



The 10 Islands of Evil Raid

Part 1

Guidebook

A Beginners to Intermediate Level Adventure

Recommended for three to six players
and an Adventure Master

ADVENTURE MASTER:
This booklet is for you only!
Read it completely before beginning the game.

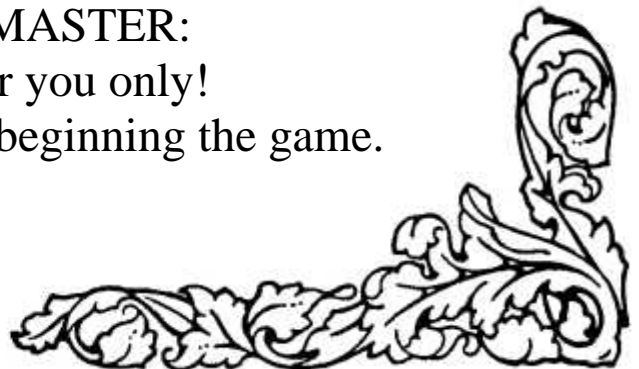
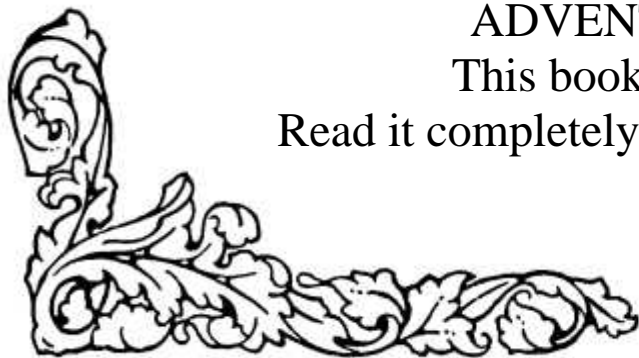


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How to Begin

1. Before trying to lead this adventure, you will need to read through the adventure guidebook and become familiar with the details of this adventure. Material {in normal type between brackets} is intended for the Adventure Master only. Material **in bold face type** should be read to the players. Do NOT read the sector headings. They are in **bold type** only to make them easier to find. Once the players have finished with a sector, read them the **Teaching Point**.
2. Cut out the cue cards and store them in the correct order. It is recommended that you make two (2) copies of the sheets, and cut one for the Adventure Masters use, and another for the players to place in their Journal, and save the originals uncut.
3. Make copies of the pages for the Adventure Journal in the appendix, the AM Record Sheet, and the Time and Travel Sheet for use during the game.
4. Before the players arrive, set out the Starlot, Shadow Stone, pencils and scratch paper. Have battle grids, LightRaider's Handbook, Adventure Master Manual and Rulebook available for reference.
5. If anyone in the group is new to DragonRaid, he or she will not have a character to use. You can either meet the person early to design (roll up) a character or use a pre-rolled character from your Manual.
6. Begin by having the group recall some of the high points of their adventures. This will get them ready emotionally to begin the new adventure.
7. Have one of the LightRaiders read the **Invitation** and **Player Briefing** to the group. Choose a recorder to keep the Journal. A copy of the Invitation and Player Briefing should be included in the Journal. Lay the map of the Ten Islands in front of the players, uncovered only to the first slash along its bottom.

Begin the adventure in Section1- Temple Island, sector 4.

The Adventure Journal

The 10 Islands of Evil are connected by a special theme. Each island is designed to teach on one of the Ten Commandments. The evil, and the good, encountered on each island shows the reason behind the commandments. They are not there just to limit or restrict us, or keep us from having fun, but to protect us from some very real evils.

In this game, the players are asked to keep a journal. They are to make a record of the teachings, sin enchantments, dark creatures and other events they encounter. It is hoped that as they make this record, they will begin to see the theme. **Do not tell the players each island has to do with one of the Ten Commandments.** Let them figure that out themselves.

Also encourage the players to keep track of clues, special messages, and orders from the OverLord by recording them in the Journal. You may want to make duplicates of the cue card pages so the players can keep their cards to add to the Journal.

The Journal does not have to be long or elaborate, but if used carefully it can be a real teaching tool.

Synopsis

The following is a short summary of the *10 Islands of Evil Raid, Part One*. The Adventure Master should read through this section before beginning to prepare himself to lead this adventure.

Introduction: Several islands have been found near Eagle Point. Someone has already taken the message of the Great Liberation into these lands. You are asked to scout out these islands and report back what you can learn from them about evil and the grace of God from them. Each island will teach about one of the Ten Commandments and the Laws of God. **Do not tell the players the theme; let them figure it out.**

Section 1: Temple Island - You step through the Hollow Tree onto the first island. Here you meet a village of natives in bondage to an awful idol. You will be given a chance to present the Great Liberation to the entire island at once and defeat the evil arguments of a Golden Calf that has enslaved the people. The players will learn that God's laws are meant to free, not enslave. The commandment "You shall make no graven images" is taught.

Section 2: Sailing [Forbidden Island - A] - After building a raft, the party sails for the Forbidden Island. The idea of protection in God's Laws is represented. The party cannot reach this island yet, and will have to sail to War Island. Along the way they will encounter a sea serpent and a storm, and they will learn about God's provisions. The commandment "You shall not commit adultery" is taught.

Section 3: War Island - The party lands on a deserted island. Once rich and heavily populated, the people destroyed themselves in a great war caused by covetousness. The party will have to defeat a "Magic Sword" that causes the sin enchantment, and learn about contentment. Finally they meet a Salt Warrior named Opallas, who presents them with rewards they will need to pass through the Tunnel. The commandment "You shall not covet" is taught.

Section 4: The Tunnel - A series of test and traps awaits the party as they pass through an underground tunnel to the next island. But for each, the OverLord has already provided a way of escape in the rewards the party received from Opallas in section 3. The players should learn that God has already provided for their needs. Often we need only use the provisions He has already made. The section ends with the team being taken prisoner.

Section 5: The Prison - Held for two months within a dark and boring prison, the LightRaiders have to deal with frustration and discouragement as they seem to find themselves in a hopeless situation. Their only escape is to find a way to overcome the evil of their jailer with kindness. Once freed from their cell, they must battle the gaze dragon Desmophulax, and explain about the protection in the Laws of God.

Here the first part of the adventure ends.

THE INVITATION

Fellow LightRaiders;

Over the months since you completed your training at the LightRaider Academy, you and your fellow graduates have shown yourselves to be exceptional LightRaiders. It is therefore the decision of the Board of Trustees that you should be invited to a special mission.

Recently, a group of islands was discovered in Shark Bay near the Eagle Peaks. At one time these islands must have been known to the Twice Born, because the message of the OverLord has been preached in some of them. There is even now an elderly Salt Warrior named Opallas living among them. However, any records of these islands have been lost.

The Academy feels it is important to have as much information as possible about these people, and how the message has fared without our assistance. No one from the Liberated Lands has contacted these islands in at least ten years.

It is believed that there is also much that can be learned about the OverLord and how He deals with His children. It is reported that on some of the islands great opportunity awaits. It is also reported that on some islands is great evil.

If you are interested in this special mission, please have your equipment packed, and meet us at the Passage Lake at daybreak tomorrow.

Your brother in the OverLord,

Simeon

LightRaider Academy * Deliverance Lane * Liberated Land

Introduction

You rise early, double check your pack, and head for the vale of the Passage Lake. It has only been a few days since your last adventure, yet it seems like an eternity since you were together with the others.

The smells of early morning fill the air of the Liberated Land as you hurry along. You suddenly realize how special this place is, and how honored you are to live here. You would not want to live in the Dragon Lands for any reason. And yet you find yourself hurrying to go there again. You find yourself hurrying into danger.

But it is not danger, not when the OverLord is with you. It is only His will and His destiny for you. And you would choose no other. You bow your head to thank Him.

When you open your eyes again, you see the rest of the group coming down the road towards you. You all hug each other, and feel so glad to be together again. Just then you see the first ray of dawn peeking over the rooftops.

You arrive at the Passage Lake out of breath from running the rest of the way. Simeon sits by the shore waiting for you. "Greetings, my brothers and sisters," he calls. "I am glad to see you all here and ready to go. This is a special mission. I know you will learn much that will help us train others. I also know you will have many chances to share the OverLord.

"As you travel across the islands, visit every place you can. Talk to everyone you can. Keep a Journal of the things you learn, both about evil and good. We will want to see those records when you return. Now go, and the OverLord's blessings will be with you."

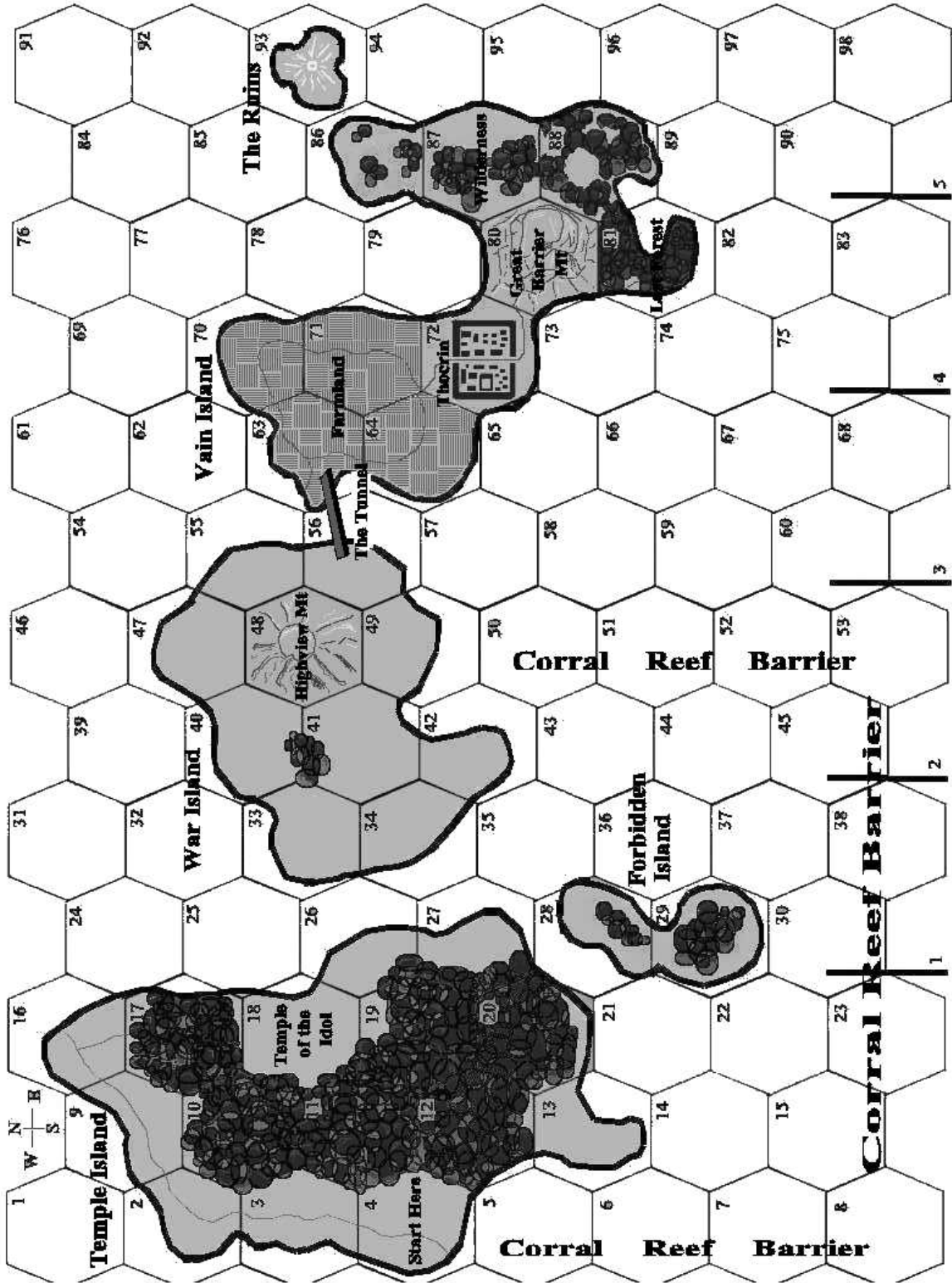
{Have the party select a player to act as recorder. Tell the player who is chosen...}

The party debates for only a moment before handing you the journal to keep. It will be your job to keep track of messages, monsters, enchantments, and events you encounter on the islands. Through your Journal, it is hoped that you will find the common evil and good that binds these islands.

Together you wade into the warm water of the lake. As it reaches your ankles, you feel that strange sensation. And then you are elsewhere, stepping out of a hollow tree. *Your adventure begins...*

{Begin the adventure at *sector 4* of the map.}

Adventure Master Map of the 10 Islands of Evil (Part1)



Section 1: Temple Island

{*Main Teaching:* You shall not make for yourself any carved image, or any likeness of anything that is in heaven above, or that is in the earth beneath, or that is in the water under the earth; you shall not bow down to them nor serve them. For I, the LORD your God, am a jealous God, visiting the iniquity of the fathers on the children to the third and fourth generation of those who hate Me, but showing mercy to thousands, to those who love Me and keep My commandments. -- Exodus 20:4-6.}

{*Special Instruction:* Begin the adventure in Sector 4 - The Hollow Tree. The events on Temple Island, if followed in correct sequence, will take the LightRaider Party more than a normal day. Let the party do it in one day anyway, without having to make an Endurance check. This island is tightly scripted, and needs to be done as one day's events.}

2. ___ The Dragon Raft

Grass giving way to beach . Another island can be faintly seen through the mist to the northeast. An object can be seen on the water about half way between that island and yours.
 {A vision check at DL2 is needed to recognize the object. If the vision check succeeds, hand the LightRaider Cue card 1-2 A.}

CUE CARD 1-2A

You see several sailors on a raft. They are sailing towards your island. A canvas sail, displaying a large red dragon, rises above the raft. The raft is overloaded with passengers in bright, festive clothing.

{Because of the sea, and heavy forestry, the Party can only move to *sector 9*.}

3. ___ The Invitation

More grass bordering the beach. A parchment lies on the sand. The path you followed continues on to the north.

{Any LightRaider taking the parchment should be given Cue Card 1-9 A to read.}

CUE CARD 1-9 A

**Free Admission to the Great Temple of the Gods !!!
 Receive Happiness -- Money -- Pleasure -- Power !!!
 Bring Your Friends! Its free, Free, FREE !!!**

It appears to be a ticket of some kind. Do you want to take it with you?

{Does not matter whether they keep or discard the ticket.}

{Because of the sea and heavy forestry, the Party can only move to *sector 2*.}

Teaching point: The wages of sin is death (Romans 6:23). Disobedience and sin do not go unpunished.

4. ____ The Hollow Tree

You step from the hollow tree, and on to the sandy shores of a beach. It is about 8 in the morning. Clouds have just broken up after a light rain. The air is fresh and clean. The sea lies to the south and west. Heavy forest lies to the east. The forest is so thick, you can not go that way. In the nearby grass, a path lies before you going north. You are ready to begin your adventure.

{Because of the sea and heavy forestry, the Party may only move to *sector 3*.}

9. ____ Rainbow Beach

You cross a grassy field near the beach. The path you follow continues to the northeast. As you look east, you spot a rainbow forming in the distant mist. The sight stirs a memory of a story in the Sacred Scrolls.

{Have each LightRaider answer these questions on a piece of paper.}

- a.) **What event lead to the first rainbow?**
[The Great Flood or Noah's Ark]
- b.) **What promise was connected with the rainbow?**
[Not to flood the whole world again]
- c.) **Why did the OverLord destroy the world?**
[Because of the sin and disobedience of the people.]

{For each correct answer, add +1 mu to FA.}

{Because of the sea and heavy forestry, the Party can only go to *sector 16*.}

10. ____ The Dancers

The forest here is very thick and dark. As you move along, you hear a sound in the distance. You hear voices and a wild, rhythmic beat. Suddenly a party of about a dozen dragon slaves rush by you. They are so involved in their ritual that they do not notice you. They are dressed in bright, festive clothes, and are dancing and beating tambourines as they sing:

**Great are the gods we serve
Mighty is their power**

**Let us praise their awful names
Before we rue the hour**

**For if we anger even one
Our time on earth is done
They have no love for any man
Destroying all they can**

**The gods bring only grief and woe
Tragedy and pain
But maybe by our sacrifice
Some temporal peace we'll gain**

As suddenly as the party appeared, they are gone. They danced off to the south following the path.

{The Party must follow the dancers to *sector 11*, but they will not be able to overtake them. Heavy forestry prevents the LightRaiders from going anywhere else.}

Teaching point: False gods can only bring death and destruction because there is no power there to save.

11. ____ Holy Boldness WordRune

Heavy forest. The narrow trail continues through to the south. Overhead a large eagle circles. Suddenly he drops an object that lands near {name a LightRaider}'s feet. It is a small leather bag.

{If the LightRaider opens the bag, he will find a WordRune inside. Give him Cue Card 1-11 A. Encourage all the LightRaiders to learn it.}

CUE CARD 1-11 A		
The "Holy Boldness" Word Rune		
FA3		DL1
Hebrew 13:6 So we boldly say, "The Lord is my Helper, I will not fear. What can men do to me?" Hebrew 13:6		
Any LightRaider who successfully says the "Holy Boldness" WordRune will receive a +1 on Knowledge, Courage, and Hope for their next encounter with a crowd of dragon slaves.		
FA + 1 mu		SS + 1 mu

{From here the Party may only follow the path south to *sector 12*.}

12 A. ____ The Village

{Set out the Village Battle Grid shown here for the players to see. Place the LightRaiders in the center of the village around the idol. While there is no battle on this sector, placing their figures on a battle grid will force them to think a little more before they act. It will make their decision more difficult, and thus more honest, and helping them learn more Christian character.}

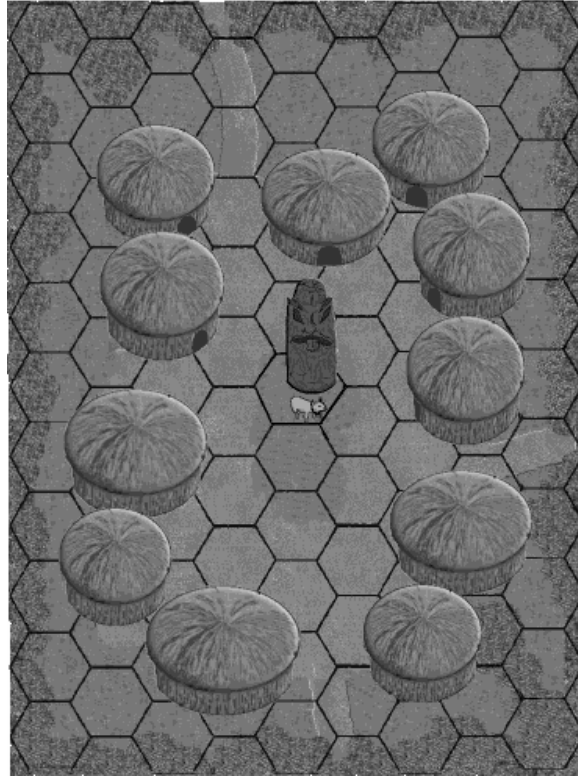
You enter a small clearing with a village of about a dozen crude grass huts. No one is present. In the middle of the village is an old tree stump, carved with the hideous face of an idol. A fatted pig, obviously awaiting slaughter to the idol, is tied before it. Two paths lead out of the village. One goes south, the other northeast.

{If the LightRaider explore the village, tell them...}
There is no one here. While it is evident that the village is normally inhabited, everyone has gone somewhere. They appear to have left earlier in the day.

{If the LightRaiders enter any of the huts, tell them...}

The owner of the hut is poor, as it holds only a few dishes for cooking, some hunting supplies, several sleeping mats and a four or five pegs each holding one outfit of tattered work clothes. Not even a chair or table. Nothing of value.

{Choose a LightRaider (female if possible) and give her/him **Cue Card 1-12 A** to read}



Cue Card 1-12 A

As you look around the village, you notice something. All the clothes, utensils, and even the footprints in the dirt are adult size. There is not a ball or doll or toy to be seen anywhere. It appears that there are no children in the village. You feel like, given a chance, you must find out why there are no children. You wish you could ask the villagers – wherever they are.

{If the LightRaiders decide to destroy the idol, tell them...}

The idol offers no resistance, because it has no power to stop you. It is, after all, only a lifeless old stump.

{Award a +3 mu to FA to the LightRaider who first suggest destroying the idol. Give a +1 mu to FA to all who assist.}

{If the LightRaiders should decide NOT to destroy the idol, they should be penalized with a -5 mu on FA. A talking chipmunk will appear to the party, scold them, and send them to destroy the idol. When the idol is destroyed, tell them . . .}

The idol offers no resistance, because it has no power to stop you. It is, after all, only a lifeless old stump.

{Award no bonuses to the LightRaiders for destroying the idol.}

{Once the idol is destroyed . . . }

Suddenly a villager walks out of the woods. An older man with graying hair, he is dressed in bright festive clothes. Yet the despair and defeat in his face overshadow the clothes. He looks up, sees the remains of the idol, and rushes towards the nearest LightRaider.

Falling before the LightRaider, he begins to cry, "Thank you! You have freed us from the awful reign of that hideous god. For years he has devoured the best of our goods, our children, and all our gold as sacrifices. But now we are free. The gods will be angry with us, and will destroy our whole village with plague, but at least we will die free!

"My name is Symon. Are not the gods horrible creatures?"

{The LightRaiders should offer the Great Liberation to Symon. If they do not, have him ask something like **"What God do you serve?"**

After the Great Liberation scriptures, Symon will ask for one of the LightRaiders to help him pray. Award +3 mu to FA for the LightRaider who volunteers.}

After praying with the LightRaiders, Symon looks up. His whole face shines with the glorious love of the OverLord. He grabs the front of his festive robe, and tears it off. "I am free!" he cries.

Then he looks at the LightRaiders. "Please, you must come with me, and tell the rest of my village this great news. And there are villager from the other island who came by raft. They have all gathered at the Great Temple of the Gods to worship. Will you come with me?"

{If the LightRaiders go with Symon, he will lead them by a secret path, to avoid the Goblin fort, into *sector 20*.}

{If the LightRaiders do not go with Symon, tell them . . . }

A small chipmunk appears on one of the hut roofs and scolds them. "Didn't I tell you to trust your brothers? Go with him, and you will win a great victory."

{Take -1 mu from FA for each LightRaider because they were not faithful to remember the commands they have been given.}

{If at this time, or in the future, the LightRaider who received Cue Card 1-12 A about there being no children ask about the children, reward her/him with a +2 mu to FA. Give her/him **Cue Card 1-12 B** to read.}

Cue Card 1-12 B

Symon tells you, "There are no children here in the village because as soon as one is born, we have to take it to the Goblin's Fortress. From there, they are sent to an island north of here to be raised. Some, like myself, are returned to the island to serve the idol. I do not know what happens to the rest." He adds sadly, "Somewhere I have a son."

{Symon will lead the Team towards *sector 20*.}

* * * * *

12 B ___ Victory Celebration

{This section will be used when the LightRaiders return to the village after defeating the Golden Calf at the Great Temple.}

The villagers light a huge fire, and lay a banquet before you. Their faces glow with the love and joy they have found in their New God. They insist you talk far into the night, telling them stories from the Sacred Scrolls, and teaching them about their Lord.

{If the LightRaider who received Cue Card 1-12 A about there being no children ask about the children, reward her/him with a +2 mu to FA. Give her/him **Cue Card 1-12 B** to read. If she/he does not ask, give out the cue card anyway since it is important to later story developments, but do not hand out a reward with the card.}

Cue Card 1-12 B

Symon tells you, “There are no children here in the village because as soon as one is born, we have to take it to the Goblin’s Fortress. From there, they are sent to an island north of here to be raised. Some, like myself, are returned to the island to serve the idol. I do not know what happens to the rest.” He adds sadly, “Somewhere I have a son.”

It is nearly dawn before the last villager settles, and you are able to get to sleep.

{Quietly give one of the LightRaiders Cue Card 1-12 C to read to himself.}

CUE CARD 1-12 C

DO NOT READ THIS CARD OUT LOUD.

The OverLord Himself appears to you in a dream, praising the whole party for their faithfulness. He tells you to lead the others south in the morning. There He tells you to build a raft to sail to the next island. He will provide everything needed, even as He provided for Noah. He also tells you to be sure to use all the things provided. You may tell the others about your dream.

{In the morning, the LightRaider who received the card should lead the others to *sector 13*. He may tell about the dream. If he does not try, penalize him with a -5 mu on FA. If he tries, give him a +2 on FA. If the others will not follow, have an eagle appear and scold them for not trusting their brother as they were told.}

The villagers insist on feeding you breakfast, and praying with you before you leave. They also bring you an old chest they found in the ruins of the temple. Symon says, “The New Lord we serve has told us to give this to you. We do not know why, but you will need it.”

{The chest contains a large golden canvas sheet and several hundred feet of rope. Encourage them to take the stuff with them.}

By the time the meal is done and all the goodbyes are said, is already ten o'clock when you leave the village.

{Lead the LightRaiders south to *sector 13*.}

13. ____ Building a Raft

{If the LightRaiders do not have the rope and canvas reward, skip to *sector 13B*.}

The forest gives way to a grassy field reaching down to the shoreline. An old pier can be seen to the south, reaching out into the sea. In the middle of the grassy field is a large stack of 15 foot long logs held in place by an old mill stone. Building the raft uses all the logs, and all but fifty feet of the rope. But after three hours of work, it floats in the water at the end of the pier, its golden sail raised and ready to begin the voyage.

{The extra rope and the mill stone are for making an anchor. Keep track of whether or not the LightRaiders bring the rope and stone. Tell the LightRaiders nothing about them at this time. They will be used in *section 2: Sailing*.}

Teaching Point: Be careful not to forget any of the provisions God has made for you. Psalms 103:1-6.

{Allow the LightRaiders to launch the raft, and sail anywhere on the map they please. *Go to Section 2: Sailing*.}

* * * * *

13 B. ____ No Raft Yet

{Use this section only if the LightRaiders do not have the rope and canvas reward.}

The forest gives way to a grassy field reaching down to the shoreline. An old pier can be seen to the south, reaching out into the sea. In the middle of the grassy field is a large stack of 15 foot long logs held in place by an old mill stone.

{If the LightRaiders suggest or attempt to build a raft, show your approval of the idea, but tell them they will need more rope and a sail before they can. The LightRaiders can only return to *sector 12* where the villagers will still have the chest with the rope and canvas sail.}

16. ____ Raft Landing

Grass ending in beach. A raft with a large red dragon on the sail is just pulling away from the shore. Four sailors are on it. (The passengers have gotten off.) One of the sailors yells back at you, "Why are you not at the Temple of the Great Gods? Follow that path to the south." He points to a path leading south into the forest. "You must hurry or you will be late." With that, the raft is caught by a wave, and carried out to sea.

{The sailors are too distant to be spoken with any more. The current is too strong here to swim (water movement). The sea and the heavy forestry force the Party south along the path to *sector 17*.}

17. ____ The Narrow Path

A straight and narrow path leads southwest through the thick forest. The thick bushes that line the path are covered with thorns and briars. Anyone who attempted to leave the path would be quickly cut and injured by the thorns. A chipmunk scrambles out of the thicket and speaks to you. "Why do you think the OverLord has provided this straight and narrow path?"

{Answer: To keep people from being injured. Encourage the Party to answer.}

"This path is not here," continues the chipmunk, "to limit your freedom, but to keep you safe. Follow the path and do what seems right. You will be used to help many, and will be guided to a helper. DO NOT BE AFRAID TO TRUST YOUR BROTHERS." The chipmunk disappears back into the forest.

{The path leads into *sector 10*. While on this island, the Party will spend most of its time following this trail. If at any time (any sector) a LightRaider tries to leave the path, he will be stuck by briars and will take 1 SSt off his PV, and must make a roll against his Endurance at DL3. If the roll fails, the LightRaider will be poisoned by the briars, and fall unconscious for an hour.}

18. ____ The Temple of the Gods

{Lay out the Battle Grid for Temple of the Gods shown here. Have the LightRaiders enter from the lower left hand corner of the grid. Place the figures as needed to fit the team and Symon in that corner.

Before you the forest opens to a grassy beach. A huge white marble temple stands sparkling before you. In front stands a copy of the same hideous idol you saw in the village, only this one is 15 feet tall. A crowd of about 150 dragon slaves, all dressed in festive clothes, kneel before the ugly idol chanting.

You have heard of great servants of the OverLord who addressed crowds of hundreds or thousands, and set many free, but have never done it yourself.

Symon suddenly breaks away from your party, and rushes up the stairs yelling, "These men have come with truth that will free us from the evil rule of this awful god." The people lift their heads from their chanting. They are puzzled and look to see what will happen. "Quickly," calls Symon, "come and tell them about the Great Liberation."



{Have any LightRaider who wants to address the crowd move to the steps of the temple, facing out towards the people. Any LightRaiders who want to share the Great Liberation scriptures must first successfully roll with their CO against a DL of 4. After all, they are about to talk to a hostile audience

that outnumbers them at least 20 to 1. Any LightRaider who fails their roll may not attempt again until another LightRaider has successfully presented a portion of the Great Liberation. (This can also force a player who only knows one section of the Great Liberation to have to do another.) Symon should encourage them to explain each point as fully and plainly as possible, and remind them to show the people that there is hope in the OverLord.}

{After presenting a portion of the Great Liberation, the LightRaider must roll against his KN at DL 3 to see how successful his argument was intellectually, but he also must roll against their HO at DL4 to see how successful he was at giving hope to these desperate people. The AM may grant additions to the LightRaiders KN or HO if they give an exceptionally good presentation of the Great Liberation and its "hope". If the Light Raider fails either role, they may add to the presentation and roll again twice. After three tries, another LightRaider must successfully present that portion of the Great Liberation before they can move on to the next point.}

{After the last scripture has been given, tell the team...}

He hear a terrible low moan behind you that quickly grow in intensity, erupting into a "moo". You turn to see a huge, shining bull – covered with glimmering gold – slowly emerging from the temple door. It looks at you and snorts, drawing itself to its full height.

{It is a golden calf. All the LightRaiders will have to roll against the golden calf's sin enchantment with their FA. Give any LightRaiders who are affected with the sin enchantment the Golden Calf Sin Enchantment Card to read.

Golden Calf Sin Enchantment Card

You have been affected by the golden calf's sin enchantment. You will want to worship the idol until you are rescued. If the idol is destroyed, you will steal a piece, hide it in your pocket, and continue to pray to the fragment until rescued. You will be unable to use WordRunes, rescue other LightRaiders, or give the Great Liberation until rescued. Your FA will be reduced to 1 until rescued.

With a shake of its bovine head, the dark creature begins to speak, hoping to enchant you and confuse the crowd with its blasphemies.

{Any LightRaider who can not give an answer within a time limit to the calf's question must roll again. The players may choose to have all question read at once or one at a time. Always 3 minutes per question. The players may elect to do them one at a time, or be given all four questions first before they begin to answer.}

{These are the calf's questions with suggestions for possible answers. The answers may be shared with the players after they have given their answers.}

Q.] How do you know your OverLord is not just one of many gods?

A.] "The LORD your God is one God." Deuteronomy 6:5, Mark 12:29,32

"The LORD is God and there is none else." 1 Kings 8:60

"The is one God." 1 Timothy 2:5

Q.] Are not you being "closed-minded" when you insist that only your religion is true?

A.] The Christian faith can be logically defended. "Always be ready to give a defense to everyone who asks you a reason for the hope that is in you." 1 Peter 3:15

You can afford to close your mind when you are right. "See to it that no one takes you captive through hollow and deceptive philosophy." Colossians 2:8

Q.] Are not all religions as good as yours? They all teach you to "be good" and obey something like the "golden rule."

A.] All religions tell us we must do good to please God. But only Christ then offers us the power to do it. "God is in you both to desire and perform his will." Philippians 2:13

A religion that offers only laws and rules is worthless because we can not keep them. We need a Savior to free us from our sins and flesh nature. "What the Law could not do in that it was weak through the flesh, God did by sending His Own Son in the likeness of sinful flesh, on account of sin: He condemned sin in the flesh." Romans 8:3

Q.] How do you know that your religion is right and all others wrong?

A.] We alone have a living, risen Savior. He alone rose from the dead to prove His claims. No other religious leader was able to defeat sin and death. "Christ, having been raised from the dead, dies no more. Death no longer has dominion over Him." Romans 6:9. "And you, being dead in your trespasses and the uncircumcision of your flesh, He made alive together with Him, . . . Having disarmed principalities and powers, He made a public spectacle of them, triumphing over them in it." Colossians 2:13,15

{Once the last argument has been answered...}

The golden calf is angry because you are breaking its enchantment over the people. The calf calls for his goblin guards to attack you.

{If the LightRaiders did not kill the goblin guard when they passed through sector 26, have them attack now coming from the bottom of the battle grid. The goblins should outnumber the LightRaiders, including any fighting animals, by two. The goblins will attack by biting if they get close enough. The goblins statistics are: PV:10, BA:4 Dam (1 to 4) +2.}

{Any LightRaider who is bitten for damage must roll against his GO to see if he is enchanted by the Bully sin enchantment. If a LightRaider is affected, it will begin to appear *five hours later*. Give the LightRaider the GOBLIN SIN ENCHANTMENT Cue Card *five hours* from now.}

GOBLIN SIN ENCHANTMENT CUE CARD

You were bitten by a goblin recently, and the Bully sin enchantment they carry is now affecting you. You will begin to bully the others around you, and try to threaten and frighten others into doing what you want. You will be unable to use an WordRunes, rescue other LightRaiders, or share the Great Liberation until you are rescued. Your GO will be reduced to 1 until you are rescued.

{Once the last goblins is dead (or if they were killed earlier), tell the Lightraiders...}

Realizing that his guard can not protect him, the calf suddenly turns and attacks you with its hooves.

{The battle statistics for the gold calf are: PV:25, BA: 3, Dam 1 to 4}

{Once the golden calf is dead . . . }

With a terrible, low moan, the golden calf dies. As it does, a lightning bolt comes down from the sky and strikes the idol. There is a flash of flame, and the idol is shattered. The worshippers scatter.

After a moment, some of the people begin to reappear, carrying rocks, ropes and clubs. They stand at a distance, watching you for a moment, and then come rushing.

But they are not rushing at you. They pass your party, and begin to tear down and demolish the temple. Within minutes it is nothing but a pile of rubbish. Then the people come and kneel before you. Symon looks around and then whispers to you that only the people of his village remain. It appears all the visitors from the other island have left. The villagers begin to say, "Bless you for freeing us. We are from the village on this island. Please come with us, and tell us more about the OverLord of Many Names. Tell us how to love and serve Him properly!"

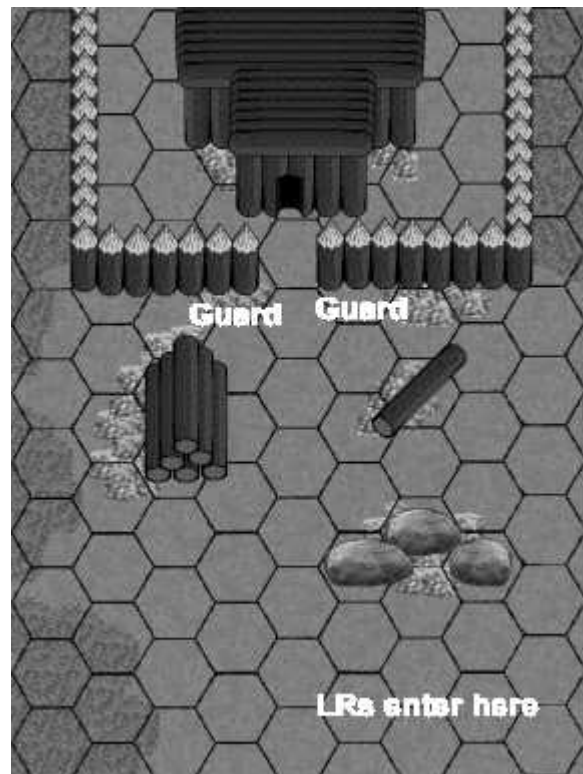
{Allow the LightRaiders to instruct and encourage them for a few minutes. When they are done, the villagers will insist on joyfully parading the LightRaiders on to *sector 19*.}

19. ____ The Goblin's Fortress

{Set out the Goblin Fortress Battle Grid shown here. Set up two goblin guards in front of the entrance. Have the LightRaider enter from the lower right corner.}

The path leads past a crude wooden fortress. It is the headquarters of a goblin army that guards the Temple of the Gods. Two goblins stand guard outside the fortress. Before anyone can react, one of the goblins sees you. He pulls out a horn and begins to blow it. Dozens and dozens of ugly misshapen goblin heads appear above the walls of the fortress. They begin to laugh and sneer at you, calling you names.

A huge hobgoblin, apparently the garrison's commander, appears at the entrance. He orders you away from the fort as he hurls a large spear towards you. It pierces the ground harmlessly as everyone in the path as vanished. All of the villagers are gone, disappeared without a trace into the forest. Dozens of goblins are perched on the fortress wall and peeking through the entrance just waiting for the signal to overwhelm your tiny party. Do you stand your ground or flee?



{If the LightRaiders FLEE from the goblins, proceed to 19B below}

{If the LightRaiders STAND their ground . . . }

The hobgoblin raises his hand, and goblins come pouring out of the fortress and over the walls. More crowd the inside waiting for a chance to join the fray.

{Place a double row of goblins across the front and a row down both sides of the fort. Place the

hobgoblin directly in front of the fortress gateway, He will not advance, but will direct the battle from there. Fill the entire inside with more goblins waiting to attack. Do *two rounds* of combat, with the goblins advancing one hex ahead each round, and others coming over the wall to take their place. Allow the LightRaiders to use distance weapons, WordRunes or advance towards the goblins. But before the goblins should reach the team...}

From their hiding places, the villagers see your courage, how you stand against evil. A boldness from the OverLord comes upon them. They pick up rocks, and begin to throw them at the goblins, advancing from the forest towards them. For generations the villagers had lived in extreme fear of the goblins. Their boldness now so surprises and confuses the ugly creatures that they all turn and flee back into the fortress in panic.

Suddenly a great earthquake shakes the fortress, and all the walls collapse. The goblins inside are killed by the falling roof.

The villagers dance with glee. They have been freed from both the golden calf and his goblins in one day. They will now be able to serve the OverLord without fear.

Teaching Point: There are times when God ask us to "fight the good fight of faith", and perhaps even be injured or killed. But many times just standing is enough, and God will deliver us with His power.

{The villagers should lead the LightRaiders back to their village. Continue in sector 12 B.}

* * * * *

19B. ____ Fleeing the Goblin's Fortress

{If the LightRaiders FLEE from the goblins . . . }

The goblins laugh and, following a signal from the hobgoblin, make their way back into their fortress. They do not bother to chase you. They have tormented the villagers for years, and figure they can get you any time they want.

Symon peeks out from behind a tree to your left, and motions for you to follow him. Silently he leads you away from the fort. Once out of sight of the hideous place, the other villagers began to emerge from the trees and lead you east towards their village.

You have freed the villagers from the golden calf. But you have left an evil that the villagers will have to deal with themselves for years to come.

Teaching Point: Any evil that is not stood up against will return another day, even stronger.

{The villagers should lead the LightRaiders back to their village. Continue in sector 12 B.}

20. ____ Talking with Symon

As you walk with the elderly villager, Symon offers to tell you the history of the island.

{If the LightRaiders want to hear the history, hand them Cue Card 1-20}

Cue Card 1-20

“We have been told in that in my great-grandfather’s time, a shiny black stone fell from the sky. Our leader at that time took it as a sign from heaven. He build a temple to house the stone and honor the Gods. From there he gave us the Law of the Gods to tell us how to live.

“But some among us rejected the laws. They had no love for the Gods nor a desire to serve them. And the Gods did not have the power to change the people’s heart to want to serve them. So instead, they had the leader begin to force and oppress all the people into obedience. He made a treaty with a band of goblin’s to act as his enforcers.

“Since then they have bullied, robbed and dominated us. They have a fortress near here with over two hundred of the ugly creatures. We will being staying here by the water to avoid them. Goblin’s hate water.

“Who does the OverLord use as His enforcers, and how does he make people obey Him?”

{Encourage the LightRaiders to present the Holy Spirit who indwells all believers as the “enforcer” of God’s Law. Help them to present the idea that when we become TwiceBorn, God changes our heart so that we have a desire to serve and love him placed within us. Symon leads them on to sector 27.}

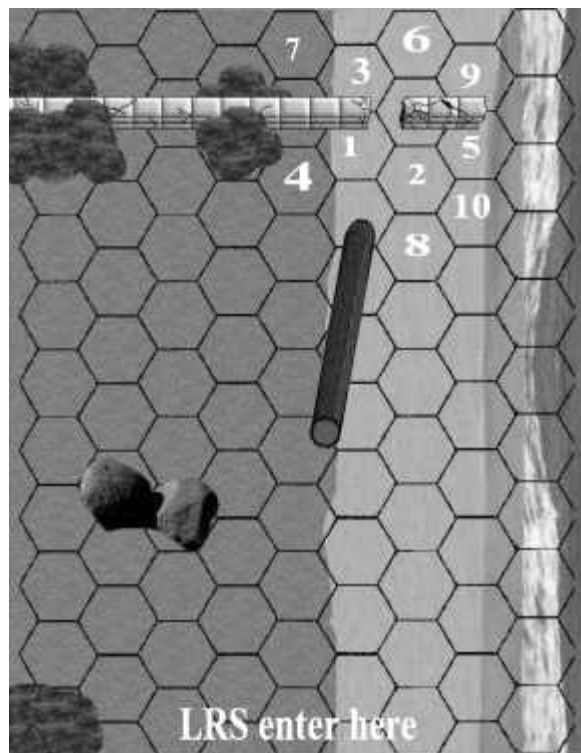
Teaching Point: “I will put my laws in their minds and write them upon their hearts. I will be their God and they will be my people.” – Hebrews 8:10b

26. ___ The Goblin Guards

{Lay out the Goblin Guard Battle grid shown here. The guards should outnumber the LightRaiders by two. Include any fighting animals in the count. Symon will not join the battle. Place the guard in the upper left near the archway in numeric order based on the number of goblins waiting.}

Grassland, giving way to beach. To the north is a stone wall with a large crack in it. It is Symon’s secret entrance into the courtyard of the Temple of the Gods. A band of goblins are sitting near the gate, sharing a bottle of some foul smelling liquor rather than standing their post. They jump to their feet.

Symon seems surprised to see them there. He gasps “Normally they are inside the Temple, not outside the wall. I am sorry I lead you into this trouble.” He draws back in fear. As soon as the guards see you, they draw their weapons, and prepare to challenge you.



"Where are your sacred garments? Why are you not at the festival?" the nearest guard snarls. "Get there at once, or draw your weapons!"

{If the LightRaiders choose to go, the goblins will sent them on their way to *sector 18*. Take -2 mu from FA for not standing up for their faith.}

{If they choose to fight, the goblins will attack by biting if they get close enough. The goblins statistics are: PV:10, BA:4 Dam (1 to 4) +2.

Any LightRaider who is bitten for damage must roll against his GO to see if he is enchanted by the Bully sin enchantment. If a LightRaider is affected, it will begin to appear *five hours later*. Give the LightRaider the GOBLIN SIN ENCHANTMENT Cue Card *five hours* from now.}

GOBLIN SIN ENCHANTMENT CUE CARD

You were bitten by a goblin recently, and the Bully sin enchantment they carry is now affecting you. You will begin to bully the others around you, and try to threaten and frighten others into doing what you want. You will be unable to use an WordRunes, rescue other LightRaiders, or share the Great Liberation until you are rescued. Your GO will be reduced to 1 until you are rescued.

{Have Symon lead the LightRaiders on to *sector 18*.}

27. ___ Boldness from the OverLord

The forest gives way to a grassy beach. From the north sounds can be heard.

{The LightRaiders may listen at DL4. They will be able to tell the sound is human voices, but will not be able to tell what they are saying.}

Suddenly Symon lets out a cry, and runs behind you. A glowing, hooded figure stand before you. You somehow know at once that it is the OverLord Himself. He raises the hood, and smiles at you. "You do well, my precious children. You have already won a great victory." He smiles at Symon. "Nothing pleases Me as much as when one of my lost sheep is found."

"Ahead of you now is both great danger and great victory. You will need My boldness to win. If you will say the "Holy Boldness" WordRune I send you earlier, I will breathe on you, and double its effect."

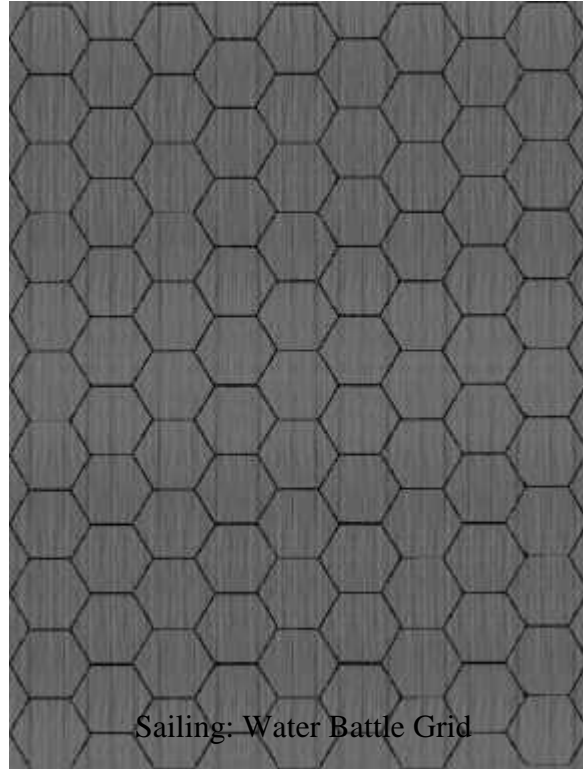
{After the OverLord has breathed on them, have Symon lead them to *sector 26*.}

END OF SECTION 1

Section 2: Sailing (Forbidden Island)

{Main Teaching: "You shall not commit adultery" Exodus 20:14. In sectors 28 and 29, the LightRaiders will discover that they can not reach the Forbidden Island, and will be greatly harmed if they try. This is like the physical relationship between a man and woman. It is forbidden any way but God's way -- within a marriage. To attempt it otherwise is to bring great harm. There is also teaching on God as the provider who we can trust in every situation.}

Optional: You may choose to use the Sailing Water Battle Grid shown here for most sectors in this section. Available on the Sailing Extra sheets are the raft (both with and without the millstone and rope, the octopus from sector 30, the eagle from sector 35, and sea monster from sectors 14 and 36. These may be cut out and placed on the grid as needed.



5. ___ Corral reefs. Can not enter this sector.

6. ___ Corral reefs. Can not enter this sector.

7. ___ Corral reefs. Can not enter this sector.

8. ___ Corral reefs. Can not enter this sector.

14. ____ The Sea Creature

{If this sector has already been used as sector 21, read the paragraph from *Sector 21_Fish Fun* at this time.}

A gentle breeze blows across the calm sea towards the southeast. You can see Temple Island growing smaller behind you. A good feeling warms your heart as you remember your new brothers and sisters there. You wonder what kind of adventure awaits you on the next island.

{Place the Raft from the Sailing: Extra Sheet in the center of the Sailing: Water Battle Grid. Place the sea monster from the Sailing Extras sheet two hex to the right of the raft.}

As you sail along, the water in front of you begins to stir. A large serpentine creature appears. It is a sea monster. It seems as startled to see you as you are to see it. The creature begins to draw back.

{The creature is NOT dangerous, just big and ugly. It is not an intelligent animal. The LightRaiders may roll against CA at DL4 to speak with it. If they attack the creature, read section B, otherwise read A.}

A.] {Talk to monster}

The creature is as frightened as you are, and begs you not to harm him. He means you no harm. He only come up to the surface to get some sun.

{If the LightRaiders agree not to harm him, he will thank them, and swim away. Award them +1 on KI and +1 on SC. If they attack anyway, read section B.}

B.] {Attack the monster}

The creature is more afraid than you are. He means you no harm. He only came up to the surface to enjoy some sun. As soon as he is attacked, he disappears into the water and is gone.

{Take -2 from KI and -2 from SC for attacking the harmless creature.}

{Let the LightRaiders sail on.}

**15. ____ Corral reefs. Can not enter this sector.****21. ____ Fish Fun**

{If the LightRaiders have NOT been in *Sector 14_The Sea Creature* yet, read that sector instead.}

As you look across the water you see a school of large fish jumping out of the sea. Have each LightRaider roll a Starlot to see who can see the largest fish. The number rolled is the number of feet long the fish are.

{Let the party play as long as they like, then sail on.}

22. ____ The Pirate ship

As you look across the water, you see an object near the eastern horizon.

{Have the LightRaiders who attempt to see the object roll against their PA at DL3. The first LightRaider to *fail* should be given Cue Card 2-22}

CUE CARD 2-22

On the horizon you see a large slave gallery, flying a skull and crossbones. It is a pirate ship. The ship is moving quickly east away from you. You find yourself gripped by a fear enchantment. You are convinced that if you continue on your present course, the pirates will capture you. You begin to insist that the party turn back to Temple Island and the hollow tree to home.

{The LightRaider must be freed from the fear enchantment by scriptural arguments either against fearing men or for trusting the LORD. His PA is under the enchantment. Award a +1 to PA for each attempt to rescue the LightRaider.}

23. ____ Corral reef. Can not enter this sector.

28 and 29. ____ Forbidden Island

{Forbidden Island is just that -- *forbidden*. Or so it appears. But actually the island is a place of great beauty and peace. But it can only be reached the way the OverLord chooses. *Do not let the LightRaiders reach the island.*}

{Place the raft from the Sailing: Extras Sheet on the Forbidden Island Battle Grid. The raft and the LightRaiders on it should enter from the top left hand corner. While there is no battle in the sector, placing them on the grid should cause the players to think harder about the situation.}

As you near the island, you see a line of logs chained together and anchored in the water several feet from the shore. On the logs are curved the words, "DANGEROUS WATERS! DO NOT APPROACH ISLAND!"

{Award each LightRaider who wants to obey the warning a +1 mu on SC. Take -3 mu from the SC

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of any who do not want to obey. Allow them to sail elsewhere.}

A large fish suddenly appears by the side of your raft. He begins to speak. "Stay clear. The OverLord has commanded that none approach this place. Many years ago He had some of His servants place these warnings. But there are still those who have not heeded His message, and shipwrecked their lives. Look to the left, and you will see." The fish disappears. As you look up the shore to the left, you see the remains of several ruined rafts.

{If the party tries to reach the island in spite of this warning, inform them their raft hits a reef and begins to sink. They must swim (move movement) at DL3 back to *sector 13*, rolling until they succeed. Each failed roll will cost the LightRaider 1 PV. Pick up with *Special Sector 13 C* at the end of this section.}

Teaching point: God's laws are not to limit or restrict us, but to protect us from evil and harm.

30. ____ The Octopus' Message

{You may choose to place the raft from the Sailing: Extras Sheet on the Sailing: Water Battle Grid and place the octopus from the Sailing: Extras Sheet next to the raft.}



As you sail, a large octopus appears from the water beside your raft and greets you. "I have been sent with a message for you. Circle around the Forbidden Island and sail north. There, on a large island, awaits Opallas the Elder. He is a Salt Warrior who has lived among the islanders for many years. He has a special mission for you." With an eight armed wave good-bye, the octopus disappears under the sea.

{If the Party does not follow his orders, have the octopus reappear and scold them. Take away -2 from PE. Encourage the LightRaiders to set a course towards *sector 34 - War Island*.}

34. ____ The Landing

You can see the beach ahead of you. It is the island the octopus directed you towards. Do you want to land there?

{If the LightRaiders land here, pick up with *Section 3: War Island* at sector 34.

If they do not land here, have the octopus appear and scold them. Because of the corral reefs and strong back currents between the islands (sectors 26 and 27) they will be unable to go anywhere but back to sector 35.}

35. ____ Approach to War Island

Ahead of you is a large island. It is the one the octopus directed you towards. You can see a single tall mountain at the far side of the island. A small trail of smoke from a campfire can be seen drifting away from the summit.

{You may place the raft from the Sailing: Extras Sheet in the center of the Sailing Water Battle Grid and have the eagle from the Sailing Extras sheet fly overhead.}



An eagle appears over the mountain, and flies down towards you. "Welcome, my brothers", he cries. "I bring you a message from Opallas the Elder. Be on your guard, for a great evil has invaded this once gentle island. I bring you a WordRune that may be of help while you are here.

{Give the LightRaiders Cue Card 2-35. Encourage them to learn it.}

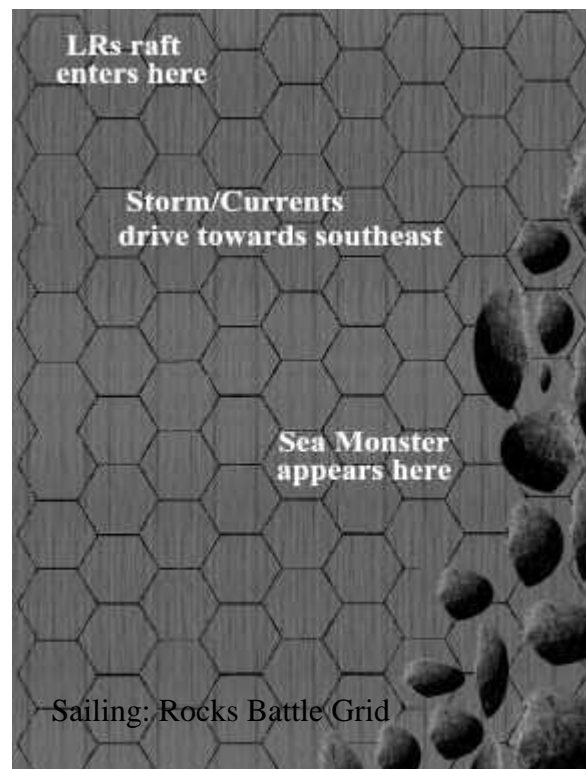
Cue Card 2-35	
The "Declare the Truth" WordRune	
HO 4	DL3
Psalms 40:10	
I have not hid your righteousness within my heart;	
I have declared your faithfulness and your salvation:	
I have not concealed your lovingkindness and your truth	
from the great congregation.	
Psalms 40:10	
<p>Any LightRaider who speaks the "Declare the Truth" WordRune, followed by a declaration of truth about an illusion, will increase fellow LightRaiders Helmet of Salvation by +2, helping them to dispel the illusion. By closing the visor on their Helmet of Salvation, a LightRaider with a HS rating of 5 or greater is able to dispel an illusion twice a day.</p> <p style="text-align: center;">May be used once per week in EdenAgain</p>	
JO + 2 mu	SS + 2 mu

36. ____ The Storm

{Place the Raft (with or without millstone as needed) from the Sailing: Extras Sheet on the Sailing: Rocks Battle Grid shown here.}

As you look towards the northwest, you see storm clouds beginning to gather. Within seconds, heavy rain and winds begin to batter your raft. Waves wash over the top. They begin to carry you towards the southeast. There you can see the jagged edge of several large rocks jabbing out of the water. Natural currents in the area seize your raft and propel it towards the rocks. If you can not find a way to anchor your raft, you will be dashed against the rocks, and sunk.

{If the LightRaiders use the Sea of Faith TeamRune (Matthew 8:26), the storm will stop. But the raft will still be caught in natural heavy currents that swirl



around the rocks and will still be in danger of being destroyed unless they can anchor the raft until it is pushed free of the currents.}

{The LightRaiders have to use their mill stone and extra rope for an anchor. If they have the stone, and do not think to use it, have one of them trip over the stone and remind them it is there. If they use the stone, read section A below. If they do not have or use the stone, read section B below.

A.] {If they use the mill stone as an anchor . . . }

You tie the mill stone to the extra rope, and toss it overboard. The stone makes a perfect anchor, and stops the raft.

{Place the sea monster on the battle grid.}

Before you appears the large head of the sea creature. He begins to gently push the raft until it is free of the current. He may not be a talking beast, but that does not mean he can not be used by the OverLord. With a nod, he dives back into the sea and is gone. You are reminded of a place in the Sacred Scrolls where it says, "Praise the LORD from the earth, sea monsters and all the depth." (Psalms 148:7) You realize that the OverLord has provided for your every need. You have only to receive His provisions. As suddenly as the storm began, it is over.

{Award +1 to PE to the first LightRaider who thought to use the mill stone as an anchor. Award +1 to JO to every LightRaider who thanks the OverLord for His provisions. Let the LightRaiders sail on.}

B.] {If they do not have or use the mill stone . . . }

Your raft is being swiftly sweep towards the rocks, and there is nothing you can do. It is then you realize that the OverLord gave you a way of escape. He had provided you with a mill stone and extra rope to use as an anchor. But you did not make use of His provisions. The OverLord always provides for our needs, but we do not always receive His provisions. It is too late now to do anything about it.

{Place the sea monster on the battle grid.}

Suddenly the water before you erupts. The sea monster you saw earlier appears. He braces his body between you and the rocks trying to hold the raft back. He is not an intelligent creature, but that does not mean he can not serve the OverLord. Everything is part of His provisions for us.

Again and again the waves drive the raft towards the rocks, but each time the creatures uses his body to cushion the blow. Finally, after yet another blow, the creature collapse on top of the rocks, and moves no more. His finally thrust, however, was enough. The raft breaks free of the currents and moves away from the danger. The sea creature has saved your life, but at a terrible price.

When we fail to use God's provisions, He will still provide a way of escape. But often at a sacrificial price.

{Any LightRaiders who repent should be awarded a +1 to the character strength of their choice. Any LightRaiders who thank the OverLord for His provisions should receive a +1 on JO. Let the LightRaiders sail on.}

Teaching point: Bless the LORD, O my soul, and forget not all His benefits. Psalms 103:2. We have to remember the LORD always provides for us, and receive those blessings.

37. ___ Knowing your brothers

{Collect the LightRaider's Character Sheets. Have them each write down who is the LightRaider with the HIGHEST LO and the LightRaider with the LOWEST SC. Award +1 to LO to each LightRaider who is correct on both questions.}

Teaching Point: How can we work together if we do not know each others strengths and weaknesses.

38. ___ Corral Reef. Can not enter this sector.**42. ___ The Landing**

You can see the beach ahead of you. It is the island the octopus directed you towards. Do you want to land there?

{If the LightRaiders land there, pick up with Section 3: War Island at sector 42. If they do not land, have the octopus appear and scold them. Because of the corral reefs and heavy currents, the party can only go back to *sector 35*.}

43. ___ Corral Reef. Can not enter this sector.**44. ___ Corral Reef. Can not enter this sector.****45. ___ Corral Reef. Can not enter this sector.****Special Sector 13 - C****13. ___ Return to Temple Island**

{In sector 28 and 29 the LightRaiders failed to obey the order to avoid the island, and caused their raft to sink. They have been forced to swim back to sector 13 of Temple Island in defeat.}

Your party stumbles out of the water and collapses on the shore. You lie there exhausted for several minutes. Then you realize your raft has been lost because of your disobedience. You also realize you have sinned against the OverLord.

{Give the LightRaiders a moment to realize they should repent and ask forgiveness. Assure them they are forgiven. If they do not repent, take -2 mu from GO, and have the chipmunk appear and scold them.}

You hear noises coming towards you. Then you see the villagers. They come carrying logs, rope, canvas, and the mill stone needed for a new raft. They embrace you, and without a word of condemnation set about building a new raft. "We are honored to be able to help you," assures Symon. There is not one bit of condemnation in the villagers hearts, only love and

acceptance.

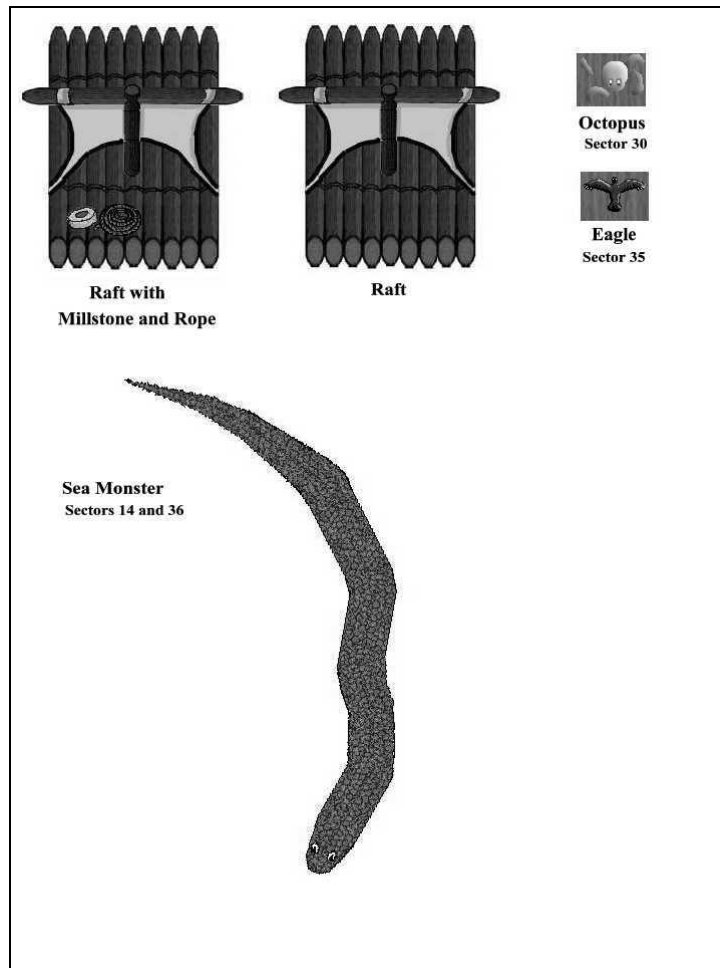
Within three hours, the raft is done. The villagers pray with you, and send you on your way again. They even include the mill stone and an extra 50 feet of rope.

{Let the LightRaiders sail anywhere.}

Teaching point: If God freely forgives and forgets, can we do less?

END OF SECTION 2

The Sailing: Extra Sheet is shown here



Section 3: War Island

{Main Teaching: You shall not covet your neighbor's house. You shall not covet your neighbor's wife, or his manservant or maidservant, his ox or donkey, or anything that belongs to your neighbor. -- Exodus 20:17)

Special Instructions: The order in which sectors are visited on War Island is not important. But the order of the teaching material is. Only sectors 48 and 56 have specific instructions. For all other sectors, read the next teaching from the teaching section that follows this chapter.

33. ___ Read the next teaching section for this sector.

34. ___ Read the next teaching section for this sector.

40. ___ Read the next teaching section for this sector.

41. ___ Read the next teaching section for this sector.

42. ___ Read the next teaching section for this sector.

47. ___ Read the next teaching section for this sector.

48. ___ Highview (Opalla's) Mountain

{The LightRaiders must complete all eight teachings for this island before they climb Highview Mountain. If they have not, tell them the mountain is too steep here, and they must go around and enter from another sector.}

As you climb, you can see the whole island beneath you. Smoke rises from the summit. It is a small camp. An old man sits by the fire, stirring a pot of stew. His hair is white, and glows with the Presence of the Great Provider. Looking up, he says, "Greetings, my sons and daughters. I have been waiting for you. I am Opallas.

"I came to these islands over seventy years ago to live among these people as a Salt Warrior.

Shall I tell you the story of this island?"

{Give out Cue Card 3-48A for all the LightRaiders to read.}

Cue Card 3-48A

"Once this island was filled with a gentle people who loved and served the Great Provider. But a powerful sin fell on the people. They began to covet the blessings of their neighbors. They took their eyes off their Provider and began to lust for the provisions. This desire led to fighting and strife. A terrible war broke out among them, and they were all slain. Those blessings and belongings they fought over are now nothing but ruin. That is why the Great Provider has forbidden His servants to covet anything."

{When the party is done reading, tell them . . . }

"Earlier, at the sacrificial altar, all of you freely gave to the OverLord from your belongings. You are their masters, they are not yours. So the True Master has asked me to reward you."

{Take the time to reward each LightRaider one at a time. Make this a special time for each. Encourage each for something they have accomplished.

To each LightRaider who gave a material item at the sacrificial altar, restore that item made brand new. Also award them one item from those below.

To each LightRaider who gave his heart or life, give two items. Give each item in the order listed below. The party must have one of each to complete the game. If there are too few LightRaiders, then have them roll for who get the leftovers. If there are too many LightRaiders, have them roll a starlot to decide which item(s) to duplicate. Hand each player the cue card that goes with their items (Special Reward Cue Cards 1 - 10)

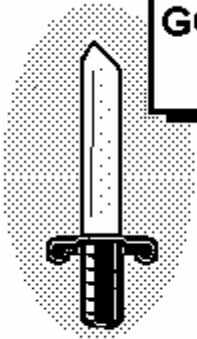
Chart to roll a Starlot for Special Rewards (after handing out in this order)

1-3	A Cloth of Healing	(1st)	<u><i>DO NOT DUPLICATE:</i></u>	
4-5	A Goblin Sword	(2nd)	<i>Staff of Dividing</i>	(7th)
6	Skeleton Helmet	(3rd)	<i>Horn of Help</i>	(8th)
7	Cloak of Slipping	(4th)	<i>Bag of Useful Items</i>	(9th)
8-9	Mirror of Truth	(5th)	<i>Book of Mighty Deeds</i>	(10th)
10	Giant Slaying Stone	(6th)		

"These items are NOT magical," says Opallas. "Magic is when a person tries to steal spiritual power for their own use. It is forbidden because as TwiceBorn we must always yield to the OverLord's will. These items are empowered by Him, and will NOT work if used with a wrong motive or for improper purposes."

Special Reward Cue Cards 1-10


{These cards give the details for the 10 special gifts that Opallas gives to the LightRaiders. Note that all of the items have a limited numbers of uses, usually one, in order not to unbalance the game. Study the cards so you will know the Gifts.}



**GOBLIN SLAYER
SWORD**

Does Double
Damage When
Fighting Goblins


Good for one encounter



**A Cloth
Of Healing**

Laid on a wound, will restore
a StarLot + 10 PVs.

Good for five uses.



**Mirror of
Truth**


Held before anyone, it
will reveal any sin
enchantment on them.

May be used 3 times.

Bag of Useful Items

The Light Raider who holds this bag may reach in and pull out one of each item.


- a. 5000 feet of rope
- b. Pack mule
- c. A bag of seeds
- d. A weapon
- e. 25 foot ladder
- f. A large key
- g. Firewood (lit)
- h. 25 pieces of gold
- i. Lantern (lit)
- j. Copy of the Sacred Scrolls



A Staff of Dividing

Will divide any water
before you so you
may cross on dry
ground.

May be used once.

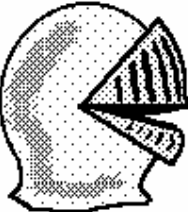


A Horn of Help

If blown, aid will
be send by the
OverLord

May be used only once



Skeleton Helmet



When the visor on this helmet is lowered, it protects the wearer from a skeletons's dispair enchantment.

Good for one encounter


A Cloak of Slipping

Material in this cloak will not stick to a cave spider's web.

Good for one encounter

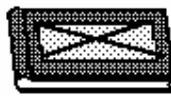
Giant Slaying Stone



Will kill any giant with a single blow if shot from the sling in the Name of the OverLord.

May be used only once.

The Book of Mighty Deeds



This books contains stories of great feats done by servants of the OverLord. Reading the book takes only a moment, but increases the reader's physical strength to 20 for an hour.

May be used only once.

After a delicious meal, Opallas tells the party about the next island to the east.

{Give the LightRaiders Cue Card 3-48B to read.}

Cue Card 3-48 B

The island is divided into two parts by the Great Barrier Mountain. On the west it is mostly farmland. The city of Thocrin is there. Many TwiceBorn live in Thocrin. I spend several years teaching among them. The rest of the island is forest, inhabited by beast. A small isle lies to the north, where there are some old ruins.

While you are there, the Great Provider has given you a special assignment. He wants you to show the TwiceBorn there that they are one body.

{After the players have read the card . . . }

With a prayer, Opallas sends you down the mountain and towards your mission.

{Direct the LightRaiders towards sector 56.}

49. ___ Read the next teaching section for this sector.

55. ___ Read the next teaching section for this sector.

56. ____ The Tunnel

On the beach ahead is a small building. It is run down and deserted.

{If the LightRaiders enter the building . . . }

The building is empty. A paper lies on the floor.

{If the LightRaiders pick up the paper, give them Cue Card 3-56.}

Cue Card 3-56

A handwritten page torn from a notebook:

*Notes from lecture 56, Dragon Raid Academy
Taken by Lucias*

"In the Sacred Scrolls, God always delivered His people when they cried out for help. Sometimes He delivered FROM danger by sending angels or other help to destroy the enemy. But other times God delivered THROUGH danger. The people had to take weapons, and do the fighting, and God gave the victory. The OverLord provided everything they needed to win, but they still had to use the provision. Both times the people were delivered, some FROM danger, and others THROUGH danger."

In the middle of the floor is a trap door. It is locked. Any attempts to force the door may causing the ancient building to collapse on you, possibly sealing the tunnel forever. A large key is needed to open it.

{The door can not be forced. There is a 30% chance the building will collapse. Each additional attempt to force the door will add 10% to the possibility the building will collapse requiring 5 hours work to clear the mess. However they can not get in without the key}

{The key is in the *Bag of Useful Items*. If the party does not have the bag, they can not get in. Tell them to go find the key. If they have the bag, and do not think to use it, have Whiskermuffle the Pack Rat appear and remind them they need to use the provisions of their Great Provider. Reward the LightRaider who first suggest using the key with a +2mu to FA for faithfully stewarding God's provision.}

{Once they have the key, and open the trap door . . . }

Stairs lead down into a deep, dark tunnel that runs to the east. Do you want to enter the tunnel?

{Encourage the party to Sense for Evil at DL2. They will sense great evil within. This tunnel will lead them to *section 4: The Tunnel*. Encourage them to go}

Section 3B: War Island Teaching Section

Teaching 1 ___ Moth, Rust, and Thieves

You land your raft on a sandy beach. As you disembark, you can see the remains of what was once a small fishing village on the grass ahead of you. But the huts are deserted and falling apart. The ground is littered with rusted, rotten and moth-eaten items. Do you want to look around?

{Have the LightRaiders do a VISION check as DL2. Tell the one who succeeds first }

You find a single, shiny gold coin under a spoiled robe. You pick it up and are about to put it in your pouch, when someone - or something, you can not be certain it was human - races out from behind one of the huts, grabs the pouch, and disappears into the ruins. He is gone so fast you have no chance to follow. Your pouch is gone.

{If the player complains, take -3 mu from his JO. If he becomes angry, -3 mu from LO. If he tries to get others to join him, -3 mu from FA. However if he accepts "with joy the spoiling of his goods", add +1 mu to LO, JO and FA. If the player has an equipment list, anything in the pouch is gone.}

Teaching point: Do not store up for yourselves treasures on earth, where moth and rust destroy, and where thieves break in and steal. -- Matthew 6:19

Teaching 2 ___ True Riches

A beach front, litters with more worthless items. But in the center is a single hut that is in good condition. Small, furry creatures can be seen running to and fro from the hut.

{If the team decides to approach the hut...}

One of the furry creatures rushes up, all out of breath, and exclaims, "Welcome, fellow servants of the Great Provider." It is a pack rat.

{If the players converse with the animal...}

"I am Whiskermuffle," exclaims the Pack Rat, as he leads the LightRaiders up to a window in the hut. "We have been given an important job by the OverLord, Bless His Names. We are to bring riches to the old man who lives in this hut. Take a look and see"

{If a LightRaider looks in the window, give him **Cue Card 3B-2A** to read.}

Cue Card 3B-2A

There sits an old man, dressed in filthy rags. His beard hangs clear to the ground and his hair is matted and dirt. He smells worst than he looks. A mound of rotting garbage surrounds him. He sits there counting the garbage. All around the edges of the little hut lie piles of gold, silver, and gems. But the old man ignores these.

Whiskermuffle explains, "Once he was a great king, who ruled this island well. But he fell in

love with false riches -- the wood, hay and stubble of this world. And he turned his back on true and lasting riches. It has made him quite mad. And his kingdom has been destroyed. There is no hope for him. We still run at the Great Providers request, and try to bring him at least some of this world riches, but he will not receive them."

With those words, Whiskermuffle races off.

{If the LightRaiders attempt to talk to the Mad King, he will totally ignore them. They can do nothing to reach or rescue him because he has decided not be rescued.}

{The gold, silver and gems are the property of the Mad King, whether he knows it or not. To take any of it would be stealing. If any LightRaiders enter the hut and take any, they will immediately fall under a sin enchantment. Give them **Cue Card 3B-2B** to read.}

Cue Card 3B-2B

The gold, silver and gem in the hut belong to the Mad King, whether he knows it or not. They were by the OverLord to him, not to you. The OverLord has his own treasures for you. By desiring another person's treasure, you have allowed yourself to be captured by a Covetousness sin enchantment. Until you are rescued, I will want anything else you see another person holding. You will whine, cry, beg, bully, even lie to get them to give it to you. Your GE is reduced to 1 and you can not use any WordRunes until rescued.

{Any enchanted LighRaiders must be rescued with arguments about not loving things, not being covetous, or about being content with what is theirs.}

Teaching point: Do not love the world, or anything in the world. If anyone loves the world, the love of the father is not in him. -- I John 2:15.

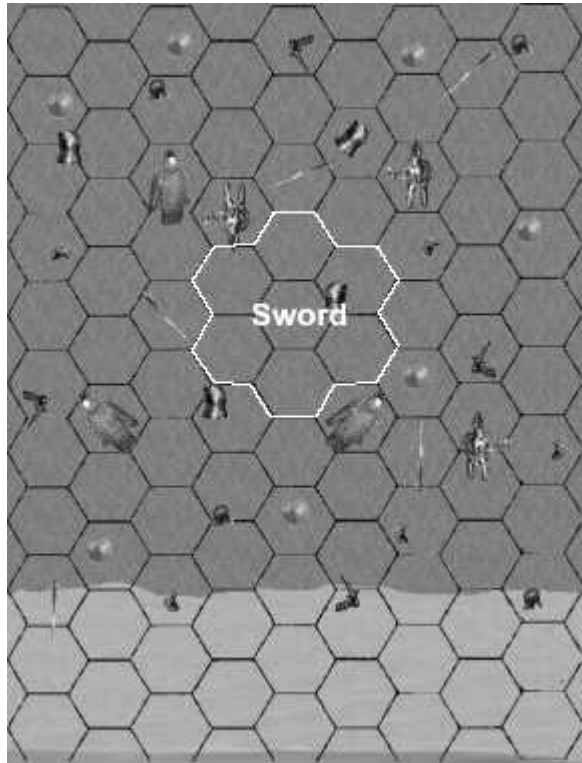
Teaching 3 ___ The Sword

{Set out the Sword Battle Grid shown here. Rotate so that the sea is in the correct direction to match the map for the sector they are in. Have the LightRaider enter from whichever direction the last sector lay. }

A grassy beach with remains from what must have been an awful battle. Rusting swords, shields, armor and moth-eaten equipment is everywhere. As the party crosses through the battlefield, they hear a strange humming.

{Listening at a DL 2 will lead them to the spot on the map where the sword is located. If any LightRaider steps inside the circle surrounding the Sword, tell them...}

Out of the sand rises a gold and jewel crested sword, as sharp and beautiful as the day it was forged. It shines in the sunlight. Suddenly, it



appears to splinter into several piece, each shoot towards one of the LightRaiders. Each piece transforms into an identical sword that spin before them, waiting.

{All of the swords, except the original, are illusions. The real sword has a BA:8, PV:20, and DAM SSt. The illusions can not be damaged by any physical attack. They can, however, cause physical damage. A LightRaider who grabs their sword will be attacked by it. The sword will cause 2SSt of PV damage, causing them to release the sword.

{Each round, roll a Starlot to determine of the LightRaider attempts to grab the sword again. A roll of 1 or 2 means the LightRaider seizes the sword. The sword will attack them doing 2SSt of damage and causing them to release the sword.

{If the LightRaider does not attempt grab the sword, they may choose to (try) to attack the sword. Only the original sword can be damaged. If a LightRaider hits an illusion, the weapon will pass through the illusion. Hopefully this will cause the player to suspect something is wrong and they will remember that their Helmet of Salvation can be used to see through illusions twice a day if their rating is 5 or greater. If they do, have them roll against HS at DL3. Any LightRaider who sees through his illusion, will see that only the original sword is real, and he may attack that sword. Each LightRaider must see through the illusion for himself. Any LightRaider who see through their illusion is also free of the sword's DESIRE enchantment. This is a good place to use the "Declare the Truth" WordRune from sector 2-35.}

{If the original sword is destroyed...}

With a loud clatter, the sword breaks into a dozen pieces and falls to the sand. The piece sink into the ground and disappear. The swords power and it illusions have been destroyed.

{When the original sword is destroyed, the illusions will disappear. Any LightRaider who grabbed a sword and did not dispel their illusions themselves will remain under the DESIRE enchantment. Give them Cue Card 3B-3 to read.

Cue Card 3B-3

You have heard their claim. The other LightRaiders say that the sword was an evil illusion designed to kill you. But you know better. They are trying to trick you. One of them has taken the sword and hidden it. It is suppose to be your sword. You will distrust and disagree with anything the others tell you. You will refuse to co-operate. You will pout, argue, and whine. Your GO will be reduced to 1 and you will refuse to say any WordRunes or rescue others until you are rescued.

{Any effected LightRaiders must be freed by arguments against greed and covetousness.}

Teaching point: Where do wars and fighting come from? Do they not come from your lust for pleasure that war in your members? You lust and do not have. So you murder and covet, and still cannot obtain. -- James 4:1,2

Teaching 4 ___ Provisions from the Great Provider

A clean beach. A small campfire burns on the shore. You feel safe and welcome. The

Presence of the OverLord is there. Do you want to rest here?

{Encourage them to say yes.}

As the party sets about binding up its wounds, a pelican lands on the beach in front of them. In his beak he carries a load of fish, one for each LightRaider. "Take and eat these," he says. "These are provision from the Great Provider. A reward for your faithfulness. You have faced and defeated a powerful sin enchantment. The OverLord is pleased."

{If the party eats the fish, it will restore all their lost PV from the last battle.}

The party has just finished eating its meal when an eagle flies overhead and drops a large package. "Hear me, my friends," he calls. "I always bless those who are faithful." The bird flies away. In the package is one heavy, water-proof cape with hood for each LightRaider. A tag on each cloak reads simply, "Contented."

{Each LightRaider who tries on his cloak will receive a +1mu on GE. Do not award these mu's too quickly. Only those who try them on before the points are announced should receive the points.}

Teaching point: Having food and clothing, we shall be content -- I Timothy 6:8

Teaching 5 ____ The Pouch

More beach. As your party moves along, thick black clouds move in suddenly from the northwest. Within a matter of seconds rain begins. Even with your new capes and hoods, you are quickly soaked by the downpour and chilled by the wind. Your teeth begin to chatter, and the sand beneath you turns to ankle deep mud. Barely sticking out of one of the mud holes is an old, weatherworn pouch.

{If the LightRaiders examine the pouch, tell them...}

You are surprised to find that it is {Name the LightRaider who had the pouch stolen}'s missing pouch. Do you want to open it?

{If one of the LightRaiders open the pouch, give them **Cue Card 3B-5** to read.}

Cue Card 3B-5

Somehow, in the short time since the pouch was stolen, everything in it has aged. It is rusted, rotten, moth-eaten or worn out. Nothing of value remains. You also notice that all the buttons have been cut off the spare shirt that was in the pouch.

{The missing buttons will make sense when the party meets the Greedo in teaching section 8. It is the greedo who stole the pouch. Until then, let them wonder about the missing buttons.}

Teaching point: Do not store up for yourselves treasures on earth, where moth and rust destroy, and where thieves break in and steal. -- Matthew 6:19

Teaching 6 ___ Blessings

More beach. The rain has ended, and the sun comes out. The warmth feels good. After changing into dry clothes from your backpacks, you string up a rope and hang your wet things to dry. As you wait, you begin to remember times when the Great Provider has brought a special blessing into your life.

{Encourage each player to share a blessing. It may be something that has happened to their character or to the player. Award each player who does a +2 mu to their weakest character strength.}

Teaching point: Bless the LORD, O my soul, and forget not all His benefits. -- Psalms 103:2

Teaching 7 ___ The Sacrificial Altar

You guessed it, more beach. In the middle of the beach sets a small stone platform. As you approach it, you see a sign over the platform.

(Give Cue Card 3B-7 to them to read.)

Cue Card 3B-7

*Gain True and Eternal Riches!
What will you give as an offering to the Great Provider?
How will you make that offering?*

On the platform you find a small stone altar, a money collection box, a fire pit, a knife, and other items for giving offerings and sacrifices. Each is engraved with one of the OverLord's many Names.

{Give each LightRaider a piece of paper. On the paper have them write down what, if anything, they want to offer to the OverLord as an offering or sacrifice, and how they will offer it.}

{It is hoped that the LightRaiders will offer themselves as living sacrifices. To each LightRaider who does, add +2 mu to GE.}

{Any LightRaider who offers a material belonging will be thanked for the offering, but receive no rewards at this time. They will be rewarded when they reach the top of the Highview Mountain in *sector 48*.}

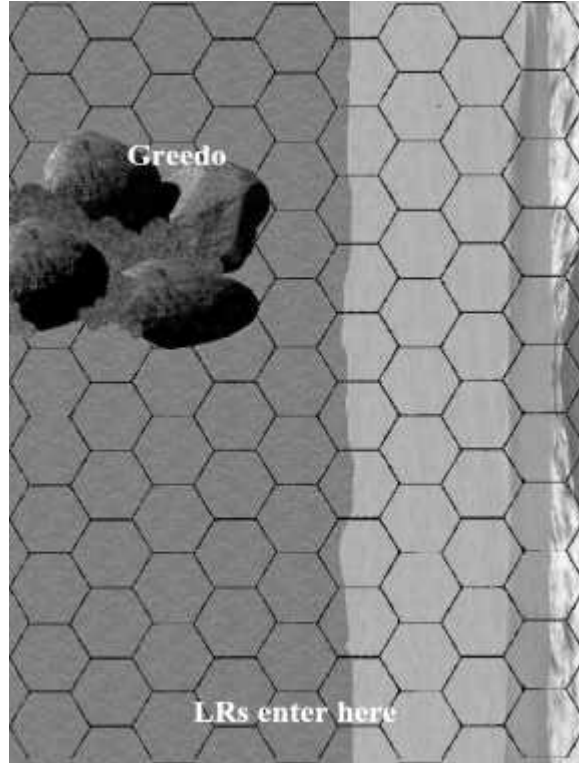
Teaching point: Offer your bodies as living sacrifices. -- Romans 12:2

Teaching 8 ____ The Greedo

{Lay out the Greedo Battle Grid. Place the greedo behind the rocks. Have the Light Raiders enter from the lower right hand corner.}

Beach give way to grass. A path leads up the mountain. At the foot of the path set several large rocks. As you pass by them, you hear a voice counting ". . . 101 . . . 102 . . . 103 . . .". Behind the rocks sits an ugly green creature, counting coins. "Do you see how much gold I have?" he asked. "Would you like to have some gold coins also? I can teach you how." He rattles the leather bag, and gives you a sickening, green grin.

{The creature is a Green Greedo. All the LightRaiders must make a roll against their LO at DL 5. If they fail, hand them the GREEDO SIN ENCHANTMENT CUE CARD to read.}



GREEDO SIN ENCHANTMENT CUE CARD

You have been enticed by a Greedo. You have listened to lies, and been enchanted by the UNEARNED WEALTH ENCHANTMENT. You will begin to do whatever you must to get all the money around you, including lie to, and cheat your fellow LightRaiders. Your JO will be reduced to 1 until you are rescued. You will be unable to use any WordRunes, or rescue other LightRaiders as long as you are enchanted.

The Greedo smiles, "I have many wonderful things to offer you. I made the people of this island rich. I can do the same for you. Would you not love to have great possessions?"

{Each LightRaider must make an answer against the Greedo's words with arguments against greed and the love of money. Any who do not will fall under the Greedo's Sin Enchantment.}

{Once each LightRaider has had a chance to answer the Greedo's words, he will fly into the air and attack the party. He will fight with his clawed feet as well as his hands. Dam: SSt, BA: 8, PV: 24, Attacks twice per round (usually the same LightRaider.}

{The death of the Greedo will not end his enchantment. Any affected LightRaiders must still be rescue by scriptural arguments against greed and the love of things. Award a +1 to GE for each attempt to rescue a fellow LightRaider.}

Laying next to the dead Greedo is his bags of coins.

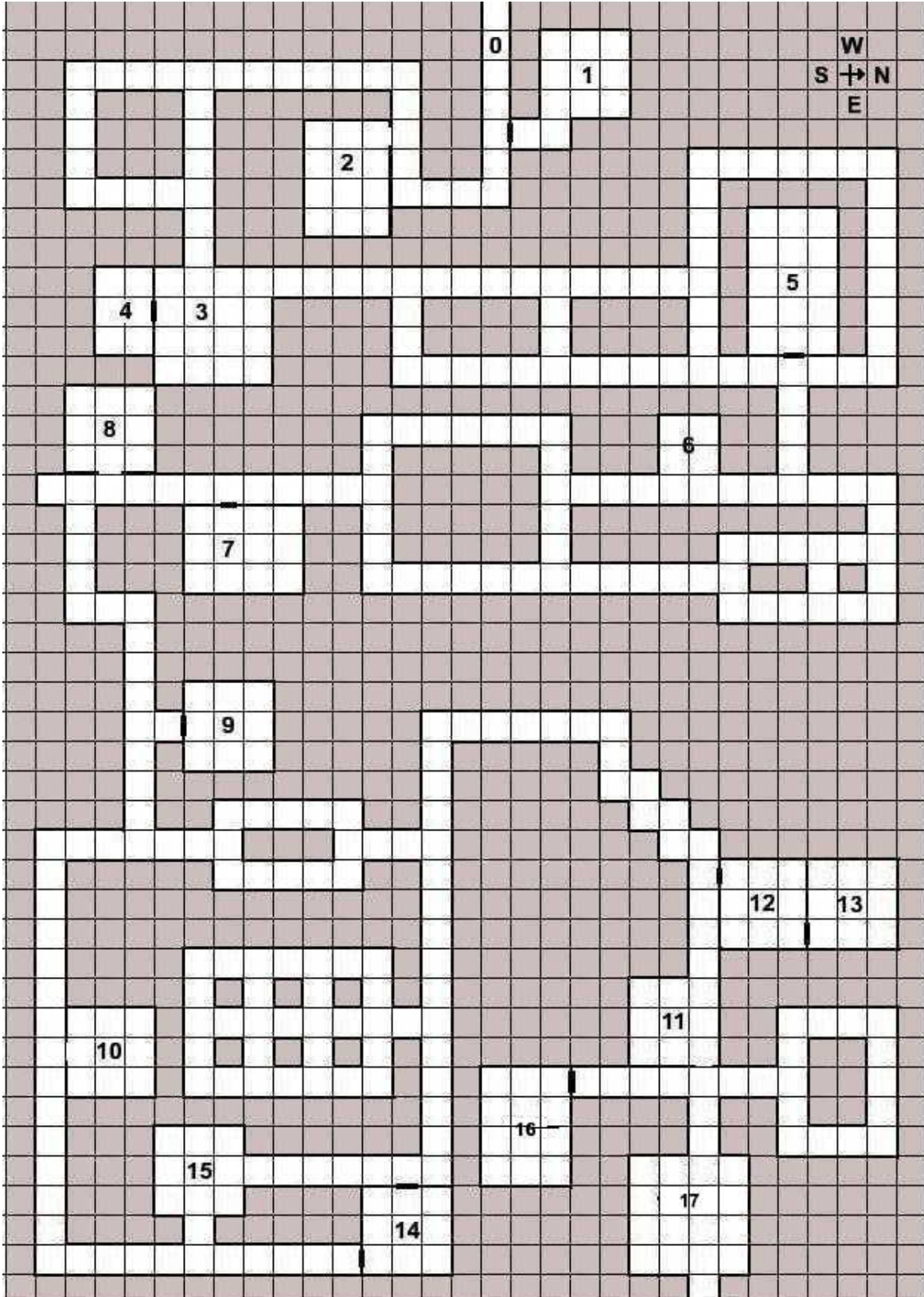
{If the LightRaiders choose to take and open the bag...}

The Greedo was counting his treasure, and there are over a 103 of them. Bright, shiny, golden . . . buttons. Totally valueless to you. It was not only a liar but a thief. The treasures he was offering are worthless and fake.

{Remind the team about the path up the mountain, and encourage them to climb to *sector 48 - Highview Mountain* in section 3: War Island.}

END OF SECTION 3

Map of the Tunnel



Section 4: The Tunnel

{Main Teaching: God has provided for all our needs. Too often we cry out to God for special supernatural intervention when all we need is to use the blessings and provisions He has already given us in His Word. Before leaving War Island, the LightRaiders received a number of special gifts from the OverLord. These gifts hold the answer to most of the situations they will face in the tunnel. Use them, and deliverance will be quick and easy. Do not use them, and . . . }

{**Instructions:** The Tunnel is laid out on the section 4 Map of the Tunnel. The Tunnel runs west to east and links War Island to the first island of part 2, Vain Island. The LightRaiders must pass through the tunnel to get to Vain Island. Do not show them the map.

Give the LightRaiders a blank piece of graph paper. They may want to make their own map of the Tunnel as they go. As they move, the party will be able to see three squares ahead of them if they light a lantern (or use the Night Light WordRune). A light will also illuminate an entire room. Without a light, the party can only see the square they are in. Describe what they see: "The hall goes two squares further ahead. In the second square it turns to the left. There is a door in the right wall of the first square."

Each room has a written section for it. When the party enters a room, read the appropriate section to them. While they are in the halls, describe what they see, and let them move. The team may move through the tunnel at a rate of 2 squares every 10 minutes. This allows 6 moves (12 squares) to an hour. If the team stops to examine an item, open a door, listen, do a vision check, etc., reduce their movement as the situation requires.

When the team enters a room, the AM should decide how much time they spend in the room based on their actions. If they enter, glance around, and move on, it might be considered one turn of 10 minutes. If they fight monsters, examine everything in sight, look for secret doors, etc., they may spend from 10 minutes to several hours in a room. The AM should use their discretion here.

The Tunnel contains not only dark creatures at predetermined locations, but has a various of other creatures living and wandering through it, such as rats, bats, and giant ants. These are not dark creatures, are not intelligent, do not speak and do not carry a sin enchantment. But they are still dangerous. Once each hours, the AM should select a random creature from the Tunnel Random Encounter Chart included in the appendix.

If the party decides to camp in the tunnel for the night, they may use any room where the danger has been cleared without the danger reoccurring. If they camp in a room with a closed door, there is a 10% per hour chance of a random creature encounter. In a hall or room without a door, 25% chance.

A scroll, written by a LightRaider named Lucias, has been cut up and hidden in the tunnel. Each time the party finds a piece of the scroll, give them the next piece using the numbers on the back of the cards. Note that part number 4 (lower right hand corner) is a false clue. The real two bottom parts of the scroll have no cue cards, because they can not be found.

As soon as the party enters the Tunnel, read them the *Room 0* section.}

Dark Creature Report

The Wear Wolf

Compiled by Lucias

While working with the people of the island of Throcin, I have discovered a Dark Creature that was not covered at the LightRaider Academy. After several weeks of study, I believe I have learned its secret.

Once the WearWolf was an ordinary sheep-herding dog responsible for guarding a large flock on a world called Kuon. To help it protect and tend the sheep, the OverLord of Many Names gave it a special ability. The sheep dog was able to transform itself so that it appeared to be a shepherd, another sheep, or other friendly creatures. This helped it to keep the flocks calm and peaceful.

But the dog became prideful of his ability. He was constantly boasting about how wonderful and magnificent he was. He became so conceited that he rustled the sheep away from the shepherd. He drove them far out into the wilderness to hide them.

Unable to survive, the sheep began to die, and the dog began to feed on their bodies. Once he tasted their blood, there was no turning back. He began to raid other flocks, killing, maiming and devouring the sheep. Yet his appetite was never satisfied.

The shepherds finally cornered the creature, and exiled him to EdenAgain. Here he found no sheep on which to feed. So instead he began to feed on the hatred, disunity and distrust he stirred up in others around him.

The WearWolf loves to appear in the form of a TwiceBorn, LightRaider, or other servant of the OverLord. He can appear to speak very wisely, and sound like he is a messenger from the OLMN. This enables him to gain the trust of others. Then when he finally betrays him, their hatred and bitterness is even more powerful. He always attacks your weakest character

he Wearwolf is such a dangerous creature, more dangerous than a LightRaider because he is able to harm you without using weapons or WordRunes. He will give you a powerful ally and guide who will lead you to the crown. Listen carefully to him because he is a Phoenix. Only he is powerful enough to defeat

**Lucias Scroll
Cue Card 5**

**Lucias Scroll
Cue Card 1**

**Lucias Scroll
Cue Card 2**

**Lucias Scroll
Cue Card 6**

**Lucias Scroll
Cue Card 7**

**Lucias Scroll
Cue Card 3**

**Lucias Scroll
Cue Card 4**

**Blank Section
Do not use**

Room 0 ____ The Message

You reach the bottom of the stairs. A dark tunnel runs to the east. It is damp and dirty. A small pack of rats scamper away from you. There appears to be something written on the wall, but it is too dark to read it. A steady draft in the tunnel makes it impossible to keep a candle lit.

{To read the message, the party must either use the lantern in the *Bag of Useful Items* which has glass walls to stop the draft, or say the Night Light WordRune.}

{Have the LightRaiders do a vision check at DL4. Give the one who succeeds Cue Card 4-0 to read.}

Cue Card 4-0

***LightRaiders,
There is great danger. I have hidden a scroll in pieces in the Tunnel.
Find it, and take the information
back to the Liberated Land.
- Lucias***

{Allow the LightRaiders to follow the hall, describe it as they go so they can map it.}

Room 1 ____ Water, Water Everywhere

The door before you is unlocked. You can easily open it. A short tunnel leads you around a corner to your left. Do you enter the door?

{If yes, lay out the Tunnel: Room 1 Battle Grid. Have the LightRaiders enter through the door in the lower left.}

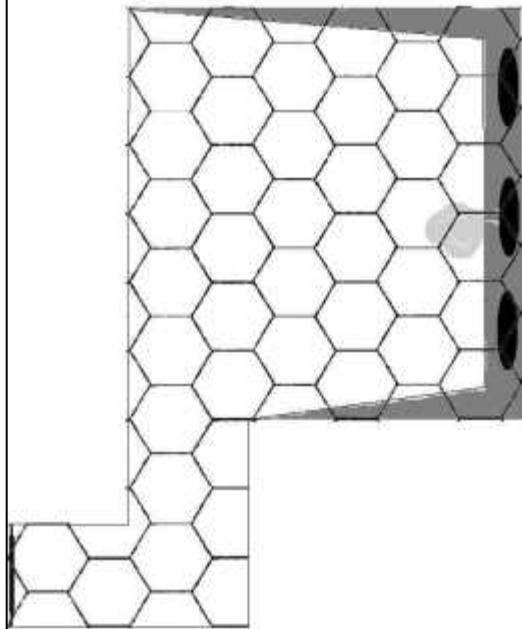
Do you close the door behind you ?

{Remember what the LightRaiders do with the door.}

You follow the hall around to a small square room. The room seems different from the rest of the tunnel. There are no cobwebs and dust. The room has been washed down. You see three holes, about a foot in diameter, in the northern wall. The holes are about seven feet from the floor. A small puddle lies in front of the middle hole.

{The holes are a water trap. It is safe to examine the two end holes. The party will find nothing there. If the party gets near the middle hole, tell them . . . }

Tunnel: Room 1 Battle Grid



As you near the middle hole, {name a LightRaider} steps on a loose stone. The stone triggers a trap that drops an enormous boulder in front of the hall to the door. You hear a grinding sound. You turn to see trap doors in the tops of the holes open. The room begins to quickly fill with foul smelling sewer water. Within two minutes you will all drown.

{The party has two minutes to find the solution. The adventure master may add to the excitement by actually timing the party, and telling them things like, "The water is now knee deep", etc. The party can be saved by using the *Staff of Dividing* to part the water. If they pray for help, have a fish swim by and remind them to check their rewards. Award the owner of the Staff a +2 mu on PE for using it.}

You raise your Staff of Dividing and immediately the water parts down the middle of the room, leaving a safe, dry path to get to the doorway. However the door is still blocked by the stone.

{To move the stone, the LightRaiders must all work together. It will take their combined strength to move it. If the LightRaider who has the *Book of Mighty Deeds* or the *Horn of Help* want to use their items, tell them there is not enough time, and only one item to a danger. If the LightRaiders try to move it individually, tell them }

The rock is too large and heavy to move. Suddenly a drop of water hits you on the head. The power of the Staff is beginning to wear out. It will not last much longer.

{When they finally do move the stone all together...}

The rock is large and heavy. It takes all your strength to budge it. But that is all you can do, budge it. You can only manage a small crack. The Staff begins to smoke, and explodes. It has used up all its power. The water rushes in on you. Then you realize the small crack is enough. While the water is up to your necks, you are in no danger of drowning.

You hear a grinding sound. The trap doors that let the water in close.

{If the LightRaiders closed the door to the room...}

The rocks moves and you are sweep by the water down the entrance hallway and into the door. While the door is loose fitting enough to let the water seep out, you do not fit through the cracks and hit it hard.

{All LightRaiders must roll against their SF at DL3 to see if they are injured by hitting the door/wall. Damage is 1-4 PV.}

{If the LightRaiders left the door to the room open...}

The rock moves, and you are sweep by the water out of the room and dropped back in the main tunnel. You are wet and bruised, but not seriously injured.

{Award any LightRaiders who express thankfulness for their survival, the staff, etc. a +2 to their PE character strength.}

Teaching Point: Among the many provisions the OverLord has given you are your brothers and sisters.

Room 2 ____ No Bare Feet Allowed

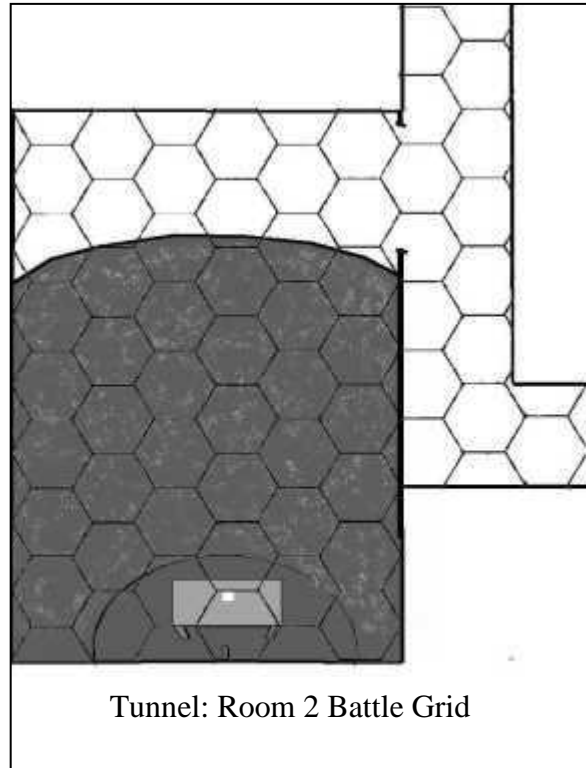
{Lay out the Tunnel: Room 2 Battle Grid. Allow the LightRaiders to enter above the slime pit. Move any LightRaider who choose to cross the pit forward a half hex for each step he takes through the slime. It takes a total of 10 steps to reach the table platform. Use 10 steps, even if it does not

perfectly match the battle grid.}

Before you is a large room with a pit full of a foul smelling, fume emitting slime about a foot deep. Its odor is almost enough to overpower a person. On the far side is a small table with a piece of parchment on it. The slime is an evil brew that eats through human flesh. Only the TwiceBorn can cross it, for they are protected by their Boots of Peace.

{Because of the acid fumes the slime emits, any object placed over the pit (rope, ladder, etc.) will be corroded and will break when the LightRaider is half way across, dropping him into the slime and doing a SSt of PV damage. The LightRaider will then panic and jump back out to the start of the pit. They can not cross it that way.}

{If a LightRaider placed an object (sword, staff, etc) in the slime, it will be corroded and destroyed. If he places a hand in the goo, he will take a SSt of PV damage. The only thing that can be put in without damage is a foot. The first time a LightRaider places his foot in the slime, he does not have to roll against damage. He does for each additional step he takes.}



Tunnel: Room 2 Battle Grid

{It will take 10 steps to cross the slime. Each step the Adventure Master will roll a SSt to set a DL. The LightRaider will roll against the DL using his Boots of Peace. If he fails, he will take 1 to 4 points off his PV and must roll against his Courage at the same DL to see if he is brave enough to continue. If he fails the Courage roll, the LightRaider will rush out of the slime, and have to start over again.}

{When a LightRaider reaches the other side of the room, tell him . . . }

You have reached the table. On the table is the parchment. Over the table is a lever.

{The parchment is a piece of Lucias' scroll. Give the player the next piece of the scroll. The lever controls the slime. If the LightRaider pulls the lever, it will drain the slime and he will be able to safely return. If the LightRaider does not pull the lever, he must wade back out the same way he came in. It will take 10 more steps to get out.}

Teaching point: Some of God's provisions are not physical, but spiritual like the Boots of Peace. But they can still be powerful in the physical realm.

Room 3 ____ Surprise, Surprise, Surprise!

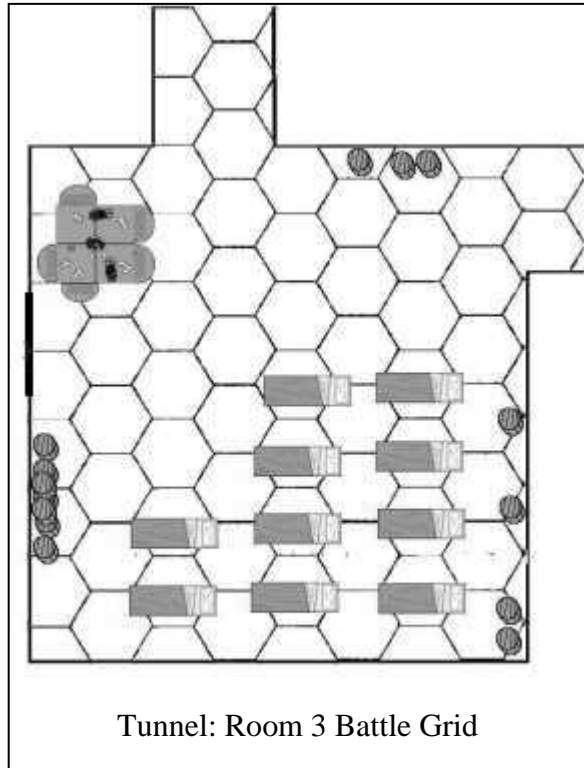
You enter a large room with a door in the south wall. A dozen mound orcs are sitting around either sleeping or playing cards. You have wandered into their barracks and taken them completely by surprise. All are unarmed and not wearing their armor.

{Lay out the Tunnel: Room 3 Battle Grid and position the players and orcs on it. The LightRaiders will be entering through the opening at the top. They will take the orcs by surprise during the first round of

combat. None of the orcs will be armed, as they were sleeping or relaxing in their barracks and not expecting an attack.

{Only five of the orcs are awake. They will be sitting at the table playing cards. They will need a round to put down their cards to get to their feet before they can enter the battle. Four more are sleeping in the four frontmost beds. They will need time to awaken and will not enter the battle until the fourth round. The last three are asleep in the last three beds. They will not enter until the eighth round of the battle.}

{Barrels, table, chairs and cots may be climbed over, but combatant will not be able to attack or defend while climbing up or climbing down. The Orc's statistics are BA:6, PV:16, Dam SST +2. The LightRaiders must roll against their LO to see if they are infected by the Revenge Enchantment. If a LightRaider becomes infected, give them the MOUND ORC SIN ENCHANTMENT CUE CARD.}



Tunnel: Room 3 Battle Grid

MOUND ORC SIN ENCHANTMENT CUE CARD

You find yourself really angry with the ugly Mound Orc that attacked you. In fact you find yourself wanting revenge on him, and everyone else who ever did anything to make you mad. You have been infected by a REVENGE sin enchantment. You will want to hit, hurt, and kill everything around you. You will be unable to use any WordRunes or give the Great Liberation, and your LO will be reduced to 1 until you are rescued.

{When the last orc is dead, tell them . . . }

On one of the beds you see a piece of parchment.

{Give them the next piece of Lucias' Scroll.}

{If they examine the room, tell them they find nothing of value. Everything in the room is all dirty, smelly and spoiled. The barrels are full of spoiled pickled herring.}

{If they examine the door in the room, tell them . . . }

The door is bolted from the outside. You can open it without a key.

{If they open the door, pick up in Room 4 __ The Prisoner.}

Room 4 __ The Prisoner

{The door to this bolted and can be opened without needing a key. If the party decides to open the door, lay out the Tunnel: Room 4 Battle Grid. Place the LightRaiders outside the door, waiting to enter the room.}

Inside the room is a man, chained to the wall. All it takes is a glance to realize that he is quite mad. Some great sin enchantment has affected him. You can tell from his clothing that he is, or was, a LightRaider. Before the prisoner can be set free, the nature of his enchantment must be understood.

{The LightRaiders may try to guess the enchantment, but they should use the *Mirror of Truth*. Award a +2 to FA to the first LightRaider to suggest it.}

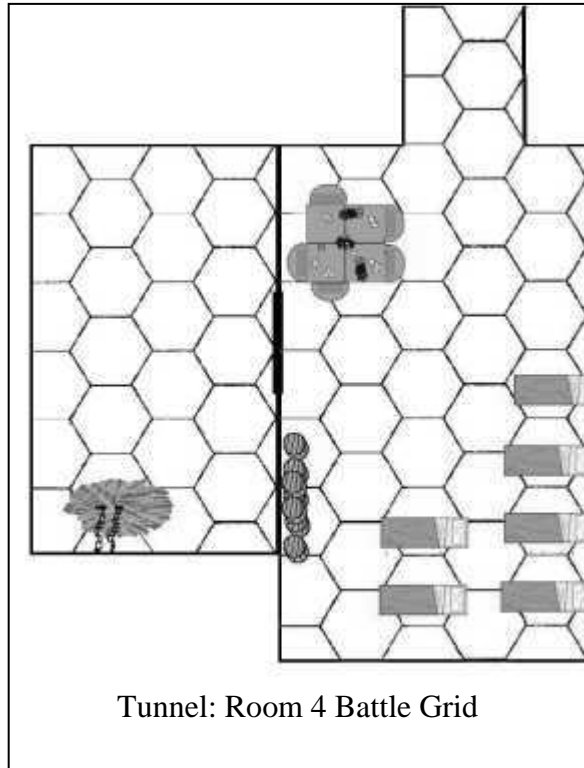
{When they use the Mirror, tell them . . . }

The Sin Enchantment is Lawlessness. It makes the LightRaider despise all laws and rules. It makes him refuse to obey God's laws. He can only be freed from his chains by argument that show that God's law is good and brings blessings to those who obey.

{This is a strong enchantment against SC. Add the SC of each LightRaider who tried to free Lucias together until the attempts total 20 points + a SSt. Possible arguments include Psalms 9:7-9; 1 John 3:4; Psalms 1:1-2, Psalms 119, Matthew 5:17-20)}

{Once the prisoner is freed . . . }

You can see the cloud lift off his mind as the chains fall from his wrist. He has once again been freed to serve his Lord. He introduces himself as Lucias, author of the scroll, and thanks you for freeing him. He then says he is not strong enough to continue on with you yet. He will follow the tunnel back to the War Island. There he will be helped by Opallas. Perhaps he will join you later.



Tunnel: Room 4 Battle Grid

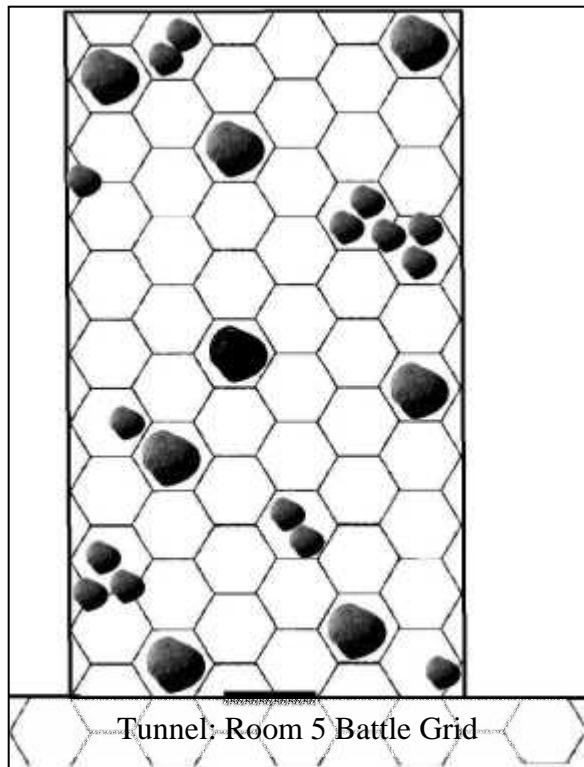
Room 5 ___ Big Trouble

{Lay out the Tunnel: Room 5 Battle Grid. The giant child is the dark rock near the center of the room.}

You enter a giant room with a high ceiling, full of huge boulders and jagged stalagmites. You can hear a moaning or sobbing sound from a dark boulder in the center of the room.

{A listening check at DL2 will direct them to the giant child in the center of the room}

As you approach the boulder, you realize the boulder itself is weeping. It is not a boulder at all, but a giant child dressed in black. He sits



Tunnel: Room 5 Battle Grid

there, sobbing and wiping his eyes. He does not seem to have seen you yet. Do you want to speak to the child, or attack?

{If the LightRaiders speak, use section A}
 {If the LightRaiders attack, use section B}

A) {Speak to child}

{Have the LightRaiders roll against their JO with a -2 penalty. The giant may be only a child, but he can still spread his sin enchantment by trickery. He is not weeping, but trying to enchant them. Any LightRaiders who fail should be given the GIANT SIN ENCHANTMENT CUE CARD.

GIANT SIN ENCHANTMENT CUE CARD

You have big problems. You have been affected by the giant's MEDIOCRITY sin enchantment. As a result, you will no longer try very hard at anything. You will have a lazy, sloppy attitude. Every hour you will lose one full point off one of your character strengths, beginning with LO and each hour going to the next on the list. This will continue until ALL your characters strengths reach 1, or you are rescued. Until then you can not use any WordRunes, or say the Great Liberation.

{The giant will then draw his club and attack the party. Pick up with section B.}

B) {Attack}

The giant child draws a club and turns to meet you. His weeping was only a trick to draw you close so he can enchant you. Now he plans to beat you as well. He is only a child, but is still as powerful as a giant.

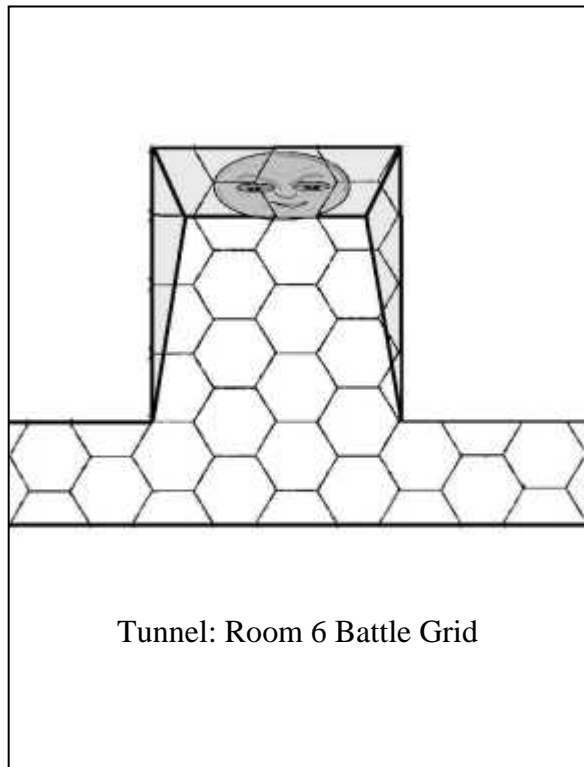
{The giant's statistics are BA:20, PV:60, Dam 3SS. If the LightRaider with the Giant Slaying Stone uses it, award +2 mu to FA for wisely stewarding the OverLord's gift.}

{Once the giant is dead . . . }

You find a piece of parchment hidden near where the giant sat.

{Give the LightRaiders the next piece of Lucias' scroll}

Teaching point: A dark creature, even a little one, is a dark creature, and will destroy you. A sin, even a little one, is a sin and will destroy you. "Whoever keeps the whole law, and yet stumbles at one little point, is guilty of breaking all of it" -- James 2:10



Tunnel: Room 6 Battle Grid

Room 6 ___ The Rocks Cry Out

{Set out the Tunnel: Room 6 Battle Grid.}

The tunnel opens into a small alcove. On the

far wall is an enormous stone face, over ten feet tall. As you approach the face, its eyes suddenly open, and it looks at you and smiles.

"Welcome, my fellow servants. It is good to see you. Have you noticed that there are none in this place that worship the OverLord? So that job has fallen to me. If all the other voices are silent, the rocks will cry out His praise.

"There is one other in this tunnel who wants to praise with me. But he is still in bondage to the Great Dragon. The OverLord will help you to overcome that evil with His good. Keep your eyes open, you will meet him soon." Then the eyes of the stone face close again.

{Nothing the LightRaiders do will awaken the face.}

Teaching point: "I [Jesus] tell you that if they keep quiet, the stones will cry out." -- Luke 19:40

Room 7 ____ Solo Rescue

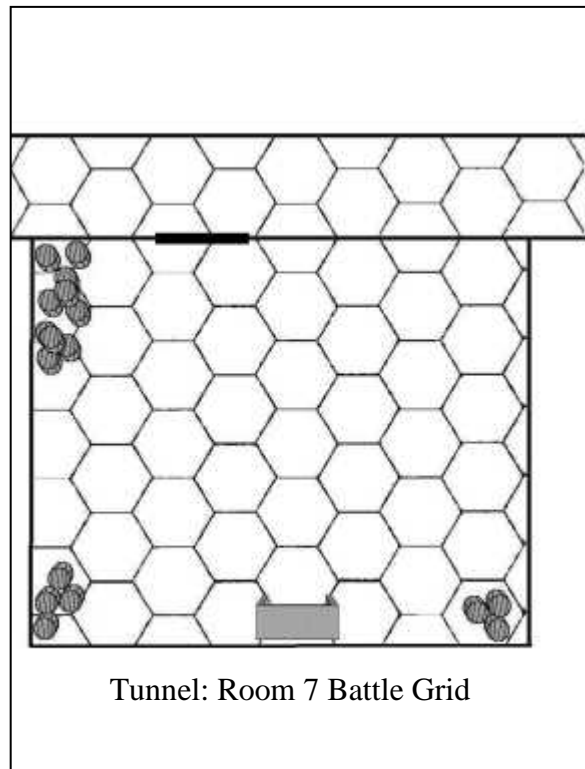
{In this sector, one LightRaider will have to rescue the whole party from a trap. He can only do so because he has the *Book of Mighty Deeds*. This book was provided to this particular LightRaider because God knew in advance that he would be the one who would need it. Use the name of the LightRaider where indicated in the narration. Lay out the Tunnel: Room 7 Battle Grid and place the LightRaiders outside the door to the room.}

A large room lays before you. You can see a piece of parchment in the far corner.

{If the LightRaiders enter the room...}

As you enter the room, {name a LightRaider} steps on a loose stone.

{Have the LightRaiders do a roll against nothing. This roll is just to keep them from knowing that the person with the *Book of Mighty Deeds* is automatically excluded from the trap. If not everyone enters the room, have a slide open in the hallway that dumps the rest into the room.}



A huge iron cage falls from the ceiling. All the LightRaiders are caught inside except {name}. Somehow he/she managed to slide under it before the grid closed. Gas fills the cage, putting all the other LightRaiders to sleep. Whoever set the trap will probably be back to get the others soon.

{If the LightRaider tries to free the others . . . }

Examining the cage reveals that the only way to open it is to lift the heavy iron gate. It will require enormous strength to do that.

{The DL is 10. Roll against strength. To accomplish this, the LightRaider must make use of the *Book*

of *Mighty Deeds*. The reading will take only a minute or two and will raise his Strength to 20 for this encounter, allowing him to lift the cage without a roll.}

Lifting with all your might, you are able to open the cage and carry the rest of your party to safety. Within a half hour the others begin to revive. In the cage, you find a piece of parchment.

{If the LightRaiders open any of the barrels, they will find they are all full of pickled herring in brine.}

{Give the party the next piece of Lucias' scroll. Award +2 to FA to the LightRaider with the Book for wisely stewarding the gift from the OverLord.}

Teaching point: God knows the future, and provides each of us with the special gifts we will need for that future.

Room 8 ____ The Goblins in a Hole

{In this sector one LightRaider will have to battle with several goblins. The LightRaider is the one who has the *Goblin Slayer Sword*. It was given to him specifically by the OverLord because He already knew that he would be the one to need it. So in the sector below use that LightRaider's name where indicated.}

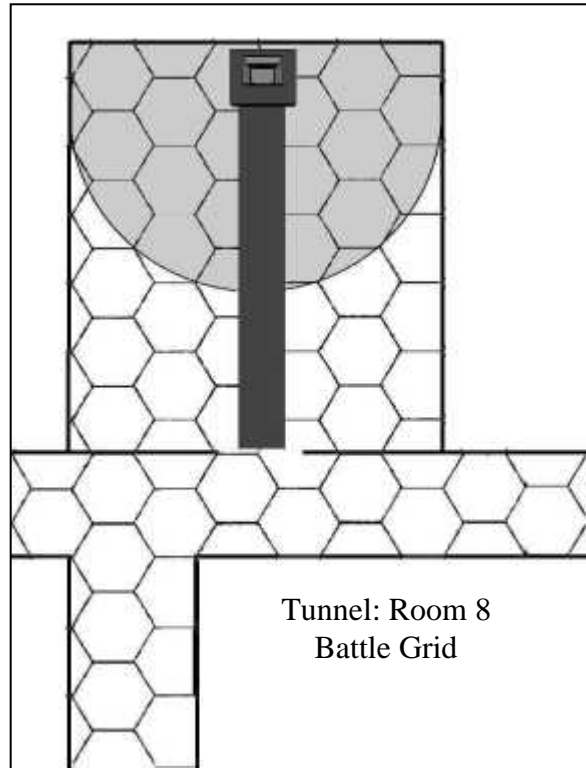
{Lay out the Tunnel: Room 8 Battle Grid and place the LightRaiders in the hall outside the room.}

You enter a once elegant room. A tattered red carpet leads up to a wooden throne surrounded by a semi-circle on gold colored tile.

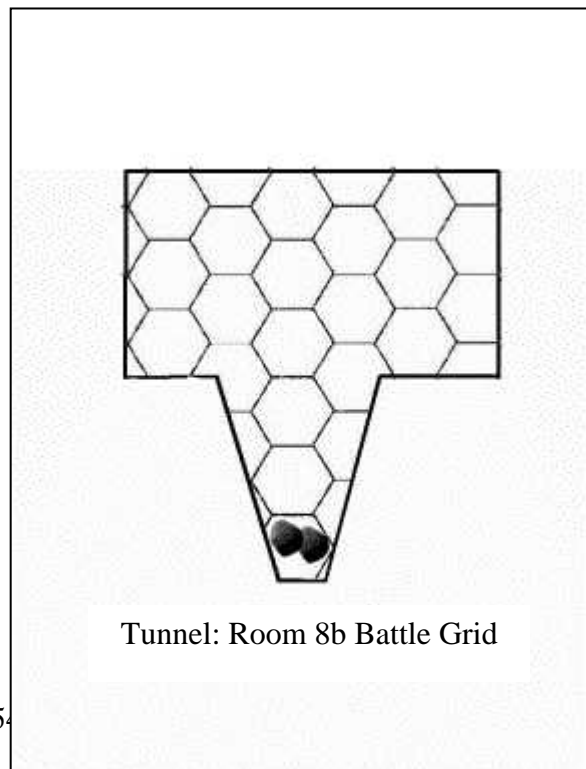
{If anyone sits in the throne, places weight on the throne, or tries to move it, have the party roll against nothing. This is to conceal that the LightRaider with the *Goblin Slayer Sword* is the one who automatically falls into this trap. After the roll, tell them...}

A trap door opens, and {name the LightRaider with the Goblin Slayer Sword} falls in. {Name} lands at the bottom of a narrow slide. Because of the curve in the slide, the other LightRaiders are unable to see or reach him (her). When (s)he tries to stand up, (s)he finds that his (her) right foot is caught between two rocks.

Suddenly {name} hears a noise. It is a group of



Tunnel: Room 8
Battle Grid



Tunnel: Room 8b Battle Grid

three goblins who set the trap. They draw their swords and move towards you. It is pit black down there.

{Lay out the Tunnel: Room8B Battle Grid. Place the LightRaider at the bottom with his foot between the two rocks. Because of the narrowness of the slide, only one goblin at a time can attack the LightRaider. He may use the Goblin Slayer Sword. Even though the LightRaider is alone, he may do battle with his regular abilities, not his Solo Battle ability. The other LightRaiders will be unable to assist him until the battle is over, and he can free his foot and climb up the slide. If the LightRaider lights up the room using the Night Light WordRune, or has the lantern, take -2 from the goblin's battle ability because of the light. Goblins: Dam [1 to 4]+2, BA:4, PV:10. }

{Once the goblins are dead . . . }

You finally manage to free your foot and climb back up out of the trap. Having the Goblin Slayer Sword saved your life.

Teaching point: God knows the future, and provides each of us with the special gifts we will need for that future.

Room 9 ____ Bones Alone

{In this sector the LightRaider with the *Skeleton Helmet* will have to battle against a group of skeletons. This is to show that God knows the future, as he gave that particular LightRaider the Helmet. Use the name of the LightRaider where indicated below.}

You enter a small room. It is littered with old bones, a club, and other trash. A piece of parchment lies on the floor. Several open, empty coffins lie to one side of the room.

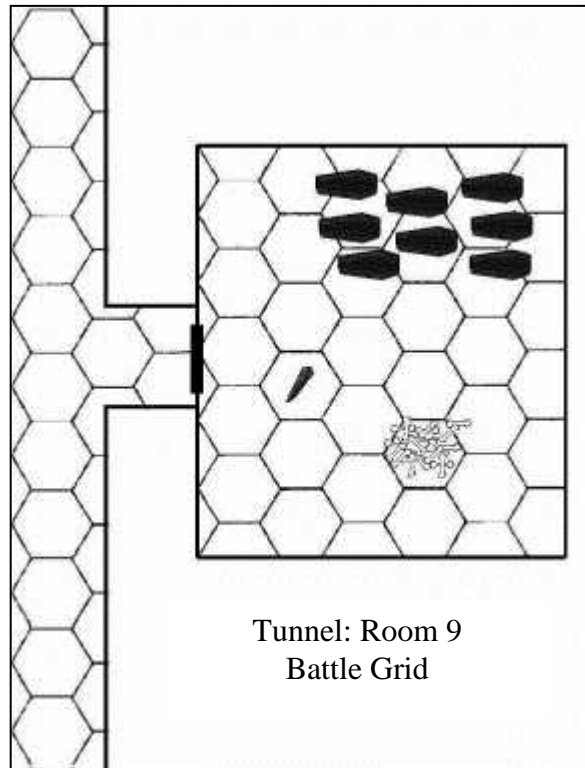
{The coffins, bones and club are harmless. They may be handled, moved or destroyed without any problems. There is nothing special or dangerous about them.}

{If the LightRaiders take the parchment . . . }

The parchment triggers a trap. A large pit opens, and all the LightRaiders except {name the LightRaider with the Skeleton Helmet} fall into the pit. Before any effort can be made to rescue the party, some of the bones begin to pull themselves together. They quickly become three skeletons.

{If the LightRaider does not have a staff or club, remind him of the one on the floor. Since the LightRaider is the last party member fighting for the others, this is not a Solo Battle situation. The statistics for the skeletons are Dam 1-4; BA 4; PV 10. The visor of the Skeleton Helmet protects the LightRaider against the skeleton's enchantment if he uses it.}

{Once the skeletons are defeated . . . }



Tunnel: Room 9
Battle Grid

You help the others out of the pit. You realize that the Skeleton Helmet has saved your life.

{The parchment is part of Lucias' scroll. Give the LightRaiders the next piece.}

Teaching point: God knows the future, so He provides specific gifts to the people who will need them.

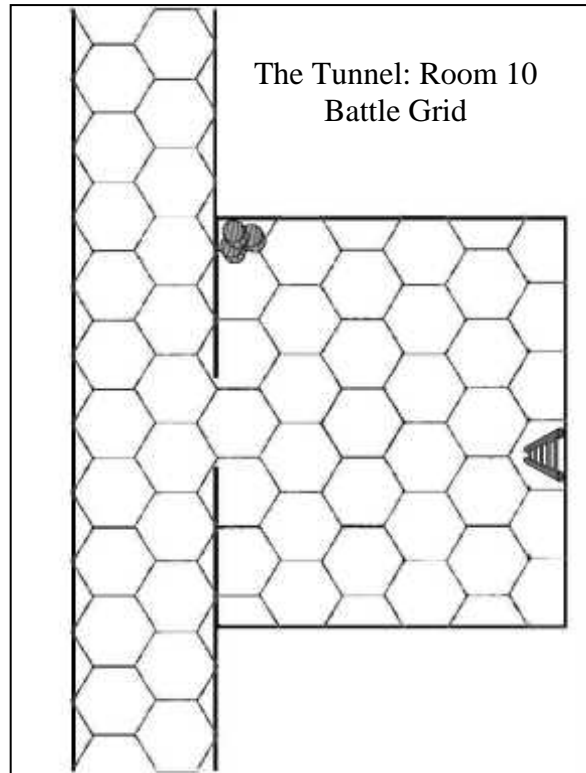
Room 10 ____ SNAKES!!!

{This room can only be escaped from by using the *Horn of Help*. The snakes in this room will bite the LightRaiders one by one until the Horn is blown, or only the LightRaider with the Horn is left awake. The snakes will NOT bite the LightRaider with the Horn until last.}

You enter a room. A rickety ladder leans against the far wall, leading to a hole in the ceiling large enough for a person to enter.

{If a LightRaider attempts to climb the ladder, tell them . . . }

As you step on the first round, the floor of the room opens, and the team falls into a large pit. The pit is about waist deep, and filled with thick, quick drying goop. Within seconds the goop is hard as cement making it impossible for the LightRaiders to move their legs. Several small hole open in the walls, and hundreds of snakes come slithering into the room.



{Have the snakes gang up on the LightRaiders one at a time. Each LightRaider will have to roll against his EN to see if he can withstand the attack. If he does, the snakes will leave and attack another LightRaider. The snakes may return to that LightRaider later. If the roll fails, the LightRaider will pass out from poison. Continue this until either the Horn is blown, or all but the LightRaider with the horn have been bit. If necessary, have the last LightRaider attacked say "We could use some HELP!" before he passes out.}

{Once the Horn is blown . . . }

A crack appears in the ceiling, and water comes rushing in. It quickly covers the pit, and begins to rise. Within seconds it is up to your necks. Then you realize that the snakes have nowhere to go. They have all drown. The water also awakens the LightRaiders who have been bite. It cleanses their wounds. Finally it softens the goop enough to allow you to free your feet and climb out of the pit. Once out, you realize that the Horn of Help has saved all of your lives.

{Any LightRaider who was bite must take 2 SSt of damage to their PV, and make an EN roll before the party can travel on. The barrels, if opened, contain spoiled pickled herring in brine.}

Teaching point: God, who knows the future, provided for the party by putting the right provision in the hand of the right LightRaider.

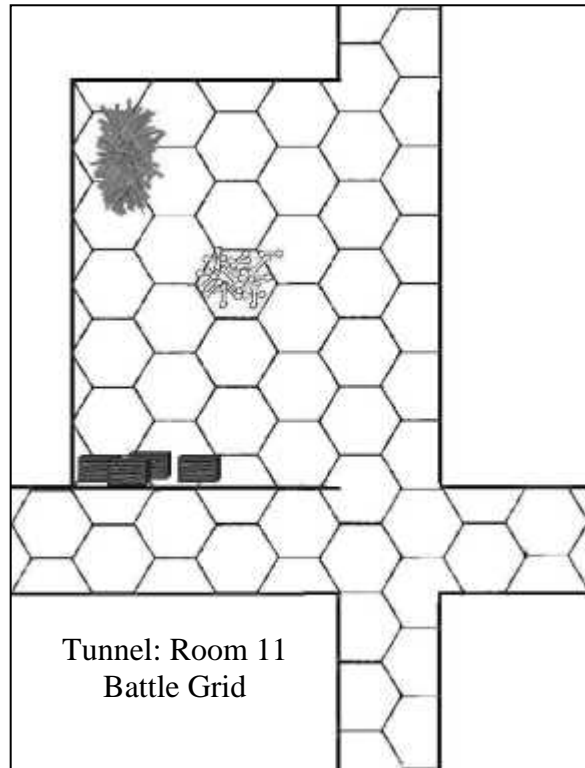
Room 11 ____ Anybody Home?

{Lay out the Tunnel: Room 11 Battle Grid. Have the Light Raiders enter the room from the hallway at the top of the page.}

Before you, the hall widens into a little room. A smelly pile of straw sets in one corner. Several large crates marked "cannon balls" are stacked against the far wall. It also includes a large mound of bones. Several small, shiny objects that appear to be of value are piled up in the corner behind the straw. It is the lair of some kind of creature. Do you search through the objects?

{If the LightRaiders state that they are only "looking" at the objects, have them roll against their Vision at DL2 (its dark in the room). There is no chance of sin enchantment for only looking at the items. Tell them...}

You see an assortment of coins and jewelry. There is also an expensive looking knife with a gold handle.



{If the LightRaiders do not state that they are only "looking" or state that they handle the items, tell them...}

You sort your way through a small collection of coins and jewelry. There is also an expensive looking knife with a gold handle.

{Any LightRaiders who handle the items must roll against their PA for each item touched to see if they will be infected with the Owing Things Sin Enchantment. The lair belongs to Cave Trolls. Give all infected LightRaiders the CAVE TROLL SIN ENCHANTMENT CUE CARD to read.

CUE CARD 4-11

You just had to touch it, didn't you! Now your infected with a desire to own it, and anything else around you. It belonged to a Cave Troll, and you have been infected by the troll's Owing Things Sin Enchantment. When it comes time to divide the treasure in this room, you will do anything to convince the others to give you as much of it as possible.

You will whine, argue, lie, cheat, bargain, and even steal to get just one more piece. You will even dump everything from your pack, and offer to carry it ALL - for the whole team of course.

You will begin to steal from others, starting with small, insignificant things and graduating to larger, more valuable objects. Your PA will be reduced to 1, and you will be unable to use WordRunes or give the Great Liberation until you have been rescued.

{Tell the LightRaiders . . . }

Your party is surprised by 2 cave trolls, who suddenly come charging towards you from the other entrance. They yell, "How dare you go handling our stuff." They attack you with their clubs intent on killing you. They have surprised you, and get the first attack in the combat.

{The numbers for the Cave Trolls: Dam:SSt + 2, BA:10, PV:36}

{Once the last troll is dead . . . another piece of Lucias' scroll.}

On the body of the last troll, you find a parchment.

{Once the trolls are dead, the items may be handled or taken without any sin enchantments. If the team ask for details about the items:

The coins include: 4 Half Petas (\$1.00 each), 3 Half Kobos (\$15.00 each), 1 Kobo (\$30.00), and 1 Mezid (\$100.00). All are SouthEastern currency.

The jewelry: tell them whether each piece appears "cheap", "average" or "expensive", but do not give them the value. They have the item appraised by a professional for that.

The jewelry includes:	(approximate value)
1 Beaded Bracelet	\$10.00
2 Gold Chain Bracelet	\$5.00
3 Pearl Bracelet	\$55.00
4 3 Golden Rings	\$20.00 each
5 Diamond Ring	\$150.00
6 Silver Chain Necklace	\$75.00
7 Pearl Necklace	\$85.00
8 Golden Torc	\$250.00
9 Ruby Earrings	\$110.00
10 Gold Handled Knife	\$85.00 (ornate piece only - not useable as a weapon)

Allow the team to take anything they want and divide as they wish. Remember, however, that if the LightRaid take any of the items without killing the trolls, they are stealing the items.}

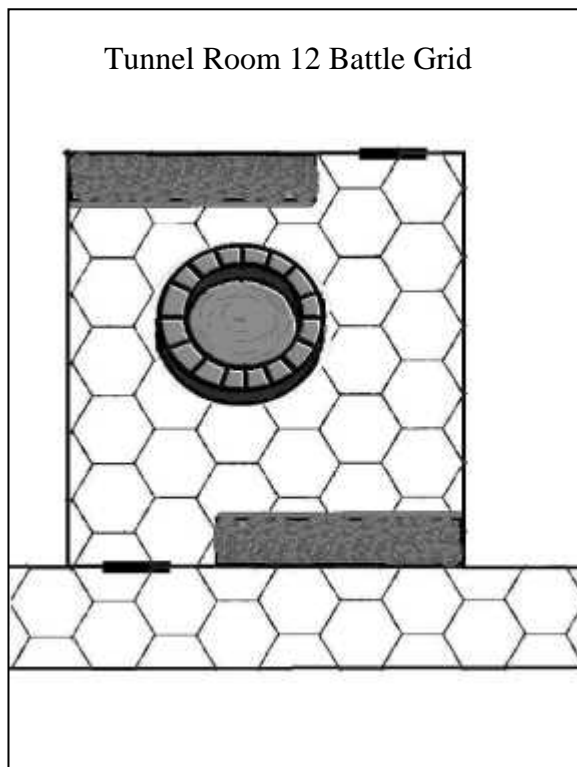
Room 12 ____ All's Well

{Lay out the Tunnel: Room 3 Battle Grid shown here. Allow the LightRaiders to enter through the hallway at the bottom.}

Do you close the door behind you?

{Does not matter what they do with the door.}

You enter the southwest corner of a square room. In the middle of the room sets an ornate water fountain. Several small fish swim in the water. At the bottom can be seen a copper key. In the north wall is a locked door with a keyhole. A sign hangs to one



side of the well.

{If the LightRaiders read the sign, tell them it says}

“This is the well of Baba All. Drink freely and all will be well.”

{The fountain is full of normal water. Drinking the water is harmless. Placing a hand or other object in the water will only get it wet. The fish are normal, harmless goldfish. The key at the bottom fits the locked room in the north wall. The door leads to *room 13*.}

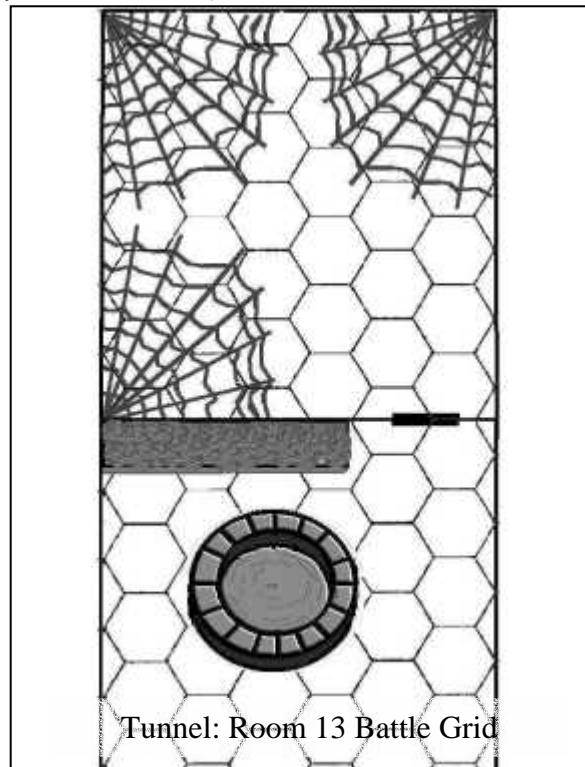
Room 13 ____ A Sticky Situation

{If the LightRaiders try the key from the well in the keyhole, tell them...}

The key from the well fits the lock. When you turn the key, the door springs up, and a trap tips the floor so that you are in danger of sliding into the room.

{Have the LightRaiders roll against their AGility to see if they slide into the room. Any LightRaiders with the **Cloak of Slipping** will automatic slide into the room. They have been given the cloak by the OverLord so they would be ready for this battle. Lay out the Tunnel: Room 4 Battle Grid. Place the LightRaiders in or out of the room based on their rolls.}

{All LightRaiders in the spider’s, room except the one(s) wearing the **Cloak of Slipping**, must roll against their Breast Plate of Righteousness at DL6 or they will become trapped in one of the spiders’ webs. All LightRaiders must then roll against the spider's enchantment at DL 4 using their GO. Remember that any LightRaiders who are NOT trapped may -2 from the DL of the spider’s Little White Lie Enchantment.}



{The spiders will try to bite on a SSt roll of 1-2. During combat, any LightRaiders bit by a spider must roll against their GO to see if he is taken by the Little White Lie Enchantment. If they are NOT trapped in a web, the DL is lowered by -2. Then roll against SF to see if they take damage to their PV. If a LightRaider becomes enchanted, give them the CAVE SPIDER SIN ENCHANTMENT CUE CARD to read. The spider's numbers are Dam: SSt -2, BA:6, PV:14}

CAVE SPIDER SIN ENCHANTMENT CUE CARD

You were bitten by a Cave Spider. Its Little White Lie Enchantment is beginning to affect you. You will begin to lie first when it is for your own benefit, and finally just for the sake of lying. Each hour until you are rescued, you will lose 1 point off your GO until it reaches 1. You will be unable to use any WordRunes or give the Great Liberation.

{Once the spiders are dead, the LightRaiders will find the next piece of Lucias' scroll.}

Teaching point: God knows the future and always provides in advance for any dangers that lie ahead. That is why He gave you the cloak(s).

Room 14 ____ The Pit and the Ladder

{Lay out the Tunnel: Room 14 Battle Grid. Place the LightRaiders on the grid according to which door they enter.}

You enter a smoke filled room. It is difficult to see where you are going. Through the room runs a deep pit, with fire and smoke rising out of it. The hole is about fifteen feet across and very deep. At the bottom, molten lava flows along. On the other side of the pit lies a piece of parchment. You need a bridge to get across.

{The parchment is the next piece of Lucias' scroll. To get there, the party must cross the pit.}

{If they try to use a rope, tell them it is too unsteady. They are likely to fall off it. They can do better.}

{If they use the High Bridge TeamRune, a bridge will appear and any or all the LightRaiders may cross over. However once the last LightRaider who wants to cross has, the bridge will disappear.

Sorry, but that's what the rules say. The High Bridge TeamRune can not be repeated for a week, so they will have to find another way back.}

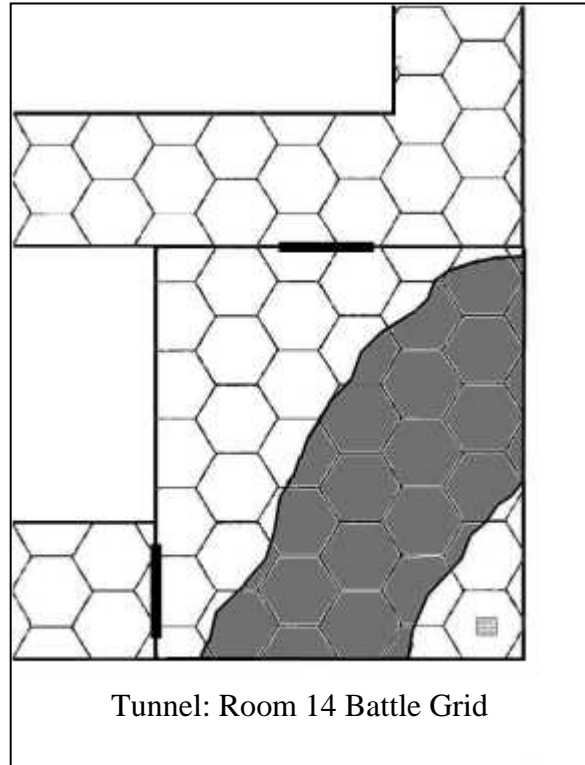
{They need to lay the ladder in the *Bag of Useful Items* across the pit and use it as a bridge. Award +2 to FA to the LightRaider who first suggest this. No DL rolls are needed to cross on the ladder. Give them the next piece of Lucias' scroll.}

Teaching point: God always provides what we will need to fulfill our missions for Him - even if sometimes it may look like His provision goes the opposite of what we need. Like a normally vertical ladder to use as a horizontal bridge.

Room 15 ____ Swan River

{Lay out the Tunnel: Room 15 Battle Grid. Have the LightRaiders enter from the appropriate hallway.}

You enter a small room with a pool in the middle of it. A long slender neck appears from under the water. You see the head of a swan. It begins to speak to you. "Don't you realize that the OverLord has abandoned you? He has led you into this horrible place, and left you



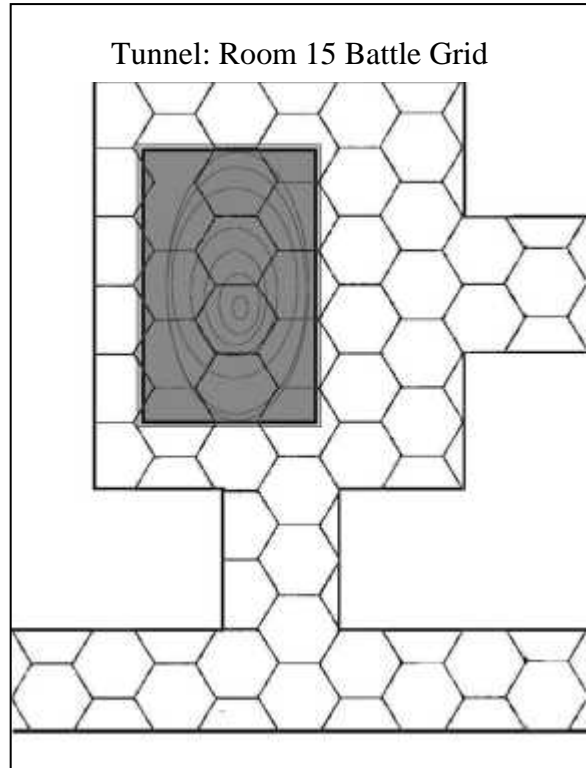
without help or hope.”

{The head belongs to a Fluster Beast. The LightRaiders must roll against their PE, or they will be enchanted by the Double-Minded Sin Enchantment. Give all affected LightRaiders the FLUSTER BEAST SIN ENCHANTMENT CUE CARD. The LightRaider must be rescued by arguments showing that God always delivers and guides his people.

{Once the LightRaiders have had a chance to answer the Fluster Beast . . . }

A second, ostrich-like head appears out of the water. You realize then that this is one of the rare swan-headed Fluster Beast that had recently been reported. Two more, regular Fluster Beast appear from under the water. All three jump out of the pool and attack you with their huge bear-like paws and beaks.

{The Fluster Beasts each attacks three times per round. It can claw for one SSt of damage, as well as peck with each head (1 to 4 PV of damage each). Each Fluster Beast has a BA of 5 and PV of 20.}

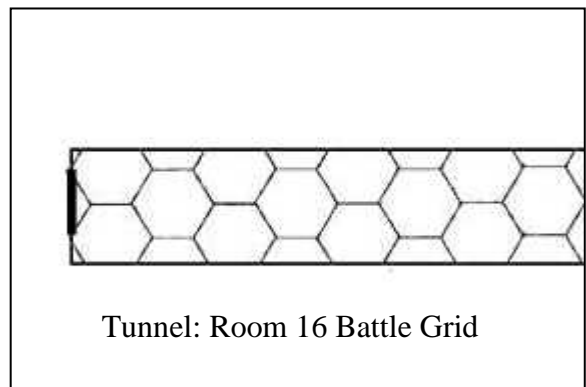


FLUSTER BEAST SIN ENCHANTMENT CUE CARD.

You have been confused by the Double Minded Sin Enchantment of a Fluster Beast. Until rescued, you will swing between moments of "great faith" (when everything is fine and easy) and "great doubt" when it is not. Until rescued, you will be worthless to the party. You will be unable to fight, use WordRunes, give the Great Liberation, or rescue others. Roll a Starlot to determine which character strength has been affect this time. (1=LO, 2=JO...9=SC) That character strength is reduced to 1 until you are rescued.

Room 16 ___ The Prison

{Lay out the Tunnel: Room 16 Battle Grid. There is neither a battle or any other danger here. The grid is only to keep the players thinking. The grid shows the hallway leading to the massive iron door of the Prison. The LightRaiders should be encouraged to spend some time trying to get into the room. This is the cell in which the LightRaiders will be imprisoned in section 5.}



The hall stops at a massive iron door. The

door is locked and bolted and requires a key to open it. There is a small latched portal in the door. There is what appears to be an abandoned food tray setting next to the door, but it is so covered with mold that it is impossible to guess what food it originally held. Cobwebs cover the portal and door, indicating that it has not been opened in years.

{If the LightRaiders open the portal, they will be able to see through the small window into the prison.} Behind the portal is a small opening, about 12” long by 4” high. You notice that the food tray would fit through the window. Behind the door is a dingy, nearly empty chamber. A couple of stone alcoves with moldy straw in them can be seen in the far wall. They appear to be for sleeping. Several chains hang from the wall. Skeletal remains are visible at the end of one of the chains. There are no windows or vents, so the air is foul and sickening.

{There is no one (alive) in the room}

{Allow the LightRaiders to try anything they want: smashing the door, picking the lock, trying any keys they have, etc. Set a high DL of SSt+4 for each attempt, so that it is unlikely they will be able to get into the cell. If they do, they will find nothing of value. If they destroy the door, wall, lock, etc., it will be repaired by the time they awake to find themselves in the prison in section 5. If they are creative enough to get into the cell, you know what to block later so they can not escape the same way.}

{Eventually the LightRaiders should give up and move on to another room.}

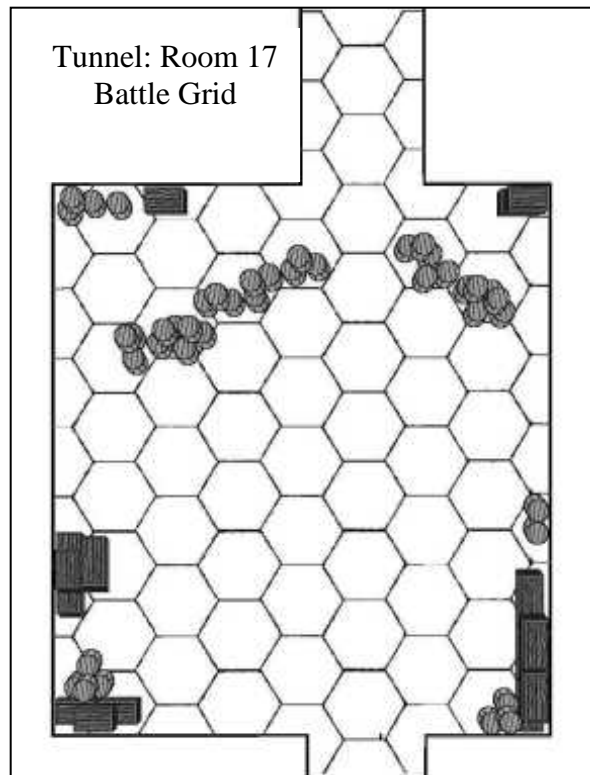
Teaching point: Sometimes we have to wait for God’s timing before we can get the victory. It always comes, just not always when we think it should. You will get into this prison cell when it is God’s time.

Room 17 ____ The Gas Trap

{Lay out the Prison: Room 17 Battle Grid. Have the team enter from the hall at the top of the page. While this room appears to be the exit, it actually contains a gas trap. There should be no escape from the gas trap. The LightRaiders are to be overcome and taken prisoners.}

Ahead of you, the hallway widens into a final chamber. You can see the stairs at the far end of the room leading up and out of the tunnel. Barrels marked “pickled herring” and boxes marked “cannonballs” are scattered around the room. A hint of sunlight, the first you have seen in what seems like at eternity, glimmers ahead. You have reached the end of this hideous place.

{If the LightRaiders head for the stairs have them roll against nothing. Keep them from knowing their captive is automatic. Then inform them. . . }
{Name one of the LightRaiders} trips over a wire, releasing gas in the tunnel.



{Have them roll against their Endurance at DL 10. If they fail, they will be overcome, and fall asleep

for five hours. Any LightRaider who does succeed must retreat back to the hallway or be overcome by the gas. They may come back and try to drag the others out. This must be done one person at a time, and against a DL10 on Endurance that they will be overcome by the gas. It is very unlikely that the party will be successful at this. They are not suppose to be.}

{After the last LightRaider falls asleep, pick up with Section 5: The Prison.}

Teaching point: What may look like a failure or defeat to us may still be used by God as another step towards victory. He's in the redeeming business.

This room ends the Tunnel section, and begins the Prison section of the Adventure. Pick up in **Section 5: The Prison.**

End of section 4

Section 5: The Prison

{The Prison is designed to test your *players* patience and character as much as the LightRaider's. How will the players reaction to their inability to change their situation? As the AM, you may choose to take an entire game session in which you do nothing but let them linger in the prison day after day after day, blocking any and all attempts to escape. When the time comes, will they have the character to act compassionately to their captor? Allow this to become a frustrating time. Nothing they do should be able to get them out of the prison.

{Like God used prison to bring Joseph to the place where he could save both his family and Egypt from starvation, so the OverLord will use imprisonment to bring the LightRaiders to a place where they can deliver their jailer from the power of the dragon Desmophulax. And who knows how many others will be affected by their act of compassion in the future (in Part 2 of the adventure).}

{While in the prison, the AM may use the Random Non-Event Chart to pick a boring, nonevent for each day to help with the role playing. A dice may be used to decide which of the LightRaider gets to do the "non-event" of the day. Some of the events, such as finding food or hearing the jailer nearby with the portal open, may led to chances for conflict between the players or conversations with the jailer. The AM is encouraged to be creative, and fill out the time spend in the prison as much as possible. Several mandatory events are listed that should be played out in the order presented as they led up to the player's escape.}

Random Non-Event Chart

1	You spend most of the day watching a tiny spider spin a web in one corner of the cell
2	A couple of mice scamper across the cell – you watch the rest of the day in anticipation of their return
3	You must be somewhere near the exit from the tunnel as you can hear a thunderstorm overhead. You spend the next two hours counting the seconds between thunder claps
4	You count the number of brick in the ceiling of the cell – again and again
5	A rat tries to steal some of the bread from your tray
6	You hear the jailer doing some work outside your cell. The portal is open and you are getting some "fresh" air and a little light from it
7	You find yourself looking forward to a game of "Rock/Scissors/Paper" after dinner
8	Feeling the need to keep your minds active, you challenge the other LightRaiders to see who can quote the most of the character strength increasing WordRunes (#17-24)
9	A firefly comes through the portal with your dinner today and fly around the room for a couple hours before disappearing somewhere
10	You manage to capture a couple of cockroaches hiding in one of the alcoves. You spend the rest of the day racing them before the other team members insist on killing the disgusting bugs
11	One of the LightRaiders actually finds a sizable piece of fresh, edible fruit on the supper tray -- enough to share with only one other team member
12	"100 bottles of Ale on the wall... 100 bottles of Ale..."

13	Using your belt buckle, you manage to scrap out a 3 cm long section of mortar from between two of masonry stones the form the prison wall
14	Feeling a need to keep your mind active, you challenge the other LightRaiders to see if they know both their strongest and their weakest character strength
15	You spend all day trying to get your pile of straw fluffed just right so it will be comfortable for sleeping
16	You and a team mate make repeated attempts to kick down the cell's door. You finally have to stop from exhaustion
17	You wait all day by the portal, hoping to grab the jailer through the opening when he brings your meal. Unfortunately, the portal is too small, and you only succeed in spilling the food - leaving nothing to eat that night
18	Feeling a need to keep your mind active, you challenge the other LightRaiders to see who can say all the Great Liberation scriptures the fastest
19	You hear the sound of the jailer working outside your cell, but he does not open the portal
20	You find yourself trying to assemble the bones of the last inmate of the cell as if they are parts of a human shaped jigsaw puzzle

Some common ideas for escape, and how to block them:

{Expect your players to make repeated attempts to escape from their cell. Below are several common attempts and ideas for preventing their success. While none of their attempts should succeed, you may choose to have them roll against nothing and then tell them they failed rather than just telling them they fail. This should keep them both guessing and frustrated. If your players are creative, and come up with other ideas, you get to be more creative and block them.}

Alcoves: The two stone alcoves usually attract attention. Players often suspect that some kind of hidden door or secret tunnel is located there. If they search them, have the players roll against nothing, and tell them they do not find anything. There is nothing there to find.

Bag of Useful items: The LightRaiders have been stripped of all their weapons and gears with the exception of the *Bag of Useful Items*. There may be items left in the Bag that the LightRaiders may attempt to use. Do not allow them to work. Like WordRunes, the success of these gifts is subject to the will of the OverLord, and He does not want them to get out yet. If they decide to draw "a weapon" out, give them Cue Card 5-A to read.

Cue Card 5-A

You reach into your bag expecting to pull out a sword, or a spear or some other type of deadly instrument. What you get is a large golden apple. Attached to it is a tag. On one side it says "They overcame evil with good." On the other side it says, "For the healing of deadly diseases."

Bones: Nothing special about them. They are just bones.

Chains: Used by the dragon Desmophulax to hold prisoners, there is nothing special about them. They do not hide a secret passageway entered by pulling them, etc. The LightRaiders might be able to break or pull off links (DL 6 against ST) and any sharpened pieces may be used to try to tunnel out of the cell. Each LightRaiders must spend 3-6 days sharpening the piece before it is usable. They can not be used through the portal to hook and open the bolt. First, because the portal is locked, and secondly because you can not see the bolt to hook it.

Fire: If the LightRaiders attempt to light a fire, it will do not good. The stone prison will not burn, so the fire will not spread. It is not hot enough to be able to damage the massive iron door. The jailer will not enter the cell to try to save them. Instead it will just produce lots of smoke. Since there is no ventilation in the room, the smoke will cause any LightRaider who fails an EN test (at DL4) to be sick for 1-4 days.

Hay piles: The hay piles are just that, stinky piles of all hay that was placed here years ago for prisoners to sleep on as beds. There is not special about the hay. It could be used to start a fire, but since this is a stone prison it will not spread, burn down the iron door, or cause the jailer to enter the cell. Instead it will just produce lots of smoke, that will cause any LightRaider who fails an EN test (at DL4) to be sick for 1-4 days.

Jailer: The jailer will never enter the cell. He can be spoke with through the portal when it is open, but he never comes close enough to grab. The portal is so small that even when he delivers food, there is no room to reach around the tray. Attempts to threaten, bribe, or trick the jailer will also fail. If the team tries an emergency, fire, illness, etc., the jailer still will not enter the cell to save them.

Picking the lock: The door is also bolted from the outside. Even if they succeed in picking the lock, they will be unable to open the door. Have them roll against their AG at DL 8 to see if they can pick the lock – that is IF they can come up with a suitable lock pick.

Portal: The portal is about 12” long and only 4” high. A normal size LightRaider would probably not be able to get even his arm through it, let alone the rest of his body. Even if he could get his arm out, he can not reach or see the bolt. He can not unlock the door. The edge of the portal is sharp, and if a LightRaider does try to force a limb out the portal, must roll against his AG at DL 5 to see if he gets cut by the edge. Damage: 1-4 PV.

Secret door or tunnels: If the LightRaiders want to search for or “detect” a hidden or secret entrance, have them roll against nothing, and tell them each try that they fail. Allow them to retry as often as they want, but there is no secret exit for them to find.

Smashing or forcing the door: This is a massive iron door. It can not be forced or smashed. However any LightRaiders attempting to break it must roll against their ST at DL 2 to see if they injure themselves by striking it too hard. Damage: 1-4 PV. The door frame is also iron, and is bolted into the stone wall. Attempts to break through the wall around the door should be treated as “tunneling”.

Tunneling out of the cell: Remember that this prison is in a tunnel that is located under the ocean. If a hole is made through the **ceiling**, water will begin to leak into the cell. Warn them that they could drown themselves if they continue. If a hole is made through the **wall**, mud will begin to leak into the room instead. Again, they are in danger of drowning in it if they make the hole bigger. If they try to go through the **floor**, they will find that the ground underneath is so soft and mucky that any attempts to tunnel will collapse within 1-10 feet. Any LightRaider in the tunnel must roll against their EN (at a DL equal to the number of feet long the tunnel was) to see if they are injured by the cave-in. Damage is 1 PV per foot of tunnel.

WordRunes: Saying the *Gate Opening WordRune* or the *Door Opening WordRune*: WordRunes

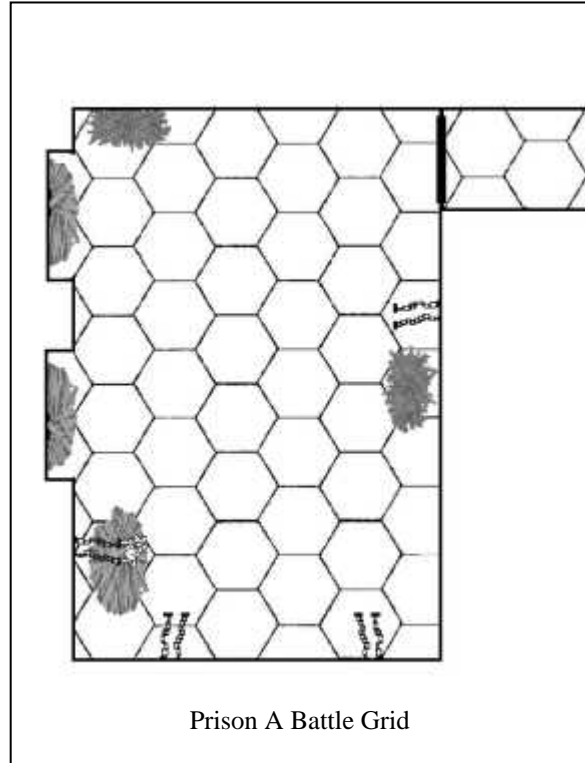
are NOT magic. Just because you say one does not force its affect to happen. They are closer to a form of prayer. The LightRaider speaks God's Word back to him in faith, and God brings it to pass. WordRunes are, however, subjected to *the will of the OverLord*. If a WordRune is used to try to change the situation against His will, it will not work. He does not want you to leave the prison at this time. He has you there for a reason. This is a situation in which neither of the WordRunes will have any affect. If the LightRaiders try any other WordRunes, they function in the OverLord's will (AM's decision) only. They can use WordRunes to produce food, water, and other necessities if they want. The OverLord does not want them to die in the cell, only stay in the cell.

The Prison A ____ The Arrival

{Lay out the Prison A Battle Grid. Scatter the team members randomly around the room where their jailer dropped them.}

You awake with a pounding headache to find yourself in a prison cell. Your weapons, packs and armor are missing. There are no windows, and only one massive iron door. It is locked and bolted. It is pitch black, and the air is heavy and foul. {Name the LightRaiders with the *Bag of Useful Items*} finds that the *Bag of Useful Items* is still attached to his/her belt. Your captors must have missed it.

{Let the LightRaiders try as many ideas as they want to see if they can escape. But whatever they do will not succeed. They will be spending a while in this cell. In the *Bag of Useful Items* is "a weapon". If they decide to draw it out, give them Cue Card 5-A}



Cue Card 5-A

You reach into your bag expecting to pull out a sword, or a spear or some other type of deadly instrument. What you get is a large golden apple. Attached to it is a tag. On one side it says "They overcame evil with good." On the other side it says, "For the healing of deadly diseases."

Teaching point: What God considers a weapon is often different from what we would think. He remembers that our struggle is NOT with flesh and blood, but with spiritual wickedness.

The Prison B ____ The Jailer

Day after day drags by, and you begin to lose all sense of time. With no windows, you can not

tell if it is day or night. Other than a tray of garbage being shoved through a hole on what you guess is a daily basis, you have no idea how much time has passed. It may have been only a week, but it seems like years. The only sound you hear is the occasional passing of the jailer.

The jailer is an old man, who goes about his work quietly and efficiently. He does not appear to be cruel, but he is terrified of whoever owns this prison. He rarely talks to you, but you can tell he is listening to everything you do and say, especially when the portal is open.

{Will the LightRaiders conduct themselves in a manner worthy of their calling? If they make an effort to praise the OverLord even in this dark situation, or try to witness to the jailer, he will make excuses like . . . }

I am too great a sinner. I have followed the dragon too long and have done too many terrible things. {Isaiah 1:18; Romans 5:6,8}

I can't become a TwiceBorn because I would lose my position. I have a wife to care for." {Matthew 6:30; Mark 8:36}

I will have to stop doing so many wicked things and become a better person before I can become a member of the TwiceBorn. {Matthew 9:12,13; Luke 15}

Even if I wanted to, I could never change. I wouldn't have the will power to be different. {Phillippians 2:13}

There could not possible be forgiveness for someone as evil as I. Nobody has ever been as wicked as I am. {I Timothy 1:15; Romans 3:23}

{Use the Random Non-Event Chart to pass a month in the cell.}

The Prison C ____ The Pirate Slaver

It has only been a short time since your meal, when suddenly the portal opens again. He expect to see the jailer at the window, but it is a strange pair of eyes that appear. They study your party for a moment, and then move away. You can almost hear him talking with the jailer.

{If a LightRaider decides to look out the portal, tell him...}

You recognize that newcomer from Temple Island. He was one of the pirates on the raft that was bringing people to the festival. He had yelled at you and ordered you to hurry on to the temple. He is haggling with the jailer about how much he will take to sell your team to him as slaves. The jailer seems reluctant to sell you. You suspect is it because the jailer's master does not know about the deal, and the jailer is terrified on his master.

Reaching over, the jailer shuts and bolts the portal. You do not know what – if any – agreement they finally reach.

{Use the Random Non-Event Chart to pass another month in the cell.}

The Prison D ____ The Message

You have been in the prison for almost two months. The strain of the situation begins to show. You find your tempers growing short, and your bodies beginning to weaken from lack of proper food and water. You find yourselves close to giving up.

{Have all the LightRaiders roll against their HOPE at DL5. The OverLord has a message for all those who FAIL the roll. Give all who fail Cue Card 5-D to read. All these LightRaiders will share this same vision.}

Cue Card 5-D

"As the party settles down for the night, you find yourself so consumed by fear and despair that you can not sleep. As you lay there, a figure appears to you in a vision. You know at once that it is a Messenger from the OverLord.

"You do well, my brothers, in serving our Lord. He is pleased with the way you have handled your imprisonment. He has not abandoned you here. Soon He will open a door for your deliverance.

"You must prepare yourselves for that time. First, you must encourage your brothers and sisters that they do not lose hope. Second, look for an opportunity to overcome evil by doing good. Thirdly, take whatever door is opened to you when you are told. Deliverance will be yours." With a smile, the Messenger is gone.

{Any LightRaider who follows the first part of this message, by offering hope to the others, will receive a +2 on JO.}

As the last of the LightRaiders finishes his encouragement, you hear a noise outside the cell. You notice that at some point while you were encouraging each other, the portal was opened.

{Listening check at DL1}

You hear a soft weeping sound outside your cell. It is the jailer crying.

{If the LightRaiders attempt to talk to him, he will tell them . . .

"I wish I could have hope like you, but I can not. My wife has taken very ill with a deadly disease, The doctors can do nothing to save her. Even the magic of the wizards have failed. I fear she will be dead before tomorrow."

{Which ever LightRaider first suggest giving the jailer the apple drawn as a weapon from the *Bag of Useful Items* should receive a +1 on LO.}

The jailer takes the apple from you and disappears. After several minutes he returns all excited. "I gave her the apple," he exclaims. "She took one bite, and hopped up off her deathbed. I can not thank you enough." His whole face glows with joy. "Wait until later tonight. When my master, Desmophulax, is asleep, I will come and knock on your door. You will be able to escape then. Go to the first fork in the corridor. Turn right, and you will see the stairs to freedom. I will turn off the gas trap." The jailer then slips away.

The Prison E ____ The Escape

You wait for what seems like an eternity. Finally a knock comes at the door. You hear the bolt being drawn, a key turned, and then with a reluctant creak the door slowly creeps open. There is no one around. The jailer is not there. Near the door to your cell you find your weapons, armor and packs. However all your money, jewelry, and food are gone.

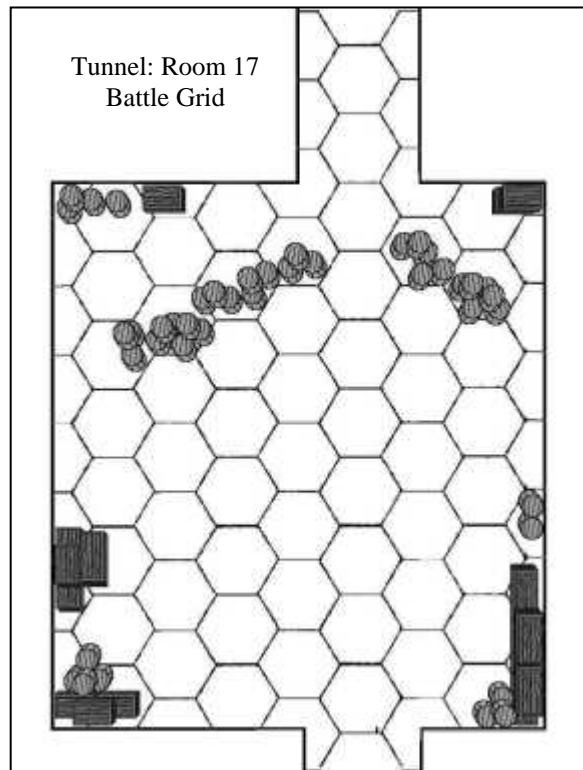
You follow the corridor to where it forks. You reach a fork in the hall were they must either go right or left.

{If the team turns to the right, continue below. If they go in any other direction, use the appropriate room section for where they go. When they return to Room 17, continue below...}

You can see the steps that led out of this dismal place just a couple hundred feet ahead. There is just one problem. Sitting between you and them is the owner of this sadistic maze, Desmophulax. He is a gaze dragon. He smiles at you, and asks, "Did you really think you could corrupt my jailer without me knowing about it?"

{Lay back out the Tunnel: Room 17 Battle Grid (the Gas Trap) and position the LightRaiders so that they enter from the top hallway. Position Desmophulax just to the left of the bottom hallway, facing the LightRaiders. Barrels may be climbed over, however the combatant is unable to attack or defend while climbing up or down. Three or more barrels in a square provide protection that reduces a dragons damage by half for one physical attack. They also provide a +5 to a LightRaider's SF. However, the barrels will be destroyed by the dragon's attack, and provide no further protection.

{The LightRaiders must make a VISION roll. Set a DL for each LightRaider using a SSt. The first LightRaider to fail will be BLINDED by the dragon's gaze. This is a PERMANENT injury that will not heal until the LightRaiders reach the city of Thocrin in Part 2 of the adventure. Provision has been made there for the healing. The party will learn about the healing and the fate of the jailer then. *It is necessary for one of the LightRaiders to be blinded for the story line to work.*



{The Gaze Dragon's statistics are: Pride Factor:120; BA:45; Dam:Claws 3SSt, bite 4SSt, tail 2SSt +6. Breath Weapon: Cone 80' long, 30' wide, Dam 16SSt (- LightRaiders SF), Gaze: roll SL, see chart below:

1. Gaze has paralyzed one of your arms. Will be unable to use a weapon for 1-5 round.
2. Gaze has paralyzed one or your legs. Will be unable to move from current location for 1-5 rounds
3. Gaze has blinded you for 1-5 rounds. Will be unable to use weapon or move.
4. Gaze has done one SSt of damage to your PV
5. Gaze has done two SSt of damage to your PV
6. Gaze has done three SSt of damage to your PV
7. Gaze has caused you to be seized by fear. Will not return to fight until you make a successful roll

- (one try per round) against COURAGE at DL5
8. Gaze has affected your mind. You have been reduced to the intelligence of a small child for 1-5 rounds. Can not use WordRunes or answer MindSpeech until recovered.
 9. Gaze has caused you to be seized with sorrow. Will not return to fight until you make a successful roll (one try per round) against HOPE at DL5
 10. Gaze has crippled your emotions. Will not return to the fight until you make a successful roll (one try per round) against WIS at DL5}

The Dragon speaks to you:

Q] These is no clear line of right or wrong. You should just follow your conscience.

A.] The conscience is not a reliable guide, "Although they knew God, they did not glorify Him as God . . . but became futile in their thoughts, and their consciences were darkened." -- Romans 1:21

Q] We do not live under law, but under God's grace, so we do not have to obey His laws and commandments any more.

A] Jesus said, "Whoever therefore beaks one of the least of these commandments, and teaches men so, shall be called least in the kingdom of heaven."--Matthew 5:19

Q] God places so much important on obeying His laws. Surely by obeying them and being good enough, you can be saved.

A] "By the deeds of the law no flesh shall be justified in His sight." -- Romans 3:20. "If righteousness comes through the law, then Christ died in vain." -- Galatians 3:21

Q] All the law does is make you feel guilty.

A] "I would not be ashamed when I look into all your commandments." -- Psalms 119:6. "The law of the LORD is perfect, converting the soul." -- Psalms 19:7. Any quilt produced by the law is only to lead you to conversion and salvation.

Q] Laws and rules only make you hateful and judgmental of others

A] Not when the law is the "Royal Law" of love (James 2:8) "Love does no harm to a neighbor, therefore love is the fulfillment of the law." -- Romans 13:10. "Now the purpose of the commandments is love from a pure heart, from a good conscience, and from sincere faith." -- I Timothy 1:5

{As Desmophulax's pride factor drops the odds that he will flee increase. He is a cowardly bully, and does not want to risk being killed by the LightRaiders. Subtract his remaining PF from 100 and that is the percentage that he will flee. Roll after each combat round. If he flees, tell the LightRaiders . . . }

Desmophulax snarls at you, "I have better things to do then to waste my time on the likes of you. You are not powerful enough to stop my plans anyway." He leaps over your party, and flees down the hall into the tunnel. The dragon lets out a final blast of his fiery breath over his shoulder as he flees. But the shot is wild, and strikes the roof over the LightRaider's head. The flames cause the roof to crack. Water comes pouring in. As you race for the steps, you see the chamber begin to cave in behind you.

{If Desmophulax's PV reaches 0, he is dead. Tell the LightRaiders...}

Desmophulax snarls at you, and lets out a final blast of his fiery breath as he dies. But the shot is wild, and strikes the roof over the LightRaider's head. The flames cause the roof to crack. Water comes pouring in. As you race for the steps, you see the chamber begin to cave in behind you.

The stairs lead up to a small cluster of rocks about 300 feet west of the shoreline of the island

Opallas told you about. From the rocks, you can see a strange ripple that travels across the water running the full length of the tunnel. You can guess that the entire tunnel is collapsing like a row of dominoes. The dragon is defeated, and his evil kingdom collapses around him. The rocks on which you are standing also begin to collapse. They are sealing this entrance to the tunnel forever.

But if you do not move, you will be buried too.

{The LightRaider can swim to the shore at DL1. Any LightRaider who fails the roll take 2 points off PV and must try again.}

The Prison F ____ The Finale

{If you are playing Part 1 of this adventure by itself, go to Appendix A and use it for the closing of the adventure instead of this sector.}

You arrive on the shore, tired, wet and freezing cold. The beach you reach borders a large open field of nearly ripe grain. There is no sign of any houses, trees or other shelter nearby. You huddle together under the stars trying to get warm and dry. You could really use a fire, but there is no wood on this beach.

{Yes, this is a good place for the campfire in the *Bag of Useful Items*.}

You gather around the fire, enjoying the warmth. Suddenly a stranger walks into your camp. It is the Messenger who appeared to you in the prison. He smiles and says , 'You have done well, my brothers. Rest now. There are still many more victories ahead of you.'" The Messenger lifts his hands, and a warm tent forms over the party. Inside you find a tray of roast fish, fresh vegetables, and hot tea. You will be safe and comfortable there for the night.

{Have them rest here safely for the night.}

{Continue the adventure with 10 Islands of Evil Raid – Part 2}

END OF SECTION 5

END OF PART 1 OF THE ADVENTURE

Appendix A

Using Part 1 as a Stand Alone Adventure

The 10 Islands of Evil Raid is a multipart adventure. Part 1 ends with your characters stranded on the shore of Vain Island. One of the LightRaiders has been left blind by Desmophulax the gaze dragon. This makes it difficult to stop here or play any other adventures. So to play Part 1 by itself, you will need to use the following alternate ending for **Section 5: The Prison E**.

The Prison E ____ The Finale

You gather around the fire, enjoying the warmth. Suddenly a stranger walks into your camp. It is the Messenger. He smiles and says, “You have done well, my brothers. Rest now. Your work is done here for a time. Perhaps you will return to visit the rest of the islands later.” The Messenger lifts his hands, and a hollow tree opens before you.

You step through the tree, and once again find yourself in the most special place in Talania, the Liberated Land. Your mission to the islands, for now, is complete.

After about a week, {name the LightRaider who was blinded}'s eyesight begins to return. Within another week it is back to normal. Something about the Liberated Land seems to cause diseases to heal quickly.

You make your report to the Academy, and they seem pleased by what they hear. However, they are also troubled that the OverLord seemed to have returned you before all the islands had been visited. They feel that it may mean He has a more important and more dangerous mission for you. They suggest you and your teammates spend time in prayer trying to learn that mission.

As you head back towards your quarters, you find yourself agreeing with them. You decide right then that whatever the OverLord calls you to do next, you are ready. No matter the dangers or difficulties, you can not imagine doing anything but His will. In the back of your mind, you hope that someday you will return to see how Symon and the villagers, Lucias and Opallas have fared.

{Award the team the rewards listed for a successful completion of the adventure.}

END OF SECTION 5

END OF THE ADVENTURE...for now.

Appendix B

Using the Battle Grids

The hex Battle Grids are intended to serve two purposes. The most obvious is to provide a playing surface for battles and encounters. Using the cardboard figures that come with the DragonRaid, separate plastic or pewter figures, or objects like coins or buttons, placed on the grid is recommended. This helps to keep track of where players and their opponents are located, what objects (tree, rocks, buildings, walls) may be in the way, and aids in calculating distances and other spatial relationships.

Each hex on the battle grids is a 5' x 5' area. A combatant using a short range weapon is normally able to strike an opponent in an adjacent hex. The combatants may also move into any adjacent hex, unless it is blocked by an object or another person.

Objects, such as a large rock, tree, or barrels can prevent a combatant from moving into a hex. If the object is small enough, the combatant may be able to climb over the object. However he will be unable to fight during the rounds he is climbing up (moving into the hex) and climbing down (moving out of the hex) from the object. Trees may interfere with the use of distance weapons. It is harder to find your target through a tree. The combatants will have to go around larger objects, such as buildings or large, multi-hex rocks. The Adventure Master will decide how to treat each object as the need arises. As always, the AM has the final decision on any issues.

The battle areas are three dimensional, although the grids have to be printed in only two dimensions. To help the "illusion" of a third dimension, each grid has a background on which is printed the hex grid. Anything under the grid is considered "show" and is not treated as an object. The grass, sand, floors, floor tiles, etc., do not hinder your movement or weapons. One exception is water. Some dark creatures may refuse to enter a hex that is more than 50% water. LightRaiders and the AM should consider the affect of the water on the characters when moving into those hexes.

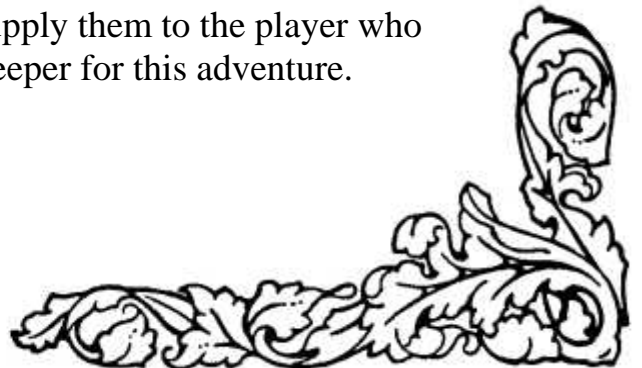
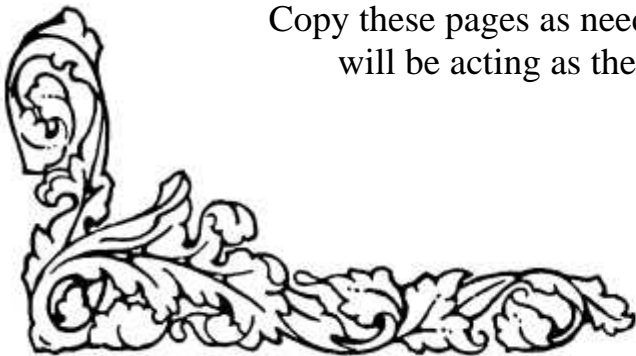
Objects are placed on top of the grids. Anything above the grid should be considered when moving or using weapons. An object may hinder movement and weapon usage, or could be used to hide behind as protection. Because the battle grid is not drawn from directly overhead, some objects "lean over" into a hex behind them. A combatant may enter such a hex if the base of the object does not enter into the hex. For example, a building can be approached from behind until the combatant reaches the hex on which the building's foundation rest. On the grid, the figure may appear to be standing on the building's roof.

The second reason for using a battle grid is less obvious: to keep the game more challenging. When your players are walking into what seems to be an "easy" situation, and suddenly the AM whips out a battle grid and set them up on it, it causes the players to stop and think. They usually feel like whatever move or decision they make is going to be important, and so they are not as quick to just jump at the easy solution. The battle grids are designed to aid the players in thinking a little deeper and are often appropriate to use even in situations where no actual battle occurs.



**10 Islands of Evil Raid
Part 1**

Copy these pages as needed and supply them to the player who will be acting as the journal keeper for this adventure.



ISLAND: _____

DARK CREATURES: _____

ENCHANTMENTS: _____

WORD RUNES USED: _____

SPECIAL ENCOUNTERS: _____



Attach Cue Cards to back of page

Appendix D: The Tunnel: Random Creature Encounters

The creatures listed below may be encountered while the LightRaiders are journeying through the Tunnel in section 4. Note that these are normal creatures, not dark creatures, and lack intelligence, speech, or a sin enchantment. This does not prevent them from being potentially deadly. They might respond to Converse with Animals (CA) but are unlikely to want to talk. (See the DL's listed below.)

There is a 50% chance each hour that the team will encounter a creature. Once per hour (or once per 6 move) the AM should roll to determine whether any creatures are encountered. The AM may choose to roll a d6 at the beginning of the hour (6 moves) to determine in which move to make the encounter roll. This prevents the encounters from falling a predictable 6 moves apart. If they do have an encounter, roll a die to determine which of the listed 10 creatures they encounter. The AM may also choose to number ten slips of paper, and draw and discard one each encounter to help increase the variety.

The number appearing and battle statistics for each creature is listed below. Some creatures may pose additional dangers as listed in the Notes.

Roll	Creature	Size	Number Appearing	Move	CA DL	BA	PV	Damage	Notes
1	Ant, Giant	3 ft	d8+2	2	9	5	20	d4 bite	
2	Ant, Giant Warrior	4 ft	d8	3	10	6	24	d8 bite + poison	
3	Bat	0.5 ft	2d10+5	4	7	3	5	1 point bite	5 % disease
4	Bat, Giant	2 f	d4	4	8	5	15	d4 bite	10 ft wing span, 15 % disease
5	Cave Bear	13 ft	d2	3	10	8	40	2d10	1200-1600 lbs, prehistoric bear
6	Mantis, Giant	10-15 ft	d4	3	9	6	10	3d6 chew & d4 acid squirt	25 ft range
7	Rat	0.5 ft	5d8	2	4	3	3	2 point bite	5% disease
8	Rat, Giant	3 ft	d8	3	5	2	4	d4-1 bite	15% disease
9	Scorpion, Giant	6 ft	d4	3	10	9	38	2xd10 claw, d8 tail	d8 DL Stun for 3d8 hours
10	Snake, Giant	15 ft+	d4	2	10	8	32	d4 bite	poison 2d8 hours sleep

Appendix E: Life After Death Sequence

{Give any LightRaider killed during this adventure the following 2 pages to read.}

You're dead. In the middle of all the noise, clamor, chaos and confusion, it suddenly strikes you just that bluntly...you're dead. You can see your corpse nearby, and other members of your team stunned by its sight. They seem more upset by the sight than you do. After all, you're dead.

Then you realize something else...you *know* you're dead. Even though you have died, you have not ceased to exist. There really is something after death. You've always believed that, or at least wanted to believe that. Now there is no doubt. You're alive.

You turn from the sight of your corpse. It no longer holds any meaning for you. You realize that your life has moved beyond your mortal flesh, and into the eternal realm of the spirit. You can no longer change who you are, or what you have done. You can only live with the results...forever.

Ahead of you, on the horizon, you see an open doorway. Beyond it lies heaven. You're not sure how you know that, but you do. So you begin to walk towards it. As you do, you can see the world stretched out before you for miles. As you travel, you become aware of how dirty and depressing everything is around you. Wherever you look, you seem to see trials, struggles, lies, betrayal, wars, injustice, poverty, death and destruction. It begins to bring up all the questions you have had over the years.

"Why did this happen?"

"How could God allowed that?"

"Where was He when...?"

As you approach the doorway, you see several other people reaching and stepping through the doorway ahead of you. As each one steps through, you can see the burdens and despair of their lives lifted from them, and the majesty and presence of your Loving Master totally transform them into glorified beauty. Then each turns around, and looks back out the door. When they do, they begin to laugh.

Not just to grin. Not just to give a little chuckle, or a half-hearted giggle, but a laugh. A full-bellied, opened mouth, tears in the eyes, out of control, almost doubling them over laugh -- that last for several minutes. Then, they turn and disappear beyond the doorway.

Finally it is your turn at the doorway. You find yourself more intrigued by what the people are seeing that makes them laugh so uncontrollably behind them, then by the sight of heaven ahead. After all, you will have all of eternity to discover the wonders of heaven. So, you turn and step through the door -- backwards.

One second you see the world through your eyes, with all its seeming evils and injustice. Then next you see it through God's eyes, with His Grand Scheme laid out before you. Suddenly you see how everything -- everything -- has a place in His plan for us. And it is a plan for good, to give you a future and a hope.

You know what Joseph must have felt in the Sacred Scrolls when he realized that all the things he had thought were evils – hated by his family, sold into slavery, unjustly tried and imprisoned, abandoned and betrayed by everyone – were meant by God for good.

And the laugh begins. A laugh at your own foolishness. A laugh at the pointlessness of all your questions. A laugh at the Great Dragon and how ridicule all his wiles look in comparison to God's Grand Scheme. A laugh at all the thought and things that can never again try to come between you and your Lord. A holy laugh for the greatness and goodness of your God.

The laugh seems to go on for hours, cleansing you of all the fear, ideas, attitudes, thoughts and questions that you wanted to try to sneak into heaven with you. When it finally ends, you look one last time across the world. It appears to be as cleansed and pure as you now are, for you see it as it truly is for the first time. You see it through His eyes of love.

Then slowly you turn, because you know *HE* is standing there. He opens his arms, and welcomes you with a kiss and an embrace. In that moment, you know Him as well as He has always known you. You fall at His feet and begin to worship Him... forever.

{NOTE: This Life after Death Sequence is based on a true experience. An elderly friend of mine "died" during surgery in the early 70's and saw the doorway just as described above. He also stepped through the doorway backwards. He was able for that brief moment to see what he always referred to the *Grand Scheme*. Then, because he had not yet seen either heaven or his Lord, he was permitted to return to his body with a message – to remind everyone that "all things work together for good to those who love God, to those who are the called according to His purpose." In 1980, my friend finally got to see heaven also, and remain there forever.}

Appendix F: Rewards

On completion of this adventure, award the following bonuses (or penalties) to the maturity units of the players based on their actions.

Temple Island

For all LRs who aided in destroying the small idol in the village		Did not aid
Current FA of 1-3	+3 mu	-1 mu
Current FA of 4-6	+2 mu	-2 mu
Current FA of 7-10	+1 mu	-3 mu

For all LRs who aided in presenting the GL to the crowd at the Temple		Did not aid
Current LO of 1-3	+3 mu	-1 mu
Current LO of 4-6	+2 mu	-2 mu
Current LO of 7-10	+1 mu	-3 mu

Sailing

For all LRs who did not attempt to reach Forbidden Island		Did try to reach
Current SC of 1-3	+3 mu	-1 mu
Current SC of 4-6	+2 mu	-2 mu
Current SC of 7-10	+1 mu	-3 mu

War Island

For all LRs who aided in rescuing others from the Sword		Did not aid
Current JO of 1-3	+3 mu	-1 mu
Current JO of 4-6	+2 mu	-2 mu
Current JO of 7-10	+1 mu	-3 mu

For all Ls who gave an item at the altar		Gave themselves	Did not give
Current PE of 1-3	+3 mu	+4 mu	-1 mu
Current PE of 4-6	+2 mu	+3 mu	-2 mu
Current PE of 7-10	+1 mu	+2 mu	-3 mu

The Tunnel

For all LRs who use their Special Reward when needed		Did not use
Current PA of 1-3	+3 mu	-1 mu
Current PA of 4-6	+2 mu	-2 mu
Current PA of 7-10	+1 mu	-3 mu

For all LRs who aided in rescuing Lucias		Did not aid
Current GE of 1-3	+3 mu	-1 mu
Current GE of 4-6	+2 mu	-2 mu
Current GE of 7-10	+1 mu	-3 mu

The Prison

For all LRs who attempt to witness to the jailer		Did not witness
Current KI of 1-3	+3 mu	-1 mu
Current KI of 4-6	+2 mu	-2 mu
Current KI of 7-10	+1 mu	-3 mu

For all LRs who battled the dragon and his Lawlessness speech		Did not battle
Current GO of 1-3	+3 mu	-1 mu
Current GO of 4-6	+2 mu	-2 mu
Current GO of 7-10	+1 mu	-3 mu

CUE CARD 1-2A

You see several sailors on a raft. They are sailing towards your island. A canvas sail, displaying a large red dragon, rises above the raft. The raft is overloaded with passengers in bright, festive clothing.

CUE CARD 1-9 A

**Free Admission to the Great Temple of the Gods !!!
 Receive Happiness -- Money -- Pleasure -- Power !!!
 Bring Your Friends! Its free, Free, FREE !!!**

CUE CARD 1-11 A**The "Holy Boldness" Word Rune****FA3****DL1**

Hebrew 13:6

**So we boldly say,
 "The Lord is my Helper, I will not fear.
 What can men do to me?"**

Hebrew 13:6

**Any LightRaider who successfully says the "Holy Boldness" WordRune
 will receive a +1 on Knowledge, Courage, and Hope for their next
 encounter with a crowd of dragon slaves.**

FA + 1 mu**SS + 1 mu****Cue Card 1-12 A**

As you look around the village, you notice something. All the clothes, utensils, and even the footprints in the dirt are adult size. There is not a ball or doll or toy to be seen anywhere. It appears that there are no children in the village. You feel like, given a chance, you must find out why there are no children. You wish you could ask the villagers – wherever they are.

Cue Card 1-12 B

Symon tells you, "There are no children here in the village because as soon as one is born, we have to take it to the Goblin's Fortress. From there, they are sent to an island north of here to be raised. Some, like myself, are returned to the island to serve the idol. I do not know what happens to the rest." He adds sadly, "Somewhere I have a son."

CUE CARD 1-12 C**DO NOT READ THIS CARD OUT LOUD.**

The OverLord Himself appears to you in a dream, praising the whole party for their faithfulness. He tells you to lead the others south in the morning. There He tells you to build a raft to sail to the next island. He will provide everything needed, even as He provided for Noah. He also tells you to be sure to use all the things provided. You may tell the others about your dream.

Golden Calf Sin Enchantment Card

You have been affected by the golden calf's sin enchantment. You will want to worship the idol until you are rescued. If the idol is destroyed, you will steal a piece, hide it in your pocket, and continue to pray to the fragment until rescued. You will be unable to use WordRunes, rescue other LightRaiders, or give the Great Liberation until rescued. Your FA will be reduced to 1 until rescued.

GOBLIN SIN ENCHANTMENT CUE CARD

You were bitten by a goblin recently, and the Bully sin enchantment they carry is now affecting you. You will begin to bully the others around you, and try to threaten and frighten others into doing what you want. You will be unable to use an WordRunes, rescue other LightRaiders, or share the Great Liberation until you are rescued. Your GO will be reduced to 1 until you are rescued.

Cue Card 1-20

“We have been told in that in my great-grandfather’s time, a shiny black stone fell from the sky. Our leader at that time took it as a sign from heaven. He build a temple to house the stone and honor the Gods. From there he gave us the Law of the Gods to tell us how to live.

“But some among us rejected the laws. They had no love for the Gods nor a desire to serve them. And the Gods did not have the power to change the people’s heart to want to serve them. So instead, they had the leader begin to force and oppress all the people into obedience. He made a treaty with a band of goblin’s to act as his enforcers.

“Since then they have bullied, robbed and dominated us. They have a fortress near here with over two hundred of the ugly creatures. We will being staying here by the water to avoid them. Goblin’s hate water.

“Who does the OverLord use as His enforcers, and how does he make people obey Him?”

CUE CARD 2-22

On the horizon you see a large slave gallery, flying a skull and crossbones. It is a pirate ship. The ship is moving quickly east away from you. You find yourself gripped by a fear enchantment. You are convinced that if you continue on your present course, the pirates will capture you. You begin to insist that the party turn back to Temple Island and the hollow tree to home.

Cue Card 2-35**The "Declare the Truth" WordRune****HO 4****DL3****Psalms 40:10**

**I have not hid your righteousness within my heart;
I have declared your faithfulness and your salvation:
I have not concealed your lovingkindness and your truth
from the great congregation.**

Psalms 40:10

Any LightRaider who speaks the "Declare the Truth" WordRune, followed by a declaration of truth about an illusion, will increase fellow LightRaiders Helmet of Salvation by +2, helping them to dispel the illusion. By closing the visor on their Helmet of Salvation, a LightRaider with a HS rating of 5 or greater is able to dispel an illusion twice a day.

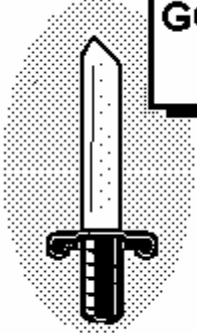
May be used once per week in EdenAgain

JO + 2 mu**SS + 2 mu**

Cue Card 3-48A

"Once this island was filled with a gentle people who loved and served the Great Provider. But a powerful sin fell on the people. They began to covet the blessings of their neighbors. They took their eyes off their Provider and began to lust for the provisions. This desire led to fighting and strife. A terrible war broke out among them, and they were all slain. Those blessings and belongings they fought over are now nothing but ruin. That is why the Great Provider has forbidden His servants to covet anything."


Special Reward Cards 3-48



**GOBLIN SLAYER
SWORD**

Does Double
Damage When
Fighting Goblins


Good for one encounter



**A Cloth
Of Healing**

Laid on a wound, will restore
a StarLot + 10 PVs.

Good for five uses.



**Mirror of
Truth**


Held before anyone, it
will reveal any sin
enchantment on them.

May be used 3 times.

Bag of Useful Items

The Light Raider who holds this bag may reach in and pull out one of each item.


- a. 5000 feet of rope & climbing Gear
- b. Pack mule
- c. A bag of seeds
- d. A weapon
- e. 25 foot ladder
- f. A large key
- g. Firewood (lit)
- h. 25 pieces of gold
- i. Lantern (lit)
- j. Copy of the Sacred Scrolls



A Staff of Dividing

Will divide any water
before you so you
may cross on dry
ground.

May be used once.



A Horn of Help

If blown, aid will
be send by the
OverLord

May be used only once




**Skeleton
Helmet**




When the visor on this helmet is lowered, it protects the wearer from a skeletons's dispair enchantment.

Good for one encounter

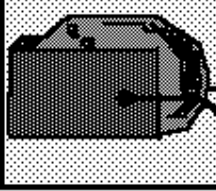


**A Cloak of
Slipping**



Material in this cloak will not stick to a cave spider's web.

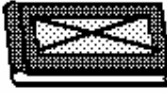
Good for one encounter



**Giant Slaying
Stone**

Will kill any giant with a single blow if shot from the sling in the Name of the OverLord.

May be used only once.



**The Book of
Mighty Deeds**

This books contains stories of great feats done by servants of the OverLord. Reading the book takes only a moment, but increases the reader's physical strength to 20 for an hour.

May be used only once.

Cue Card 3-48 B

The island is divided into two parts by the Great Barrier Mountain. On the west it is mostly farmland. The city of Thocrin is there. Many TwiceBorn live in Thocrin. I spend several years teaching among them. The rest of the island is forest, inhabited by beast. A small isle lies to the north, where there are some old ruins.

While you are there, the Great Provider has given you a special assignment. He wants you to show the TwiceBorn there that they are one body.

Cue Card 3-56

A handwritten page torn from a notebook:

*Notes from lecture 56, Dragon Raid Academy
Taken by Lucias*

"In the Sacred Scrolls, God always delivered His people when they cried out for help. Sometimes He delivered FROM danger by sending angels or other help to destroy the enemy. But other times God delivered THROUGH danger. The people had to take weapons, and do the fighting, and God gave the victory. The OverLord provided everything they needed to win, but they still had to use the provision. Both times the people were delivered, some FROM danger, and others THROUGH danger."

Cue Card 3B-2A

There sits an old man, dressed in filthy rags. His beard hangs clear to the ground and his hair is matted and dirt. He smells worst than he looks. A mound of rotting garbage surrounds him. He sits there counting the garbage. All around the edges of the little hut lie piles of gold, silver, and gems. But the old man ignores these.

Cue Card 3B-2B

The gold, silver and gem in the hut belong to the Mad King, whether he knows it or not. They were by the OverLord to him, not to you. The OverLord has his own treasures for you. By desiring another person's treasure, you have allowed yourself to be captured by a Covetousness sin enchantment. Until you are rescued, I will want anything else you see another person holding. You will whine, cry, beg, bully, even lie to get them to give it to you. Your GE is reduced to 1 and you can not use any WordRunes until rescued.

Cue Card 3B-3

You have heard their claim. The other LightRaiders say that the sword was an evil illusion designed to kill you. But you know better. They are trying to trick you. One of them has taken the sword and hidden it. It is suppose to be your sword. You will distrust and disagree with anything the others tell you. You will refuse to co-operate. You will pout, argue, and whine. Your GO will be reduced to 1 and you will refuse to say any WordRunes or rescue others until you are rescued.

Cue Card 3B-5

Somehow, in the short time since the pouch was stolen, everything in it has aged. It is rusted, rotten, moth-eaten or worn out. Nothing of value remains. You also notice that all the buttons have been cut off the spare shirt that was in the pouch.

Cue Card 3B-7

*Gain True and Eternal Riches!
What will you give as an offering to the Great Provider?
How will you make that offering?*

On the platform you find a small stone altar, a money collection box, a fire pit, a knife, and other items for giving offerings and sacrifices. Each is engraved with one of the OverLord's many Names.

GREEDO SIN ENCHANTMENT CUE CARD

You have been enticed by a Greedo. You have listened to lies, and been enchanted by the UNEARNED WEALTH ENCHANTMENT. You will begin to do whatever you must to get all the money around you, including lie to, and cheat your fellow LightRaiders. Your JO will be reduced to 1 until you are rescued. You will be unable to use any WordRunes, or rescue other LightRaiders as long as you are enchanted.

Cue Card 4-0
LightRaiders,
There is great danger. I have hidden a scroll in pieces in the Tunnel.
Find it, and take the information
back to the Liberated Land.
- Lucias

MOUND ORC SIN ENCHANTMENT CUE CARD

You find yourself really angry with the ugly Mound Orc that attacked you. In fact you find yourself wanting revenge on him, and everyone else who ever did anything to make you mad. You have been infected by a REVENGE sin enchantment. You will want to hit, hurt, and kill everything around you. You will be unable to use any WordRunes or give the Great Liberation, and your LO will be reduced to 1 until you are rescued.

GIANT SIN ENCHANTMENT CUE CARD

You have big problems. You have been affected by the giant's MEDIOCRITY sin enchantment. As a result, you will no longer try very hard at anything. You will have a lazy, sloppy attitude. Every hour you will lose one full point off one of your character strengths, beginning with LO and each hour going to the next on the list. This will continue until ALL your characters strengths reach 1, or you are rescued. Until then you can not use any WordRunes, or say the Great Liberation.

CUE CARD 4-11

You just had to touch it, didn't you! Now your infected with a desire to own it, and anything else around you. It belonged to a Cave Troll, and you have been infected by the troll's Owing Things Sin Enchantment. When it comes time to divide the treasure in this room, you will do anything to convince the others to give you as much of it as possible.

You will whine, argue, lie, cheat, bargain, and even steal to get just one more piece. You will even dump everything from your pack, and offer to carry it ALL - for the whole team of course.

You will begin to steal from others, starting with small, insignificant things and graduating to larger, more valuable objects. Your PA will be reduced to 1, and you will be unable to use WordRunes or give the Great Liberation until you have been rescued.

CAVE SPIDER SIN ENCHANTMENT CUE CARD

You were bitten by a Cave Spider. Its Little White Lie Enchantment is beginning to affect you. You will begin to lie first when it is for your own benefit, and finally just for the sake of lying.

Each hour until you are rescued, you will lose 1 point off your GO until it reaches 1. You will be unable to use any WordRunes or give the Great Liberation.

FLUSTER BEAST SIN ENCHANTMENT CUE CARD.

You have been confused by the Double Minded Sin Enchantment of a Fluster Beast. Until rescued, you will swing between moments of "great faith" (when everything is fine and easy) and "great doubt" when it is not. Until rescued, you will be worthless to the party. You will be unable to fight, use WordRunes, give the Great Liberation, or rescue others. Roll a Starlot to determine which character strength has been affect this time. (1=LO, 2=JO...9=SC) That character strength is reduced to 1 until you are rescued.

Cue Card 5-A

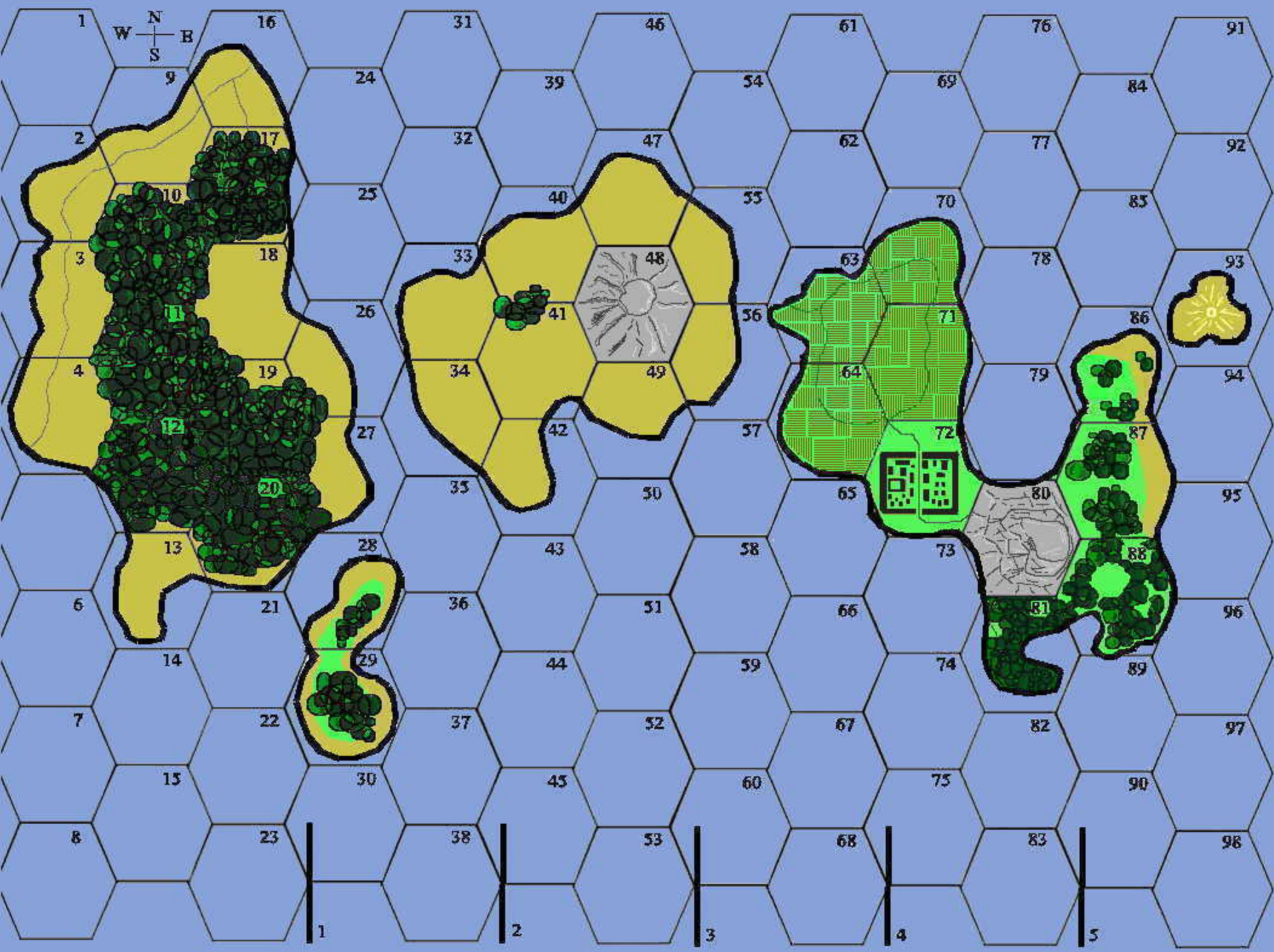
You reach into your bag expecting to pull out a sword, or a spear or some other type of deadly instrument. What you get is a large golden apple. Attached to it is a tag. On one side it says "They overcame evil with good." On the other side it says, "For the healing of deadly diseases."

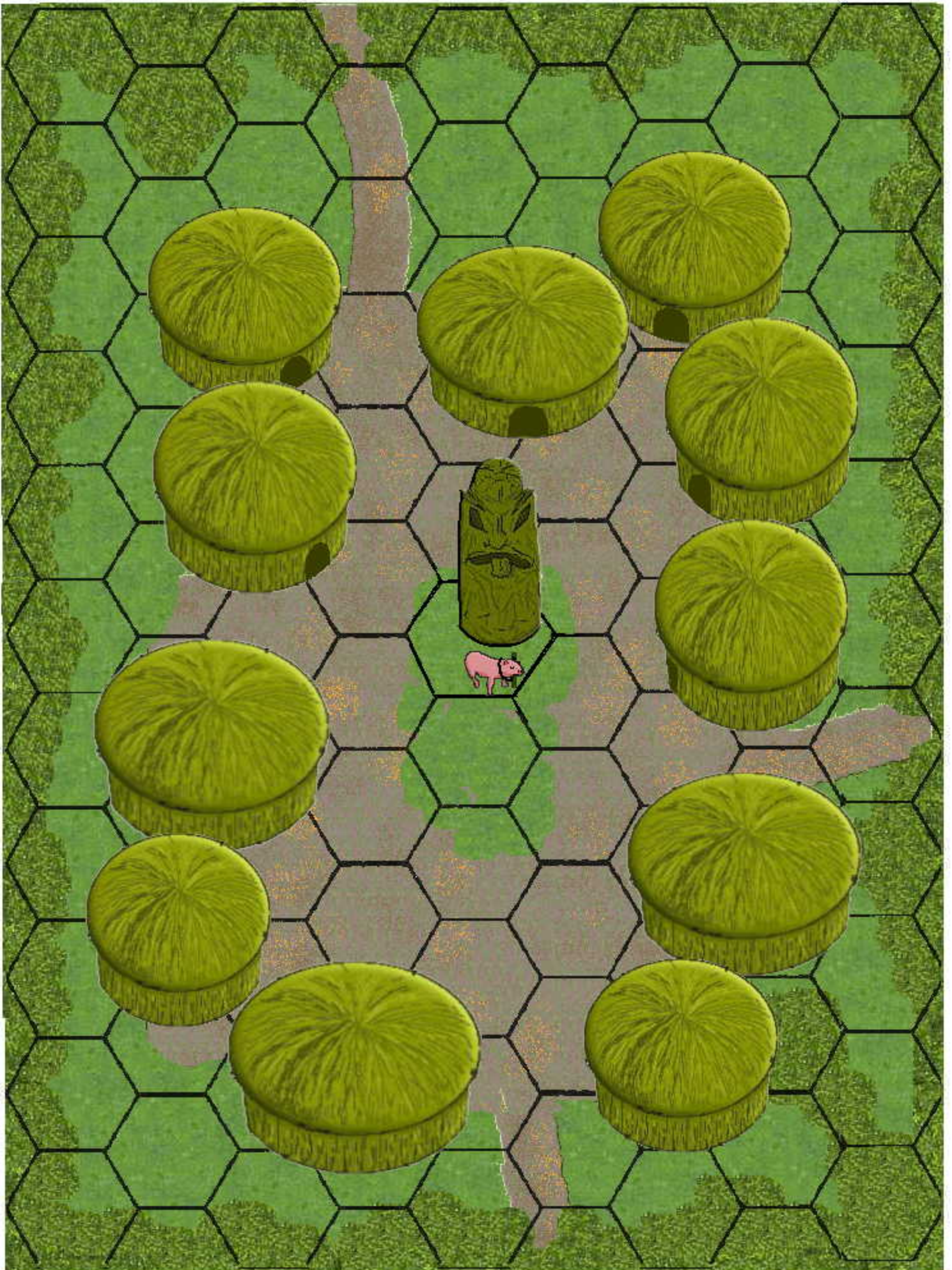
Cue Card 5-D

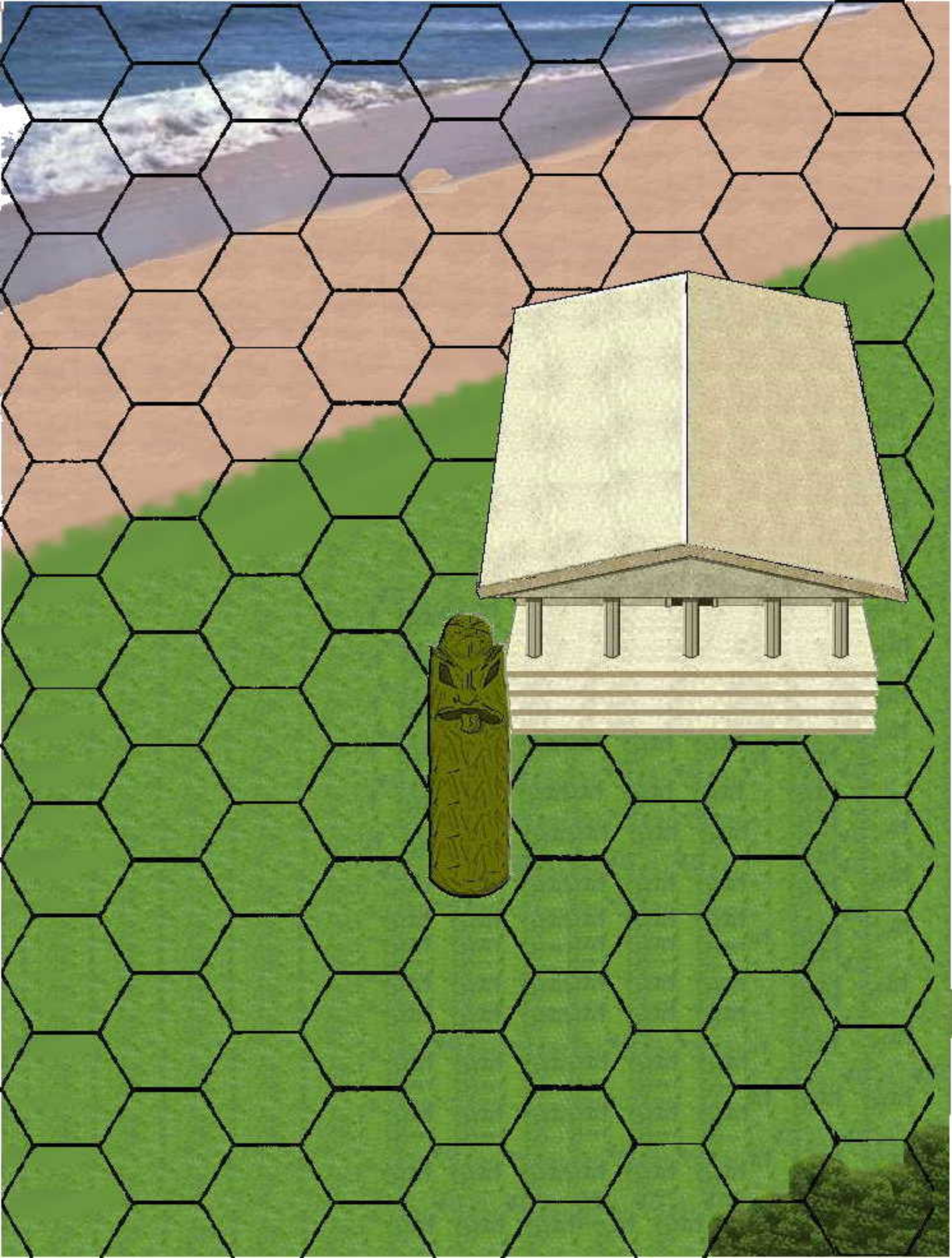
"As the party settles down for the night, you find yourself so consumed by fear and despair that you can not sleep. As you lay there, a figure appears to you in a vision. You know at once that it is a Messenger from the OverLord.

"You do well, my brothers, in serving our Lord. He is pleased with the way you have handled your imprisonment. He has not abandoned you here. Soon He will open a door for your deliverance.

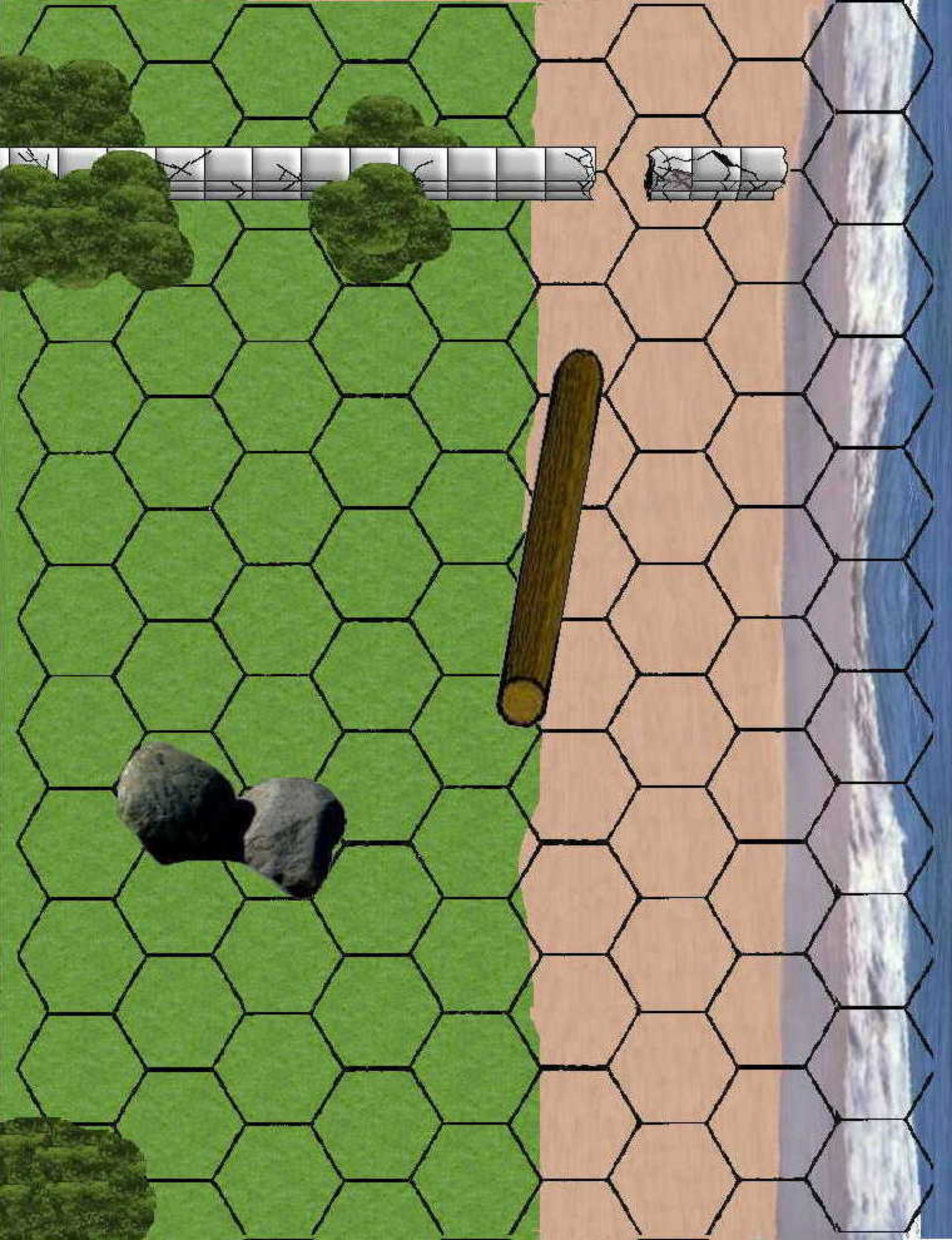
"You must prepare yourselves for that time. First, you must encourage your brothers and sisters that they do not lose hope. Second, look for an opportunity to overcome evil by doing good. Thirdly, take whatever door is opened to you when you are told. Deliverance will be yours." With a smile, the Messenger is gone.

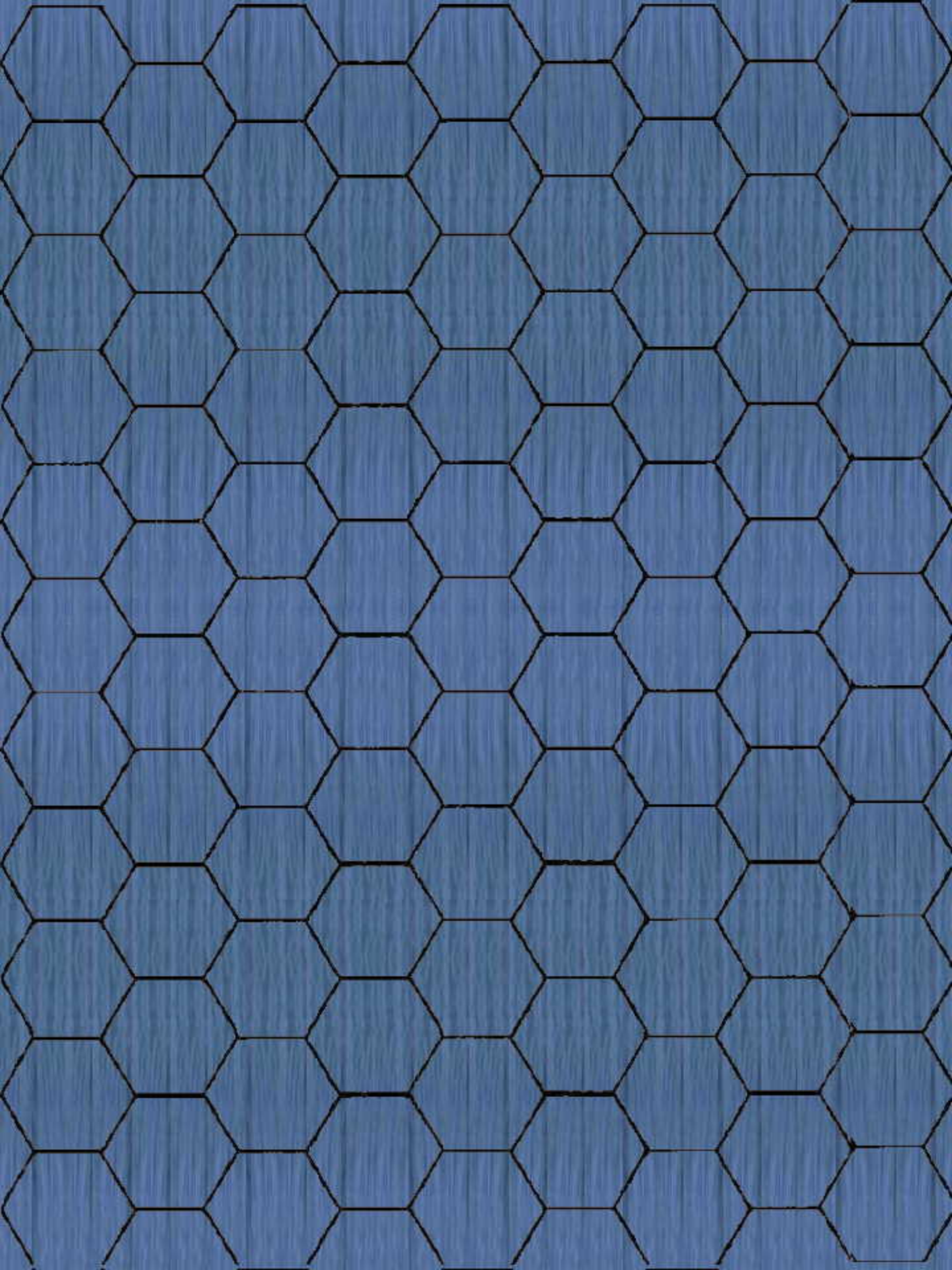


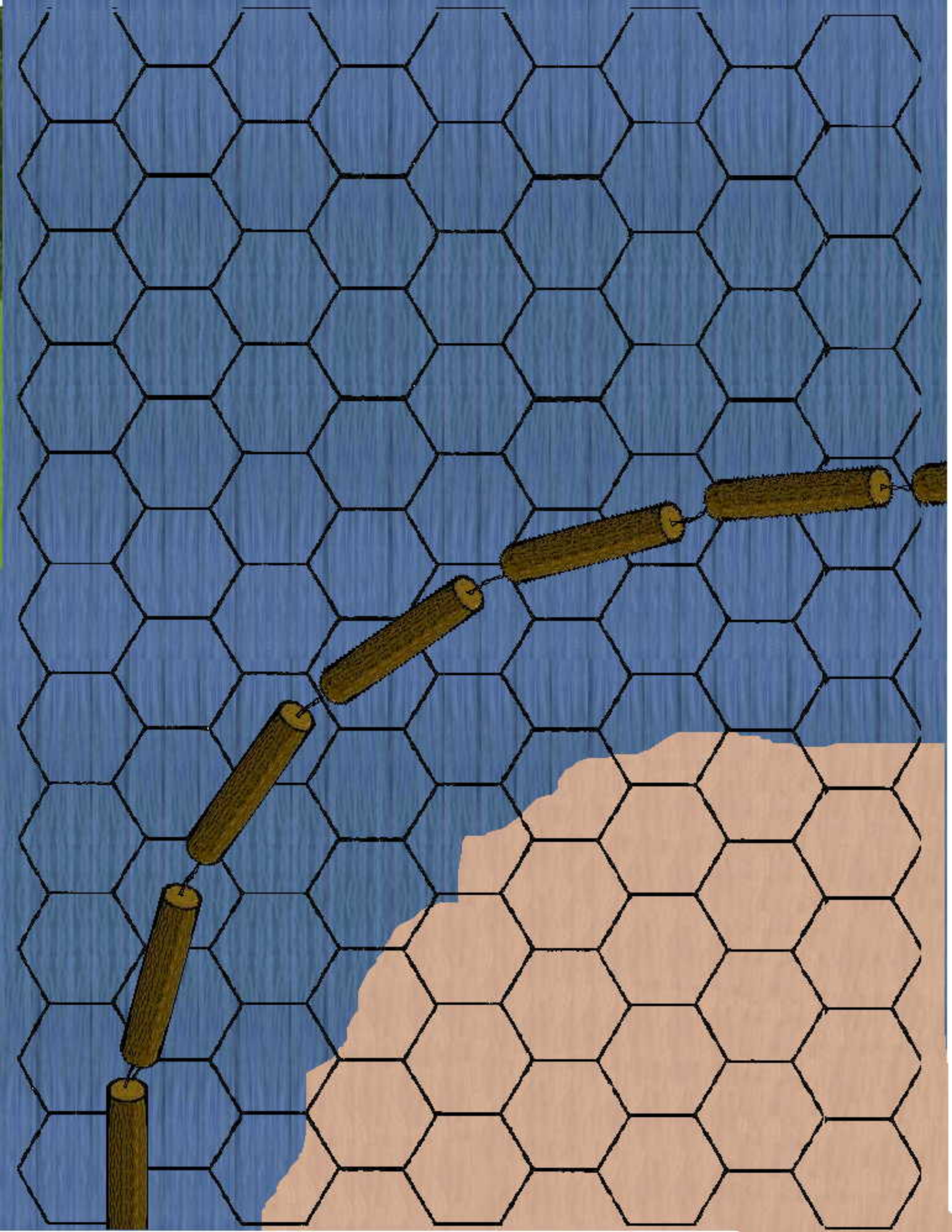


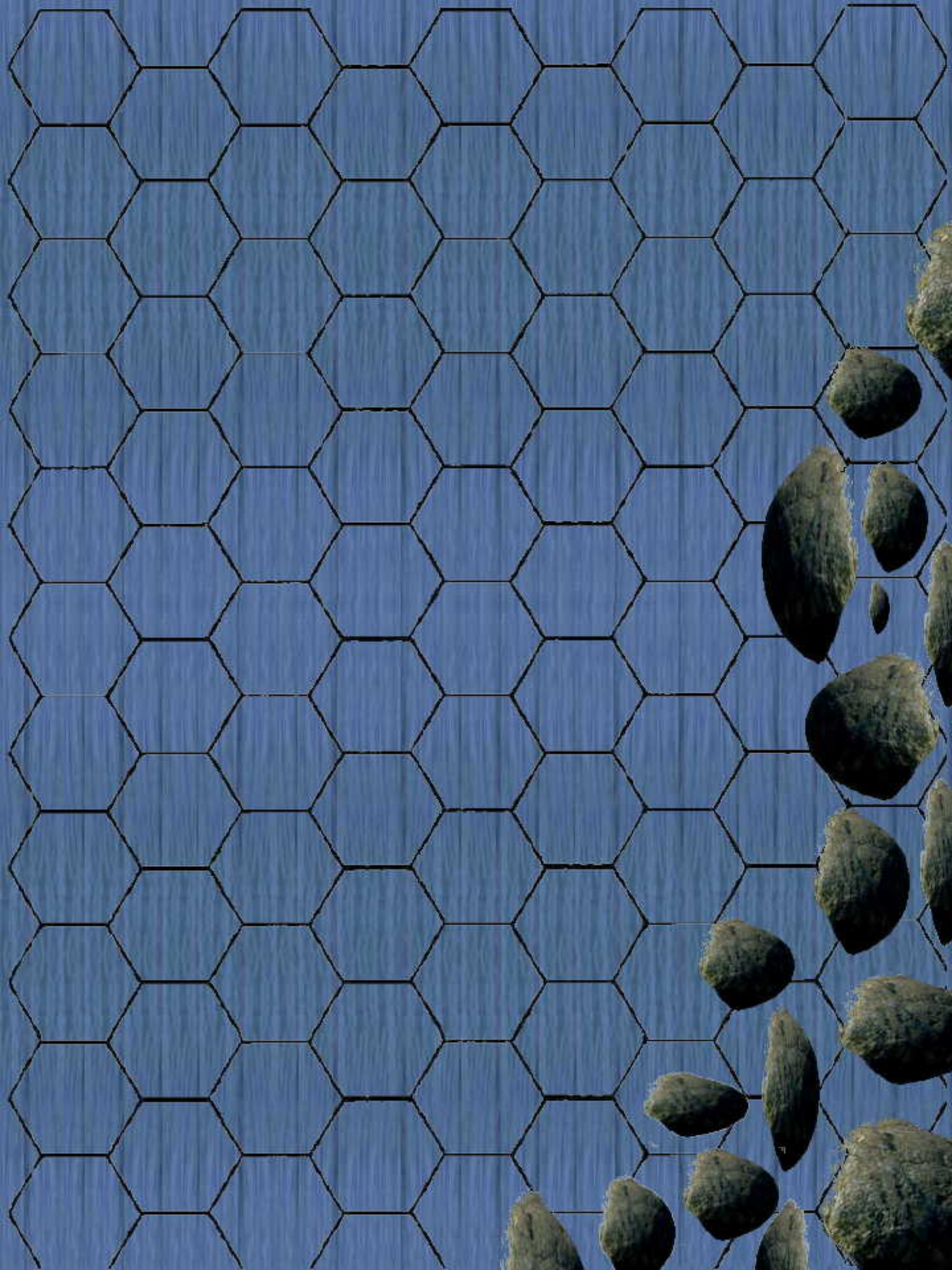






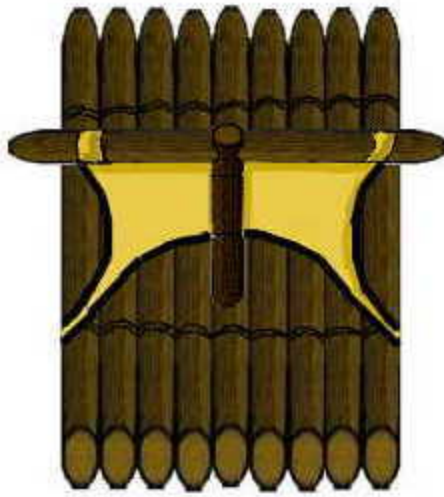








**Raft with
Millstone and Rope**



Raft



**Octopus
Sector 30**



**Eagle
Sector 35**

**Sea Monster
Sectors 14 and 36**

