

DragonRaid: New Player Briefing  
Your Introduction to Adventure

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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 *New Player Briefing* 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 *New Player Briefing* 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 *vii* – Roman numeral 7 – is followed by the first page of the body, 8.) 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   | The Great Rescue on EdenAgain<br>What is DragonRaid?<br>The Adventure Master                     |
| To the Web        | DragonRaid Introduction - Staley<br>DragonRaid Resources - Sezov<br>Official DragonRaid Web Site |
| Between Documents | LightRaider HandBook<br>RuleBook<br>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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## The Great Rescue on EdenAgain

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

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

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

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

The Deceiver and his dragons quickly seduced the people with splendid material possessions and marvelous comforts; and so these dark dragons kept men's mortal minds off the real treasures of life. Soon all the people found themselves with almost everything they could want, and they forgot that they were enslaved. Fine stone cottages, colorful flower gardens, and extravagant recreation were provided for the most obedient. The finest and richest of luxury foods were also offered, so that men would slave for the privilege of feasting on them. In accordance with the Evil One's strategy, such gluttonous living hastened the Everlasting Departure which decided each person's final destiny.

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



would surely have led to compassion and concerted rebellion.

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

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

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

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

But as they soared ever higher to traverse the mountainous barrier springing up before them, the reptiles felt the life- and fire-sustaining oxygen become thin and the temperature grow cold. Gasping for breath, their bodies stiffening in the frigid atmosphere, the legion of dragons retreated quickly while their cold-blooded reptilian bodies could still move. They barely averted having their fire totally extinguished by insufficient oxygen and blizzarding snow.

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

From the beginning of the Great Rescue, many of the TwiceBorn have had the opportunity to stay for a time in a region named the Liberated Land. There they are completely protected on land by the rugged, 26,000-foot, snow-covered mountain range created by the OverLord (known as the Peaks of the New Beginning) and on

sea by a dense Mist Barrier which rises from the untamed oceans. Thus did the High One and His OverLord restrict access to the Liberated Land, and the Unseen Counsel guards without fail the future passage of the TwiceBorn through the Everlasting Departure into The Land Beyond the Darkness.

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

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

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

## Definitions

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

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

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

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

**Dragons** Spiritual creatures of the dark world who have taken on reptilian form. Elsewhere they are known as demons or fallen angels. They have corrupted

the world of EdenAgain, and continue to battle against the OverLord of Many Names (by keeping the OnceBorn in spiritual bondage) and confronting His LightRaiders.

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

**Eternal Spirit** Unseen Counsel – Holy Spirit.

**Everlasting Spirit** The Triune God Almighty.

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

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

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

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

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

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

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

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

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

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

## What is DragonRaid?

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

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

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

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

- As a LightRaider of the TwiceBorn serving the OverLord of Many Names, you, with others, will raid the Dragon Lands on dangerous missions against evil of all

kinds. You will investigate great walled cities with soaring spire and the lowliest peasant huts. You will travel from deep, musty caves to frigid mountain tops, always following the OverLord's leading.

- LightRaiders rescue dragon slaves; fight dark creatures such as dragons, trolls, orcs and goblins; and foil the evil schemes of dragons. They do this by using their Character Strengths and Abilities, the fruit of the Spirit, the armor of God, WordRunes (Scripture), prayer and physical weapons.

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

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

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

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

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

## Your Character

In DragonRaid, you will take on the role of a fictitious character on the planet Eden-Again. Your character will be a LightRaider, a brave and adventuresome member of the TwiceBorn who forfeits the safety of the Liberated Land and enters the Dragon Lands. You will role-play this character as best you can, keeping in mind his or her nature, and utilizing the character's own Strengths and Abilities, defensive armor, WordRunes, and weapons. As a LightRaider serving the OverLord of Many Names, you (and others on your team) will raid the Dragon Lands on dangerous missions

against evil of all kinds: rescuing dragon slaves; fighting dark creatures (such as dragons, trolls, orcs, and goblins); and foiling evil dragon schemes.

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

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

## The Adventure Master

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

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

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

For example: A team of LightRaiders chooses the left path to go through the Scorpion Desert of the Valley of Bones region in the Dragon Lands. From his study of the adventure guidebook, the Adventure Master knows at what point along the trail the TwiceBorn will face the giant scorpions and their deadly stings. But the adventurers

do not know where those scorpions are, because they have never been along that path before.

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

At the appropriate times, the Adventure Master cues the players to do certain things, such as listening carefully or looking attentively. He might merely say, “You hear movement up ahead.” Players will then try to see what it is by rolling their StarLot<sup>5</sup> and using the Success Grid. So it is the Adventure Master who sees to it that the game is exciting, and that players are “on their toes” as well as “at the edge of their seats.”

## Role Playing

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

### **You tell what your character is doing:**

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

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

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

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

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

### **You talk to the characters of other players:**

“Would you like a drink from my waterskin?”

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<sup>5</sup>Explained on page 19.

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

“See if you can sense evil.”

“What shall we do?”

“I need help!”

“Watch out behind you!”

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

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

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

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

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

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

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

To help you with your role playing, your character and the characters of the other players will be represented on the game playing surface by standing cardboard figures. This will make it easier to see where you are in relation to people, dark creatures, places and things. [Later on, you may want to obtain your own metal figures and paint them.]

## **The Adventure Master Role-Plays, Too!**

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

**The Adventure Master tells you about your environment:**



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

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

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

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

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

### **The Adventure Master asks you about your actions:**

“What are you doing now?”

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

“In what order are you marching?”

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

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

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

“What are you doing in my castle?”

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

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

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

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

**The Adventure Master acts for non-player characters:**

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

The Adventure Master decides which LightRaider a dragon will attack.

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

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

## DragonRaid Tools

### LightRaider HandBook

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

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

- The World of EdenAgain
- Dragon Slaves
- Dark Creatures
- Good Creatures
- The Strengths of LightRaiders
- Armor and Weaponry
- Special Roles of LightRaiders
- The Combat System
- WordRunes for Battle and Survival

## The StarLot

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

The StarLot is used three ways:

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

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

## The History of the StarLot

At the time of the Great Rescue, when the OverLord of Many Names returned from destruction to raise the protective Peaks of the New Beginning, vicious dragons of the Legion attempted to fly over the erupting, upheaving mountains. Raging fire came from their terrible mouths. But as they flew higher and the air grew colder, freezing the dragons' breath mid-air, a remarkable thing happened. The flames crystallized and plummeted to the bottom of the steep gorges. Soon after the Great Rescue, the OverLord began to send His people, the TwiceBorn, into the Dragon Lands. On the northern side of the Peaks of the New Beginning, LightRaiders found the wonderful crystals of many colors. Each gem had ten sides, with a star encased in the center (recognized to be the OverLord's own birthmark).<sup>6</sup> Naming them StarLots, they collected them for the use of the TwiceBorn.

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

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

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<sup>6</sup>You will clearly see this star if you hold the StarLot up to the light and look through it end-to-end.

## Adventure One: The LightRaider Test - Player Briefing

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

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

The note reads:

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

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

As you readily agree amongst yourselves to go on The LightRaider Test, you notice that the writing on the note is changing like a wisp of smoke. It is taking a different form. You turn the paper to the moonlight and see a new message! As you read the words, they disappear and yet more appear, creating a long message for such a small piece of paper. It reads as follows:

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

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

“As you have been instructed at the Academy, I would like you to go by faith into Highland Forest, a large forest in the Dragon Lands. To get

there, you must first go to the base of the Peaks of the New Beginning, where you will find a lake called Mt.Challenge. Once you are ankle deep in this Passage Lake, you will come out of a HollowTree in the northern part of Highland Forest. As you know, this is the way I have decided to bring My LightRaiders into the dangerous Land of the Dragons.

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

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

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

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

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

## Internet Resources

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

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

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

`dragonraid-subscribe@associate.com`

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

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

Enjoy!

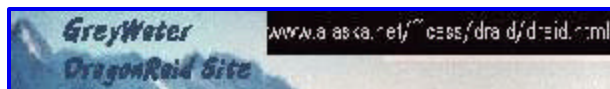
# DragonRaid Resources on the Internet

## 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.