

DragonRaid: LightRaider Handbook  
A Player's Guide to EdenAgain

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# Copyright Notices

*Published by:*

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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 *LightRaider Handbook* of the *DragonRaid Adventure Learning System*. Subsequently, it was made available on the internet for anonymous FTP,<sup>1</sup> with some minor revisions. This copy of the *LightRaider Handbook* 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 *xiii* – Roman numeral 13 – is followed by the first page of the body, *14*.) 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.

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<sup>1</sup>FTP 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.<sup>2</sup> It also permits World Wide Web references to be clicked on — causing your web browser to go to the indicated site.<sup>3</sup> It can also go to other documents in the same “relative” directory, these links are indicated with a green box.
- 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, . . . ).



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

<sup>3</sup>This type of link is indicated with a red box, which also 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*.<sup>4</sup> With that in mind, you may wish to explore the following:

Within Document	A Message from the President The Great Rescue on EdenAgain The Great Red Dragon
To the Web	DragonRaid Introduction - Staley DragonRaid Resources - Sezov Official DragonRaid Web Site
Between Documents	New Player Briefing RuleBook Adventure Masters Manual

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<sup>4</sup>The 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

# Introduction to DragonRaid

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# A Message from the President

DRAGONRAIDER ACADEMY  
DAYSPRING HIGHLANDS, LIBERATED LAND

*DragonRaider Graduate:*

*As the OverLord's LightRaider, you will be called on many dangerous DragonRaids. My best wishes for this important work. We trust that you will remain under the watchful eye of our loving OverLord of Many Names.*

*You studied here at DragonRaider Academy for four hard years. You learned the ways of the enemy, the predicament of the dragon slaves, and the varying limits of your own abilities. This knowledge should serve you well in the Dragon Lands.*

*This LightRaider HandBook has been prepared to help you review some of the basics you learned here at DragonRaider Academy. You should examine this material regularly, especially as you love the OverLord and value His work in this hurting world. It may also keep you alive to do further things before you go to the EverLasting Kingdom.*

*But remember: There is much still to learn. Continue your study until you take the Great Passage to the Land Beyond the Darkness. The more you can grasp about dark behavior and how it victimizes people, the more you will understand the OverLord's concern for our planet, EdenAgain. And the better you know your own abilities, the more powerful you will be in battling the dark side of this world.*

*You have my best wishes and highest hopes,*

*Talin III  
President  
DragonRaider Academy*

## 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.

## Part II

# The Dark Enemy

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# The Great Red Dragon

THE KING OF EVIL is the Great Red Dragon. He was not born, yet neither was he always there. Created full-grown along with many others, the Great Red Dragon was ordained for beauty. The High One who made him did not design him as a dragon, but meant him to be great among spiritual beings who serve the Everlasting Spirit.

The Great Red Dragon was not, however, content to serve. He wanted to be served himself in a way equal to the High One. So he initiated a rebellion. Following him were many other spiritual beings, whom he dispersed throughout the universe. Those on EdenAgain took the form of dragons.

When the planet EdenAgain was peopled, the Great Red Dragon came and perverted them with unholy temptations. Using lies and deceit, he led the people to desire more than the High One had given them.

The Great Red Dragon rules all the dragons and dark creatures of EdenAgain. Power hungry as he is, he rules his evil creatures with an iron claw. Thus they effectively do his bidding, and bring a taste of death to all of EdenAgain's inhabitants.

The Great Red Dragon and his followers practice deceit. His target is the minds of men. LightRaider, beware! *Your* mind is his target also. His weapons are lies, and these lies are not always obvious. His purpose is to make you ignorant of that which the Everlasting Spirit has for your life. But your defense is the truth of the Sacred Scrolls.

The Great Red Dragon is also a destroyer. His target is the bodies of men. LightRaider, again beware! Your body is his target; and suffering is his weapon.

The Dragon wants to make you impatient with the OverLord of Many Names, whose eternal purpose is to use everything for your growth into the likeness of Himself. Your defense against the Destroyer comes in knowing your unmerited favor with the High One — established in the Great Rescue. You now have sure promise of life after death, when suffering will be no more.

The Great Red Dragon has set himself up as ruler over EdenAgain. Dragon slaves,

those unfortunate people who are victims of his lies and deceit, follow him more willingly than they realize. As ruler, the Great Red Dragon makes his target the will of men. He has succeeded throughout the Dragon Lands, but he also is trying to bring LightRaiders under his control, promising them many fine things if they will but do his bidding. His worst weapon is pride, convincing you to feel that you are worthy of more honor than the Everlasting Spirit has appointed. Thus, his purpose is to make you independent of the will of the High One and His OverLord, so that you will pursue things not meant for you in the plan of the great Eternal Spirit. But the TwiceBorn have a defender, who is called the Helper. Living inside the TwiceBorn in a mysterious way, He fortifies them against attacks by the Great Red Dragon.

The Evil One is also an accuser; his aim is to make you feel guilty. His strategy is to fill you with so many bad feelings about yourself that you will not believe yourself capable of ever pleasing the OverLord of Many Names. But you of the TwiceBorn have a defense against this attack through the wonderful death of the OverLord in the Great Rescue. Only in the TwiceBorn can guilt come to an end, and this by confessing wrongs and allowing the OverLord to pay for wrongful actions by His death.

Because you as one of the TwiceBorn have been fortified against the Great Red Dragon and his powers, you are called into a universal war. Your sector of battle is on the planet EdenAgain. This cosmic war is no game, so the OverLord has given you a spirit of courage. You are to march against the dragons and the dark creatures. It is the OverLord who sends you against them, and it is He who promised never to leave you. You will never be without His love.

This cosmic war means everything to the High One and His Son, the OverLord of Many Names. The Helper is also deeply involved. You see, the Great Red Dragon is determined to take the place of the High One. But the Three of the Everlasting Spirit are at work preventing him from getting his way.

The OverLord of Many Names could bring the struggle to a conclusion at any moment if He chose to do so. But for reasons not totally understood, the time is not right and the war goes on as a battle for people's allegiance. The Everlasting Spirit builds men, and the Great Red Dragon tries to tear them apart.

As LightRaiders, you will travel into the Dragon Lands to fight for the OverLord and to proclaim that the Everlasting Spirit is the One to worship — not the dragons and their allurements.

You have everything needed for this battle. Go as innocently as doves, but as shrewdly as foxes.

*“And God is able to make all grace abound to you, so that in all things at all times, having all that you need, you will abound in every good work.”*

*(2 Corinthians 9:8)*

## The Dragons' Origin

THE OVERLORD, WHO IS THE PRINCE OF LIFE, desires that you understand the wily nature of dragons so that you may be victorious over them in your missions through the treacherous Dragon Lands. Dragons are very intelligent creatures and, with only a few exceptions, a single LightRaider is no match for one of them. When going on raids into dragon territory, it is very important that you understand the schemes of the dragons so that you will not fall under their terrible enchantments.

Long ago in the beginnings of EdenAgain, the Great Red Dragon *Abaddon* took one malignant egg from the *Kakia* (wickedness) dragon and transported it across the universe to EdenAgain. The egg mutated in the alien atmosphere and divided before birthing. From it came nine vile, writhing serpents to terrorize the peace-loving people of EdenAgain. These dragons further multiplied and eventually enslaved all the people in this world with their mind speech.

Since the dragons of EdenAgain are descended from *Kakia* and her nine demonic children, we are able to classify them by families. Each family has its own characteristics, which are explained on page 25.

## General Description of Dragons

DRAGONS ARE EVIL SPIRITS who have taken on reptilian shape; therefore, they are subject to the limitations of their cold-blooded bodies. These foul creatures cannot bear a temperature below 33°, for their blood freezes. They are lazy in temperatures below 50° and sluggish when the temperature reaches above 90°. Therefore, they are most comfortable and active in a temperature range of 50° to 90°.

It is the dragons' sensitivity to cold that makes the Liberated Land safe, because temperatures above the tundra in the encircling Peaks of the New Beginning stay below freezing. Further protection is provided by the Mist Barrier at sea, which will extinguish the fire of any invading dragon and send it back to the Abyss.

One danger posed by the dragons is their ability to kill a man's physical body. But for members of the TwiceBorn, this only results in an immediate and glorious entrance into the Everlasting Kingdom.

The OverLord Himself warned us of the dragons' deadliest weapon when He said: "Beware of the dragons' mind speech, through which they communicate false teachings and enticing enchantments to the minds of men." Mind speech is not audible, but consists of a message imposed on a person's mind. You cannot prevent this from happening, but you *can* learn to distinguish a dragon thought from your own. You will be able to recognize the differences as you become more familiar with the various dragon families and their foul schemes.

Your vulnerability to dragon mind speech depends on your knowledge and familiarity with the everlasting laws and principles of the High One. This means you must refute the mind speech with knowledge from the Sacred Scrolls or from what the High One has taught you. If you do refute the mind speech, you inflict damage on the dragon. If you cannot refute it, you may suffer damage in various ways

Dragons have other weapons also. Dragon fire leaps from their mouths with frightening intensity. Dragon smoke can mesmerize you with various enchantments and cause adverse reactions. Also, each individual dragon has a breath weapon that has no relationship to its dragon family.

All dragons are able to eat fire; therefore, fire cannot be used against them. Dragons often use their fiery breath to cook their kill if they are in the mood for something other than raw meat. They can also make flames lick gently out of their mouths for firelight. Often they do this when in conversation with one another at night.

On the ground, dragons are generally easy to evade because they are too big and clumsy to alter their course quickly. Therefore, it is often possible to run away from a dragon. But when they are in the air, they are very quick. Fortunately or unfortunately, most of them are not out to kill you but to assault you with their mind speech, which is effective within a range of 300 feet.

Dragons are not all the same size; neither are they equally powerful. Below is a general description of the various dragon sizes.

**Fledgling** This is the youngest dragon that is permitted to go abroad and ensnare LightRaiders. After young dragons have hatched, they are kept secluded for a year or two to learn evil practices. They are instructed in the art of being subtly misleading. By the time they are permitted to carry out their evil missions, they already stand ten feet high at the shoulder.

**Firewurm** The firewurm stands 15 feet high at the shoulder. It is somewhat more skilled in the art of mind speech than a fledgling, and its breath weapon is more powerful.

**Mature** A mature dragon has reached full height — 25 feet at the shoulder — and is in the prime of its life. The breath weapon and fire weapon are very powerful; but the mature dragon is less likely to kill outright than either a fledgling or a firewurm. Its mind speech is more powerful due to many years of practice in deceit.

**Elder** An elder dragon is much the same as a mature dragon, except that its breath and fire weapons are more powerful, as is its mind speech.

**Eldermost** The eldermost dragon is ancient. The strength of its breath and fire weapons has waned somewhat and is about the same as that of a mature dragon. They seldom kill a LightRaider physically because their mind speech is the most powerful and subtle of all. Therefore they are to be most feared. Very often they try to present lies that are as close to the truth as possible, making it very difficult for a LightRaider to tell the difference. Remember the words of the High One: “There is a way that seems right to a man, but in the end it leads to death” (Proverbs 14:12).



# The Dragon Families

## Crystal Dragons

Crystal dragons come from the family of *Abares*, which means “burdensome”. These dragons possess the burdening enchantment. For example, crystal dragons can put in your mind thoughts that overburden you with the cares of this world.

These dragons are covered with translucent crystal scales — translucent because crystal dragons are only half separated from the spirit world. One can see through these dragons; therefore, nothing can effectively hide behind them. These dragons are extremely beautiful; light shining through their scales produces a brilliant chandelier effect.

Crystal dragons live in very elaborate castles. And because of their great beauty, they have one-and-a-half times the Pride Factor of other dragons.

Fire from crystal dragons takes the form of a line approximately ten feet wide. Crystal dragon smoke is a mystery to us. It has evil effects, to be sure, but we have no clear information.

DEFENSE WORDRUNE: “Cast all your anxiety on him because he cares for you” (1 Peter 5:7). This WordRune stuns a crystal dragon, giving you an extra attack.

## Gaze Dragons

Gaze dragons are descended from the family of *Cholos* (“cripple”). The stare of a gaze dragon cripples a human either emotionally or physically. Therefore, it is important to avoid looking into the eyes of a gaze dragon. The only safe way to view this creature is to use a reflective surface such as a mirror or pond. These dragons are very intelligent and generally are aware of a person’s presence.

The fire of a gaze dragon takes the shape of a cone 30 feet in diameter. They can make the cone extend to any length within their range. The smoke enchantment of gaze dragons is unknown.

DEFENSE WORDRUNE: “Turn from evil and do good; then you will dwell in the land forever. For the Lord loves the just and will not forsake his faithful ones.” (Psalm 37:27-28a). This WordRune makes it more difficult to see the eyes of a gaze dragon. Repeating the WordRune raises the percentage required to see the gaze dragon’s stare. Roll Vision Ability at the Difficulty Level given you by the Adventure Master, but add 20 to the percentage required on the Success Grid.

## Fluorescent Dragons

In daylight, fluorescent dragons look like common green dragons. However, under the dark light of the strange third moon of EdenAgain, these dragons glow with brilliant, iridescent colors. Anyone who is near such a dragon is strongly tempted to reach out and touch the beautiful scales. A person within 100 feet and with a Faithfulness Strength of less than 4 cannot resist this temptation, and will likely leave a charred body behind while his soul departs immediately.

Fluorescent dragons are descended from the family of *Eidolon*, which means “idol”. Their enchantment is apparent in numerous ways, since there are so many forms of idolatry. Beware of the schemes of the fluorescent dragons, for they cause much unexpected sorrow and suffering.

In the fourth generation, a special birthing occurred that produced a mutant fluorescent dragon by the name of *Hedone*, who first used lustful mind speech against men. Lust is related to idolatry. Thus there are two types of dragons within the family: the idolatry dragons and the lust dragons.

The fire of fluorescent dragons forms a fireball. The smoke enchantment of fluorescent dragons has not been discovered to date.

DEFENSE WORDRUNE: “Dear children, keep yourselves from idols” (1 John 5:21). This WordRune stuns a fluorescent dragon, giving you an extra attack.

## Firedrakes

Firedrakes are easy to recognize; their bright red eyes and red-tipped wings give them away immediately. The gaudy wings contrast sharply with the dark green scales on

the wicked fire Drake's body. Fire Drakes come from the family of *Emphobos*, which means "terrify". A fire Drake tests the TwiceBorn's courage. Its mind speech causes fear and anxiety to anyone who is susceptible. Fire Drakes spew the hottest fire of all dragons; therefore, their range and damage are 50 percent more than those of other dragons. Their fire can take the form of line, cone, or fireball.

The smoke of a fire Drake is very thin and wisp-like because of its white-hot flame. It can weave around a person and cloud his vision slightly so that those affected view things as worse than reality until they are rescued.

**DEFENSE WORDRUNE:** "The Lord is my light and my salvation — whom shall I fear? The Lord is the stronghold of my life — of whom shall I be afraid?" (Psalm 27:1). This WordRune terrifies the sinister fire Drake, doing 10 points of damage to its Pride Factor.

## Dream Dragons

Dream dragons are known for their sleepy, pink eyes. These dragons have green scales with a distinct bluish tint. Their wings flutter back and forth lazily. Dream dragons come from the terrible spore mutant named *Ekklino*, which means "turn aside" or "mislead". This family of dragons has a specialized form of mind speech known as dream sending. While appearing to be from the OverLord, dream sending is actually a false calling sent to your mind to detour you from your true mission. If the dream dragon is successful, you will be sent on a quest that prevents a successful dragon raid.

The dream dragons' fire takes the shape of a cone. Their smoke enchantment causes daydreaming that reduces all armor by one. Recovery occurs after breathing smoke-free air continuously for 10 hours, and full armor values are restored. The breath enchantment of certain dream dragons is perfume-like, but its effects are still unknown. It seems to have the power to pull LightRaiders away from their mission; at least some LightRaiders have wandered aimlessly away after encounters with a dream dragon. Still others have fallen asleep.

**DEFENSE WORDRUNE:** "This is what the Lord says — your Redeemer, the Holy One of Israel: 'I am the Lord your God, who teaches you what is best for you, who directs you in the way you should go.'" (Isaiah 48:17). This WordRune reduces the range of dream dragon mind speech to 100 feet.

## Slime Dragons

Slime dragons live in marshes and bogs; consequently, their scales are always oozing with putrid mud. Like most other dragons, they have green scales; but it is hard to tell their true color through the dripping mud. Slime dragons all descended from the dragon *Schisma*, which means “division”. In the second generation, a mutant dragon was born named *Apobletos*, meaning “rejection”.

The two types of slime dragons have distinct mind speech enchantments. The *Schisma* mind speech, when believed, causes divisions and arguments among people about whether they are Once Born or TwiceBorn. The *Apobletos* has special mind speech enchantments which, when believed, cause extreme sensitivity to rejection in the mind of the infected person. Beware of these dragons; they do great damage. They cause many of the TwiceBorn to lose their effectiveness for the OverLord.

Slime dragons have a different form of fire from any other dragon described thus far. They can spit either hot stones or hot lava. The small, burning stones can be projected like a meteor shower and can cover an area up to 50 feet in diameter. The lava flow may take the form of a line ten feet wide. It can also be used to make a large puddle or seal up a cave.

A slime dragon’s smoke causes those affected to put up a smokescreen in talking to others. It is hard to tell what the affected LightRaiders believe to be important because their words become so vague. Eventually, other LightRaiders who are not affected but have a Self-Control rating below 6 get angry and become unable to rescue their victimized comrades.

DEFENSE WORDRUNE: “Make every effort to keep the unity of the Spirit through the bond of peace.” (Ephesians 4:3). This WordRune cancels out one divisive action between two LightRaiders or between a TwiceBorn and a Once Born.

## Shadow Dragons

Shadow dragons are such a dark shade of green that they appear black except in direct sunlight. They cast an exceptionally dark shadow. These dragons are 25 feet high at the shoulder with their sinister heads rising much higher. Shadow dragons have dark, black eyes that gleam ominously. They came from the mutant *Skotos*, which means “darkness”. The dragon mutant gave birth to two children — one named *Threskos* and the other *Dolios*. From these three dragons evolved the three types of shadow dragons. The *Skotos* shadow dragons use mind speech to blind men to the truth. They are especially skillful in presenting philosophies that are quite similar to the

truth but which lead to death. The shadow dragon *Threskos* (meaning “religious”) uses mind speech to create empty religious practices. The shadow dragon *Dolios* (meaning “to deceive”) causes people to practice deception in business and personal affairs.

The fire of a shadow dragon takes the form of a cone. The smoke appears as a shadow and can search out a victim. It takes the shape of that person and, in a sort of pantomime, portrays the victim’s imperfections. Only those with a Goodness of six or above are immune.

DEFENSE WORDRUNE: “In him was life, and that life was the light of men. The light shines in the darkness, but the darkness has not understood it.” (John 1:4-5). This WordRune stuns a shadow dragon, giving you an extra attack.

## Sea Serpents or Sea Dragons

Sea serpents are elongated like a snake, and their wings are similar to fins. They are nearly always found in water, being very clumsy on land since they must crawl in a snake-like manner. While these dragons can’t fly as well as other dragons of EdenAgain, they can flounder short distances, either above land or over the sea. They will rarely stay up for more than five or ten minutes.

Sea serpents descended from the mutant dragon *Sunchusis*, which means “confused”. Thus they have developed a mind speech that causes confusion. If they are successful, the hearer becomes confused about right and wrong. They do not present a clear-cut philosophy, but a perplexing jumble of ideas that cause great doubt. When a LightRaider falls prey to this, he becomes inactive.

The sea serpent’s fire differs from that of other dragons. It is fire water, a liquid spit out of the dragon’s mouth that ignites when it hits an object. Fire water can be spewed in any of three ways: a line, a cone, or a fireball. Nothing is known about sea serpent smoke enchantments.

DEFENSE WORDRUNE: “Make level paths for your feet and take only ways that are firm. Do not swerve to the right or the left; keep your foot from evil.” (Proverbs 4:26-27). This WordRune exposes one error in the sea serpent’s barrage of confusing thoughts.

## Rainbow Dragons

Rainbow dragons have a snake-like form similar to sea serpents. But these reptiles are able to live on land, and they have much larger, better developed wings. Rainbow dragons have iridescent scales that produce a rainbow effect in bright sunlight. When the dragon is aloft, these scales make him look like a rainbow in miniature. The wings of the rainbow dragon are translucent and create a prism effect when light flows through them. Anyone caught in this prismatic rainbow light becomes enchanted with his own beauty — a beauty imparted by that light.

Rainbow dragons descended from the evil dragon *Tuphoo*, which means “pride”. They use their mind speech to cause pride and its related enchantments. Beware of these spells, for at the very least they will considerably reduce your power to serve the OverLord.

Like the sea serpent, the rainbow dragon spits fire water. It can be projected only as a fireball. Nothing is known about rainbow dragon smoke.

**DEFENSE WORDRUNE:** “Better to be lowly in spirit and among the oppressed than to share plunder with the proud.” (Proverbs 16:19). This WordRune changes the rainbow to black and white, reducing its pride effectiveness by half.

Table 1: Key to Dragon Families

Dragon	Family	Mind Speech Enchantment	Known Creatures Controlled
Crystal	Abares	Burdensome	Muk, Grim
Gaze	Cholos	Cripple	Orc, Goblin
Flourescent	Eidolon	Idol	Golden Calf
	Hedone	Lust	Trolls
Firedrake	Emphobos	Terrify	Skeleton
Dream	Ekkolino	Falsehood	Selfoe
Slime	Schisma	Division	Gall Buzzard
	Apobletos	Rejection	Giant
Shadow	Skotos	Darkness	<i>none known</i>
	Threskos	Religious	<i>none known</i>
	Dolios	Deception	Cave Spi- der, Greedo
Sea Serpent	Sunchusis	Confusion	Fluster Beast
Rainbow	Tuphoo	Pride	Sprite

Table 2: Summary of Dragon Weapon Effects

Dragon	Fire Weapon	Shape	Smoke Weapon
Crystal	fire	L	<i>unknown</i>
Gaze	fire	C	<i>unknown</i>
Flourescent	fire	F	<i>unknown</i>
Firedrake	fire	L, C, F	distorts appearance
Dream	fire	C	reduces armor
Slime	stones/lava	L, A	distorts communication
Shadow	fire	C	reveals imperfections
Sea Serpent	fire water	L, C, F	<i>unknown</i>
Rainbow	fire water	F	<i>unknown</i>

L = line, C = cone, F = Fireball, A = designated area  
Where not specified, nature of smoke weapon is unknown.

Table 3: Distance of Dragon FireWeapons

Age of Dragon	Range in Feet
Fledgling	40
Firewurm	80
Mature	120
Elder	160
Eldermost	120



## Dark Creatures

DARK CREATURES were not created evil. They were corrupted by the Great Red Dragon who sowed unholy desires in them. Everywhere in the Universe the Evil One's rebellion has the same purpose: to corrupt creatures by enticing them to want something other than that provided for them by the Almighty Spirit.

The planet of EdenAgain has become a place of exile for the vermin of other inhabitable planets. Some time ago, the dragons invited these nearby worlds to send the worst of their kind, promising that on EdenAgain, under the abominations of dragon rule, they would experience what they had desired when living on their home planet.

The invitation was part of a new strategy that the dragons adopted for subjugating EdenAgain's human population. At first, they treated them with the worst kind of terror. But the Talanians rebelled over and over again. Then the demon-dragons began to invent various enchantments. Some of these made dragon slaves love the extra things the dragons gave them, and others taught them to use evil for their seeming benefit. Soon many humans accepted bondage to the dragons, began to worship them, and rebelled no more.

But it is at the very heart of dragons to be cruel. Though the enchantments worked well, there was no longer any outlet for the dragons' sadistic nature. They craved the opportunity to torture some intelligent creatures — beings not smart enough or organized enough to rebel, yet not too insensible to avoid the terror of anticipating pain. The exiled creatures from other planets were a perfect prey.

And so exiles came to EdenAgain. If they were difficult to live with on their home planets, they learned something when the dragons took control of them. They found how evil a creature can become. The Enemy and his dragons took these planetary bullies and tortured them so that, in their torment, they even became more wicked. Thus, they became known as dark creatures.

## Dark Creature Attacks

DARK CREATURES HAVE SEVERAL MEANS of injuring LightRaiders. The first way is to assault them using physical weapons; this harms a LightRaider's Physical Vitality. The second is through "sin enchantments" (or just "enchantments" for short).<sup>5</sup> Sin enchantment is far more lethal to a LightRaider since it distracts him from the true purposes of life: to love the OverLord and keep His commandments. The result of these distractions is damage to the LightRaider's Character Strengths.

So in your dealings with dark creatures, expect them to behave wickedly. Watch for their sin specialty and fight against it, using words first. Ballads are sung in the Liberated Land commending LightRaiders who held their ground in verbal combat with dark creatures. Only as a last resort should LightRaiders attempt to kill dark creatures—except for orcs and goblins, whom the OverLord wants you to attack on sight.

Rescue from dark creature enchantments comes only through the efforts of other LightRaiders, through Scroll study and prayer, or through direct intervention by the OverLord of Many Names. The rules for the Scroll study and prayer will be available with advanced rules. For now, it is best to remember that enchanted LightRaiders and dragon slaves will need you to rescue them.

## Types of Dark Creatures

### Cave Spider

Cave spiders, or cave arachnids as they are more properly called, are large, wicked-looking spiders with bodies from one to three feet long and skinny legs up to six feet long. They are a frightening sight to behold. Naturally, they live in giant caves, preferring to stay near the opening where they can catch prey in their webs. Occasionally, these dark creatures will live in old abandoned houses, barns, or mine shafts.

Like all spiders, cave spiders can walk on ceilings, walls and just about any kind of surface. They can drop great distances from very strong webs, catching themselves on their fall lines. Although the thickness of the webs depends on the size of the spider, they are all very tough and hard to cut.

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<sup>5</sup>Each dark creature in EdenAgain has a certain characteristic sin or evil specialty that is the guiding principle of his existence. Remember that sin enchantments *are always destructive*, although their effects may not be readily apparent.

Cave spiders were exiled from Og, the same large planet from which giants came. Cave arachnids on Og are noble. They hold truth to be quite valuable for its own sake. But many years ago a few wayward spiders decided that their own purposes could be better enhanced by lying. Their society wisely saw the danger of dishonesty and, determining to hold to the truth, sent the untruthful spiders to exile on EdenAgain.

Cave spiders believe that a lie is better than the truth if the truth would be less profitable or more painful. Therefore, they lie whenever they think it advances their cause. Their general strategy is to catch dark creatures in their webs for food. But, under the OverLord's protection, cave arachnids are not allowed to dispense of humans so easily. Instead, their strategy is to catch them and then persuade them with lies, thus transferring to humans the Little White Lie Sin Enchantment.

The strength of the cave spider's enchantment varies, depending on the following things:

- If you are not caught in their web, subtract 2 from the Difficulty Level of the sin enchantment.
- If you *are* caught in the web, there are no additions or subtractions to the Difficulty Level of the enchantment.

If the cave spiders get very angry or frustrated with you, they may try to bite you with their poisonous fangs, and this adds 2 to the Difficulty Level of resisting the Little White Lie Sin Enchantment. Remember that the poisonous bite, in addition to raising the Difficulty Level, also causes damage against Physical Vitality. If you become infected with the Little White Lie Sin Enchantment, your Goodness Character Strength is your only defense. If your Goodness is not high enough, you lose maturity units, and you will begin to lie for your own benefit.

## Fluster Beast

The fluster beast is truly an amazing sight. This dark creature has the body of a small bear, but has two ostrich-like heads. Its body is covered with feathers instead of hair. This beast has the claws of a bear, which are its main method of attack and defense. Also, fluster beasts can attack with their two heads by pecking, even at two different enemies simultaneously.

Fluster beasts have some remarkable abilities, in spite of their oddity. They are fair swimmers and can rest on the bottom of a pond with only the tops of their heads showing. They also have an ability to store water for up to a week in their body tissues.

Fluster beasts were exiled by the civilizations of the planet Kumoz when unholy mating occurred between bear-like animals and ostrich-like birds. Those that the twelve intelligent races of Kumoz could find were shipped to EdenAgain at the invitation of the dragons. Every couple of years, new mutations arise from similar matings. Last year, there was one with an ostrich head and another head resembling a swan.

Fluster beasts are always confused. It is a wonder they survive. The two heads are always in disagreement and, once they make up their minds, they can change them in a moment. “Fickle” is a good way to describe them.

Occasionally, you will encounter fluster beasts. Keep your head about you. They spread a terrible spell, the Double-Minded Enchantment. It can affect any Character Strength, depending on the particular confusion generated by the fluster beast.

## Gall Buzzard

Many say there is nothing that is quite as ugly as a gall buzzard. Despicably hard-featured with greasy, black feathers and dull-red, wrinkled heads, gall buzzards have a wing spread of four to six feet. They fight viciously with their long claws and sharp beaks. They can attack by surprise on wing, for they are strong and can travel great distances on high wind currents.

While gall buzzards resemble ordinary buzzards, they are true dark creatures on EdenAgain. They were exiled from the planet Xeyn for distorting their natural beauty in that atmosphere. They dared to go without a bath for as much as a week. Thus they got their ugly, greasy look. Respectable buzzards on Xeyn said, “What gall!” and exiled the dirty buzzards.

Gall buzzards eat rotting flesh. On EdenAgain, they prey on the dead of all kinds, including other dark creatures. Possibly the only thing LightRaiders have in common with dark creatures is dislike of gall buzzards.

Getting close enough to a gall buzzard to smell his foul stench exposes LightRaiders to the sin enchantment of gall buzzards, which is bitterness. At first the victim has a feeling of mild resentment. Then, gradually, he becomes bitter. He is keenly aware of every wrong that is done to him.

Defense against the gall buzzard’s sin enchantment uses the Character Strength of Gentleness. However, if the Bitterness Sin Enchantment is contracted, a LightRaider loses maturity units against his Love Character Strength.

LightRaider, beware of bitterness! It is natural to feel disappointed when someone doesn’t fulfill a commitment. Do not ignore or deny the disappointment. Handle it

right, for stifled disappointment leads to resentment, and stored resentment leads to bitterness. Once bitterness sets in, it is hard to expel.

Unfortunately, the wrong done can be real or merely imagined; it makes no difference. If the person affected by the Bitterness Enchantment thinks he has been wronged, that is sufficient to bring on resentment and bitterness. A person who has contracted bitterness may choose to show it through angry behavior or suppress it by acting overly sweet. The overly sweet reaction eventually leads to such bitterness that fury, rage, and rejection burst forth, often ending cherished relationships permanently.

## Giant

Giants on EdenAgain are not as numerous as other dark creatures, but LightRaiders can hardly avoid them for long. A single LightRaider is no match for a strong giant, who might be up to 20 feet in height. They usually fight with large wooden clubs that do tremendous damage, though they sometimes throw immense boulders. But they seldom wear armor, being so much bigger than any creature who might threaten them. They will rarely attack without provocation, even when they differ with you. But once provoked, giants are hard to kill without injury to the attackers.

Giants were exiled from the planet Og, where many of their kin live proudly. They have traditionally held firmly to what they believe. But on Og not long ago, a few of them became insecure and wishy-washy. In their attempts to please everyone, these degenerate giants kept changing their positions and subordinating the truth for the sake of easy relationships. Eventually, they became belligerent when other giants held to their own convictions, and they started many fights. So the wishy-washy giants of mediocrity and foul-temper were sent to EdenAgain.

The giants of EdenAgain continue as they were on their home planet Og. They still fear rejection and do foolish things to avoid it. They sometimes do other people's work to gain acceptance. At the same time, they become furious when their own friendship is refused. Stay out of their way.

Giants spread their sin of mediocrity by persuasion, threats, and pleading for friends. In their own dangerous yet irresolute way, they will challenge all of your Character Strengths. Use your head and be ready to fight.

Giants are capable of transmitting their Mediocrity Enchantments to others. Because it is a sign that the TwiceBorn would rather please men than please God, Mediocrity is detestable to the OverLord if found in members of the TwiceBorn. Be sure to rescue quickly any LightRaiders who fall under this enchantment. Unfortunately, it does not appear that giants have any preference for one method over another in transmitting this enchantment.

## Goblin

Guard yourself well against goblins. They love to torture their victims rather than kill them, and this makes goblins some of the most frightening of the dark creatures on EdenAgain. They often mutilate their victims beyond recovery. They don't know the meaning of mercy, delighting in tormenting and causing as much agony as possible.

Standing three to four feet tall, goblins have lumpy skin in various hues of gray, depending on their tribe. While they are not as powerful as trolls or orcs, they can be fierce in groups. They wear little clothing during the warm season, and untanned, coarse animal skins in winter. Their weapons are almost always a short sword (resembling a large dagger) and a short bow. Only on occasion do they carry a shield. Their worst weapon, however, is their large fangs.

Goblins on EdenAgain were exiled from the planet Arkor. Great numbers of fine grey goblins live there in peace with each other, watching out for one another's welfare. Some years back, a few goblins on Arkor decided to make certain members of their clan miserable and began tormenting them. Without the goblin community's knowledge, the members of that clan became more and more miserable.

Meanwhile, the offending goblins noticed bumps and sores developing on their beautiful gray skin. This angered them even more, and they escalated the torture of their kin, which became obvious to the goblin community. The rage of that goblin society can hardly be described. So ferocious was their punishment that seeds of sadism can clearly be seen. After inflicting an "eye for an eye," they sent the lumpy-skinned goblins into exile on EdenAgain.

The bite of a goblin is the worst kind of torture, causing severe burning for several hours as the goblin saliva works the Bully Spell. Once the sin enchantment takes effect, the bitten dragon slave or LightRaider willfully begins to hurt others and torment them. How it is possible to derive pleasure from torturing another is a mystery to those who follow the Light, but goblin saliva entering the human body causes this repulsive aberration.

Goblins can be easily identified by their large eyes, squeaky voices, and rapid speech. Their sentences are repetitive and their language only crudely developed. They are highly excitable and move around quickly. The higher metabolism of goblins requires that they sleep twice a day on EdenAgain. While they can stay awake all night in emergencies, goblins tend to sleep during midday and again at midnight.

Goblins have a semi-social life, traveling in packs and inhabiting dark places such as deep woods, caves and tunnels, or even L-shaped holes they dig in the ground. Being somewhat more cowardly than other dark creatures, goblins clump together and try to keep their dwelling places secret.

With their large eyes, goblins see much better in dim light since they came from an old planet near its dim and dying star. In full daylight, they are almost blind, but in the dark they can see as well as an owl. Fortunately for LightRaiders and the Once Born, their high metabolism causes them to move noisily. They can almost always be heard. But they are not so noisy that they can be heard by a sleeping human. Always remember to post sentries when in the Dragon Lands.

If goblins capture you, they will most likely torture you as long as they can. If a goblin bites you, the saliva will poison your system, possibly causing the Bully Sin Enchantment to take effect within five hours.

You may resist this sin enchantment by using your Goodness Character Strength. However, if you fail, you will do things to make others miserable, either emotionally or physically, starting out with such insignificant things as putting a pebble in someone's boot or a large stone in his pack, then gradually resorting to more terrible provocations.

Your Goodness Character Strength will be reduced by the Bully Sin Enchantment. Healing can occur only if it is administered by someone who has a Kindness Character Strength of 8 or greater and is able to counsel the person caught in the sin enchantment.

## Golden Calf

The golden calf is an attractive dark creature that lives in dragon slave settlements, leading the Once Born into foolish idolatry. Golden calves are exiles from the planet Coppora, where gold is a common metal of little value. Actually, 483 golden calves collaborated to be exiled when they discovered that gold was EdenAgain's standard of exchange.

Golden calves are actually bovines that secrete a skin coating of pure gold, thin enough to allow slow movement. They act quite aloof, which goes with their proud, slow movement. They speak soothing words, seducing humans to view things as more valuable and powerful than they really are. For example, some dragon slaves adopt ritualistic practices that they have learned from a golden calf. They believe that these rituals will bring good luck. Others have been convinced that to have a portion of the Sacred Scrolls in their possession brings good fortune. Still others worship the golden calves themselves.

A LightRaider may defend himself against the golden calf's Idolatry Enchantment by using his Faithfulness Character Strength. If he is unsuccessful, the enchantment will take effect immediately. The specific nature of the idolatry depends on the strategy of the golden calf encountered, but all idolatry causes damage to the Faithfulness

### Character Strength.

Rarely, if ever, will golden calves be found together in the same dragon slave colony. This was part of their initial agreement when they plotted to be exiled. They love the reverence given them by dragon slaves, but abhor the attentions of greedy dark creatures.

A golden calf can use its hooves as weapons, but they are not very effective. Therefore, golden calves pose little physical danger. However, their sin enchantment is far worse than physical damage because of the inherent betrayal of the OverLord. The Idolatry Enchantment is transmitted by the persuasive speech of the golden calf. The affected person gives something else a higher place than the OverLord of Many Names.

## Greedo (Itchyfinger)

Greedoes are the tradesmen of the Dragon Lands. Standing like men, with human-like faces, greedoes hold next to their green bodies large and powerful bat wings which are strong enough to support them in flight. Their hands and feet are equipped with razor-sharp claws.

You can imagine that greedoes are formidable enemies. When standing, they can attack only with hand claws; but when flying, they can use their clawed feet as well. They burden themselves with no weapon or armor, but attempt to live peacefully and use their sin specialty to keep themselves safe. If they do happen to fall into some kind of trouble, they often attempt to cheat or buy their way out of it.

Greedoes were exiled recently from the planet Werj, where the inhabitable land teems with wonderful winged creatures. On Werj, bartering replaces buying and selling. And until recently, things were fairly peaceful there. Greedoes traded fairly, not taking advantage of one another in the exchange of services and products.

But then a small tribe of green greedoes secretly invented a way to better their lot. They called their new methods “bargaining” rather than “bartering,” and they began to stretch the truth when they negotiated. Trusting that all was being done in honesty, greedoes of other colors had no idea that they were being cheated. Because the green tribe cheated irregularly, they got away with their deceit for some time and rose in wealth above their neighbors. Eventually, this new inequality was scrutinized and the new “bargaining” method (soon termed “cheating”) was outlawed. The green race of greedoes was exiled in properly equipped spaceships. The citizens of Werj remained fair even in their outrage, but the ships were programmed to self-destruct one hour after landing on EdenAgain. They did as they were programmed.

On EdenAgain, the green race of greedoes found their cheating methods to be the



standard of practice in the Dragon Lands. But they were far more advanced in their deceit and eventually dominated the field of trade.

The OverLord of Many Names is angered that greedoes take advantage of others in their business dealings. When He created greedoes on the planet Werj, He intended them to be fair and to use their superior knowledge of business practices to watch out for those of lesser ability.

And so the OverLord of Many Names has also declared war on the unethical practices of the green greedoes of EdenAgain. Here and there through the Dragon Lands, the Judge of Evil (as the OverLord is sometimes called) has commissioned SaltWarriors of the TwiceBorn to operate businesses in dragon slave villages and to charge only the *real* value of goods and services. Unlike the greedoes, these SaltWarriors never brag about their income, for money to them is insignificant compared to their service to the High One.

If you spend any amount of time in the Dragon Lands, sooner or later you will have dealings with greedoes. Just listening to these creatures tell others how much money they are making may put you under the Unearned Wealth Enchantment, which causes you to cheat others and thereby lose your Joy.

Your Love Character Strength protects you from the power of the greedoes' enchantment. But if you do not resist the enchantment successfully, it is your Joy that is damaged, because you have lost your contentment in the OverLord and have turned to money as the source of your satisfaction.

## Grim

Grims are mischievous little creatures who can be a real pain in the neck. Measuring just one-and-a-half to two feet tall, they live inside hollow trees and on high platform tree houses. They have dark, earth-brown skin and pointed ears that stick out of their tousled, straw-colored hair. They like bright colors and are especially fond of wearing buckskin pants with fiery red shirts. They inhabit forests or large groves of trees.

When created, grims were placed on the planet Quylan. They became industrious little people who were quite happy with their productivity. But then a few who were not quite so productive began to say that the work was "somebody else's problem." At first, other grims believed them and took on work that wasn't their own, feeling responsible for the lower productivity of their comrades. But the elders of the grim society saw what the little wretches were doing and had them transported to EdenAgain.

On EdenAgain, the exiled grims have perfected their Burden Enchantment. They have persuasive skills that work well in making others feel at fault or responsible unjustifiably. But to aid in their enchantment, the grims have magical green-glowing stones they call Loadstones. Flinging these with their slings, they hit humans as well as other grims. Once a person is hit, a false calling to service can take root in him — a sense of responsibility for someone else's work or someone else's problem. This false calling can divert LightRaiders away from their true mission or the ministry for which they have been designed. And it is not unusual to see a group of dragon slaves doing things for grims while the little guys lie back and chatter.

Being as small as they are and as much at home in trees as monkeys, grims avoid close combat. A sword or battle axe would make short work of them, but they rarely get close enough to permit this to happen. Their enemies must use missile weapons against them and keep concealed when fighting them. Their skill with the sling is very great, and at least every third shot is Loadstone. However, if you are ever handicapped, expect them to draw their swords, which are about the size of normal daggers.

The grim Burden Enchantment is transferred by Loadstones and inflicts damage to your Kindness Character Strength. This same Character Strength may be used to defend against the enchantment. The Burden Enchantment is very deceptive because through its call to responsibility, it appeals to your Character Strengths of Love, Patience, Kindness, Goodness, and Gentleness. What you feel responsible to do under the Burden Enchantment will never be the work assigned to you by the OverLord.

## Mound Orc

Beware of mound orcs! The very personification of evil, killing and destroying for the sport, they are usually heavily armed and armored, more so than other dark creatures. LightRaiders who travel through their territory have reported great stacks of bone as status symbols of how much sorrow and suffering they have caused to others. It has even been reported that mound orcs possess finger-bone necklaces and other gruesome jewelry.

Mound orcs once lived on the planet Uory. They turned evil early in their history and were exiled to EdenAgain before most other dark creatures.

Mound orcs have grey-brown skin with the toughness of leather. Large, yellow, almond-shaped eyes and big pointed ears are their distinguishing features. These are true creatures of darkness who despise the light. So dark-loving are they that at night they see extremely well, but in the daylight (which they avoid) they are nearly blind. Beware when traveling at night or in dark places. It is virtually impossible to

shake off a mound orc underground.

Mound orcs wear armor and carry shields. Their favorite weapons are spears, knives and scimitars (long, curved swords). While they grow to be just five feet tall, don't underestimate their abilities. These are ferocious fighters.

Mound orcs live to fight. There is little point in reasoning with them unless the mound orcs are under the control of another dark creature. The only good orc is a dead orc. LightRaiders are to destroy these creatures whenever they come upon them. Chivalry is of little value. They can be killed in broad daylight and even when they are sleeping. This is because they have most likely caused tremendous pain and suffering for others by the time you meet up with them, and will cause more if you permit them to live.

The ruthless nature of mound orcs makes them some of the dragons' favorite guards for their strongholds at night. In attacking, it is best to sneak up on orcs because, once they are fighting, they go berserk, making quite a racket and awakening others to your presence.

Mound orcs live in larger colonies than do most dark creatures. They often dwell in a mound of cave complexes and rough tunnels carved out of the earth. Occasionally, they live in hills or on the plains. On flat ground, orcs live in holes that are joined by tunnels. Sometimes their complexes have been found to extend as far as 20 miles with only a few exits to the outside world. Putrid smells generally come from their cave openings, so you should be suspicious whenever you smell something foul. Mound orcs are little concerned about basic sanitation. Diseases, from time to time, have swept through entire orc communities, leaving only a few very strong orcs alive.

The orc's ferocity in fighting causes a desire for revenge in LightRaiders who are not strong enough to resist it. This is a serious problem when such feelings of revenge are directed at dragon slaves who have inflicted injury upon any members of the raiding party, or even upon a fellow LightRaider. After every battle with an orc, a LightRaider whose Love rating is 5 or less must check to see if he can resist the Revenge Enchantment. It is your Love Character Strength, of course, that defends against this terrible spell. So the best way to fight these berserking orcs is to keep a cool head and determine to serve the Light instead of plotting revenge on orcs.

## **Muk (Worry Wart)**

Standing but three feet high, with two blazing white eyes peering from a small, dirty head, muks are made of mud. They live in or near swamps and along river banks and lake shores throughout the Dragon Lands. Occasionally, a dragon will keep a few for pets, placing them in a remote castle room filled with mud where they live on the

abundant castle rats.

On their home planet of Slud, muks are self-assured creatures who inhabit vast swamplands, living in harmony with many other intelligent beings. But some time ago a few muks decided to disrupt their race by teaching other muks to worry. This became so irksome that muk society enlisted help to exile the worst muks to EdenAgain.

Under dragon torture on EdenAgain, exiled muks themselves learned to worry as they had taught their own unfortunate people at home. When “Woe is me” became their universal saying, the dragons turned them loose with their Worry Enchantment.

Muks caught EdenAgain by surprise. The women of a small river-bank village in the Wilderness of Wonder happened to touch a few muks hiding in the mud near the place where they wash clothes. As dragon slaves, they already knew how to worry, or so they thought. But after they caught the muk Worry Enchantment, they found it necessary to worry about every little thing, making life very difficult and destroying what little joy they had.

Having been thus discovered, muks came into the open. They could be seen walking around worrying about all kinds of new things. Even today, they can be heard complaining in a whining voice, “Something terrible is going to happen! I know it! I just know it!” Thus, they came to be nicknamed “Worry Warts”.

These sloppy creatures have so worried themselves that they are quite insecure and will cling to each other. When they are sleeping and clinging in this manner, they appear as a clay path. Beware of lumpy mud!

There are two ways that the sin enchantment of muks, or worry warts, may be induced. Both ways attack your Peace Character Strength. Listening to a muk complain about a situation can cause this enchantment to take effect. So also can touching a muk. Worry warts leave a trail of mud behind them. Touching any of the mud is as bad as touching them (unless the trail is three days old, in which case the mud has lost its enchanting power).

Anyone who is affected by a Muk will worry about almost everything: present problems, the future, and especially the unchangeable features of their own appearance. Such worry causes fear, physical sickness such as ulcers, and various other ill effects.

Muks use no weapons and have no armor. Killing them is difficult. The best way is to dry them out or dissolve them in water. But the latter is hardly acceptable unless a large body of water is available, since the water will then carry the enchantment.

## Selfoe

Selfoes stand between six and seven feet high and have pointed ears and gray skin. They are gentle-looking creatures who serve well the deceptive dragons. Their behavior is also gentle, even though they carry a dagger or hand axe and a wooden walking stick, which can be used in battle as a quarterstaff.

Selfoes are quite strong; they need to be. They carry all their belongings in large backpacks and live a nomadic existence. Traveling far and wide as they do, selfoes may be found anywhere in the Dragon Lands, but especially near centers of population.

To a point, selfoes imitate LightRaider behavior in society. Even though they do not have within them the nine Character Strengths that come from the Helping Spirit, they seem to fool dragon slaves who are so misinformed about the TwiceBorn. Of course, the dragons and their other dark creatures know that selfoes are not enemy LightRaiders or SaltWarriors.

Selfoes were exiled from a small, peaceful planet named Ammech. Selfoes there serve the OverLord of Many Names and are very helpful creatures. They call him the Rescuer. Some time ago, a few degenerate selfoes began to do good things for people, but not for the glory of the OverLord. They ceased to be the OverLord's servants and became only the servants of men.

Eventually, the citizenry became angry with the selfoe do-gooders, being jealous for the OverLord of Many Names. They knew His power and goodness cured the sin contamination that was preventing selfoes from having a pure heart. So angered did they become that they exiled the self-focused selfoes to EdenAgain.

Here on EdenAgain, selfoes go about doing good things for people, but not out of thankfulness to the OverLord. Instead they do their good deeds in the name of the dragons, whom they claim are very solicitous of dragon slaves' welfare. So selfoes are commissioned by the evil dragons to draw people's minds away from the OverLord of Many Names. They offer an alternative to faith in the Great Rescue by confusing dragon slaves regarding the identity of the TwiceBorn. They teach that anyone may know the OverLord by living a life full of good deeds. They say that sin and dragon slavery are imaginary.

Whenever a selfoe recognizes a LightRaider, he tries to work a False Guilt Enchantment to make him feel that he has been too judgmental and too certain that dragon slaves are not necessarily destined to reach the Everlasting Kingdom. Selfoes spread their Glory Hog Enchantment in various ways. Infected LightRaiders will do good things to acquire rewards rather than for the purposes of glorifying the Everlasting Spirit, pleasing the OverLord, or saying "Thank you" to the Rescuer of Many Names. It is quite important that you rescue stricken LightRaiders!

A LightRaider may defend against the selfoe's enchantment by using the Peace Character Strength, although it is the Faithfulness Character Strength that is damaged if one comes under this sin enchantment by listening to the talk of these dark creatures.

## Skeleton

Skeletons are bones of dark creatures and dragon slaves enchanted to life by dragon power. The bones are always bleached white with age. Skeletons are rarely armed with weapons, although sometimes a leg bone or a stick of wood may be used as a club.

The main weapon of skeletons is the ability to instill despair in anyone who views them. They are a ghastly sight, often still wearing pieces of rotted clothing or rusty armor. Skeletons are almost always found in dismal places such as swamps, bogs, and graveyards. Occasionally, the dragons will place them in castle rooms to frighten those who may wander where they are not welcome.

There are two primary ways in which the Despair Enchantment of skeletons may be transferred to LightRaiders. One is by merely seeing a skeleton. The other is by listening to his chanting talk.

Your Joy Character Strength will protect you against these creatures' terrible enchantments. And it is also this Character Strength that sustains damage if you get caught in the Despair Enchantment.

Skeletons can be safely viewed through reflective surfaces such as pools, mirrors, and polished armor. Their Despair Enchantment is effective only on direct sight. And fortunately, skeletons cannot sneak up on you. They creak and squeak too much. But beware! They can hide in corners and stand still for years. The best defense is to build up your Joy and be content that you are doing the OverLord's work in the fallen world of EdenAgain.

## Troll

There are three species of trolls living in the Dragon Lands of EdenAgain. All three — cave, forest, and water trolls — came from the planet Bjor, exiled many years ago. Troll wars split the planet Bjor apart politically. Each of the three troll species lusted after control of their planet, causing great conflict for over 150 years. When peace was finally established, many leaders from all three species were exiled to EdenAgain in three separate space capsules that landed in different geographical regions. To this day, they continue their war and their lust, especially for power.

Trolls are the largest, after giants, of all dark creatures. Cave trolls are the smallest of the three kinds, being about seven feet tall. But they are powerfully built with gray-colored and stone-textured skin and large, yellow eyes. The green-colored forest trolls are taller, standing a full eight feet tall. Their coal-black eyes make them look as fierce as they are. Water trolls are the largest and most ferocious, being ten to twelve feet tall. All dark creatures, except dragons and other trolls, fear the water troll. They are of light tan complexion and have bright red eyes.

### Cave Troll

Cave trolls live in the dark and in the twilight of dawn, dusk, and small torches. They live in loose-knit associations. Since they burn with desire for their neighbor's possessions, cave trolls do not trust one another much, except when fighting a common enemy.

Cave trolls do not wander far from their dark homes. When they travel, they carry a two-handed battle axe and a very large shield, though both cannot be used at the same time. A cave troll is a tough opponent.

Cave trolls, also known as "stone trolls," are slightly below average in intelligence. But they are quite adept at hunting in the dark, especially underground. Large ears help them hear, while an internal sense of direction keeps them from ever becoming lost. They also rig traps to protect their cave homes. Beware the traps of cave trolls!

Cave trolls have a burning desire to own anything of value possessed by another. They covet things greatly and never seem to have enough stored in their caves. They are real pack rats, taking many things that have hardly any value. In their greed they will murder, even for such insignificant items as turkey wishbones.

The Owing Things Enchantment comes from cave trolls and affects both dragon slaves and LightRaiders. Touching any cave troll's possessions can cause this spell to take hold. (Items that have been away from a cave troll's lodging for three days cannot transmit the Owing Things Enchantment.) Once the enchantment does take over, the person so bound will start to steal from others, starting with small, insignificant things and graduating to larger, more valuable objects.

A LightRaider's Patience provides defense against this enchantment. This Character Strength also suffers damage when a LightRaider falls under the cave troll's enchantment.

## Forest Troll

Green trolls, or forest trolls, live in dense forests and are not nearly as solitary as cave trolls. But they draw to themselves only the vilest of dark creatures because of their rank smell, produced partly by their clothing of uncured animal hide. Orcs and goblins will sometimes be seen with a forest troll.

Forest trolls carry strong wooden quarterstaves, stocky poles some eight feet long which they use as walking sticks and as offensive and defensive weapons. They carry no shield or long-distance weapon, although they will throw rocks that do great damage upon impact.

They live a pompous, power-seeking life. Each troll family is headed by the toughest and meanest troll, whether male or female. Each king or queen troll sets up his or her own kingdom, fighting with other forest trolls or banding together against a common enemy. They construct log lodgings with one large throne room. The king or queen troll's wooden throne is richly decorated, especially with symbols of power and prowess. In addition to the throne room, there are always four or more smaller rooms for the troll's followers.

Forest trolls are difficult to track over hard surfaces or deeply-matted leaf carpets. They blend with green foliage, making them very hard to see. Their keen senses give them a special ability to know when someone or something is entering their domain. Forest trolls love power. They demand to be in control, dealing roughly with those who oppose their will. They usually prefer to collect tolls and taxes, as tributes to their power, rather than kill. They almost always set up military structures with themselves in the top positions. Soldiers under them are really slaves treated with the facade of military protocol. The green troll is not beyond any deceitful or ugly act to punish those who violate his will.

Forest trolls smoke thick rolls of green leaves. This disgusting and rank habit produces billows of smoke that transmit the green troll's Power Hungry Enchantment. Humans who are in the area and become bound by this enchantment will want to control others, sometimes by joining the troll's military regime.

A LightRaider's Gentleness Character Strength may defend against the Power Hungry Enchantment. But if the defense is unsuccessful, the Gentleness Character Strength will suffer loss.

## Water Troll

Water trolls, sometimes called Red Eyes or grendel trolls, rarely fight with weapons, preferring instead to use their two-inch thick claws and their deadly fangs to inflict



horrible wounds. Of course, they are excellent swimmers and generally claim lakes, streams and rivers as their own.

Water trolls always live near fresh water. They like to make their homes under bridges near towns and castles. When these are not available, they will dig a cave hole in the riverbank, often with an underwater entrance. Try never to fight a water troll on his own turf — there is little chance of survival in the water.

Water trolls love money and wealth. They fight, steal, and do all sorts of evil things to acquire jewels, gold, or money. By stealing something from a human, whether he be a dragon slave or a LightRaider, a water troll can cause the Money Love Enchantment to set in on the victim. Furthermore, water trolls are prominent in the manufacture of the Money Love Potion, and often use this on their prisoners.

This enchantment is resisted by your Faithfulness Character Strength. If your Faithfulness is not high enough for protection, then your Self-Control will suffer because you have valued something too much and it was taken from you. Gradually, as this enchantment works its way into you, you will become like the water troll and do more and more things to obtain jewels, gold, and money.

Water trolls have neither pride nor morals. On the one hand, they will even work for money. But they are not above oppressing poor peasants who must cross their bridges. And at times, they do many evil tasks for dragons in exchange for a coin or two.

## Wood Sprite

Most delicate of all dark creatures are the tiny wood sprites. Only four to eight inches long, the sprites have pale skin and fine, dark brown hair. Iridescent blue wings help them to dart and hover in mid-air much the same as a hummingbird. They carry no protective armor, but depend on their speed of flight. The weight of armor would make flight too difficult. They do, however, carry tiny bows with quivers of arrows to protect themselves from enemies.

Wood sprites once lived on the planet Auxsasse with millions of other sprites of various sizes and colors. Like bees and ants, they developed a sophisticated society that guaranteed a wonderful life for all. But then the Blue Wings who led the society in recreation could not control themselves and crossed the line from fun to foolishness.

It is one thing to have some carefree moments on a regular basis — a necessary ingredient for health. But it is another to adopt frivolous attitudes toward serious things. That is how trouble began for the Blue Wings on Auxsasse. First, they proposed living only for the present without making plans for the future. The other

sprites argued that this was careless, not carefree. Then the blue-winged sprites decided that life could be more enjoyable if people did not take the OverLord so seriously. At that, the other sprites began secretly to organize corrective action. When the Blue Wings instituted the philosophy “If it feels good, do it!” sprites of all colors felt it right to ship the Blue Wings off to exile on EdenAgain.

On EdenAgain, the Blue Wings made their homes in forests that reminded them of Auxsasse and eventually became known as “wood sprites”. They did not repent of their foolish philosophies, finding many a dark creature and dragon slave willing to listen to their silly notions. LightRaiders are frequently sent into the Dragon Lands to counter wood sprite philosophies. If they become SaltWarriors, they continually battle against the effects of wood sprite teachings. One of the most foolish, yet quite popular, wood sprite philosophies is that there never was a creation or Creator, but that all life evolved by chance mutation. It is amazing how blind darkness can be!

At times, wood sprites will attack LightRaiders, arguing their philosophies relentlessly. Fight sprites with the various Character Strengths and a knowledge of the Sacred Scrolls.

## Part III

# The Victims of EdenAgain

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WE HAVE ALL BEEN VICTIMS of the Great Dragon who invented evil. While we of the TwiceBorn are victims no longer, the Once Born are in great danger because they are still slaves of the awful dragons. It is often to these victims that we are sent, both to rescue them and to make their lives more tolerable.

Long ago at EdenAgain's beginning, humans were created to be like the One Almighty Spirit. The first man and woman on the planet were not made sinful or rebellious.

But the dragons came with their slander against the Almighty, sowing doubt into the minds of men. That caused the primeval family to look upon what was forbidden, and they began for the first time in EdenAgain to try to satisfy their needs themselves. Finally they disobeyed and took what they wanted, that which they were not designed to need.

We all became victims when that first family lusted after their wants, instead of the things the Everlasting Spirit had provided. Through them, we also learned to lust after our own wants and to be dissatisfied with anything less. In no way could mankind glorify the High One in such condition. So all fell into bondage to the Evil One, as was his plan. His dragons continue to enforce that slavery.

Being victims of evil, dragon slaves are alienated from life, darkened in their understanding of the High One and His OverLord. Therefore they do not always act morally, and certainly cannot be expected to behave like the TwiceBorn. The Helper, the Third Person of the One Almighty Spirit, does not live in them as He does in us. Their condition is dark and hopeless.

But some dragon slaves will meet the OverLord, sometimes through our influence. And many will agree to be rescued. Therefore, since we of the TwiceBorn do not know who will be saved, we do not kill the Once Born. Some who are dragon slaves today will be fellow LightRaiders before long.

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## Part IV

# The Fellowship of the Light

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## The OverLord of Many Names

EDENAGAIN WAS CREATED by the OverLord of Many Names, the Second Person in the One Almighty Spirit. He is the Rescuer of the Universe. On EdenAgain, He masterminded the Great Rescue and is the One we love and serve. There is nothing in our knowledge we can use to describe Him perfectly. The closest thing to His holiness is light, so we say that He is the Light and we are His LightRaiders.

The OverLord loves right and hates evil. Therefore, he asks that we grow toward absolute perfection and that we totally oppose the rebellion against the Almighty Spirit. He hated this evil so greatly that He willingly sacrificed Himself to save others from such a destiny. So great is His purity that those who spurn the Great Rescue must be eternally punished.

The Great Rescue continues as we work together with the OverLord on the world of EdenAgain.

All that our OverLord does is out of love for and in complete obedience to the High One, the First in the One Almighty Spirit. This means that everything He does is His Father's desire, and He does it with the right attitude — a strong love that considers all tasks of the High One too precious to ignore. Even the Great Rescue filled Him with anguish, but He delighted in the doing of it because the High One wished it. All that the OverLord of Many Names desires is that the High One is glorified by the OverLord and His people, the TwiceBorn.

The OverLord greatly loves the TwiceBorn. He also cares for dragon slaves, the victims of dragons on EdenAgain. We who have received that Great Love know full well that we do not deserve it apart from the OverLord's free gift of it. Yet He said that nothing could separate us from His love.

The OverLord of Many Names is constantly seeking out and saving dragon slaves. He often goes to them through LightRaiders, finding great joy in doing this.

The OverLord is compassionate to those who are in trouble. He is especially sad that most dragon slaves will not trust Him nor allow themselves to be rescued. The OverLord wants only the best for people. We know that it is He who is the Best; nothing else we can possess or experience is as essential to our personal and eternal well-being.

## The Sacred Scrolls and WordRunes

THE SACRED SCROLLS are the Holy Word of the Almighty Spirit. This is the most effective, all-encompassing weapon available to you as a LightRaider; but you must possess a knowledge of it in order to use it effectively.

First of all, you must believe that the Sacred Scrolls are truly the words of the Everlasting Spirit. As the Scrolls themselves say: “All Scripture is God-breathed and is useful for teaching, rebuking, correcting and training in righteousness, so that the man of God may be thoroughly equipped for every good work.” (2 Timothy 3:16-17). This WordRune teaches us that the Almighty Spirit, through the influence of the Unseen Counsel, qualified and enabled holy men to make an infallible record of divine truth concerning the Maker’s will for man.

Second, you as a LightRaider must know that this weapon is indestructible. For hundreds of years on a distant planet named Earth, evil men have ridiculed and tried to destroy the Sacred Scrolls; but the Scrolls have remained a firm monument to the glory and power of the Maker.

Third, you must know that the Sacred Scrolls provide perfect guidelines for meeting every moral and spiritual need. The doctrines of the Sacred Scrolls surpass all human principles, religions, or cultures; it is “. . . living and active. Sharper than any double-edged sword, it penetrates even to dividing soul and spirit, joints and marrow; it judges the thoughts and attitudes of the heart.” (Hebrews 4:12).

Last, you will learn that, while the Sacred Scrolls are used to destroy enemies, they must also be allowed to work within. The wise LightRaider is careful to walk in their light, obey their commands, and love their doctrines. He allows the Sacred Scrolls to become part of him, a constant safeguard against all that would lead him astray.

O LIGHTRAIDER!  
You have a lamp, a light, a guide,  
A map, a shield, a sword;  
A hiding place from all your enemies.  
You have a beacon that unfailingly

Points the way when swirling fog rolls in  
And your way becomes confused;  
When thunder crashes, fierce winds howl  
Around your soul. Take it then  
And hide it ever in your inmost heart.  
No one can take it from you; none can steal  
The sweet perfume it spreads within your soul.  
No evil can ever soil or tarnish  
Its pure, unsullied beauty; it will stand  
When time has blended with eternity.

## What are WordRunes?

WordRunes are powerful sayings that are taken from the Sacred Scrolls (i.e., The Bible, New International Version. However, you may use any other translation you prefer.)

## How to Use WordRunes

LightRaiders may either memorize WordRunes or read them. However, only three WordRunes can be read during an adventure. Memorized, recited WordRunes can be used with varying frequency, depending on the type of WordRune.

When WordRunes are spoken from memory, they must be quoted perfectly, word for word. The LightRaider must start with the Sacred Scroll reference, say the verse without error, and then repeat the reference. If he follows these three steps correctly, his use of the WordRune is successful and the desired effect usually occurs.

Several restrictions govern the use of WordRunes:

1. You may not use a WordRune that has a Difficulty Level higher than your Sword of the Spirit rating. For example, if your Sword of the Spirit rating is 1, you may use only WordRunes with a Difficulty Level of 1. The only exceptions to this are the Great Rescue WordRunes, which may be said by any LightRaider.
2. You may not use a WordRune that is more than three Difficulty Levels below your Sword of the Spirit rating. For example, if your SS is 5, you may use WordRunes of DL 5, 4, 3 and 2, but not 1.



3. Different WordRunes may call for a certain Character Strength rating. For example, if your WordRune card says you must have a Faithfulness of 4 or higher and your Faithfulness is only 3, you may not use that WordRune.
4. You may use the WordRune only as many times as is specified. Some WordRunes may be used only once per day in EdenAgain; others may be used as often as needed.

# Celestial Guardians

BOTH UNICORNS AND PEGASI are embodiments of angels in the world of EdenAgain. They have certain ministries and abilities given to them by the OverLord for His purposes. Unicorns and Pegasi are holy beings, presenting themselves to human view in a physical body, and have a much greater knowledge of the OverLord than does any man.

## Pegasus

A Pegasus is an exceptionally large winged horse, standing 7 to 10 feet tall at the shoulder. It has two powerful wings with a span of 15 to 20 feet. It is always gloriously white, radiant with dazzling beauty.

## Unicorn

A Unicorn is like a horse except that it has one horn growing from its forehead. It stands about six feet high at the shoulder. Because it is smaller than a Pegasus, it appears to be more graceful and delicate. But like the Pegasus, a Unicorn is brilliantly white.

## Other Forms

Sometimes angels take on forms other than the two mentioned above. As the particular assignment requires, they may even change from one form to another right before your eyes.

## What We Know About Angels

### 1. The nature of angels

- (a) They are created beings. (Colossians 1:16)
- (b) They are greater than man. (Psalm 8:4-5)
- (c) They have great power. (2 Thessalonians 1:7)
- (d) They have great knowledge, but they are not omniscient. (1 Peter 1:12)
- (e) They are not proper objects of worship. (Revelation 22:8-9)

### 2. General facts about angels

- (a) They are innumerable. (Hebrews 12:22; Matthew 26:53)
- (b) They dwell in heaven. (Matthew 22:30)
- (c) They are glorious beings. (Matthew 28:2-3)
- (d) They are personal spirits possessing intelligence, wisdom, patience, meekness, modesty, holiness, obedience, knowledge, will power, and the ability to speak languages.
- (e) They need no rest. (Revelation 4:8)
- (f) They can eat food. (Genesis 18:8)
- (g) They are visible or invisible at will. (Luke 1:11)
- (h) They travel at an inconceivable speed. (Ezekiel 1)

### 3. Their work is, in part, to minister to the TwiceBorn.

- (a) They minister to the physical needs of the TwiceBorn. (1 Kings 19:5-8)
- (b) They preserve them from accident and harm. (Psalm 91:11-12)
- (c) They protect them from enemies. (2 Kings 6:18)
- (d) They deliver the Almighty Spirit's servants from peril. (Daniel 6:22)
- (e) They comfort them in hardship. (Acts 27:23-24)
- (f) They reveal the Almighty Spirit's purposes to His servants. (Luke 1:11-13)
- (g) They provide guidance. (Genesis 24:7,40; Acts 8:26)

On EdenAgain, Pegasi and Unicorns may be seen fulfilling many of the functions described above.

## Talking and Normal Animals

TWO TYPES OF ANIMALS LIVE on the planet EdenAgain: normal or non-talking animals, and talking animals. Talking animals can communicate with humans using speech, while normal animals communicate among themselves and with talking animals in their usual fashion.

It is often difficult to tell the two kinds of animals apart on sight, although talking animals are sometimes larger. Since talking animals are servants of the OverLord, LightRaiders must be careful not to kill any animals without being certain of their type and are never to knowingly kill a talking animal.

Talking animals are typically afraid of dragon slaves, since the dragon slaves hunt them for food and fur. They will recognize LightRaiders, however; and they minister to them in many ways, including the following:

1. They serve the OverLord and bear witness to His truth.
2. They may help to convict dragon slaves of the truth.
3. They instruct LightRaiders on living a holy life.
4. They help LightRaiders to discern between right and wrong.
5. They help raiding parties remember the words of the OverLord.
6. They give guidance to LightRaiders.

Non-talking animals are natural animals, and as such, have animal intelligences. In order to receive help from the non-talking animals, some LightRaiders have been given the ability to communicate with them using a non-human language. These creatures may be affected by evil, but are never evil themselves.

The High One has ordained that humans should rule over the animals. In fulfilling this call, LightRaiders must be wise, not killing animals wantonly or treating them cruelly. “A righteous man cares for the needs of his animal” (Proverbs 12:10a).

## Other Good Creatures

LIGHTRAIDERS WHO TRAVEL in the Dragon Lands have often found hints of many other good creatures. Extensive research is being done on this at the DragonRaider Academy. It is based on the findings of LightRaiders who have explored the Dragon Lands for the express purpose of gathering more information about these creatures.

It is thought that dwarves, elves, halflings, faeries, and brownies, among others, all inhabit the Dragon Lands. While exerting a good influence on those around them, they are very shy and will not be seen unless the OverLord chooses. This is because they are surrounded by evil powers and must hide to preserve their lives. These creatures are rarely found in the Liberated Land, since it has been preserved as the dwelling of the TwiceBorn.

Instructors at the DragonRaider Academy hope to offer soon a series of classes concerning these creatures of which we know so little.

## LightRaiders and the TwiceBorn

THE TWICEBORN ARE THOSE who have been rescued from dragon enchantments. They also have power to resist the dragons' influence. Their strength comes from the Helper, who places within them the Character Strengths of Love, Joy, Peace, Patience, Kindness, Goodness, Faithfulness, Gentleness, and Self-Control.

The TwiceBorn are strongest when they operate together. They are to work in harmony for a common purpose. The OverLord has ordained that they form a body as His followers, known on the planet Earth as the Church.

The TwiceBorn have two homes. Their homes on EdenAgain, wherever they may be, are temporary, for they are "strangers" on the planet. Their favorite place is the Liberated Land, a small territory located on the southern end of the Talanian continent. This area is sealed off from the Dragon Lands by the Peaks of the New Beginning and the Mist Barrier. The true and eternal home of the TwiceBorn is the Everlasting Kingdom, or Land Beyond the Darkness. Here they will be with the OverLord forever.

Various responsibilities are given to members of the TwiceBorn. The men and women who go on missions into the Dragon Lands are called LightRaiders. Some LightRaiders are assigned to live in the Dragon Lands for long periods of time; they are called SaltWarriors. Their job is to make life more tolerable for dragon slaves. Retired LightRaiders who instruct and prepare the TwiceBorn to live for the OverLord's glory are called Guardians of the Light. When a Guardian of the Light returns to the Dragon Lands, however, it is usually to die a martyr's death for the cause.

No matter what the role, all TwiceBorn are called to be servants of the OverLord of Many Names.

Like the Once Born, all TwiceBorn were originally created in the intellectual and moral nature of the Everlasting Spirit, and all TwiceBorn are Once Born at birth. They inherit the rebellious spirit of the first humans who turned away from this likeness and did what was wrong. If it were not for the OverLord of Many Names, the TwiceBorn would also stand under the condemnation of the High One. But

because they trust in the OverLord and His Great Rescue, they are recreated — or born again — on the inside, with the capability to live righteously through a new nature, the nature of the Everlasting Spirit. Thus, the TwiceBorn are delivered from the dragons' enchantments, being bound to do wrong no more. While they may sin, they have the OverLord's power to resist. They do not practice sin; thereby they overcome the world of darkness on the planet EdenAgain.

The TwiceBorn are separated from the Once Born and set apart for the Everlasting Spirit to do His work without fear. They are continually separating themselves more from the defilement of dragon enchantments. Even though it is the OverLord who works in the TwiceBorn to perfect them into His image, each member of the TwiceBorn must also earnestly desire and pursue such sanctification. As such, the TwiceBorn give themselves to be servants of the High One and His OverLord.

The following pages tell more about the TwiceBorn LightRaiders.

## Character Strengths

NINE CHARACTER STRENGTHS constitute the source of a LightRaider's power. These nine characteristics distinguish a LightRaider from a dragon slave. It is impossible for a LightRaider to possess them apart from the OverLord of Many Names. He is the source of all power; and He is the Perfect Example of every Character Strength, showing us how to apply them as we should.

The Character Strengths will be developed in you insofar as you are obedient to the OverLord of Many Names. If there is no obedience, as in the case of a dragon slave, there will be no strength. Thus, LightRaiders with the highest Character Strengths are the ones who have been most obedient to the OverLord. Obedience to the OverLord enables Him to make you a new creation. You will be changed from glory to glory into the likeness of the OverLord.

The nine Character Strengths are revealed in the Sacred Scrolls (Galatians 5:22-23).

### Love (LO)

*Love (LO) is the ability to be selfless and to do things that risk your own well-being.* The OverLord exemplified this in the Great Rescue. The LightRaider with a Love rating of 1 will do only things that require no self-denial. A person with a Love rating of 10 would sacrifice his life for another, if necessary.

*character  
strength*

**Joy (JO)***character  
strength*

*Joy (JO) is the ability to be content in all situations because the Almighty is at work in them.* Again, the OverLord demonstrated His perfection in being content to sacrifice Himself because of the will of the High One. The LightRaider with a Joy rating of 1 can be content only when hardships are very mild. A LightRaider with a Joy rating of 10 is content even amidst great trials.

**Peace (PE)***character  
strength*

*Peace (PE) is the ability to be calm because you know that the Almighty is with you.* You can be aware of the presence of the OverLord with you at all times. A LightRaider with a Peace rating of 1 can be calm because of the OverLord's presence. A LightRaider with a Peace rating of 10 is aware of the OverLord's presence in extremely trying situations and thus is still able to remain calm.

**Patience (PA)***character  
strength*

*Patience (PA) is the ability to be steadfast under difficult circumstances.* This may be described as being obedient, even when there is pressure by others to disobey. Patience is also referred to as longsuffering. A LightRaider with a Patience rating of 1 is able to endure only a little pain or to wait a very short time; whereas a LightRaider with a Patience rating of 10 can endure great pain for a very long period as a result of his obedience to the OverLord.

**Kindness (KI)***character  
strength*

*Kindness (KI) is the ability to be available for usefulness and service.* It includes going out of one's way to do this for others. A LightRaider with a Kindness rating of 1 will be helpful if it does not inconvenience him in any way. A LightRaider with a Kindness rating of 10 is willing literally to give the shirt off his back and the last food in his pack to help a friend in need.

**Goodness (GO)***character  
strength*

*Goodness (GO) is the ability to do what is right, to act and be righteous.* Goodness may also be called holiness or righteousness. It enables a LightRaider to make the right choices between good and evil. A LightRaider with a Goodness rating of 1



is similar to a new LightRaider who still has many evil or unrighteous habits. A LightRaider with a Goodness Character Strength of 10 is one who can almost always be counted on to do what is right. He consistently follows the OverLord's directions.

### Faithfulness (FA)

*character  
strength*

*Faithfulness (FA) is the ability to be loyal to the OverLord and to be dependable. A person with faithfulness will be prepared in season and out of season (2 Timothy 4:2). A LightRaider with a Faithfulness Character Strength of 1 tends to forget the OverLord. A LightRaider with a Faithfulness rating of 10 is always loyal in following the OverLord.*

### Gentleness (GE)

*character  
strength*

*Gentleness (GE) is the ability to know and respond to the needs of others in a humble way. Gentleness may also be called tenderness, humbleness, or meekness. A gentle person is not arrogant; he is understanding. A LightRaider with a Gentleness rating of 1 tends to be harsh or overbearing with other people. A LightRaider with a Gentleness rating of 10 is very responsive to the needs of others in a sympathetic, humble way without having the attitude that he is better than they are.*

### Self-Control (SC)

*character  
strength*

*Self-Control (SC) is the ability to discipline yourself and work toward a righteous goal. This Self-Control is not used to seek selfish ends. A LightRaider with a Self-Control rating of 1 tends to be under the control of his unrighteous desires. A LightRaider with a Self-Control rating of 10 is in total control of himself, working toward righteous goals with singleness of purpose.*

## Character Abilities and Defensive Abilities

### Introduction

Each graduate of the DragonRaider Academy has acquired a total of 11 Character Abilities and 3 Defensive Abilities. Of the 11 Character Abilities, 8 are required and 3 are optional.

For each of the Character Abilities and Defensive Abilities, a LightRaider has what is called an Ability Rating. The Ability Rating is the degree of proficiency he demonstrates in a given area.

During the course of an adventure, the Adventure Master will ask the LightRaiders for an Ability Check. This means the player will use his character's Ability Rating in a specified area and a Difficulty Level that the Adventure Master assigns to look up a number in the Success Grid. The Difficulty Level indicates the effort required to accomplish a given task. If the number rolled on the StarLot is greater than or equal to the grid number, the player succeeds in his Ability Check.

More is said in the RuleBook on how to perform an Ability Check using the Success Grid.

Note also that players may choose only three of the Optional Character Abilities. This leaves a great many unused; but it does not mean that a character who fails to have a stated Water Movement rating will automatically drown upon falling into six feet of water. *All characters have an Ability Level of 1 in any Optional Character Ability not specifically chosen.* This means that all characters may try to use all Abilities; but they will not have a good chance of success in areas where they are unskilled. This explains why characters need to depend on each other; each will be strong in some abilities and weak in others.

To determine your rating for these abilities, use the formulas below. For instance, Blend with Surroundings (BWS) is calculated by adding two Self-Control ratings, one Patience rating, and two Endurance scores, then dividing by five. The resulting number is your BWS score.

## List of Abilities

### Blend with Surroundings (BWS)

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

*character  
ability  
[optional]*

*Blend with Surroundings (BWS) is the ability of a LightRaider to blend into a natural setting. At times, a LightRaider needs to be able to do this to avoid detection from dragon slaves or dark creatures. A character with a BWS Ability of 1 might be able to hide successfully in something equivalent to a prairie with tall grass. A character with a BWS of 10 has a good possibility of making himself almost invisible in wide-open places.*

**Climb Skillfully (CLS)**

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

*Climb Skillfully (CLS)* is a player's ability to climb surfaces such as cliffs, buildings, or even trees. A player with a CLS Ability of 1 can probably climb up a steep hill. A character with CLS Ability of 10 may be able to climb up polished stones that have no handholds.

character  
ability  
[optional]

**Converse with Animals (CA)**

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

*Converse with Animals (CA)* is similar to **Talk with Locals** (see page 71), except that it involves communicating with non-talking animals. A character with a CA Ability of 1 may have trouble communicating with animals. A CA Ability of 10 allows a player to try to talk to a large or particularly hostile animal. (Note: Just because a player succeeds in being able to communicate with an animal does not guarantee that the animal will be in a mood to talk with him!)

character  
ability  
[optional]

**Courage (CO)**

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

*Courage (CO)* is the ability to face difficulty or danger with firm resolve in spite of fear. A LightRaider will be required to make a Courage Ability check in order to take extremely dangerous, heroic actions or to overcome fearful challenges. For example, suppose a character wants to scale a high cliff. That player will have to make a Courage check to see if he is brave enough to do it. A character with a CO Ability of 1 may lose heart or avoid dangerous situations. A character with a rating of 10 may attempt dangerous maneuvers, such as swimming across a river when it is in flood.

character  
ability  
[required]

**Endurance (EN)**

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

*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. Anytime a player is required to perform a strenuous activity, he must make an Endurance check to determine if he is able to do it. A character with an EN Ability

character  
ability  
[required]

of 1 may collapse under demanding circumstances. A character with an EN Ability of 10 can attempt the most strenuous activities.

### Evade Enemy (EE)

*defensive  
ability*

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

*Evade Enemy (EE)* is the ability to evade the pursuit of dark creatures and dragon slaves. Using this ability, a player can determine whether he is able to lose a party of goblins that is following him in the forest. A character with an EE Ability of 1 has trouble avoiding enemies. A character with an EE Ability of 10 may be able to avoid the most ardent pursuers.

### Hatred of Evil (HE)

*character  
ability  
[optional]*

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

*Hatred of Evil (HE)* is defined as 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, and HE increases a LightRaider's ability to attack because he is outraged at the evil. A LightRaider with an HE Ability of 1 is allowed to add 1 to his Weapon Ability Rating. A character with an HE Ability of 10 adds 5 to the amount of damage done and adds 5 to his Weapon Ability.

### Hope (HO)

*character  
ability  
[required]*

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

*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 will need to check his Hope to see if he can keep from becoming despondent. Hope is also used to counteract some dark creature enchantments such as the Despair Enchantment of skeletons. A LightRaider with an HO Ability of 1 usually has trouble hoping when things go badly. An HO Ability of 10 may help a LightRaider cling confidently to life from the very edge of death.

**Knowledge (KN)**

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

*Knowledge (KN) consists of understanding gained by experience as well as the amount of 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 he has that knowledge available to him or not. A character with a KN Ability of 1 has trouble dealing with many situations because he lacks sufficient background information. A character with a Knowledge Ability of 10 has learned much about his world and has much experience; he stands a better chance of remembering that which will help him.

*character  
ability  
[required]*

**Listening (LIS)**

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

*Listening (LIS) is the ability of a character to discover the source of noises.* A character whose LIS Ability is 1 may not clearly hear a nearby noise. A character with an LIS Ability of 10 has a good chance of hearing noises from a great distance, or very quiet sounds close to him.

*character  
ability  
[required]*

**Merciful Compassion (MC)**

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

*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. A character with an MC Ability of 1 will have trouble sympathizing with irksome people. A character with an MC Ability of 10 may be able to help an aggressive, unlovable person.

*character  
ability  
[optional]*

**Persuade Foe (PF)**

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

*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. A character with a PF Ability of 1 may be able to persuade a slightly

*character  
ability  
[optional]*

hostile enemy to do something. A character with a PF Ability of 10 may persuade even an enemy that is loyal to evil and hostile to LightRaiders.

### Quiet Movement (QM)

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

*Quiet Movement (QM) is a character's ability to move quietly over various terrains. It is used to determine how quietly a player may approach a creature. A person with a QM Ability of 1 is probably quite noisy. A player with a QM Ability of 10 may be able to sneak up on somebody in a cave during the dead of night without making any noise.*

*character  
ability  
[required]*

### Recover from Injury (RFI)

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

*The Recover from Injury (RFI) Ability is a measure of how quickly a character recovers from sickness, poison, and injury. A character with an RFI Ability of 1 is able to heal 1 point on Physical Vitality in a 24-hour period. A character with an RFI Ability of 10 is able to heal 10 points on Physical Vitality in the same 24-hour period.*

*defensive  
ability*

### Resist Torturous Investigation (RT)

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

*Resist Torturous Investigation (RT) is the ability of a character to endure physical pain when being questioned. Sometimes LightRaiders are captured by dragon slaves or dark creatures and physically tortured to make them divulge some information about members of the TwiceBorn. A character with an RT Ability of 1 has trouble resisting questioning even if there is no physical pain involved. A character with an RT Ability of 10 may resist torture even unto death.*

*defensive  
ability*

### Righteously Mingle with Evil (RME)

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

*Righteously Mingle with Evil (RME) is defined as a character's ability to resist being soiled in evil surroundings. (See James 1:27.) A character with an RME Ability of*

*character  
ability  
[optional]*

1 may easily be contaminated by an encounter with evil; whereas, a character with an RME Ability of 10 can attempt to go into the most evil situation and yet avoid being tarnished by his association with evil beings.

### Sense Evil (SE)

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

*Sense Evil (SE) is the ability to sense evil coming from dark creatures or dragon slaves. It is by sensing for evil that a player is able to determine friend or foe, LightRaider or dragon slave. A character with an SE Ability of 1 may miss signs of evil that would be obvious to a character with a higher rating. A character with an SE Ability of 10 may even sense traces of evil in creatures who are basically good.*

*character  
ability  
[optional]*

### Talk with Locals (TL)

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

*Talk with Locals (TL) is the ability of a character to talk with the people living in a certain locality. It involves communicating with people in the Dragon Lands. A character having a low TL Ability can probably talk to people who are not hostile. A character with a TL Ability of 10 has a good way with people and can probably communicate with a hostile person without getting angry.*

*character  
ability  
[optional]*

### Track Enemy (TE)

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

*Track Enemy (TE) is the ability to follow a creature. It is a measure of how well a LightRaider can trace the trail of a creature. A character with a TE Ability of 1 may only be able to follow a trail if there are footprints in soft, moist soil. A player with a TE Ability of 10 may be able to follow creatures on difficult terrain, such as very rocky surfaces. He is also able to track creatures through lakes and streams.*

*character  
ability  
[optional]*

### Vision (VIS)

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

*Vision Ability (VIS) is a measure of the keenness of a character's eyesight. A char-*

*character  
ability  
[required]*

acter with a Vision Ability of 1 often has trouble making out nearby objects in poor light or faraway things in good light. A person with a Vision Ability of 10 has a good chance of seeing fairly well on a very dark night as well as faraway objects in daylight.

### Water Movement (WM)

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

*Water Movement (WM) can be classified as one's swimming ability.* It determines whether a player can cross rivers or streams. A character with a WM Ability of 1 may successfully wade across a deep stream. A player with a WM Ability of 10 could attempt to cross a river during flood stage.

*character  
ability  
[optional]*

### Wisdom (WIS)

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

*Wisdom (WIS) gives men good judgment in determining a course of action.* It enables them to know the best means of attaining a good end. Wisdom helps a LightRaider to know the ideal way to achieve his mission for the OverLord. A LightRaider with a WIS Ability of 1 has the wisdom to deal with very familiar situations. A LightRaider with a WIS Ability of 10 can discern what to do in very complex circumstances.

*character  
ability  
[required]*

### Physical Vitality (PV)

$$(LO + JO + PE + PA + KI + GO + FA + GE + SC) \div 2$$

*Physical Vitality (PV) is a measure of a character's health.* It is found by adding all the Character Strengths together and dividing the result by 2. So, the higher your Character Strengths, the higher your Physical Vitality. This shows that spiritual strength often makes the body stronger and healthier.

*physical  
attribute*

### Strength (ST)

(StarLot Roll)

*Strength (ST) may be defined as muscle ability that enables a character to lift heavy objects, etc.* This strength is determined by a single roll of the StarLot. Although strength is a physical characteristic, it can be used for the OverLord's glory. The

*physical  
attribute*



LightRaider is expected to do so, but he must not glory in it. “The race is not to the swift or the battle to the strong. . .” (Ecclesiastes 9:11a).

## Agility (AG)

*physical  
attribute*

(StarLot Roll)

*Agility (AG) is your character’s ability to move quickly and easily and to be skillful. Like strength, agility is found by a single roll of the StarLot. It will aid the LightRaider in all actions that require good coordination.*

## Weapon Abilities

Starting on page 75 you will find charts describing the different types of weapons that LightRaiders use most frequently. Examine the charts to see the damage and range of each weapon before making your selection. Notice that there are many different weapons, ranging in size from the dagger to the lance. Some of these weapons can be used only in what is known as *close-up* combat, which means there is fighting among two or more people who are next to each other. Others may be used in (long) *distance* combat.

The only Weapon Ability common to all LightRaiders is Solo Battle. Solo Battle is used in situations where one LightRaider is fighting a battle without any other members of the TwiceBorn around. It reflects the fact that fighting alone is an altogether different situation from fighting in the company of friends and allies. When fighting alone, use the weapon damage of the weapon you possess, but use the Solo Battle ability to add to your StarLot roll.

Here is a description of weapons:

**Battle Axe** a large, heavy axe used for chopping; requires both hands.

**Crossbow** a short bow mounted on the end of a wooden stock; must be wound up instead of drawn like a longbow. Crossbows may only shoot every other round due to time spent winding.

**Dagger** a short blade similar to a large knife, used for stabbing; may also be thrown.

**Flail** rod with a movable portion on one end, making an especially effective smashing weapon.

**Hand Axe** a small axe used for throwing or hacking.

**Hand-to-Hand** This is fighting without a weapon at all. It simulates the use of the body: fists, feet, etc.

**Lance** a very long, heavy version of the spear; employed almost exclusively by mounted men in a charge. The lance is useless in a battle on foot. It can be used only on horseback or on a bear.

**Longbow** a wooden bow, drawn by hand; may be over six feet long. Longbows are known for their accuracy.

**Military Fork** a long pole ending in two prongs.

**Quarterstaff** simply a large, heavy staff, usable both for striking and warding off blows.

**Sling** a strap with two strings attached. Slings are used for throwing stones.

**Solo Battle** This is not a weapon, but an ability that is used whenever a LightRaider must face an enemy without the company of other fighting members of the TwiceBorn. Reflects the psychological impact of being alone in battle. *Damage is still by weapon type.*

**Spear** a long pole with a tip like a large arrowhead; good for throwing or thrusting.

**Sword** a long blade, from two to four feet long, often sharp on both edges; it is suitable for cutting or thrusting.

**War Hammer** similar to a battle axe except that it has a blunt, solid end instead of a blade; used for crushing.

A character starts with three weapons. It is suggested that you choose one distance weapon and two close-up weapons, since you will then be able to decide whether you wish to fight at a distance or closer in.

### 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.

Table 4: Close Combat Weapons

Weapon Name	Damage	Formula
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	$(CO+EN+SB+AG) \div 4$

Table 5: Distance Weapons

Weapon Name	Damage	Range	Formula
Crossbow	1-5	100'	$(HO+VIS+ST+PA) \div 4$
Longbow	1-5	150'	$(HO+VIS+ST+QM) \div 4$
Sling	1-5	50'	$(HO+CO+SC) \div 3$

Table 6: Multiple Use Weapons (can be used close-up or at a distance)

Weapon Name	Damage	Range	Formula
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	varies		$(PE+EN+2CO) \div 4$
Spear*	1-10	60'	$(CO+EN+SE+SB) \div 4$
War Hammer*	1-10	50'	$(HO+CO+EN+HE) \div 4$

## Armor of God

LIGHTRAIDERS ARE FULLY ARMED for spiritual battle with the Evil One. This raging war between good and evil is not simple; 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). The complete 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 1/4 mile.

### Belt of Truth (BT)

*armor*

*The Belt of Truth (BT) is the degree to which a LightRaider learned the truth from the Sacred Scrolls. It helps him avoid Difficulty Level checks when faced with certain enchantments or temptations, since the LightRaider automatically resists if his Belt of Truth rating is high enough.*

The Belt of Truth also protects LightRaiders from believing certain falsehoods. The higher the rating, the more likely it is that the LightRaider will not believe the lie.

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

### Breastplate of Righteousness (BR)

*armor*

*The Breastplate of Righteousness (BR) contains the OverLord’s righteousness, not yours. It represents the degree of righteousness which must be worked out in your life by obedience to the OverLord. It helps your resistance when you are faced with invitations to impure acts.*

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

### Shield of Faith (SF)

*armor*

*The Shield of Faith (SF) represents your faith in the OverLord. Each LightRaider has a measure of faith, which is his most important defense against dragon fire. It*

also protects him from all conventional weaponry, such as swords, axes, and arrows; and it protects from all physical attacks from dark creatures.

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

### Helmet of Salvation (HS)

*armor*

*The Helmet of Salvation (HS) gives LightRaiders their hope of eternal life in the Everlasting Kingdom. It is your hope in the OverLord that assures you that you are indeed a member of the TwiceBorn. By it you know that you will go to the Everlasting Kingdom upon death.*

Your rating for the Helmet of Salvation is determined by your Hope Character Ability, and increases as your Hope increases.

### Sword of The Spirit (SS)

*armor*

*The Sword of the Spirit (SS) is the only part of the armor designed for defense and offense alike; it is the Word of the Almighty Spirit, an effective weapon in the LightRaider's hand. The Sword of the Spirit (the Sacred Scrolls) is the only weapon effective against dragon mind speech and other forms of enchantment.*

The rating of your Sword of the Spirit 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. You may not use WordRunes of more than three levels below your Sword of the Spirit rating; for example, if your Sword of the Spirit rating is 5, you may use WordRunes of Difficulty Levels 5, 4, 3 and 2, but not 1.

It takes 20 maturity units 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.

### The Boots of the Gospel of Peace (BGP)

*armor*

*The Boots of the Gospel of Peace (BGP) rating indicates your readiness to enter a situation to bring peace, reconciliation or rescue. If a LightRaider's BGP rating is sufficiently high, it may sustain him even if his courage has failed.*

The beginning Boots of the Gospel of Peace score is computed by this formula:  $(LO + JO + PE + GO + FA) \div 5 = BGP$ . It increases only as these Character Strengths increase.

## Great Rescue WordRunes

AMONG THE MANY MISSIONS GIVEN to LightRaiders by the OverLord is that of telling dragon slaves about the Great Rescue. For this purpose, the OverLord of Many Names has provided a number of Great Rescue WordRunes. Five are included here; more will be made available later.

These WordRunes do not perform an instant miracle upon dragon slaves; they only bring an awareness of their lost condition and give the dragon slave the opportunity to accept voluntarily the OverLord's Fantastic Invitation.

### The Fantastic Invitation

The Fantastic Invitation has five parts. To be an effective witness, you must explain all five parts and recite the five related Great Rescue WordRunes.

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

## Battle Prayer

THE OVERLORD OF MANY NAMES permits a special form of communication between himself and members of a LightRaider party, which is used in extreme emergencies. This is known as Battle Prayer. Battle Prayer is only effective at the OverLord's choosing, but this should not prevent members of a raid party from trying it.

Procedure: Each praying LightRaider 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, saying that he is using battle prayer. The Adventure Master will then inform the players of the prayer's results, if any. Note that it is possible for one player to receive more than one benefit while others receive none.

## 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.

## Special Character Roles

WHEN A PLAYER'S CHARACTER GETS STRONGER, it may be possible for that character to take on a special role within LightRaider ranks.

The roles available are:

<b>Role</b>	<b>Description</b>
LionWarrior	Talking lion companion
WolfSoldier	Talking wolf companion
BearKnight	Talking brown bear companion
AnimalMaster	Up to four non-talking animal companions
Renewer	Heals sick and wounded
Knight of the Way	Special abilities in tracking & evading
OverLord's Guard	Changes outward human appearance
RescueMaster	Special raiding and rescue skills
RaidLeader	Leads DragonRaid party
Guardian of Light	Teaches other LightRaiders; leads especially dangerous missions

Under each Special Character Role below, there is a formula. If you have at least the minimum requirements, you can take on that special role. For instance, a character who came up with only a 6 from the LionWarrior formula would not qualify for the role. One with a 7, 8, 9 or 10 would qualify.

In the following descriptions, “he” and “his” are used for ease of writing. Both males and females may qualify for all roles.

### **LionWarrior**

$$(SC + GO + JO + 2PE) \div 5 \geq 7$$

A LightRaider who qualifies may become a LionWarrior, receiving a talking lion companion from the OverLord. The LightRaider and his Lion are linked telepathically. This means that they may communicate without talking, although the Lion is a talking animal. If the Lion is killed, the LightRaider may never have another Lion. He may choose to take up another special character role, however.

Lions are majestic animals and very loyal to their masters. The male Lion, which becomes the companion of the LightRaider, can weigh 400 pounds and be  $6\frac{1}{2}$  to 9 feet long. These beasts are powerful and can bring down good-sized animals with one swipe of their powerful paws. Lions can also reach a charging speed of about 35 miles per hour. A talking lion can eat a very large meal of up to 50 pounds of meat, which satisfies his hunger for a week. Thus, a LightRaider and his Lion can go on a mission without worrying about running out of provisions.

Lions are adept at moving quietly when stalking prey. They have a Quiet Movement Ability of 8 and a Blend with Surroundings Ability of 6. Lions also have good night vision, which gives them a Vision Ability of 8.

## WolfSoldier

$$(SC + CA + JO + GE) \div 4 \geq 7$$

A LightRaider who qualifies may become a WolfSoldier. The WolfSoldier will receive a Wolf from the OverLord. The Wolf and the WolfSoldier are linked telepathically and may communicate at great distances, although the Wolf is a talking animal and may use verbal speech if he chooses. A LightRaider must tend to his Wolf very carefully. If the Wolf is killed, the LightRaider may go to another class, but he may never have another Wolf.

A talking wolf can be very helpful to a WolfSoldier. Wolves are wary and possess excellent senses. They are usually four to five feet long and weigh between 70 and 100 pounds. They are tawny brown or gray in color, and eat meat exclusively. Wolves are able to move silently, having a Quiet Movement Ability of 8. Like the dog, a Wolf can exhibit great endurance, running steadily for great distances. Therefore, he has an Endurance Ability of 8. Also, talking wolves have an excellent sense of smell and are born trackers. They have a Track Enemy Ability of 8.

## BearKnight

$$(2GE + 2JO + KI + SC) \div 6 \geq 7$$

One of the most majestic of all Special Character Roles in the OverLord's service is that of the BearKnight. The OverLord gives the BearKnight a Brown Bear as his animal companion and steed. The Bear and LightRaider are linked telepathically, but the Bear can speak as well.

The talking brown bear is large enough for the LightRaider to ride. He has been trained to cover great distances with the LightRaider on his back. The BearKnight is one of the few LightRaiders who can make full use of the lance.

The Brown Bear can weigh 1700 pounds, and when standing on his hind legs is over ten feet tall. He makes a truly fearful sight and is extremely courageous.

Unlike the Wolf and the Lion, the Brown Bear must spend great amounts of time feeding. He eats plants and berries or grubs and worms, and sometimes will make a kill of red meat.

Because of the Bears' high courage, they have a Courage Character Ability of 10. They fear nothing except dragons. Bears also have an Endurance Ability of 8 and a Listening Ability of 7. Bears are ferocious fighters, using their long claws as their primary weapon.

## AnimalMaster

$$(LO + PE + KI + 2CA) \div 5 \geq 7$$

An AnimalMaster is a LightRaider to whom the OverLord has given a special relationship with up to four animals. He can have from two to four animals, depending on his level. (This is explained in the Adventure Master Manual). If these animals are lost or killed, the AnimalMaster may not replace them for one year. Unlike the LionWarrior, WolfSoldier and BearKnight, the AnimalMaster is not linked telepathically with his animals; rather he must give verbal commands or use hand signals to get the animals to do what he wants. Following is a complete list of available animals and their abilities. These animals do not talk.

An AnimalMaster can have 2 animals if his score = 7.

An AnimalMaster can have 3 animals if his score = 8.

An AnimalMaster can have 4 animals if his score = 9 or 10.

Table 7: Available Animals for the AnimalMaster

Animal Type	Attack Ability	Physical Vitality	Damage	Special Ability
Rabbit	1	2	1	BWS 6
Raccoon	1	4	(1 to 2)	QM 5
Squirrel	1	3	1	CLS 7
Owl	4	4	(1 to 5)-1	VIS 8
Eagle	6	10	(1 to 5)+1	VIS 10
Muskrat	1	4	(1 to 2)	
Lynx	6	10	(1 to 5)+2	
Fox	4	8	(1 to 5)	TE 6
Black Bear	10	30	(1 to 10)+3	CO 7
Badger	7	15	(1 to 8)-1	
Skunk	2	3	(1 to 4)-1	
Deer, Stag	6	20	(1 to 8)	BWS 4
Deer, Doe	4	15	(1 to 8)-3	BWS 5
Rock Goat	4	12	(1 to 5)	CLS 4
Beaver	2	4	(1 to 4)-1	WM 6
Porcupine	4	4	(1 to 5)	

Note that an Eagle or Badger counts as two animals, and a Black Bear counts as three.

## Renewer

$$(LO + KI + GO + RFI + MC) \div 5 \geq 7$$

The Renewer has received a special commission from the OverLord to heal the sick and wounded. This is mainly for fellow LightRaiders, although it sometimes is used to help dragon slaves. To perform the healing, the Renewer must say the Renewer's WordRune, Isaiah 53:5:

*But he was pierced for our transgressions, he was crushed for our iniquities; the punishment that brought us peace was upon him, and by his wounds we are healed.*

A Renewer may heal a number of Physical Vitality points equal to his own Recover from Injury Ability. If he has a 7 in the Recover from Injury Ability, he may heal 7 points to a person's Physical Vitality. A Renewer may heal three times during the course of a single day. He may heal the same person three times, or three different people, or he may use his ability to heal himself.

## Knight of the Way

$$(EE + TE + PA + SC + BWS) \div 5 \geq 7$$

A Knight of the Way is a specialist in tracking and evading in the outdoors. He knows how to survive in wilderness areas and is especially adept at finding pathways and trails through the Dragon Lands, which makes him useful as a guide for parties of LightRaiders. Due to a Knight of the Way's awareness of his surroundings in the out-of-doors, he is able to recognize an ambush more readily than other LightRaiders. (This is explained more fully in the Adventure Master Manual.) A Knight of the Way may specialize in one particular environmental setting. These include desert, plains, woodlands or forests, mountains, and water. When a LightRaider qualifies to be a Knight of the Way, he automatically receives a permanent bonus of 2 in each of the following areas: Track Enemy (TE), Evade Enemy (EE), Blend with Surroundings (BWS).

## OverLord's Guard

$$(EN + RME + HE + 2SC) \div 5 \geq 8$$

This LightRaider is also known as an AppearanceChanger. His special calling from the OverLord places great demands upon him. He is able to change his outward

appearance into the form of other men and women very effectively. However, he can take only the appearance of another human. In the changed form, a LightRaider is undetectable by any creature except dragons.

The OverLord's Guard may change his appearance twice per day. He may not do an appearance change more than twice, because it is too exhausting mentally and physically. However, after he has changed his appearance, he may stay in that particular form for several weeks without any harmful effects.

### RescueMaster

$$(EN + CLS + BWS + WM + QM + PE) \div 6 \geq 7$$

A RescueMaster has been taught to overcome great obstacles and difficulties to rescue someone or something. He is more proficient in skills requiring climbing, swimming, and blending with surroundings than most other LightRaiders. Once a LightRaider qualifies for RescueMaster, he receives a permanent bonus of +2 in his Climb Skillfully, Blend with Surroundings, and Water Movement Character Abilities.

### RaidLeader

$$(LO + JO + GO + SC + WIS + KN) \div 6 \geq 8$$

A RaidLeader provides leadership for a dragon raid. He is responsible for seeing that the mission is successfully completed. There can be only one RaidLeader in a party. If two LightRaiders are qualified to be a RaidLeader, roll a StarLot; the one with the highest number will get the job. The RaidLeader must be diligent in his tasks to see that the mission is successful. He is not to dictate to the other members of the party, but is to be the final authority on decisions, after he has received the counsel of all members of the party. The OverLord will judge the RaidLeader for his faithfulness to his team, especially in the area of humility. He must not rule over the others in an arrogant way, bossing or lording it over them.

### Guardian of the Light

$$(LO + JO + PE + PA + KI + GO + FA + GE + SC) = 90$$

A Guardian of the Light's role is unlike any other. He or she is a LightRaider who has achieved a perfect 10 in all nine Character Strengths. This should be the goal of every LightRaider. Usually, instead of going on missions into the Dragon Lands,



Guardians of the Light teach and help their fellow LightRaiders. They are able to teach the truths of the OverLord to others as well as help prepare LightRaiders for dangerous missions in the Dragon Lands. A Guardian of the Light is especially able to help those LightRaiders who have come under sin enchantment, since Guardians are nearly immune and are perfectly willing to serve. They know the truth and are able to be patient in working with their erring brother.

Only on rare occasions will a Guardian of the Light be sent into the Dragon Lands, and then only for very difficult or dangerous missions. Quite often, a Guardian of the Light will not return to the Liberated Land at the conclusion of his mission. He dies in his service to the OverLord and is received into the Everlasting Kingdom. However, there have been Guardians of the Light who have done brave and great deeds that no one thought possible, and have brought many dragon slaves into the Liberated Lands. Since Guardians of the Light are willing to pay the price, they receive great rewards.

## Part V

# The World of Talania

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# Geographical Survey

THE WORLD OF EDENAGAIN contains five known continents. One of these is known as Talania (pronounced Ta-láy-nee-uh), and it is here that the Liberated Lands and the Dragon Lands may be found.

## The Liberated Land

**Peaks of the New Beginning** Reaching altitudes of over 26,000 feet and soaring as much as 20,000 feet above the surrounding countryside, the snow-covered majesty of this range protects the Liberated Land from the evil of the rest of the continent. On the west and east, the range is framed by cliffs that plunge to the sea in sheer, breathtaking drops. The Peaks are the crowning glory of Talania — a constant reminder of the OverLord’s care for the TwiceBorn and a never ending frustration to the dragons.

**Mist Barrier** When the OverLord created the lofty Peaks of the New Beginning on land, He also provided for protection at sea by means of the Mist Barrier. This unusual bank of steam is about five miles wide. It extends to the southwest through the Gulf of the Stars and into the Western Sea for a distance of some 1000 miles. It also stretches southeast through the Misty Sea, Sea Hag Straits and Mandel Bay to end 1000 miles in that direction. It is caused by the heat of a volcanic fissure on the sea bed, opened and constantly maintained by the OverLord. The fierce heat of the lava turns the water to clouds of steam; violent “seaquakes” and occasional volcanic eruptions reach the surface of the water. This, combined with the continual boiling of the sea, makes this barrier very hazardous for humans to cross. Dragons cannot penetrate it at all — their fires would instantly be extinguished and they would die ingloriously.

**Vales of the Passage Lakes** Three rivers run to the sea from the Peaks of the New Beginning, and it is along these that one can find the magical Passage Lakes, each with its own connection to a HollowTree in the Dragon Lands.

**The Northern Plains** Flat grassland, suitable for herding and crop-raising.

**White Ridge Mountains** Low, rather rugged mountains running above the southern coast. The upper slopes are covered with evergreen forests; the lower regions are mostly scrub oak and juniper. The range goes down to the sea in long, rocky slopes.

**Coastal Areas** Hot and dry in summer, warm and wet in winter. Rocky and somewhat bare along the southern coast; greener and more fertile elsewhere.

## The Dragon Lands

**Highland Forest** A sparse, dry, upland forest — pinyon pine and juniper.

**Western Peaks** Over 1200 miles long; Wicked Crags and Wyrms Chain are both part of this parent range. It splits in the center, forming a high range to the west (the Wyrms Chain), with the vast Wilderness of Wonder cradled between the two.

**Wilderness of Wonder** As much as 200 miles wide, this is an oversized mountain valley, heavily forested with evergreens and partly unmapped to date.

**Swamp Labyrinth** On the mouth of the Snake River, this large swamp is the result of a curious phenomenon: Because the river flows north, its head waters thaw in springtime while the lower river is still frozen. Thus the area experiences devastating floods every year.

**Grey Mountains** These peaks reach as high as 10,000 feet and are heavily forested, especially along the coast. The name probably comes from the fact that they are often fog-covered.

**Frost Islands** Bitter cold in the winter; the northernmost islands are rocky and bare, while toward the south are large evergreen forests. A few dragon slaves live here.

**Interior Upland** Tumbled hills make travel difficult; the terrain alternates between mixed forest and open grassland. The areas closest to the Stone Hills are quite rocky.

**Plain of Futility** Mostly flat and steppe-like; covered with a rich variety of grasses.

**Fantasia Shieling** Low rolling hills; mostly grassland, although pine forests grow along Fantasia River and on the shores of the Misty Wood Lake, in the center of the Shieling.

**Storm Heights** An extremely rugged, rocky coast; cliffs front the ocean, with beaches few and far between. Winter here consists of a succession of violent storms.

**Ghost Moors** Fearful, gloomy moors, alternating between rocky outcroppings and treacherous bogs. Mists often overhang the area. It is aptly named, for ghostly apparitions inhabit the Moors.

**Gloomy Forest** Thick and dark, but inhabited by humans and dark creatures, especially along the western edge.

**Eagle Peaks** Very rough and high in the east, dwindling to low ridges in the west. Eastern pine forests change gradually to pinion pine and juniper in the west; the valleys are fertile and inhabited. The bays and inlets that slice the coast are rich in fish, though sharks and fearsome sea monsters are an ever present danger.

**Tarlan Plains** Rolling, grassy prairies, hot and dry in summer, cold in winter. Blizzards can be a problem to the winter traveler. Drained by the Ramal River and bordered by Troll River.

**Troll River Valley** Troll River is one of the longest rivers in Talania, and also the largest; towards its mouth, it can reach widths of nearly a mile. A large boat is definitely a must when sailing here. The west bank often runs against the very edges of the Stone Hills, while the east bank is flatter and quite fertile. Thus the valley is well populated, and the river carries a great deal of traffic.

**Stone Hills** One of the most prominent landforms of the Dragon Lands, these hills form a rough “X” across the heart of the continent. Though the hills are aptly named, being rocky and bare, the valleys are often forested and provide an adequate and sometimes beautiful home for countless numbers of dragon slaves and dark creatures.

**Black Forest** Named for a rare tree —the black spruce— which is found only here. The humans here are primarily woodcutters. Some timber is taken on the difficult trip across the Stone Hills and down Troll River to be used in ship building, as it is highly valued for this purpose.

**Lawless Basin** A vast expanse of sun-baked desert. Sand and rocks form grotesque shapes, and cactus is the predominant vegetation.

**Desert of Sin** Arid, sagebrush wastes.

As you may notice, many areas are not detailed in this survey. This is due in part to our incomplete knowledge of the Dragon Lands. Perhaps you, as a brave LightRaider, will help us fill in the gaps with information from your daring missions!

# Monetary Systems

Table 8: Monetary System of the Liberated Land

Name	DollarEquivalent	Made of	Abbreviation
Half Star	\$.10	copper	$\frac{1}{2}$ St
Star	\$.20	silver	1St
5 Star	\$1.00	gold	5St
Penny	\$2.00	silver	1P
Tal	\$20.00	silver	1T
Maren	\$100.00	silver/gold	1M
Half Crown	\$200.00	gold/silver	$\frac{1}{2}$ C
Crown	\$400.00	gold	1C
Crest	\$4800.00	gold	1Cst

(The Half Star is pronounced as “ha·star”, and the Five Star as “fi·star”. Dollar equivalents are a very rough approximation.)

Table 9: Monetary Systems of the Dragon Lands

Name	DollarEquivalent	Made of	Abbreviation
<b>Southeastern Currency</b>			
Xico	\$.10	copper	1X
Half Peta	\$1.00	copper	$\frac{1}{2}$ P
Peta	\$2.00	silver	1P
Half Kobo	\$15.00	silver/gold	$\frac{1}{2}$ K
Kobo	\$30.00	gold	1K
Mezid	\$100.00	gold	1M
Xoch	\$400.00	gold	1Xc
Iwa	\$4800.00	gold (double thickness)	1I
<b>Northern Currency</b>			
Bawi	\$.20	copper	1Bw
Beok	\$1.00	silver	1Bk
Pinni	\$5.00	silver	1P
Agor	\$50.00	gold	1A
Zar	\$500.00	gold	1Z
Tenzar	\$5000.00	gold	1Tz
<b>Dragon Currency</b>			
Scale	\$.05	brass	1Sc
Claw	\$25.00	gold	1Cl
Double Claw	\$50.00	gold	1Dcl
Wing	\$100.00	gold	1Wn
Half Wyrm	\$500.00	gold	$\frac{1}{2}$ W
Wyrm	\$1000.00	gold ( $1\frac{1}{2}$ thickness)	1W
Great Wyrm	\$10,000.00	gold (double thickness)	1GtW

Table 10: Average Prices (in the Liberated Land)

Item	Cost
Cloak	4P
Cottage	3 to 5 Cst
Day's work, servant	1T
Day's work, soldier	11P
DragonRaid Game (Boxed Set)	2 T
Horse	1 to $1\frac{1}{2}$ C
Inn meal	4St to 1P
Loaf of bread	$1\frac{1}{2}$ St
Roll of sausage	3St
Small ship	6Cst+
Turnpike toll	3St
Year's salary, Academy teacher	2Cst



## Part VI

# WordRunes and TeamRunes

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# 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 greedy 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 &amp; 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 &amp; 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 &amp; 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 &amp; 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 &amp; 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

*Do not be yoked together with unbelievers. For what do righteousness and wickedness have in common? Or what fellowship can light have with darkness?*

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 *Break-Away TeamRune* 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

*From the days of John the Baptist until now, the kingdom of heaven has been forcefully advancing, and forceful men lay hold of it.*

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 &amp; 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 &amp; 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 &amp; 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 &amp; 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

## A Message from Earth

The LightRaider Langley stumbled upon a small capsule while fleeing dark creatures in the Serpentine Hills. It was mysteriously marked “Earth,” presumably meaning that it came from that planet of the very distant star named Sol. Surprisingly, the capsule contained instructions for the Invitation to the Great Rescue, but in terms unfamiliar to the Talanians. It read as follows:

No one but God knows who will be saved, or “born again.” However, we have a message from Him that we must deliver to those who do not know Him.

This message is an invitation to a personal relationship with Him — an offer of friendship and reconciliation with our Maker. As Christians, we have been chosen by God to carry this invitation to others. We are responsible not for the results of the invitation, but only for explaining it properly.

The Invitation cannot, of course, be recited like a magic formula; nor can we expect that what caused one person to respond positively will do the same with someone else. God knows the best approach to each heart; but there are five points that are important to the message. Here they are with their related Scriptures.

1. God wants friendship with you.
  - (a) God loves all mankind.
  - (b) There is nothing better in life than friendship with God.
  - (c) God made 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 and then coming back to life to destroy 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 by trusting only in His goodness, not in your own.
- (b) Jesus Christ 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)

## 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!



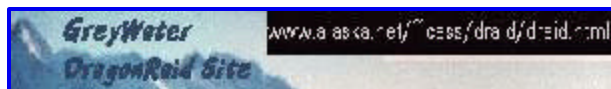
# DragonRaid Resources on the Internet

## DragonRaid Links



### [DragonRaid Introduction and Information](http://www.geocities.com/Heartland/5268/dr.html)

<http://www.geocities.com/Heartland/5268/dr.html> -- hosted by Dave Staley and gives basic information about DragonRaid. It also hosts the DragonRaid Survey and has the DragonRaid User List!



### [GreyWater DragonRaid Site](http://www.alaska.net/~cass/draid/index.html)

<http://www.alaska.net/~cass/draid/index.html> --hosted by Steve Carrington. Originally it was the 'Unofficial DragonRaid Web site. It also hosts the LightRaider NET newsletter.



### [DragonRaid Resources Page](http://www.jersey.net/~sezov/draid/) at

<http://www.jersey.net/~sezov/draid/> --hosted by Rich Sezov to be resources to help the Adventure Master. It also hosts the Master WordRune List!



### [WilderLands Hold](http://www.teleport.com/~thehold/) at <http://www.teleport.com/~thehold/>

--hosted by Jeff Smith. The central part of this one is a tale of the legend of the WilderLands Hold, which existed in the Dragon Lands before the coming of the OverLord, and since the Great Rescue has been moved to the Liberated Land.



### [DragonRaid Web Sampler](http://www.associate.com/Innovative/DragonRaid/index.html) --

<http://www.associate.com/Innovative/DragonRaid/index.html> -- generously hosted by Glen Stewart. This sampler introduces web surfers to what DragonRaid is all about! It even rolls up a character for you!



### [Official DragonRaid Web Site](http://www.groups.org/dragonraid/) (True Adventure Learning) at

<http://www.groups.org/dragonraid/> -- hosted by The Lamb's Bride Project. This is where you can find:

- \* Official News about DragonRaid and its future!
- \* Information to let you order DrragonRaid.



### [Institute For Christian Small Groups](http://www.groups.org) at <http://www.groups.org> --

hosted by The Lamb's Bride Project. This is the Center for Small Group Leadership and Christian Community where you can find:

- \* Small Group Leadership That Empowers Christians
- \* Christian Community That Helps People and Obeys God



### [LightRaider NET](http://www.alaska.net/~cass/lrnet/) --the newsletter for (DR) adventurers-- at

<http://www.alaska.net/~cass/lrnet/> is hosted by the GreyWater DragonRaid Site and has a [GeoCities mirror site](#). This *email-newsletter-turned-webzine* is not an Official publication ,but tries to keep DR fans informed and gives DR fans a means to express themselves.





