

What is The DragonSeed Conspiracy?

By Rev. Dr. F. Peter Bertolero, creator of TDSC

TDSC is a Christian Role Playing Game and discipleship tool designed to train and equip young people from juniors and seniors in High School through adulthood to be salt and light in their world. TDSC is the creation of Pastor Pete Bertolero. TDSC is a Christian based role playing game designed for those Christians who love to play FRPGs (Fantasy Role Playing Games) but who have tension with those games whose content may be too violent (gratuitous violence), too sensual, or whose dominant belief system is Occult based and/or polytheistic.

Let me give you a brief overview of the context in which TDSC takes place. Because the development team of TDSC are Tolkien fans (who isn't?), the ambience of TDSC is more or less Tolkienesque in that the terrain of the world TDSC is played in has it's share of mountains, forests, and plains that are described in ways reminiscent of Middle Earth. The terrain is inhabited by an assortment of Tolkienesque type monsters and foes, such as trolls, dragons, orks, goblins, wargs, balrogs, giants, wraiths, wizards, etc...as well as additional creations of Pete Bertolero and his development team, such as syncretes (house sized spiders that spin a technicolored web), lupi (a tribal society of human changelings who can become werewolves), Werebears, Maws (huge camouflaged creatures whose most dominant feature is their huge gaping, saber toothed mouth, the last thing their victims see before beinbg bitten in half and torn to poieces, as well as an assortment of witches, mages, psychic monsters, banshees, Shadowkin (demons) and much more, ensuring a high angst level in the game. TDSC is also populated with a variety of redeemable races such as humans, dwarfkin and halflings, and the immortal Elfkin.)

How is TDSC different from other Fantasy Role Playing Games (FRPGs)

What makes TDSC different from non-Christian based games (and we say this without any animus or judgment against the others), is that the dominant belief system from which the moral laws that govern the world of TDSC have been derived from "The Sacred Book of Otherworld" discovered by Talan, son of Zim. This book is the game's allegorical book for the Bible. Just as the laws that govern most civilized countries in our world come from a Judaic-Christian frame of reference, so the moral laws of TDSC are derived from this book. So the laws governing this world, and against which crimes are committed are Biblically based. Such things as morality, ethics, virtue and godliness, sorcery and magic, and the preternatural and supernatural, are also measured by these laws and the Sacred Book of Otherworld.

Yes, TDSC does have included within the context of the game a whole assortment of evil creatures and evil temptations and behaviors. Such is the world in which we live. Since TDSC's purpose is to teach it's Christian adherents

how to think and behave Biblically when confronted by evil, evil in its many forms is included in the game, serving as a backdrop that will challenge each player's beliefs, and test each player's discipline and resolve, as well as train each player in how to best respond in similar cases in real life. TDSC is evangelical and conservative in its doctrinal approach, and should fit easily within the doctrines of most Christian denominations.

Having said this, I would like to also point out a few things to those who are not Christians but who would like to explore the world of TDSC. You could feasibly play TDSC without necessarily agreeing with or "buying into" Christianity. You will still need to use the Bible to combat the evil supernaturalism in the game, but it is not our intention to be too preachy or pushy. We want you to be able to explore the scripture as you work through our allegorical world, hoping, of course, that you will see the Bible in a new light. Concepts such as cloning, alien-human intermingling and their monstrous offspring, occult conspiracies, and entire societies steeped in the darkest kinds of black arts and demonic workings, and power encounters between warlocks and Christians, are all there in scripture, along with provisions as to how one might triumph over them and what power is available to defend against them.

Our intention as the development team of TDSC is to remove any obstacles in your way of giving the action-packed life of Biblical faith a consideration in your own spiritual journey. That you could do this by playing our FRPG makes the effort well worth the time you would invest in it. You can be sure that TDSC will be competitive with other non-Christian FRPGs when it comes to a well-written script, subplots, puzzles, angst-producing situations, and encounters with very scary monsters.

Let me end by quoting from a conversation J.R.R. Tolkien was having with his close friend, C.S. Lewis. Lewis at the time was not a Christian, and had no use for the gospel. They had been engaged in a conversation about words and terms as but poor, man-made inventions that failed to capture the reality and glory of the thing it was meant to describe. Quite suddenly, the subject changes to a subject close to both men's heart – mythology. Here's how it went from there, with Tolkien saying:

“...here's my point: Just as a *word* is an invention about an object or an idea, so a *story* can be an invention *about Truth*.”

The other rubs his chin. "I've loved stories since I was a boy," he muses.

"You know that, Tolly! Especially stories about heroism and sacrifice, death and resurrection — like the Norse myth of Balder. But when it comes to Christianity . . . well, that's another matter. I simply don't understand how the life and death of Someone Else (whoever He was) 2,000 years ago can help *me* here and now."

"But don't you see, Jack?" persists his friend. "The Christian story is the greatest story of them all. Because it's the *Real* Story. The *historical event* that fulfills the tales and shows us what they mean. The *tree itself*— not just a verbal invention."

Jack stops and turns. "Are you trying to tell me that in the story of Christ... all the other stories have somehow come true?"

The system in TDSC is different than in DragonRaid, in that it is based off the D20 system's of most FRPGs today, making it easier for gamers to jump in, familiarize themselves with the rules, and begin playing. Each player is given a players handbook that will acquaint him or her with the rules and dynamics of the game, as well as the cultures and peoples associated with the world on which the adventures take place.

Pete Bertolero and the development team of TDSC believe that in the Gospel story of redemption all the other great stories and myth find their fulfillment indeed. So whether you are a Christian wanting to be challenged or strengthened in your faith, or consider yourself on a spiritual journey that is still in process, The DragonSeed Conspiracy will provide you near endless hours of enjoyment and excitement, and hopefully much more.

TDSC is currently in the process of Beta testing and will be available for purchase in the middle of 2007. It is a dominant tool in supporting and reinforcing the culture of chivalry and knighthood in our church, along with DragonRaid.