

# The Lamb's Bride Project

P. O. Box 8240 , Colorado Springs, CO 80933

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## Ministries:

YOUTH: Adventures for Christ  
ADULTS: Center for Biblical Fellowship and Community  
FAMILIES AND INDIVIDUALS: Family Fun and Discipleship

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*Welcome to the exciting world of LightRaiders fighting evil! We are quite certain from years of experience that DragonRaid will prove to be a very effective discipleship tool for the young people with whom you work. May the Lord richly bless your ministry with much fruit on earth and treasure in heaven.*

*There is a lot in this box! But to get started you do not have to read the biggest portion of the materials.*

### **YOU DO NOT HAVE TO READ RIGHT AWAY:**

*LightRaider HandBook  
Adventure Master Manual  
Rulebook  
Rescue of the Sacred Scrolls (Adventure #2)*

*DragonRaid is also a leadership training course. As we tell the Adventure Master how to run the game, we also teach Christian leadership skills with an emphasis on small group leadership.*

*DragonRaid may seem a bit difficult at first. But it gets easier as you go along.*

*Yours in the service of Jesus Christ,*

*Dick Wulf*

*Dick Wulf, MSW  
Director, The Lamb's Bride Project*



# Adventures for Christ

A program of The Lamb's Bride Project  
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DRAGONRAID

You should play *DragonRaid* to become a stronger Christian. The real world is a mess! Jesus Christ needs you to be tough enough to fight evil as long as you live! So play hard, keep your character alive as best you can, and learn as much as you can. For the rest of your life you will be a Christian warrior here on the hurting world of Earth. You need to be prepared!

You will play different valiant characters in the many adventures of the *DragonRaid Adventure Learning System*. So do not become distraught if your character dies in battle. *Remember that you are not your character!* Instead, you are someone God is making very strong for battle against evil in the real world. The *DragonRaid* fantasy world is only for practice. Here on Earth, Jesus Christ equips you and your Christian friends for real battle, not with medieval weapons, but with the same real Christian character strengths used in *DragonRaid*.

We want you to become a strong, courageous Christian. So in *DragonRaid* we give you a make-believe world in which you practice the wisdom of the Bible, strategic thinking, and brave "actions." Seeing yourself handling difficult situations in your imagination helps you do them right in real life. We hope that playing these adventures will help you see yourself as courageous for God. The adventures and other things we make available to you will help you become wholly dedicated to serving Jesus Christ.

Do not become discouraged by mistakes you might make while playing *DragonRaid* but rather learn from them. We would rather have you make mistakes (and even choose sinful actions) and then change to right ways; better to do so in the game than in real life. Jesus Christ paid the penalty for your sins. When you sin, you can ask for forgiveness and begin anew. So as you play the game, silently ask God's forgiveness for sinful decisions, then go on to bravely change your thinking and acting, right in the game itself. That's what the Christian life is all about. We are not perfect. We make mistakes, apologize to God, learn from those mistakes, and change into the likeness of Jesus Christ.

As a Christian, you will be God's way of fighting the evil around you. Good can triumph over evil. The predicaments you face in *DragonRaid* adventures teach you how to be steadfast against evil strategies, philosophies, and actions. You will learn how to be helpful in real life.

In the allegorical world of EdenAgain, we want to teach you about bad things so that you can fight them. We want you to see evil as disgusting and revolting. Since Satan, our greatest enemy, is called by God "an enormous red dragon" (Revelation 12:3), demons take the form of dragons. And sins are represented by dark creatures. For example, if you lord over it over somebody, you will know that you are acting like an ugly forest troll who loves to have power over people. These ugly fantasy images help you remember what is evil. Dragon and dark creature behaviors teach you why God would not have you act in sinful ways.

There are also good images in *DragonRaid*. They teach you about good personalities in the real universe. As Jesus is portrayed as Aslan the lion in C.S. Lewis' *Chronicles of Narnia*, Jesus is the "OverLord of Many Names" in *DragonRaid*. Since Jesus Christ is "before all things, and in him all things hold together" (Colossians 1:17), the name "OverLord" is an appropriate title. He is also given many other names throughout the Bible, names like the Son of Righteousness, Bright Morning Star, etc. The OverLord of Many Names does not appear in *DragonRaid* adventures very often, but when He does, watch His behavior carefully and learn about Jesus Christ your real Lord.

To further represent the forces of the OverLord and to add some fun to the adventures, we have good angels take the forms of unicorns and pegasi (winged horses). In times past, Christians used both of these imaginary animals to represent aspects of faith. We want you to remember that good angels, though unseen, are always ready to help you in real life. Knowing this makes it easier to be brave in battle against the evil one.

Animals are basically good creatures who love the OverLord. Some talk, which adds enjoyment to the game. When your character has high Christian character strengths, you can choose a special role that will allow him to communicate telepathically with a special animal friend. This, of course, is not possible in real life and is meant to be "just for fun."

The following examples will show you how *DragonRaid* can teach spiritual truth.



### TROLL ENCOUNTER ON FOREST TRAIL

*Watch out! A terrible forest troll just jumped out from behind a tree and has accurately thrown his spear at one of your less agile friends. The spear tip is coated with Confusion Poison, an evil enchantment that will reduce your friend's Peace by 20 maturity units! What do you do?*

We provide situations like this to let you practice Christian decision-making. For example, if you decided to jump in front of your friend to deflect the spear with your shield, you would risk your life and gain 10 maturity units of Love as a reward for your selflessness. The Bible says, "Greater love has no one than this, that one lay down his life for his friends" (John 15:13). Such decisions help you grow spiritually. That is why we give you lots of problems to solve in *DragonRaid*.

### BATTLING THE MONEY LOVE ENCHANTMENT

Touching something belonging to a wealth-hungry mound orc exposes you to the Money Love Enchantment. *Coming upon an empty cave, you see no danger in entering. Ah, but you were too hasty and tripped over something. It turns out to be a sword owned by an orc. You must do what we call "enchantment battle." The Money Love Enchantment attacks your Kindness because making money takes too much time away from helping others. The two compete with each other. The enchantment must be battled with Kindness at Difficulty Level 6, since it is a particularly beautiful sword.*

Battling temptations will be a regular part of playing *DragonRaid*. This is so that you will learn about Satan's schemes (2 Corinthians 2:11) and be able to stand against them (Ephesians 6:11). If your character is unable to fight off the temptations, you will have to be rescued by the other players. Rescuing is a Christian skill (Jude 22) critical to the success of the church. Rescue takes place when another character teaches and counsels you with biblical truth.

### DEFEATING THE VILE DARKNESS

The darkness of sin is very much without light. *You and your fellow LightRaiders find yourselves in sudden darkness as you enter a deep pit on your way to rescue an unfortunate person who contracted the Me, Me Enchantment from a very old and evil fluorescent dragon. Paralyzed in the darkness, the four of you begin to panic when suddenly one of your comrades says, "Your word is a lamp to my feet and a light for my path" (Psalm 119:105). From her shines immediately a vague but reassuring light that illuminates the path for 20 feet ahead. She was able to help because her Joy was at least 4, meaning that she was quite sure that the OverLord was at work in the situation. She was not more scared than her Joy in the OverLord could handle. She used a WordRune to light the path.*

It is good to memorize Scripture. You never know when you will need to recall God's truth. Scripture works powerfully in real life, but it does not work magically. Scripture works mysteriously in *DragonRaid* to create a fun way to memorize Scripture. What we are saying is that when you say a verse or passage from the Bible by memory, the OverLord provides help. We in no way mean to teach you to use magic. Using magic in any way or for any purpose is FORBIDDEN. (See Deuteronomy 18:10-12.)

We want you to know the Bible well. Your life will be so much more successful if you know God's recommendations about things.

### ESCAPE AT DEAD-END CANYON

*You mistakenly follow a wrong trail and end up in a box canyon. Just as you turn to retrace your steps, the way out is blocked by six evil goblins. There is nothing else to do but fight. Bravely you draw your weapons!*

To make the game fun and show the seriousness of spiritual warfare, you must fight for your life occasionally. You use medieval weapons. We are not advocating violence or pacifism. We are adding excitement and suspense to the game. You should battle only as a last resort.

### FINAL NOTES:

Try to do your own thinking. Do not ask the Adventure Master for information that you can think through yourself. Remember that you are playing *DragonRaid* so that you will grow into a powerful person for Jesus Christ in real life.

We are quite interested in your spiritual growth. May God protect you as you play and learn how to be a tough LightRaider for Jesus Christ.

Dick Wulf, MSW

Director, The Lamb's Bride Project