

DragonRaid: RuleBook
Game Instructions

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

This Edition

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

Things to note:

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

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

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



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

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

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

Sample Links

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

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

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

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

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Definitions

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

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

Attack Roll

for a LightRaider: Weapon Ability + roll of StarLot.

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

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

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

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

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

Defense Roll

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

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

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

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

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

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

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

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

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

Success Check comparison of a StarLot percentile roll (see page 12) and a number on the Success Grid to determine whether a LightRaider is successful in an attempted action (see page 13).

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

Game Equipment

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Using the StarLot and Shadow Stone

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

1. The StarLot may be used to find a number from 2 to 20. To do this, you multiply your roll by 2; or else roll twice and add the results. The instructions will specify which method to use.
2. The Shadow Stone may be used to generate a number from 2 to 16. Multiply your roll by 2 or roll twice and add the results. The will instructions specify which method to use.
3. Using the StarLot, you may find a number from 1 to 5 by simply dividing the value shown on the die by 2, rounding up.
4. The Shadow Stone may be used in the same way to generate a number from 1 to 4.

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

Ability (or Success) Checks

Many times while playing DragonRaid you will be asked to make a *Ability (or Success) Check*. To do this, you need to learn how to use the Success Grid that is printed on your Character Sheet (and also on page 13). Here is an example for you:

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

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

Table 1: Success Grid

		DIFFICULTY LEVEL														
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
ABILITY	1	45	55	65	75	85	95	-	-	-	-	-	-	-	-	-
	2	40	50	60	70	80	90	-	-	-	-	-	-	-	-	-
	3	35	45	55	65	75	85	95	-	-	-	-	-	-	-	-
	4	30	40	50	60	70	80	90	-	-	-	-	-	-	-	-
	5	25	35	45	55	65	75	85	95	-	-	-	-	-	-	-
	6	20	30	40	50	60	70	80	90	-	-	-	-	-	-	-
	7	15	25	35	45	55	65	75	85	95	-	-	-	-	-	-
	8	10	20	30	40	50	60	70	80	90	-	-	-	-	-	-
	9	10	15	25	35	45	55	65	75	85	95	-	-	-	-	-
	10	10	10	20	30	40	50	60	70	80	90	-	-	-	-	-
	11	10	10	15	25	35	45	55	65	75	85	95	-	-	-	-
	12	10	10	10	20	30	40	50	60	70	80	90	-	-	-	-
	13	10	10	10	15	25	35	45	55	65	75	85	95	-	-	-
	14	10	10	10	10	20	30	40	50	60	70	80	90	-	-	-
	15	10	10	10	10	15	25	35	45	55	65	75	85	95	-	-
	16	10	10	10	10	10	20	30	40	50	60	70	80	90	-	-
	17	10	10	10	10	10	15	25	35	45	55	65	75	85	95	-
	18	10	10	10	10	10	10	20	30	40	50	60	70	80	90	-
	19	10	10	10	10	10	10	15	25	35	45	55	65	75	85	95
	20	10	10	10	10	10	10	10	20	30	40	50	60	70	80	90

Creating a Character

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

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

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

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

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

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

The character’s Armor is found as follows:

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

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

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

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

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

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

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

The Armor of God

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

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

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

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

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

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

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

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

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

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

SWORD OF THE SPIRIT (SS) The Sword of the Spirit is the only part of the Armor designed for defense and offense alike. It is the Word of the Almighty, an effective weapon in the LightRaider's hand. Your Sword of the Spirit rating determines what level of WordRune you may use: If you have a Sword of the Spirit rating of 1, you may use only WordRunes of Difficulty Level 1. Sword of the Spirit always begins as a 1; it will be raised as you gain maturity units by saying WordRunes from memory and by completing dragon raids.⁶ You may not use WordRunes of more than three levels below your Sword of the Spirit rating. For example, if your rating is 5, you may use WordRunes of Difficulty Levels 2, 3, 4 and 5, but not 1.

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

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

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

⁶Reading WordRunes, which LightRaiders are allowed to do three times in each adventure, does not award maturity units to the Sword of the Spirit.

Battling Sin Enchantments

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

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

Table 2: Sin Enchantment Battle Summary Chart

1. **Enchantment Attack**

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

2. **LightRaider Defense — Level 1**

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

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

3. **LightRaider Defense — Level 2**

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

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

Combat Procedures

Introduction

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

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

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

... or ...

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

... or ...

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

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

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

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

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

Normal Combat

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

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

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

ROUND I

PHASE 1

LightRaider's Attack Roll

LightRaider rolls StarLot.

LightRaider adds result of roll to his Weapon Ability rating.

Enemy's Defense Roll

Dark creature rolls Shadow Stone.

Dark creature adds result of roll to his Battle Ability.

Compare the two numbers.

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

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

PHASE 2

Enemy's Attack Roll

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

LightRaider's Defense Roll

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

Compare the two numbers.

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

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

ROUND II

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

* * *

Notes on Combat

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

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

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

SUMMARY OF NORMAL COMBAT PROCEDURE

ROUND 1

Phase 1: LightRaider Attacks

**LIGHTRAIDER'S
ATTACK
ROLL**

**ENEMY'S
DEFENSE
ROLL**

Weapon Ability + roll of StarLot

must be greater than

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

to hit enemy.

If LightRaider hits

then

LightRaider rolls StarLot to determine damage according to weapon use

and then

Adventure Master takes damage off enemy's Physical Vitality.

Phase 2: Enemy Attacks

**ENEMY'S
ATTACK
ROLL**

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

must be greater than

**LIGHTRAIDER'S
DEFENSE
ROLL**

Shield of Faith + roll of StarLot

to hit LightRaider.

If enemy hits

then

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

and

LightRaider takes damage off his Physical Vitality.

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

Repeat Phase 1 and Phase 2

until any one of four things happens

LightRaider's Physical Vitality = 0 (dead)

or

LightRaider retreats

or

Enemy's Physical Vitality = 0 (dead)

or

Enemy retreats.

Battling Dragon Slaves

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

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

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

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

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

Multiple Attack Combat

This procedure is followed when two to more⁷ LightRaiders are attacking a single enemy, or two to more dark creatures are attacking a single LightRaider. Here are two rules to help you understand how multiple attacks work:

Rule 1.

⁷Normally the maximum would be four – based on how the battle grid is used.

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

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

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

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

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

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

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

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

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

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

So the troll has a total defense roll of 15.

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

A	B	C	D
7	8	12	13

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

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

Thus, the troll blocked only the two lowest attacks.

Rule 2.

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

Using Distance Weapons

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

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

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

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

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

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

Losing Physical Vitality

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

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

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

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

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

5. Dead PV of 0.

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

Advanced Combat

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

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

THREE OPTIONS FOR ADVANCED COMBAT

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

Normal attack Use normal combat rules.

Half-Swing The half-swing is performed in exactly the same way as normal combat, except that all damage is reduced by half. If a player is using the halfswing and rolls a 7 on the StarLot for damage, he consults the 1 to 5 chart on the Character Sheet⁸ for the amount of damage done. The chart shows that he did 4 points of damage instead of 7. (Further divide this result by 2 if the weapon

⁸...or rolls a StarLot, divides the result by two, and rounds up...

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

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

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

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

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

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

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

CRITICAL SWING PROCEDURE

ROUND 1

Phase 1: LightRaider Attacks

**LIGHTRAIDER'S
ATTACK
ROLL**

**ENEMY'S
DEFENSE
ROLL**

Weapon
Ability + roll
of StarLot

must
be
greater
than

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

to hit
enemy.

If
Light-
Raider
hits,

then

he
rolls
Star-
Lot.

If
1-9
is
rolled,

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

then

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

If a
"0"
(10)
is
rolled,

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

Using
Crit-
ical
Hit
Chart,

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

then

Adventure
Master
takes off
enemy's
Physical
Vitality

ROUND 1

Phase 2: Enemy Attacks

**ENEMY'S
ATTACK
ROLL**

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

**LIGHTRAIDER'S
DEFENSE
ROLL**

Shield of Faith + roll of StarLot

must be greater than

to hit Light-Raider.

If enemy hits,

then

Adventure Master rolls StarLot.

If 1-9 is rolled,

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

then

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

If a "0" (10) is rolled,

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

Using Critical Hit Chart,

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

then

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

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

Repeat Phase 1 and Phase 2

until any one of four things happens

LightRaider's Physical Vitality = 0 (dead)

or

LightRaider retreats

or

Enemy's Physical Vitality = 0 (dead)

or

Enemy retreats.

Table 3: Critical Hit Chart³

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

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

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

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

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

Critical Hit Terms Defined

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

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

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

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

Normal damage The amount of damage a weapon normally does.

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

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

Further Explanation of Selected Critical Hits

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

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

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

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

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

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

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

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

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

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

A roll of *8* indicates an instant kill.

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

Fighting Dragons

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

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

Physical Attack

Normal Weaponry

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

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

1. Mind Speech

A. Attack

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

B. Defense

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

If the LightRaider refutes the thought, he does damage to the dragon's Pride Factor by an amount equal to his Belt of Truth rating. If the player does not refute the thought, he takes damage as specified in the adventure. If the character has a rating of only 1 or 2 in the Character Strength targeted by the mind speech, he automatically comes under its sway. The player must then have his character act as if he believes the vile thought until he is rescued (see *Rescue* on page 38).

2. Fire

A. Attack

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

B. Defense

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

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

3. Smoke and Breath

A. Attack

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

B. Defense

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

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

4. Physical Attacks

A. Attack

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

B. Defense

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

Sequence of Dragon Battle

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

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

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

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

Rescue

Original Rescue Rule

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

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

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

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

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

Teamwork Rescue Rule – RuleBook Addition

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

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

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

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

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

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

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

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

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

Using WordRunes and TeamRunes

Reading WordRunes

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

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

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

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

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

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

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

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

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

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

Limitations on WordRune Usage

Several restrictions govern the use of WordRunes:

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

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

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

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

Improving a Character

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

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

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

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

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

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

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

Loss of Maturity Units

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

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

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

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

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

Team Action

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

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

Role Playing

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

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

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

Improving the Game

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

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

middle of an adventure.

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

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!

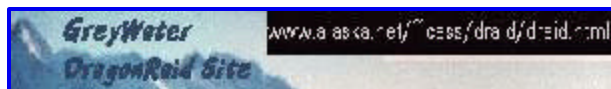
DragonRaid Resources on the Internet

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.

