May be used only once per day

KI+1mu

SS+1mu

W31**New Clothes WordRune**

1 Peter 5:5b

... clothe yourselves with humility toward one another,...

1 Peter 5:5b

GO 4

DL 1

Any LightRaider who can say the *New Clothes WordRune* will add 3 to the Goodness Character Ability. Lasts for one day.

May be used only once per day.

GO+1mu

SS+1mu

W32**Faithful Porter WordRune**

Psalm 68:19

Praise be to the Lord, to God our Savior, who daily bears our burdens.

Psalm 68:19

JO 4

DL 1

The LightRaider who says the *Faithful Porter WordRune* from memory does 5 points damage to the crystal dragon's pride factor.

May be used only once per day.

JO+1mu

SS+1mu

W33 **All Comfort WordRune**

2 Corinthians 1:3-4

Praise be to the God and Father of our Lord Jesus Christ, the Father of compassion and the God of all comfort, who comforts us in all our troubles, so that we can comfort those in any trouble with the comfort we ourselves have received from God.

2 Corinthians 1:3-4

PE 4 DL 3

The LightRaider who says the *All Comfort WordRune* from memory does 5 points damage to the gaze dragon’s pride factor.

May be used only once per day.

PE+2mu SS+3mu

W34 **Deadly Nature WordRune**

Colossians 3:5

Put to death, therefore, whatever belongs to your earthly nature: sexual immorality, impurity, lust, evil desires and greed, which is idolatry.

Colossians 3:5

GO 4 DL 2

The LightRaider who says the *Deadly Nature WordRune* from memory does 5 points damage to the fluorescent dragon’s pride factor.

May be used only once per day.

GO+1mu SS+2mu

W35 **Faithful Helper WordRune**

Joshua 1:9b

Do not be terrified; do not be discouraged, for the LORD your God will be with you wherever you go.

Joshua 1:9b

PA 4 DL 2

The LightRaider who says the *Faithful Helper WordRune* from memory does 5 points damage to the firedrake dragon’s pride factor.

May be used only once per day.

PA+1mu SS+2mu

W36**Wrongway WordRune**

Proverbs 14:12

There is a way that seems right to a man, but in the end it leads to death.

Proverbs 14:12

GO 4

DL 1

The LightRaider who says the *Wrong Way WordRune* from memory does 5 points damage to the dream dragon's pride factor.

May be used only once per day.

GO+1mu

SS+1mu

W37**Inner Battle WordRune**

James 4:1

What causes fights and quarrels among you? Don't they come from your desires that battle within you?

James 4:1

LO 4

DL 1

The LightRaider who says the *Inner Battle WordRune* from memory does 5 points damage to the slime dragon's pride factor.

May be used only once per day.

LO+1mu

SS+1mu

W38**Bad Beginning WordRune**

1 John 3:7-8a

Dear children, do not let anyone lead you astray. He who does what is right is righteous, . . . He who does what is sinful is of the devil, because the devil has been sinning from the beginning.

1 John 3:7-8a

GO 4

DL 3

The LightRaider who says the *Bad Beginning WordRune* from memory does 5 points damage to the gaze dragon's pride factor.

May be used only once per day.

GO+2mu

SS+3mu

W39

Orderly Peace WordRune

1 Corinthians 14:33a

For God is not a God of disorder but of peace.

1 Corinthians 14:33a

PE 4

DL 1

The LightRaider who says the *Orderly Peace WordRune* from memory does 5 points damage to the sea serpent dragon's pride factor.

May be used only once per day.

PE+1mu

SS+1mu

W40

Foot Stomp WordRune

1 Peter 5:5c

God opposes the proud but gives grace to the humble.

1 Peter 5:5c

GE 4

DL 1

The LightRaider who says the *Foot Stomp WordRune* from memory does 5 points damage to the rainbow dragon's pride factor.

May be used only once per day.

GE+1mu

SS+1mu

W41

Truth Mist WordRune

John 8:32

Then you will know the truth, and the truth will set you free.

John 8:32

KN 4

DL 1

The LightRaider who can recite the *Truth Mist WordRune* will cause the mists around him to swirl about and form a mini-drama, a picture or a word (whichever is appropriate) that will tell the truth of any situation.

Must be used in misty circumstances.

May be used only once per day.

JO+1mu

SS+1mu

W42

Cat's Got Their Tongue WordRune

1 Peter 2:15

For it is God's will that by doing good you should silence the ignorant talk of foolish men.

1 Peter 2:15

PA 4

DL 1

If a LightRaider can say the *Cat's Got Their Tongue WordRune*, he may silence vain murmurings against the OverLord.

May be used only once per day.

PA+1mu

SS+1mu

W43

Gate Opening WordRune

Psalm 118:20

This is the gate of the LORD through which the righteous may enter.

Psalm 118:20

GO 6

DL 1

The *Gate Opening WordRune*, when articulated correctly, opens gates that protect castles, towers, fortifications, and other types of buildings in the Dragon Lands. This WordRune recognizes the OverLord's sovereign rule over all things, even over evil.

May be used as often as necessary.

GO+1mu

SS+1mu

W44

Night Light WordRune

Psalm 119:105

Your word is a lamp to my feet and a light for my path.

Psalm 119:105

JO 4

DL 1

When a LightRaider says the *Night Light WordRune*, an area 20 feet ahead of the LightRaider is lit up. The light moves with the player. The Night Light lasts until it is commanded to leave.

May be used as often as needed.

JO+1mu

SS+1mu

W45

Possibility WordRune

Ephesians 2:10

For we are God's workmanship, created in Christ Jesus to do good works, which God prepared in advance for us to do.

Ephesians 2:10

JO 4

DL 1

The LightRaider who can say from memory the *Possibility WordRune* will see a looking glass appear. When he grasps the mirror and looks through it at a dragon slave, he sees what that person could become if he would receive the OverLord into his life. If he looks at a fellow member of the TwiceBorn, he will see more clearly how the OverLord wishes to use him for good works.

May be used twice per day.

JO+1mu

SS+1mu

W46

Approved Workman WordRune

2 Timothy 2:15

Do your best to present yourself to God as one approved, a workman who does not need to be ashamed and who correctly handles the word of truth.

2 Timothy 2:15

PA 4

DL 2

If a LightRaider can say the *Approved Workman WordRune* it allows him to read a WordRune of any Difficulty Level.

May be used only once per day.

PA+2mu

SS+2mu

W47

Find The Way WordRune

Exodus 15:13

In your unfailing love you will lead the people you have redeemed. In your strength you will guide them...

Exodus 15:13

JO 4

DL 1

The LightRaider who recites this WordRune from memory will cause a small glowing object, shaped like a lantern, to appear before him. This lantern will unerringly lead to the destination they seek, either by day or night.

May be used only once per day.

Use in *LightRaider Test* and *Rescue of the Sacred Scrolls* adventures **only**.

JO+1mu

SS+1mu

W48

Bread Casting WordRune

Ecclesiastes 11:1

Cast your bread upon the waters, for after many days you will find it again.

Ecclesiastes 11:1

FA 6

DL 1

The LightRaider who can say the *Bread Casting WordRune* from memory receives enough food for one day. The food just appears in the pack and must be eaten in one day or it will spoil.

May be used only once per day

FA+1mu

SS+1mu

W49

No Sweat WordRune

Romans 8:31b

If God is for us, who can be against us?

Romans 8:31b

JO 4 & FA 4

DL 1

The LightRaider who successfully says the *No Sweat WordRune* raises his Shield of Faith rating by 3 for the duration of one encounter.

May be used only once per day.

JO+1mu & FA+1mu

SS+1mu

W50**Right On WordRune**

Psalm 119:160

All your words are true; all your righteous laws are eternal.

Psalm 119:160

FA 6

DL 1

All who say the *Right On WordRune* successfully, will add 3 points to the LightRaider's Belt of Truth rating for one dragon encounter.

May be used only once per day.

FA+1mu

SS+1mu

W51**Puffed-up Poof WordRune**

1 Corinthians 8:1

Now about food sacrificed to idols: We know that we all possess knowledge. Knowledge puffs up, but love builds up.

1 Corinthians 8:1

LO 2

DL 1

The LightRaider confronted by a dragon and its mind speech can recite the *Puffed-up Poof WordRune* and inflict 5 points of damage to the dragon's pride points. When used, it has considerable effect in dampening a dragon's spirit — so much so that the LightRaider can use another WordRune before the dragon recovers.

May be used only once per dragon encounter.

LO+1mu

SS+1mu

W52**Pray And Stay WordRune**

Luke 18:1

Then Jesus told his disciples a parable to show them that they should always pray and not give up.

Luke 18:1

JO 6 & PA 6

DL 1

The LightRaider who says the *Pray And Stay WordRune* perfectly may use battle prayer against dragons.

May be used only once per day.

JO+1mu & PA+1mu

SS+1mu

W53**Seek And Get WordRune**

Matthew 6:33

But seek first his kingdom and his righteousness, and all these things will be given to you as well.

Matthew 6:33

FA 6

DL 1

Any LightRaider who can say the *Seek And Get WordRune* perfectly brings into focus the true purpose of life and is allowed to add 2 to the StarLot roll when defending against dragon breath and smoke weapons.

May be used only once per day.

FA+1mu

SS+1mu

W54**High Rescue WordRune**

2 Peter 2:9b

... the Lord knows how to rescue godly men from trials...

2 Peter 2:9b

FA 6

DL 1

If a LightRaider can say the *High Rescue WordRune*, it allows him to use a WordRune that is up to 2 levels higher than his Sword of the Spirit rating.

May be used only as needed.

FA+1mu

SS+1mu

W55**Purge Evil WordRune**

Proverbs 20:30

Blows and wounds cleanse away evil, and beatings purge the inmost being.

Proverbs 20:30

GO 4

DL 1

The LightRaider who says the *Purge Evil WordRune* may add 2 to the amount of damage that one does when he hits. Lasts for one encounter.

May be used only twice per day.

GO+1mu

SS+1mu

W56**Allurement Aid WordRune**

Hebrews 2:18

Because he himself suffered when he was tempted, he is able to help those who are being tempted.

Hebrews 2:18

LO 6

DL 1

Whoever can say the *Allurement Aid WordRune* perfectly can reduce the Difficulty Level by 2 of a temptation directed against LightRaiders by dragon slaves.

May be used only once per day.

LO+1mu

SS+1mu

W57**Door-opening WordRune**

Matthew 7:7

Ask and it will be given to you; seek and you will find; knock and the door will be opened to you.

Matthew 7:7

FA 4

DL 1

When recited correctly, this WordRune reduces the Difficulty Level of any door by three levels.

May be used as needed.

FA+1mu

SS+1mu

W58**Morning Light WordRune**

Psalm 130:6

My soul waits for the Lord more than watchmen wait for the morning, more than watchmen wait for the morning.

Psalm 130:6

PA 4

DL 2

Any LightRaider who says the *Morning Light WordRune* may stay up all night without making an Endurance check.

May be used as needed.

PA+1mu

SS+1mu

W59**Hot Foot WordRune**

Deuteronomy 4:36

From heaven he made you hear his voice to discipline you. On earth he showed you his great fire, and you heard his words from out of the fire.

Deuteronomy 4:36

FA 4

DL 2

Whoever says the *Hot Foot WordRune* can start a fire, even when the wood is wet, even in the worst weather.

May be used as needed.

FA+1mu

SS+2mu

W60**Second Wind WordRune**

Galatians 6:9

Let us not become weary in doing good, for at the proper time we will reap a harvest if we do not give up.

Galatians 6:9

PA 4

DL 2

Any LightRaider who can say the *Second Wind WordRune* will be allowed to reroll any failed Endurance check.

May be used as needed.

PA+1mu

SS+1mu

TeamRunes

T01	Break-away TeamRune	
	2 Corinthians 6:14	
	<i>Do not be yoked together with unbelievers. For what do righteousness and wickedness have in common? Or what fellowship can light have with darkness?</i>	
	2 Corinthians 6:14	
FA 3		DL 2
Sometimes LightRaiders may join forces with dragon slaves without a clear understanding of the consequences. Trouble usually results. The RaidTeam who can say the <i>Break-Away TeamRune</i> without error will find that their Once Born companion(s) will fall asleep for an hour of playing time, allowing time for evasive action.		
May be used only once per week.		
FA+1mu		SS+1mu

T02	Megaforce TeamRune	
	Matthew 11:12	
	<i>From the days of John the Baptist until now, the kingdom of heaven has been forcefully advancing, and forceful men lay hold of it.</i>	
	Matthew 11:12	
GO 2		DL 1
When a whole group of LightRaiders can say this TeamRune perfectly and in unison, all those in the raid party with an Endurance Ability of 4 or greater will be able to strike twice every third combat round against dark creatures.		
May be used only once per day.		
GO+1mu		SS+1mu

T03**Magic Cache TeamRune**

Ecclesiastes 11:1

Cast your bread upon the waters, for after many days you will find it again.

Ecclesiastes 11:1

FA 5

DL 1

The RaidTeam that can say the *Magic Cache TeamRune* from memory will have a prepared meal appear. The LightRaiders must put out dishes or the food will appear in the dirt.

May be used only once per day.

FA+1mu

SS+1mu

T04**Burden Balance TeamRune**

Galatians 6:2

Carry each other's burdens, and in this way you will fulfill the law of Christ.

Galatians 6:2

LO 6

DL 1

The RaidTeam that can say from memory the *Burden Balance TeamRune* will be able to carry a wounded team member without making an Endurance or Strength check for one day.

May be used only once per day.

LO+1mu

SS+1mu

T05**Good Power TeamRune**

2 Thessalonians 1:11b

... that by his power he may fulfill every good purpose of yours and every act prompted by your faith.

2 Thessalonians 1:11b

GO 4

DL 1

The RaidTeam that can say the *Good Power TeamRune* from memory may add 2 to the Breastplate of Righteousness of each LightRaider on the team. Lasts the duration of one encounter.

May be used only once per day.

GO+1mu

SS+1mu

T06

No Sweat TeamRune

Romans 8:31b

If God is for us, who can be against us?

Romans 8:31b

JO 4 & FA 4

DL 1

The RaidTeam that can say the *No Sweat TeamRune* from memory raises each LightRaider's Shield of Faith rating by 5 for the duration of one encounter.

May be used only once per week.

JO+1mu & FA+1mu

SS+1mu

T07

Right On TeamRune

Psalm 119:160

All your words are true; all your righteous laws are eternal.

Psalm 119:160

FA 4

DL 1

The RaidTeam that can say the *Right On TeamRune* from memory will raise each player's Belt of Truth rating by 5 for the duration of one encounter.

May be used only once per week.

FA+1mu

SS+1mu

T08

Clear Direction TeamRune

Psalm 32:8a

I will instruct you and teach you in the way you should go; I will counsel you...

Psalm 32:8a

JO 4

DL 1

The RaidTeam that can say the *Clear Direction TeamRune* from memory will find the right pathway whenever there is a choice to make.

May be used as needed.

JO+1mu

SS+1mu

T09 **Glory Vision TeamRune**

Romans 8:18

I consider that our present sufferings are not worth comparing with the glory that will be revealed in us.

Romans 8:18

GO 4 DL 1

The RaidTeam that can say the *Glory Vision TeamRune* from memory and stands back-to-back will cause everything within 50' to be lit up as if in full daylight.

May be used as needed.

GO+1mu SS+1mu

T10 **High Bridge TeamRune**

John 5:24

I tell you the truth, whoever hears my word and believes him who sent me has eternal life and will not be condemned; he has crossed over from death to life.

John 5:24

PE 4 DL 3

The RaidTeam that can say the *High Bridge TeamRune* from memory will cause a bridge to appear over a canyon or chasm, which will last until the last LightRaider crosses the bridge.

May be used only once per week.

PE+2mu SS+2mu

T11 **Secret Stash TeamRune**

2 Corinthians 4:16

Therefore we do not lose heart. Though outwardly we are wasting away, yet inwardly we are being renewed day by day.

2 Corinthians 4:16

JO 4 DL 1

The RaidTeam that can say the *Secret Stash TeamRune* can sustain themselves without eating for one day.

May be used once per day for up to one week.

JO+1mu SS+1mu

T12**Conspiracy Trick TeamRune**

Psalm 64:2

Hide me from the conspiracy of the wicked, from that noisy crowd of evildoers.

Psalm 64:2

PA 4

DL 1

The RaidTeam that can say the *Conspiracy Trick TeamRune* from memory will be hidden from dark creatures. In order to remain hidden, LightRaiders may not move or talk.

May be used only once per week.

PA+1mu

SS+1mu

T13**Humble Shelter TeamRune**

Zephaniah 2:3

Seek the LORD, all you humble of the land, you who do what he commands. Seek righteousness, seek humility; perhaps you will be sheltered on the day of the LORD'S anger.

Zephaniah 2:3

GE 4 & GO 4

DL 3

The RaidTeam that can say the *Humble Shelter TeamRune* from memory will suddenly be sheltered by a large tent. This tent will provide warm or cool shelter in any kind of weather or storm. Lasts one day.

May be used once per week.

GO+1mu & GE+1mu

SS+2mu

T14**Sea Of Faith TeamRune**

Matthew 8:26

He replied, "You of little faith, why are you so afraid?" Then he got up and rebuked the winds and the waves, and it was completely calm.

Matthew 8:26

FA 6

DL 2

The RaidTeam that can say the *Sea of Faith TeamRune* from memory will calm any storms raging around them, either on land or sea.

May be used only once per week.

FA+1mu

SS+1mu

T15**Rearm TeamRune**

Joel 3:10

Beat your plowshares into swords and your pruning hooks into spears. Let the weakling say, "I am strong!"

Joel 3:10

SC 2

DL 1

The RaidTeam that can say the *Rearm TeamRune* from memory will be able to make new weapons for every team member who needs one. Can be used to make any weapon except slings, longbows, crossbows and quarterstaves.

May be used only once per week.

SC+1mu

SS+1mu

T16**Freedom TeamRune**

Galatians 5:1

It is for freedom that Christ has set us free. Stand firm, then, and do not let yourselves be burdened again by a yoke of slavery.

Galatians 5:1

PA 4

DL 2

The RaidTeam that can say the *Freedom TeamRune* from memory may be able to free themselves from being tied up, or bound in chains.

May be used only once per week.

PA+1mu

SS+1mu

T17**Way Out TeamRune**

2 Thessalonians 3:2-3

And pray that we may be delivered from wicked and evil men, for not everyone has faith. But the Lord is faithful, and he will strengthen and protect you from the evil one.

2 Thessalonians 3:2-3

GO 6

DL 3

The RaidTeam that can say the *Way Out TeamRune* from memory may be delivered from dragon slaves who plan to kill them. The entire team is physically transported a mile from where they were.

May be used only once per week.

GO+2mu

SS+2mu

T18 **Hard Pressed TeamRune**

2 Corinthians 4:8-9

We are hard pressed on every side, but not crushed; perplexed, but not in despair; persecuted, but not abandoned; struck down, but not destroyed.

2 Corinthians 4:8-9

HO 6 DL 2

The RaidTeam that can say the *Hard Pressed TeamRune* from memory will heal 10 lost Physical Vitality points.

May be used only once per week.

JO+1mu SS+1mu

T19 **Love Shield TeamRune**

Psalm 32:10

Many are the woes of the wicked, but the LORD's unfailing love surrounds the man who trusts in him.

Psalm 32:10

JO 3 DL 1

The RaidTeam that can say the *Love Shield TeamRune* from memory will cause an invisible shield to surround them, and all missile weapons and rocks will fall harmlessly aside. NOTE: This is a stationary shield, it does not move.

May be used only once per week.

JO+1mu SS+1mu

T20 **Non-slip TeamRune**

Psalm 121:3

He will not let your foot slip — he who watches over you will not slumber;

Psalm 121:3

SC 3 DL 1

The RaidTeam that can say the *Non-Slip TeamRune* from memory will be empowered to walk on slippery surfaces without falling, by adding 3 to their Climb Skillfully Ability. This includes loose rock trails, and snowy or wet surfaces. Lasts for one day.

May be used only once per week.

SC+1mu SS+1mu

Battle Prayer Chart

When the instructions tell you to roll the StarLot for a number between 1 and 5, use the following conversion:

a roll of 1 or 2 means 1;
a roll of 3 or 4 means 2;
a roll of 5 or 6 means 3;
a roll of 7 or 8 means 4;
a roll of 9 or 10 means 5.

Unless otherwise specified, all effects remain only *until* the current encounter ends.

Physical Combat

1. Roll StarLot again for 1 to 5 addition to Weapon Ability rating.
2. Roll StarLot again for 1 to 5 addition to Shield of Faith rating.
3. Allows you to attack twice per round.
4. Allows you to choose any of the Battle Prayer results in this section except the last one (10).
5. Gives you a 10 on your StarLot attack roll.
6. Adds 3 to Shield of Faith rating.
7. Critical hit—go to critical hit chart for results.
8. Does double damage when you hit.
9. Adds 3 to Shield of Faith rating.
10. The OverLord fights for you! All dark creatures are consumed in fire; dragon slaves go to sleep.

Fighting Dragons

1. Allows you to research an answer to a dragon mind speech attack.
2. Allows an extra rescue attempt.
3. Adds 3 to Shield of Faith rating.
4. Allows you to choose any of Battle Prayer results in this section except the last one (10).
5. Does double damage to dragon's pride factor.
6. Allows you to use a second WordRune in attack or defense.
7. Makes you automatically able to withstand dragon fire.
8. Gives you two opportunities (instead of one) to refute a mind speech attack.
9. Roll StarLot again to add (temporarily) 1 to 5 to Shield of Faith rating.
10. OverLord intervenes and sends dragon back to the spirit world.

Physical Healing

1. Restores 5 Physical Vitality Points.
2. Must be dipped in water 7 times; this will heal 2-20 (roll StarLot twice) Physical Vitality points.
3. Heals sickness instantly or adds 1 to 5 Physical Vitality points (roll StarLot).
4. A bitter potion appears; must make a Joy check to drink. If taken, the potion adds 10 Physical Vitality points.
5. Counteracts poison instantly, or adds 1 to 5 Physical Vitality points (roll StarLot).
6. OverLord heals; add the number of Physical Vitality points equal to your Faithfulness rating.
7. Balm of Gilead appears – adds 1 to 10 (roll StarLot) Physical Vitality points when rubbed on wound.
8. In a dream, shows the location of a plant which, if eaten, will add 5 Physical Vitality points.
9. Oil of Healing—anoints wound and adds 7 Physical Vitality points.

10. The OverLord heals all of your sickness, wounds, or poisonings instantly and completely.

Temptations

1. Roll StarLot for 1 to 5 additional points on any Character Strength.
2. If you failed a Success Grid check using a Character Strength, you may reroll.
3. Adds 1 to any Character Strength you need.
4. Adds 1 to any Character Strength you need.
5. Adds 1 to any Character Strength you need.
6. Adds 2 to any Character Strength you need.
7. Adds 2 to any Character Strength you need.
8. Adds 3 to any Character Strength you need.
9. If you failed a Success Grid check using a Character Strength, you may reroll.
10. The OverLord intervenes and rescues you from your temptation.

Table 4: Dark Creature Chart

Dark Creature	Damage	Battle Ability	Physical Vitality	Primary Character Strength Targeted	Special Abilities
Cave Spider	SSt-2	6	14	GO	—
Fluster Beast	Claws: SSt Heads: 1 to 4	5	20	Any	EN 8
Gall Buzzard	1 or 2	4	8	LO	VIS 4 BWS 4
Giant	3SSt	20	60	Any	—
Goblin	(1 to 4) + 2	4	10	GO	VIS: night 10 day 2
Golden Calf	1 to 4	3	25	FA	TL 6 PF 6
Greedo	SSt	8	24	JO	TL 4 VIS 5
Grim	1 to 4	3	6	KI	VIS 4 QM 8 BWS 6
Mound Orc	SSt + 2	6	16	LO	VIS: night 8 day 2
Muk	SSt	4	30	PE	BWS 8
Selfoe	SSt + 4	10	28	FA	TL 8
Skeleton	1 to 4	4	20	JO	—
Troll: Cave	SSt + 4	10	36	PA	LIS: 6 TL 8
Troll: Forest	2SSt	13	38	GE	BWS 6 VIS 6
Troll: Water (Grendel)	2SSt + 2	16	50	SC	WM 8
Wood Sprite	1	2	4	Any	AG 10

* SST means one roll of the Shadow stone (yielding a number from 1 to 8)

Battle Prayer Chart

Table 5: Critical Hit Chart

First roll StarLot to ascertain type of hit, then roll again to determine result (damage).

Roll	Type of Hit	Damage
1	Chest Hit	Roll Percentile — A roll of 96% or above is an instant kill. If no instant kill, roll twice for extra damage
2	Leg Wound ^{1,2}	1-2 Means a broken leg; do double damage 3-8 Do normal damage; enemy loses next two attacks 9-10 Leg cut off; do double damage; enemy loses one point PV per round until bandaged.
3	Head Wound ^{1,2}	1-2 Eye put out; do double damage; loses next three attacks. 3-10 Roll twice for extra damage; enemy loses next attack.
4	Hand Wound ^{1,2}	1-4 Enemy loses weapon; do normal damage; enemy loses all attacks until another weapon is drawn. 5-8 Same as above; but hand broken. 9-10 Hand cut off; loses weapon; do double damage; enemy loses one point PV per round until wound is bandaged.
5	Chest Hit	Roll percentile — A roll of 96% or above is an instant kill. If no instant kill, do double damage; enemy loses next attack.
6	Groin	Roll percentile — A roll of 96% or above is an instant kill. If no instant kill, do double damage; enemy loses next two attacks.
7	Neck Hit ^{1,2}	1-3 Just a scrape; do normal damage; enemy loses one attack. 4-7 Do triple damage; enemy loses one point PV per round until bandaged. 8 Neck broken or head cut off — instant kill. 9-10 Do triple damage; spinal cord severed; paralyzed. Roll StarLot twice to determine percentage of body paralyzed.
8	Abdominal Hit	1-6 Roll twice for extra damage. 7-10 Do double damage; enemy loses one attack.
9	Chest Hit	Roll percentile — A roll of 96% or above is an instant kill. If no instant kill, do double damage; enemy loses next attack.
10	Groin	Roll percentile — A roll of 96% or above is an instant kill. If no instant kill, do double damage; enemy loses next two attacks.

¹ If combatant is not using an edged weapon, use the preceding category of damage. For example, if a staff is used to inflict a leg wound and the second roll is a 10, consider it instead to be an 8 because a staff is not edged.

² See following pages for more details on results of these critical hits

³ For explanation of terms, see notes that follow this chart.

Table 6: Weapons Chart

Weapon	Type	Damage (points)	Range of Distance Weapon (feet)
Battle Axe	Distance, Close-up	SL	30
Crossbow	Distance	1 - 5	100
Dagger	Distance, Close-up	1 - 5	30
Flail	Close-up	SL	—
Hand Axe	Distance, Close-up	1 - 5	30
Hand-to-Hand	Close-up	1 - 5	—
Lance	Close-up	SL	—
Longbow	Distance	1 - 5	150
Military Fork	Distance, Close-up	SL	30
Quarterstaff	Close-up	1 - 5	—
Sling	Distance	1 - 5	50
Solo Battle (SB)	When you must fight alone	Varies by weapon	—
Spear	Distance, Close-up	SL	60
Sword	Close-up	SL	—
War Hammer	Distance, Close-up	SL	50

* SL means one roll of the StarLot (which gives a number from 1 to 10)

Table 7: Success Grid

		DIFFICULTY LEVEL														
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
A B I L I T Y R A T I O N G	1	45	55	65	75	85	95	-	-	-	-	-	-	-	-	-
	2	40	50	60	70	80	90	-	-	-	-	-	-	-	-	-
	3	35	45	55	65	75	85	95	-	-	-	-	-	-	-	-
	4	30	40	50	60	70	80	90	-	-	-	-	-	-	-	-
	5	25	35	45	55	65	75	85	95	-	-	-	-	-	-	-
	6	20	30	40	50	60	70	80	90	-	-	-	-	-	-	-
	7	15	25	35	45	55	65	75	85	95	-	-	-	-	-	-
	8	10	20	30	40	50	60	70	80	90	-	-	-	-	-	-
	9	10	15	25	35	45	55	65	75	85	95	-	-	-	-	-
	10	10	10	20	30	40	50	60	70	80	90	-	-	-	-	-
	11	10	10	15	25	35	45	55	65	75	85	95	-	-	-	-
	12	10	10	10	20	30	40	50	60	70	80	90	-	-	-	-
	13	10	10	10	15	25	35	45	55	65	75	85	95	-	-	-
	14	10	10	10	10	20	30	40	50	60	70	80	90	-	-	-
	15	10	10	10	10	15	25	35	45	55	65	75	85	95	-	-
	16	10	10	10	10	10	20	30	40	50	60	70	80	90	-	-
	17	10	10	10	10	10	15	25	35	45	55	65	75	85	95	-
	18	10	10	10	10	10	10	20	30	40	50	60	70	80	90	-
	19	10	10	10	10	10	10	15	25	35	45	55	65	75	85	95
	20	10	10	10	10	10	10	10	20	30	40	50	60	70	80	90

Adventure Master Record Sheet

LO	BT	Character
JO	BR	WordRunes Used
PE	SF	Physical Vitality
PA	HS	
KI	SS	Mind Speach / Sin Enchantment
GO	BGP	
FA		Rewards or Penalties
GE		
SC		Misc

LO	BT	Character
JO	BR	WordRunes Used
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PA	HS	
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JO	BR	WordRunes Used
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PA	HS	
KI	SS	Mind Speach / Sin Enchantment
GO	BGP	
FA		Rewards or Penalties
GE		
SC		Misc

Witnessing to Non-Christians

In the *Special WordRunes* section on page 195, five steps are presented for attempting to convert dragon slaves. This same outline can be translated into real-life terms and used for witnessing to unbelievers today.

These steps cannot be recited as a sort of magical formula, nor can they be expected to work in the same way every time. The Bible says that God's Word does not return to Him void; it does not promise that those who use His Word will always see the outcome themselves. The Christian's only responsibility is to present the message faithfully and accurately. Every response to a gospel invitation depends upon the Holy Spirit's working in a person's life.

1. God desires friendship with you.
 - (a) God loves all mankind.
 - (b) There is nothing better in life than friendship with God.
 - (c) God took the initiative to make this personal relationship possible by loving the world so much that He gave up His only Son, Jesus Christ, to die for us.

Scripture: *God so loved the world that he gave his one and only Son, that whoever believes in him shall not perish but have eternal life. (John 3:16)*

2. Your sin separates you from the holy God, and you can do nothing about this except to realize it and seek the Savior.
 - (a) Your sin places a moral barrier between you and God, who protects His holiness and purity from contamination by separating Himself from evil.
 - (b) You cannot save yourself from eternal death and separation from God.
 - (c) You can admit your sinfulness and seek the Savior.

Scripture: *All have sinned and fall short of the glory of God. (Romans 3:23)*

3. Jesus Christ paid the penalty for your sins by dying. By coming back to life again, He destroyed the power of death for those who accept His invitation.
 - (a) Jesus died on the cross for you.
 - (b) In taking the penalty for your sins upon Himself, Jesus completely closed the gap of separation between you and God.
 - (c) Jesus is the only path to peace with God.

Scripture: *God made him who had no sin to be sin for us, so that in him we might become the righteousness of God. (2 Corinthians 5:21)*

4. If you believe in Jesus and trust in His power, you may confess your sinfulness, repent, and accept God's invitation to His kingdom.
 - (a) You must confess your rebelliousness to God and repent of it.
 - (b) You must trust in Jesus to forgive your sins by His death.
 - (c) You must accept Jesus as Savior and Lord, and be willing to belong to Him.
 - (d) You must tell others that you belong to God and that Jesus is your Lord.

Scripture: *If you confess with your mouth, "Jesus is Lord," and believe in your heart that God raised him from the dead, you will be saved. (Romans 10:9)*

5. You can be sure that you are born anew, if you have received Jesus into your life.
 - (a) Jesus has promised to be your Savior if you will permit Him to do so, and if you will trust only in His goodness, not in your own.
 - (b) God has promised not to desert you. He will always be your Savior.

Scripture: *To all who received him, to those who believed in his name, he gave the right to become children of God. (John 1:12)*

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Internet Resources

If you would like further information on *DragonRaid*, plenty is available!

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