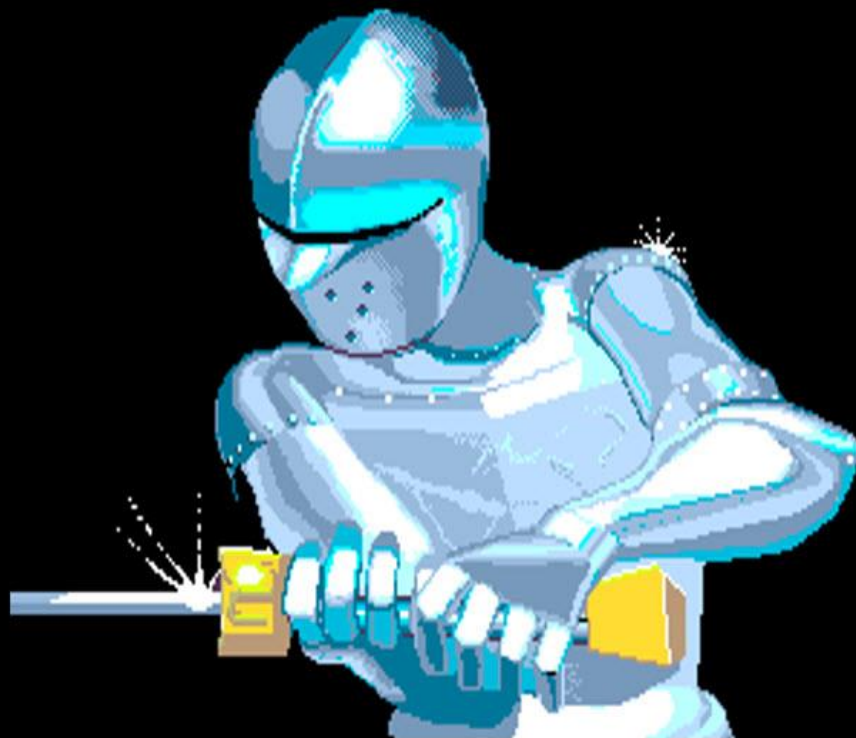


The Warriors of the Ssorc



A modern-day pilgrim's progress.

Timothy James Gibson

Foreword

Contained in this book is the main text of an online adventure game that I made at the end of last century (about 1995)! It was a choose your own style adventure designed to be an allegory of the Christian journey, a kind of modern Pilgrim's Progress.

At the time it was quite popular, and thousands went through the journey. I still have a version available online today:

<http://www.revtimothygibson.com/sojourner/whole.html>

Thanks to Saramary Rodriguez, who compiled it into a static story form, I can produce this eBook version.

Using the original pictures, some of which were animated, I have inserted black and white static illustrations which are true to the original game.

This was written during a time of personal revival and a very real encounter with the Lord. Indeed, many of the lessons and experiences the Sojourner goes through are taken from my own journey and experiences.

Enjoy the journey and may Emmanuel lead you deeper and deeper into His presence and purposes.

Rev. Tim Gibson
www.revtimothygibson.com

“Greetings Sojourner!”



“Your mission is to enter and then fight your way through the land of the Sojourners to become a Warrior of the Ssorc.

Then, joining Emmanuel's army you are to overcome the forces of Nogard until you stand on the Rock and sail away to your bright destiny, having overcome the bondage of the past!

May the Lord be with you in your quest.”

“Beloved, I urge you as sojourners and exiles to abstain from the passions of the flesh, which wage war against your soul. Keep your conduct among the Gentiles honorable, so that when they speak against you as evildoers, they may see your good deeds and glorify God on the day of visitation.” 1 Peter 2:11-12

Chapter 1: Room of Desires

"**Welcome Sojourner!**" The deep, almost robotic voice echoes around the spacious room you are in. It could be coming from the ceiling, or the walls or...all the room seems to be calling out to you!

Looking around the room, it seems strangely familiar. On a huge metallic table in the middle of the room lies a sumptuous spread of your favourite food. Pictures of your most desired possessions hang on every wall, with you pictured next to them. Indeed, it appears to be a room of your desires!

There are three doors each in a different wall. The wall with no door has a window with black curtains which are drawn. The three doors have different names written on them... 'More of the same' (your favorite type of door), 'Reality' (a stark, weathered old wooden door) and 'This way for true satisfaction - no worries or problems' (a golden, shining, beckoning door).

"**Choose wisely!**", again the voice echoes. Vague memories flicker back to your consciousness. You cannot fully remember who you are, but you remember you have a spouse and children. Their faces briefly fill your imagination. You have or had a good job, you recall that. Life seemed to be going well. But a black scar mars your memory. You recoil as you remember the darkness! The hooded figure. The fight in your living room. The gun shots. The blood. The pain. The.... darkness.

You sit down heavily on your favourite arm chair, wondering how that got here, and ponder. What should you do? "**Make your choice...and choose wisely!**"

You eat some of your favorite food! It is delicious! You eat so much that your stomach starts to feel uncomfortable, but comfortably uncomfortable if you know what I mean!

Feeling extra greedy you decide to take one more delicious looking piece of apple pie. As you are eating there is a head-rattling crunch as your teeth jar against something solid!

Taking the offender out of your mouth you realize it is a small golden key! The key is starting to disintegrate in your hand and must be used straight away or it will be of no use.

You get up and open the black curtains. As you open the curtains a dazzling sight meets your eyes. On golden grass stands a radiant angel of light and behind him is a heavenly vista of silver-topped mountains and diamond laden trees. It is beautiful but you feel it is a somewhat hollow beauty.

The angel of light beckons you seductively. As you are beckoned you feel many of your worldly desires heightening into an unbearable longing and you feel magnetically drawn through the window.

You look away from the window and wait for something to happen. As you sit and wait you start to smell rotting food. The stench makes you feel sick. You realize it is the food that was on the table. Now the table has become a coffin to opulence.

You also notice the pictures. All the desires of your heart that were portrayed in them suddenly appear as spectres, a haunting memory of the seemingly glorious past.

And that's not all! The door that was your favourite is suddenly stripped bare to reveal a maggot-infested wooden skeleton of a door. The golden door starts to be engulfed with blue flames that warp and distort its appearance so that it becomes gnarled and ugly. In the furnace the gold is revealed as being fool's gold. Then, as suddenly as they started, the flames stopped.

The black curtains rot and fall off the rails to reveal an ugly landscape of twisted bodies as if frozen by the flow of lava. Even the chair you sit on starts

to be riddled with termites and can no longer take your weight. You collapse in a heap with the mangled remains of your once favourite chair.

Then everything goes back to just the way it was before! The food again looks delicious, the doors look inviting, the chair is revived and the pictures show forth their prized articles. The curtains spring back into their deceptive stance. The mask has been pulled of and embarrassingly replaced once again.

But, looking at the 'Reality' door, you see that all the time there has been no change. Indeed, all that changes is your appreciation of that door. It seems to emanate a strange warmth, and invisible waves of joy appear to reach forth from this portal of salvation.

With a flash of sudden lightning, a torturous cross is blazed into the wood of the door and the voice comes again - gentler and more compassionate, "***I am the door; by me if any man enters in he shall be saved, and shall go in and out, and find pasture.***"

You cry out, '***Who are you?***'. But there is no response.

You reach to open the 'Reality' door. As you stretch your hand out to open the door you see it strangely change into the shape of a man, one like the Son of man, clothed with a garment down to the foot, and girded about the breasts with a golden girdle. His head and his hair are like wool, as white as snow; and His eyes like a flame of fire; and His feet like fine bronze as if they were burned in a furnace; and His voice like the sound of many waters. And He has in His right hand seven stars; and out of His mouth goes a sharp two-edged sword; and His countenance as the sun shineth in its strength (see Revelation 1:13-16).



When you see Him the power of His presence causes you to fall to the ground. You sense your uncleanness before Him. You know you have rebelled against His will and gone your own way.

Beyond Him you see a beautiful sight of pure peace and tranquility. A place of infinite purpose and meaning. A garden of great delight. But you feel so ashamed in His presence. Unworthy to enter in.

Then He speaks to you. His very voice melts the foundations of your life.

"I am the Way, the Truth the Life. No man can come to the Father but by me. Behold, I stand at the door and knock; if anyone hears my voice and opens the door, I will come into him, and will sup with him, and he with Me. If you confess your sins, I am faithful and just to forgive you your sins and cleanse you from all unrighteousness."

Chapter 2: Land of Sojourn

You weep and repent of your sins and enter in with him into a beautiful garden. He takes you by the hand and sits you down by the still water. There you eat and drink together as your heart is filled with his joy and peace.

Then He starts to speak purpose into your life..."***My child, I am Emmanuel, God with you. I take great delight in you. Indeed, my Father has created you in Me for a specific purpose that will be unveiled as you take steps of faith. You have a special mission. Your life is to touch many lives with the same joy and peace you now have received. You must find the great sea of humanity and stand in it on the rock - I am that rock. But before you do that you must find and follow the river of life.***"

After saying that He leaps up and runs away with great purpose, leaping like an agile deer. Your heart yearns for Him and you feel drawn into a wonderful adventure.

Looking around you, you see to the south where you have just come from, through the 'reality' door, is a comfortable looking cottage with 'Mother's Chambers' written on it. To the north the way is blocked by a pond. To the west and east you hear running water.

As you are taking stock of where you are a man dressed like a Shepherd of old, with a staff, turban and tunic, approaches you from behind a tree and says, '***Welcome Sojourner! I have been assigned to watch over you while you are in the garden, to help you find the river of life which you are to follow. The first thing you must do is let me dip you in the water over there so you are fully immersed, then I will bring you out to start your quest.***'

You ask him why he must do that, and he simply replies, "***Well, it's symbolic of what has happened to you. As you take this step of obedience it symbolizes your being buried*** (dying to your old life) ***as you***

go under the water, and raising again to newness of life as you come up out of the water. This is your baptism by water!"

You allow the shepherd to take you into the water. As he tenderly lowers you into the crystal clear waters you hear him praying, ***"In the name of the Father, the Son and the Holy Spirit....."***, then all you hear is the magical ringing and singing of the water as you are entombed briefly in the watery grave. But as you emerge out of the water there is a sudden freshness to life and a clarity to every created thing you never noticed before. The trees seem more real and more fascinating. The water's touch is a powerful caress. Your soul soars! You sing praises to your creator and your heart longs more and more for Emmanuel.

You sit down with the Shepherd and he starts to give you wonderful counsel. ***"Sojourner, he says, you have now believed and been baptized but that is only the beginning. You are saved by grace through faith, not by any works of your own, lest you should boast. You are a new creation, created in Emmanuel for good works which He has prepared beforehand that you should walk in them (Ephesians 2:8-10). He has saved us and called us with a high, holy, heavenly calling, not according to our works, but according to His own purpose and grace, which was given to us in Christ Jesus before the world began."*** (2 Timothy 1:9)

"See then that you walk circumspectly, not as fools but as wise, redeeming the time, because the days are evil. Wherefore, do not be unwise but understand what the will of the Lord is!" (Ephesians 5:15-17)

"Remember, find the river of life and drink deeply of it. Follow it and you will find purpose. Do not despise the chastening of the Lord along the way and look out for the Enemy - like an Angel of Light or a roaring lion. As long as you stay in His Will you will be safe, but stray even a little bit and you will be torn into pieces! Be wise in who you listen to. Journey well Sojourner. Remember, the answer to your past is in the present and in the present is your future!"

After saying all this the Shepherd gets up to leave, disappearing into the trees. You try to stop him but he is gone and you are left alone again.

You still hear the sound of water from the west and east. But the sound coming from the east is stronger now and more compelling. To the south is 'Mother's Chambers', looking inviting and a place where you can rest your weary body.

You decide to go east. You have found the river of life (you just know in your innermost being that it is) running west to east and is just north of you.



Looking to the west you see that it is flowing mystically out of a huge rock surrounded by trees and vegetation. As it travels in a straight line from west to east it goes THROUGH everything, not around! Through huge tree trunks, rocks, everything!

The sound of its waters is magically soothing to your soul and yet aggressively attractive, drawing you into its purposeful flow.

But there is a warning in the air! You feel, strangely, both love and hate for this new direction. Deep down in your spirit you feel peacefully drawn, but in your mind, you are debating, ***“Is it a trap?”***, ***“Is this really from Emmanuel?”***

Looking to your south you see two pathways, one to the South West, labelled "Spiritual Preparation". The one to the South East is labelled "Spiritual Protection". The way east is blocked by a towering wall.

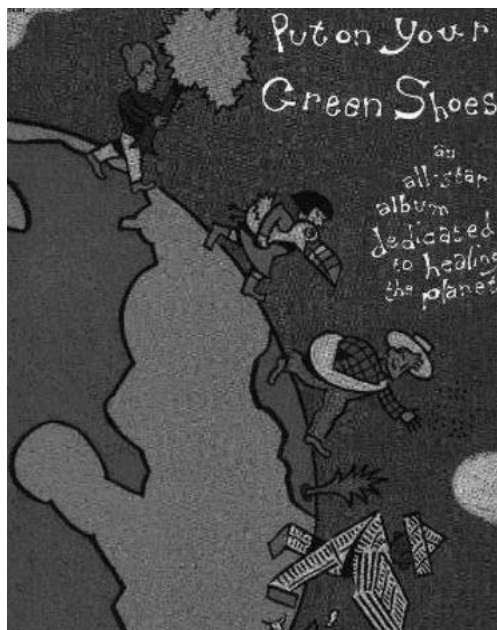
Chapter 3: To the River of Life

You walk towards the River of Life. Suddenly, from behind a tree, a huge, muscle bound giant appears. He is frightening to look at and you feel like a grasshopper compared to him. He is carrying a heavy, dangerous looking weapon.



"I am Feilebnu the crusher of all hope!", booms the monster before you. "You really don't believe this river will give you a future and a hope, do you? Ha, Ha, Ha, Ha! There is nothing beyond here - only deception. Go back West and all will be well."

You go south west down the way of "Spiritual Preparation". To your amazement the way ends abruptly, blocked by a towering wall with a picture of Green Shoed People walking with purpose across the globe. Resting on a cushion at the bottom of the wall is an old, wise-looking man.



"Greetings", he says. "My name is Gniniart. I have been awaiting your arrival. I want to pass on to you all that I have so you may excel and far out-do what I have done in my whole life, and I am 149!"

Saying this he takes off his green shoes and white belt and gives them to you saying, **"Take the shoes of the preparation of the gospel of peace and this belt, which is the belt of truth. Without them you cannot enter the flow of the River of Life. Beware Feilebnu, he is a horrible giant all of us must face. You need faith to overcome him!"**

You take the shoes and belt, put them on and go back to the river. You return to where Feilebnu stands before the river. You feel very prepared to enter the River of Life and journey with a message of great importance on your lips. However, you feel very small in front of Feilebnu and great fear grabs you!

You go south east down the way of "Spiritual Protection". You find your green shoes speed you on your quest. There is a desire in them to get back to the river and bathe in its life-giving waves!

The path comes to an abrupt dead-end, blocked by thick hedge. At the end of the path lies a shiny heap! As you look closer you are delighted to find it is pile of priceless armour.

There is a dazzling silver breast plate which you pick up and put on. As you put it on your heart is warmed with a surge of love straight from the heart of Emmanuel. His presence seems so close but you cannot see Him. Indeed, you feel His moral character ooze into you from the breast plate and you feel you are right before His eyes. You seem to stand even more upright than ever before, even though your heart is now more bowed down to Him than ever before!

Next is a beautiful solid silver helmet! As you put it on your head your mind is flooded with hope. You know you now have a future and a hope. The fears, nightmares and images of doom you have been having melt away in the furnace of hope. You know that the River of life offers the answer.

Last, but by no means least, is the bright shining solid gold shield with a mustard seed engraved on it. You expect it to be very heavy, but it is easy to carry. As you pick it up suddenly your hope has gained substance. This is that which will protect you. Feilebnu is no opposition at all. God will triumph and that is a present reality.

You march back towards the river as a victor, already having won even before the battle! You charge towards Feilebnu with great confidence. Now Emmanuel appears behind Feilebnu towering high in majestic authority and power. He grows bigger and bigger and bigger and Feilebnu grows smaller and smaller and smaller!

A powerful surge of His liquid love fills you as you rage with the very compassionate anger of God, straight into the fiery darts that pour out from the gun that Feilebnu is desperately emptying at you!

But the fiery darts just bounce off the shield and head straight back to where they came from. Feilebnu looks on horrified as he sees his last vista of this life! The fiery darts hit him smack in the face and he crumples to the floor, shrinking into a heap of sand which disappears into the ground.

Your beloved Emmanuel beckons you to follow Him into the River of Life and your heart longs for Him and you run laughing into the River of Life, into the arms of Emmanuel. Together you dance in the river.

As you step into the flow of the river you see a dove come from heaven to rest on you, anointing you with a touch of pure heaven.

The feeling is out of this world. Rivers of liquid joy, love and peace saturate your very soul. Looking down you see the river passing through your body. As it gushes out of your belly Emmanuel smiles at you and says, **“He who believes in Me, as the Scripture has said, out of his heart (or belly) will flow rivers of living water.”** (John 7:38). As he says this you both laugh and spin around and around in sheer delight.

Suddenly you realize you are speaking in another tongue, an angelic language. Even as you utter the strange words you feel waves of strength sweep over your soul.

Also, you realize that you are seeing prophetic visions. You see your family rise up from hospital beds and you are dancing around the hospital room for joy. Then you see you and your whole family in a foreign country reaching out to many people who are hiding away in 'Mother's Chambers'.

Then Emmanuel approaches you with a beautiful, sharp, double-edged sword in His hand. He stretches out His hand and puts it in your right hand. You catch a glimpse of your reflection in the river.... You are truly majestic. A shining knight in full armour, wielding a magnificent sword.



Then the force of the river beckons you east, indeed you see the dove flying purposefully along the course of the river.

Chapter 4: The Mother's Chambers.

You follow the Dove's leading to the east along the flow of the river. The river winds to the east until it comes to an open field. You realize that this must be at the very edge of the garden because you can faintly see a towering wall in the distance. The river seems to flow straight through the wall.



The Dove flies onto a tree by the side of the river and you stop and lie down at its banks. Emmanuel reaches anointed hands to the tree and takes some of its leaves, "***This is the tree of Life, follow its beckoning call - it is the way of wisdom. Many trees of knowledge will cry out for your attention but heed them not!***". Then He starts to rub the leaves over your body and you sense, amazingly, powerful healing virtue throb through your whole being.

You suddenly see scenes from your childhood where you have either been abused or hurt or harboured bitterness. But in each of the scenes Emmanuel's healing presence restores your heart from those times of brokenness. You see yourself as a hurt child being wrapped up in His arms and totally restored. He plays with you, dances with you and leads you in your favourite activities.

Then you find yourself lying alone by the river. There is a small bag full of leaves from the tree of life which you pick up and keep.

The dove seems so close but you cannot see him. Emmanuel has gone but His Spirit draws you...beyond the wall. There seems to be no way to cross that barrier but you know that is where your destiny is. Beyond lies the pathway to the sea of humanity that you are destined to reach out to and see the healing of Emmanuel flow in!

To the north you see a comfortable, inviting looking cottage, remarkably like the 'Mother's Chambers' you saw by the pond. To the east is the towering wall marking the end of the garden, there is no way past this as far as you can see. To the south is an open field with many trees. The west is where you have come from and from which the river of life flows.

You go north and walk towards the cottage in the field. The cottage is surrounded by a low wall and on the east it actually seems to be attached to the towering wall that marks the edge of the garden. There is a small gate in the low wall which you pass through.

You try the cottage door and it opens. Inside are cosy little rooms and in one room is a very comfortable looking bed. This room is to the far east of the cottage. In the east wall is a metal door with a small round glass window on it and a red button saying, "**Enter**".

It is starting to get dark outside and you feel quite sleepy. You look out of the round window.

At first all you see is a wilderness with the sun setting over it and what appears to be the night's mist. However, after a while you realize that it is not a mist but clouds of dust stirred up by a procession.

Suddenly from your innermost being there is a stirring, you find yourself uttering prophetic words...

"Who is this coming out of the wilderness like pillars of smoke, perfumed with myrrh and frankincense, with all the merchant's fragrant powders? Behold it is the Prince of Peace's couch, with sixty valiant men around it...they all hold swords being expert in war, every man has

his sword in his thigh because of fear in the night." Song of Solomon 3:6-8.

You know it is Emmanuel in a company of mighty men and you long to join that company, but deep down you know you are not ready yet and the fear of the night grips you!

You sense the soothing voice of Emmanuel in your spirit, speaking words of great affection to you.. "***You are fair...there is no spot in you...until the day breaks and the shadows flee away, I will go my way to the mountains....come with me..you have ravished my heart.***"(Song of Solomon Chapter 4).

Then the procession disappears into the darkness and you are left staring into nothingness. It is so dark outside and you feel a fear of what is out there.

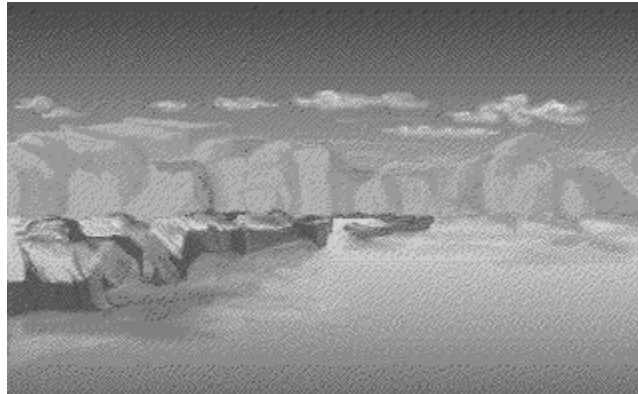
You take off your armour, hang it up and go to sleep on the bed. You sleep, but your heart is awake! In your sleep you hear the voice of your beloved Emmanuel. He knocks on the door saying, "***Open for me my love, my dove, my perfect one; For my head is covered with dew; my locks with the drops of the night.***" (Song of Solomon 5:2).

You sense yourself responding, "I am not ready...I have taken off my armour!". But you sense Emmanuel putting his hand on the door and your heart longs for Him. (Songs 5:3-4).

Then you awake to find sunlight streaming into the room through the window.

Chapter 5: Beyond the Wall

You put on your armour and press the red button. The door slides open to reveal a barren desert-wilderness with mountains in the far distant east!



In the distance to the east you see a cloud of dust and know in your spirit that is Emmanuel with a company of valiant men riding forth with purpose. But there is no way you can catch up with them now.

As you step through the doorway it closes behind you. You turn around and see a huge towering wall, the door has disappeared. You know you are on the other side of the wall that is the boundary of the garden!

You are amazed to see many scribblings on the wall all in chalk. Many people have come here and written things on the wall. The title above the scribbling says "**LLaw Fo Pissog!**".

To your north you make out an oasis in the distance with what looks like a small house in the midst. To your east and south the way is blocked by a thick sand storm and a voice seems to come from it saying "**Save and be saved!**" over and over again.

Beneath you there is the trembling and roar of the river of life making its journey ever east. You brave the sandstorm to the east. You find yourself in the midst of a desert storm!

Thunder and lightning crash and flash around you, the wind starts to howl and whip up the desert sand which wraps you up in a stinging cloud!



Without the armour you would have perished. It has been your salvation. After the storm has passed you get up wearily to see a familiar oasis to your north with a house in its midst. To your east and south the desert storm rages and to the west is the towering wall. You are all alone and sense you have gone back in time!

You journey north to come to an oasis. The oasis is surrounded by a wooden fence with one way in through a gate. Many palm trees sprout by a sparkling pool and nearby is a small cottage. You make your way through the gate towards the cottage and see that above the door is a plaque saying, "Mother's Chambers" and on the door, written in blood, is the name 'Raef'.

You sense a great oppression surrounding this place and just as you are about to knock on the door you hear a noise behind you. Swirling around you are confronted by a hideous looking alien-like demon! It comes running towards you, slime dripping from its poisonous mouth! What will you do?



You ready yourself with the double-edged sword. "***For the word of God is living, and powerful, and sharper than any two-edged sword, piercing even to the dividing asunder of soul and spirit, and of the joints and marrow, and is a discerner of the thoughts and intents of the heart.***" Hebrews 4:12

As you look at the handle of the sword you see three dials. One is marked "Book", the second is marked "Chapter" and the third "Verse". What combination will you turn it to?

You turn the dials to 2 Timothy 1:7 and Romans 8:15. "***For God has not given us the spirit of fear, but of power, love and a sound mind.***" (2 Timothy 1:7) "***For you have not received the spirit of bondage again to fear; but you have received the spirit of adoption, whereby we cry, Abba Father.***" (Romans 8:15)

The sword vibrates with awesome power! Suddenly a shaft of pure light pulses through the whole length of the divine weapon. You hear the words of the verse magically ringing all around you as a laser-like ray shoots from the tip of the sword straight towards the demonic foe before you.

The ray does not go straight into the creature but wraps itself around in a tight grip so that the alien is bound up tightly. The rays get tighter and tighter around it until a hideous screech rips through the atmosphere and in a cloud of dust the enemy disappears!

You shout out, "***Victory is the Lord's***", at the top of your voice. As you do so, you notice the door of the cottage is slowly opening!

You watch and wait. As you watch the door slowly open you realize that the wording on the door has changed. The wording, in blood, is now "Dogfo Raef" instead of just "Raef"! From the shadows of the doorway a figure steps forward.

He walks towards you confidently and a big grin is stretching across his face. "***Thankyou! Thankyou kind-hearted Sojourner!***", he says, "***I was in***

fear for so long, hidden away from His will, cowering in the shadows. But now He's set me free! I doubt if He ever wants to talk to me again - I have failed Him so much!"



You realize that Dogfo Raef has known Emmanuel but after some time had retreated from really stepping out beyond his limits to follow Him.

Now Dogfo rushes into his house and comes out shortly clothed in shining armour! He says, "***Well, let us get going, we've got a job to do!***". You both go off into the wilderness, laughing together as you go, to the east.

Chapter 6: Challenges in The Path

You continue east following the sound of the river beneath. Dogfo and yourself see an unusual sight before you. A funny little man sits in what can only be described as a U.F.O. He is looking at you and eagerly beckoning for you to go up to him.



To your north is a huge, impressive looking, volcano with smoke issuing from its peak. It seems to be a good days walk away. To your east the way is blocked by a sand storm and to the south all you see is desert with what could be another oasis on the horizon, or is it just a mirage?

You and Dogfo Raef are feeling very tired and hungry. You approach the U.F.O.

As you both cautiously approach the glass bubble on the U.F.O opens and the little, jovial looking, man calls out to you, ***“Greetings Sojourners. I'm a close relative of Lanrac, you may have met him! My name is Esaef Oyaw and I come to offer you an irresistible offer. This is my U.F.O - Undesired Future Overcomer. Just step in here, take off your armour as you won't need that any more, and I will give you food and take you wherever you wish. Or you can keep your armour and I will not give you food but will take you wherever you wish. You see, you don't have suffer in this God forsaken wilderness. You don't even have to treck all the way across the dangerous mountains. Just step in the U.F.O with me and your wish is my desire, or is it the other way around?”***, then he starts to mumble to himself trying to debate what is the correct saying.

You have quite a decision before you. You turn to Dogfo to debate with him, he already is walking towards the U.F.O seeming to have made up his mind already! What will you do?

You ignore the man and continue your journey south on foot towards where there appears to be an oasis.

Before you even get to the place where you thought you both saw the oasis out of nowhere a knight in shining armour, riding a gallant steed, blocks your path.



"Stop! Don't go any further", says the knight. He could almost be a shining angel on horse-back. **"Hello Sojourners! My name is Ret P. Met, the P stands for Prince! I can see you look tired and hungry and thirsty. You know, I too was once like you, but then I came to an amazing discovery - I have the power in myself to provide for all I need! You see the rocks on the floor, all you have to do is reach out your sword"**, he points to the shining sword in your hands, **"to touch the stone and command it to turn to bread, and it will!"**.

Both you and Dogfo look at each other, hunger written across your faces. What will you do?

You challenge the knight and ready your sword for battle. As the knight sees you prepare your sword he charges full speed at you with his lance at the ready. He seems to turn into a hideous monster!

You hear Dogfo gasp as he sees the deadly sight. You look to the dial on the handle of the sword, do you have time to set the dial?

You turn the dials to Matthew 4:4, "***But he answered and said, it is written, Man shall not live by bread alone, but by every word that proceeds out of the mouth of God***".

As you turn the dial to the powerful word the whole sword quivers with amazing energy. Suddenly a pulse of pure energy leaps from the handle between your hands and straight up the double-edged blade. The pulse zooms through the air towards the petrified monster. All it can do is screech terribly as the beams of pure light wrap around its defeated figure. The monster is reduced to a pathetic heap on the floor which dissolves into the sand.

Dogfo and yourself dance with joy as much as your hunger racked bodies will allow. As you are doing so, you feel soft feather-like packages floating from heaven onto you and the ground around. Looking closely, you see the packages contain bread and cake that also quenches your thirst. You both have a good meal and feel your bodies full of Emmanuel's energy - He seems again so close, yet you cannot see him.

You continue your journey south towards the oasis. It's a real oasis with a house in its midst. Both Dogfo and you approach the door to the house - you are both amazed at how much the scene resembled your deliverance! It says 'Mother's Chambers' on the house and written on the door in blood is 'Regna'.

Even before you can knock on the door an angry head pokes out "***I know your sort***", he snaps, "***Going door to door talking about this Emmanuel guy! I've had it up to here with you folk. Get out of my life!***", then he angrily slams the door on you!

You take time to explore the oasis. As you are looking around the oasis you hear a roar. Swirling around you see a huge muscle-bound man coming towards you saying, "***I am the Strongman of Regna - you cannot have him, he's mine!!***".

You tell Dogfo, '***Get your sword ready***', and both charge towards the strongman, sword at ready. What will you turn the dial to on the sword? You'd better do it quick as the Strongman is launching a terribly powerful looking fist at your head!



You use the verse Ephesians 4:26 "***Be angry and sin not. Don't let the sun go down on your wrath.***"

Both you and Dogfo are amazed as pure divine energy rips forth from your swords and launches itself in a cord of light towards the strongman. His whole face darkens with sudden despair and seems suddenly drained of all the life it had only moments ago!

The two pulses of light energy from the swords form cords of light that bind up the strongman who sinks to the floor on his knees. The swords in your hands take on a life of their own and leap out of your hands to strike many deep cuts into the quivering heap before you. Then, with the deathblow, a cry of unparalleled anger fills the air and dies away.

Suddenly, you notice the writing on the door change to 'Enivid Regna'. The man comes out of the house and approaches you looking very different to the last time and seeming more open and readier to talk.

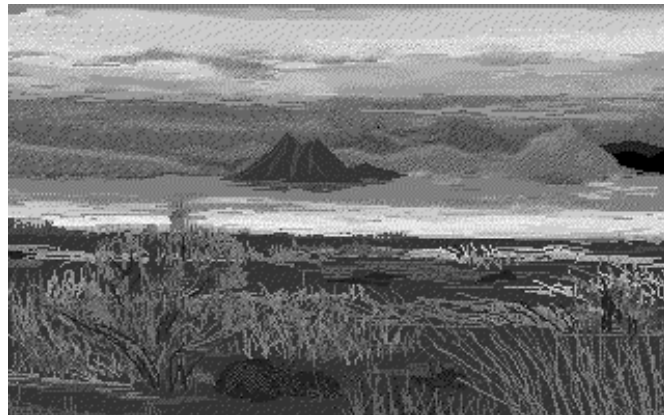
Indeed, he pleads you to tell him all about what Emmanuel means to you and what is the way of salvation. After you tell him, he kneels down in repentance and says he will follow Emmanuel. First he wants to be baptised, which you willingly do for him.

Now Regna comes out of the waters with great divine zeal and energy which is infectious. ***"I must find the river of life and wear armour like you two. I'll go with you into Emmanuel's purposes. We will be as an army with banners!"***.

All three of you launch off on the next leg of your journey. The storm to the east has ceased, so you go to the east.

Chapter 7: The Green Man

The three of you travel east. Beneath your feet you hear the powerful roar of the river of life and feel it pulling you east. You are still in the desert but the mountains are getting closer. You know that all three of your destinies lie beyond the mountains. The key to untangling your black past lies in the dawning future before you.



But as you look east you see the way is guarded by a strong green man swinging a sword. You do not know the green man's name and all three of you agree that it is not time to go east yet. There's something else to do! Maybe in doing that you will find the name you're looking for.

To your north you see an old rotting mansion, looking now very much like a haunted house. To the south is an inviting looking oasis. You wait where you are. You look up and again see the U.F.O.

The little man in the U.F.O stops in front of you, opens the glass capsule and says, "***Come on in. I'll save you lots of trouble. You won't even have to fight the green man.... just get in and I'll take you over the mountains...free of charge!***"

You ignore the man in the U.F.O and go to the mansion in the north. You all approach the mansion. On the dusty, rotting door of the mansion you see the name "Rettib" written in blood. You all enter through the door which creaks

open into a large hallway. The musty smell of its interior seems to speak to all of you of a once sweet place turned bitter with the passing of unwanted events.

Then you hear a creaking noise coming from the room to your left. As you enter, you see an old, wrinkled man sitting on a rocking chair.



When he sees you, he rasps, ***'Go away! Leave me to die in my bitter memories. Don't look around the rest of the mansion...it is there!'***

You stay with Rettib for a time to find out what you can do for him. At first the old man hunches himself even more into the shell of his own making, muttering rasping sounds to himself in vain defiance.

But, as you wait patiently, he starts to open up somewhat to you. ***"You think you're on the right track? Sojourners? Pah! Sod joiners more like it! Emmanuel tricked you into following him has he? Ha! You'll be let down, you'll be hurt."***

He continues in a rasping, bitter tone, ***"I once had the zeal you have. Once I was like you, joyfully expectant of the wonderful destiny before me. But, I grew wise through experience. Friends became enemies. Emmanuel deserted me. Riches turned to bondages, and here I am, moping in a pit of bitter despair!"***

You pray for Rettib, it does part of the work. Rettib is eased somewhat from his pain. But he needs something else. You take the bags of leaves. As

you take out some leaves from the bag the fragrance seems to push back the musty bitterness of the coffin-like room Rettib has been confined in.

The words '***Leaves for the healing of the nations***' seems to whisper all over the room. Dogfo and Regna look around to see where it's coming from. You know it's the voice of Emmanuel.

As you apply the leaves on Rettib's chest, his breathing goes from being strained and gasping, to being like a young child! Suddenly, the wrinkles on his body smooth out, as if an invisible iron had straightened them out.

He leaps off the floor with boundless energy crying, "***Praise Emmanuel, I'm free! I'm forgiven! I'm healed! I'm Nevigrof...my name is now Nevigrof.***"

You all rejoice together with him and then he goes to a very dusty cupboard which opens to reveal his old armour. After some polishing it sparkles with the brilliance of the purity of forgiveness. As he put on the armour you all stand back in delighted amazement. Could this be the old man you had just seen on the rocking chair?

You ask Nevigrof for the Green Man's name. "***I don't know***", he says, "***but I do know who can tell us! His name is the Joker. Be careful, he's out to trick but he will give the right name!***"

He leads you out of the mansion and to the north where you come to what can only be called an open-air stage, complete with flashing lights.

Suddenly a bright spot light shines in the centre of the stage....and then the Joker appears..."***Welcome to the show Sojourners!***", comes *the clownlike voice*. "***So glad you could make it in time. Tonight, we will play the game, Guess the Green Man's Name!***". On saying that, magically a gold-rimmed board appears with many names written on it. "***Just say the name you think is correct and wait for your surprise!***"

On the board is a list of names with a clue written above. The names are Deerg, Dertah, Esimorp Moc, Noly Bab, Htols and Y.Tilarommi. The clue is 2 Chronicles 16:7 (*“And at that time Hanani the seer came to Asa king of Judah, and said to him: “Because you have relied on the king of Syria, and have not relied on the Lord your God, therefore the army of the king of Syria has escaped from your hand”*). You chose the name 'Esimorp Moc'.

"Correct!", shouts the Joker as a loud round of applause fills the air. ***Your prize is.....the name!***. Then he disappears in a puff of smoke, as does the stage and everything else.

All four of you, yourself, Dogfo Raef, Enivid Regna and Nevigrof make your way back to the green man.

The green man looks at you and says, ***“Well, well, well. I wondered when you'd pluck up the courage to come to me. You know that you are unable to complete your quest on your own don't you. You need help. I can show you someone who can lead you through. ME! Join with me and everything will be OK. If not then you are doomed.”***

You all (except Regna who has no armour yet) prepare to fight. Esimorp Moc prepares his long sword with powerful practice sweeps. What will you do? You know by now the names in this land are reversed, so his name actually means Compromise.

You turn the dials on the sword to 2 Corinthians 6:14-18.

“Do not be unequally yoked together with unbelievers. For what fellowship has righteousness with lawlessness? And what communion has light with darkness? And what accord has Christ with Belial? Or what part has a believer with an unbeliever? And what agreement has the temple of God with idols? For you are the temple of the living God. As God has said: “I will dwell in them and walk among them. I will be their God, and they shall be My people.” Therefore “Come out from among them and be separate, says the Lord. Do not touch what is unclean, and I will receive you. I will be a Father to you, and you shall be My sons and daughters, says the Lord Almighty.”

All three of you feel the power of God as the rays of light smash out of the sword and blast into the green man who shatters into a million pieces. You all know you have had a decisive victory, refusing to compromise and be linked with an ungodly influence. Looking to the horizon to the east you again catch a glimpse of Emmanuel and His army. All four of you follow your hearts to the east and soon come to a beautiful sight.

A beautiful valley lies before you. In it flows the River of Life, having emerged from under the earth and continuing its journey east.

Regna's heart leaps for joy, ***“My armour, I know it's there. I must go and get it and bathe in the River with Emmanuel.”***

You all run with him towards the valley, but as you come to the valley mouth there is a sign, ***“Valley of the Shadow of Death”***. Blocking the way to the east is a floating skull and cross-bones.

To your north lies a fairy-tale like castle and to your south you hear heavy rock music.

Chapter 8: Search for Regna's Armor

You draw your sword to fight the skull. As you draw your swords you feel an unbearable heaviness cover you like a suffocating blanket! You all start to feel very sleepy and find your vision blurred and you feel dizzy. What will you do?



You all determine to fight the heaviness that comes over you. Miraculously you feel the Shield of Faith taking the heaviness upon itself and reducing your feelings of sleepiness. Your breastplate of righteousness emits a healing flow of energy into your chest and your heart pounds with a new life.

You all (except Regna who is standing clear of the fight) charge with new vigour at the skull, swords at the ready. What will you turn the dials on your swords to?

You turn the dials on the sword. ***"...For death is swallowed up in victory. O Death, where is your sting? O grave, where is your victory...but thanks be to God, who gives us the victory through our Lord Jesus Christ."*** (1 Corinthians 15:54-57)

The three of you feel the vibrations of your swords as they spit forth pulses of eternal energy which unite together as one to strike the skull. As the skull is engulfed in the bright light the darkness and heaviness that seemed to cling to the valley entrance is transformed into a sense of great peace and tranquility.

When the pulse of light disappears there is no more floating skull!!! The valley seems more beautiful than ever as you breathe in the pure air that

literally revives your weary soul and refreshes the parts other air cannot refresh!



The valley runs west to east as does the River Of life which is like the pulsating vein of the valley. You enter the valley to the south of the river. Looking into the River you see the sparkling form of Emmanuel with what seems to be a mighty host of warriors on horseback. They are all traveling east along the flow of the River, indeed they seem to be PART OF the River!

To your east, right by the River side is a Vineyard. To your south, in the mountain-side, there are three caves - one cave is labeled "Songs 4:8"; another "Songs 6:11-12" and the last one "Psalm 104:26".

You look into the river and see your reflection. You look to the east and all of four go to the vineyard. At first you all admire the vines as they look so beautiful. But on closer inspection you see that they have very few grapes on them and many have half-eaten bunches of grapes.

To the north of the vineyard you see a small stone and wooden tower which you presume is the watch-tower.

Strangely, you feel that the health of this Vineyard is intimately linked with the success of your quest. You cannot go on until this Vineyard has been restored and well looked after.

Suddenly Regna shouts out, "**Fox!**". You look and see a little fox, no not just one, many little foxes stealing grapes from the vines. Even as they steal the grapes you feel your Joy (the joy you knew on first meeting Emmanuel) drain out of you!

More little foxes are pouring out of the watchtower coming down the stairs. They are all dressed in Karate outfits and seem to be warming up for a good Karate fight. You must do something!

You draw your sword to fight the little foxes. You chose the verse "***Take us the foxes, the little foxes that spoil the vines; for our vines have tender grapes.***" Song of Solomon 2:15.

All three of you are amazed as you see the bolts of light emit from your swords and, like a guided missile, find a target each time. In a very short time all the foxes are destroyed.

You all go in the tower to weed out the last of the foxes and destroy all there are. In the tower you find a metal lever, on pulling it you hear a rumbling noise coming from the caves.

All four of you sit down and breath a great sigh of release. Suddenly there seems to be tremendous hope for the vineyard, and for your destinies! As you sit you all see Emmanuel come into the Vineyard and tenderly restore each vine. You join Him with unspeakable joy, full of glory. Laughing, occasionally eating grapes, sharing jokes, you realise you're co-labourers together with Emmanuel. The realization sends electricity over your whole being.

When you have finished, and the Vineyard is bursting with abundance, Emmanuel takes handfuls of grapes and gives each one of you some saying, "***You will need these to sustain your joy. The mountains await, but I have overcome the despair, the joylessness.***"

Then, as soon as He appeared, He disappears and, after some discussion, decide to enter the second cave. As you go into the dark opening

you see a dim light at the end of a tunnel. All of you cautiously move towards the light, feeling the sides of the rough cave as you go.

As you near the light you can hear the clear sound of many horses. Then you arrive to a wonderful sight. The tunnel ends to expose a huge underground cavern, lit by some unearthly source and huge, resembling a western scene! Many horses are galloping in a huge open field. In the middle of the field is a glistening pile of armour. Could this be for Regna?

Then, at the far side of the cavern you hear the screaming of a woman and the frantic neighing of a wild horse. Because of the dust from the hooves of the other horses you cannot see that far.



You go to help the women in distress. All four of you stand transfixed at the sight. A stunningly beautiful woman is trying to mount a wild horse with no success. She seems to emit a powerful charming quality that draws you to help her and do whatever she asks.

As you all approach, she stops trying to mount the horse and walks elegantly towards you saying, ***“Well, well, well, four gallant knights and one without his armour”***.

“Let me help you, my name is Lebe Zej. The armour you have seen is not what you really want. Follow me and you will find what you’re looking for.” She turns to lead you through a cave entrance.

You challenge the women telling her she is a liar. She lets out a hideous laugh that echoes all around the cavern and, before your eyes, changes into an ugly, terror-striking witch... (well...almost!!!).



She is, in reality, an ugly, smelly witch. She must have placed a curse over this cavern for all that resides in it to bow down to her wishes.

"You cannot harm me! You will serve me for I am the ruler here! Ha! Ha! Ha! Ha!....", the witch's croaking voice pierces the air and seems to shake the whole place.

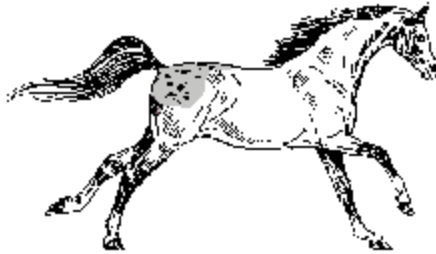
You draw your sword to fight the witch. As you all draw your swords the swamp witch snarls with fear but still continues to approach the four of you. She starts uttering some terrible spell and, as she does, a ball of fire appears in her hands which she starts to hurl at you.

You chose the verse **"Notwithstanding, I have a few things against thee, because you allow that woman, Jezebel, who calls herself a prophetess, to teach and seduce my servants...I will kill all her children with death."** (Revelation 2:20-23)

As the pulses of pure divine light zoom forth from your swords, the witch reels back screaming in terror. The ball of fire she sent from her hands fizzles out into a puff of smoke. The divine light pierces straight through the ugly creature and, with a hideous blood-curdling scream, she turns into a cloud of vapour which disperses into nothing!

You all sit down on the dust and grass and breathe a sigh of relief! A considerable victory has been won. It is obvious that the atmosphere in the cavern has changed. The curse has been lifted. Looking around, you see the horses that were running wildly are now calm and mild mannered.

In fact, one of the noble-looking horses come up to you and waits for you to mount him!



As you are mounting you suddenly see beautiful, shining horse armour appear on the horse. On the saddle is the name Sieh Gnorts.

Indeed, horses also come to Dogfo and Nevigrof. Regna has gone running across the field to get the armour and soon comes majestically back as a shining knight. A beautiful shining dapple-grey horse comes to greet him and, when he has mounted, the four of you, in line, charge out of the cavern to the cave entrance towards the River Of Life.

Chapter 9: The Spoken Code

As you emerge from the cave a fantastic sight meets your eyes. A vast army, clad in similar fashion to yourselves, is in formation in the River of Life. The four of you join their ranks and await orders.

Suddenly, from out of the River of Life, springs the awesome Emmanuel on a shining white horse.



He radiates a fantastic authority and purpose that thrills your heart and draws you into a cosmic perspective. Suddenly, you realise that God has created you for such a time as this. You were destined to be part of this army. A holy wisdom seems to fill you and, even without the verbal commands of the One you all look to, you know what to do!

The mighty army that you are now a part of rides elegantly into the River of Life after its beloved Commander in Chief, Emmanuel. Each member intimately in love with Emmanuel. For the first time in your life you feel fulfilled, that your life is truly full of meaning - not in following your own ways, but His. Looking round you see Regna bathing in the River, a dove descending on his ecstatic form. You would not miss this moment for anything.

The living army becomes part of the River of Life, caught up in its flow eastward down the valley towards the mountains. Then the army stops in unison. The front of the army is at the far end of the valley which is blocked by a portal, somewhat like a castle drawbridge.

Suddenly the whole army vanishes and you are left alone on your horse. You see that others have made it beyond the portal and are looking from the drawbridge that is closing and opening. However, every time you go to cross it, it closes.



Then you hear His voice...***"My son, I am well pleased with you. You are precious in My sight. This is the Portal of Kcab Gninruton, beyond lies the Mountains of Noit Arapes - that is where you are bound. If you survive them, you will join my mighty army in the Vale of Oddigem where the final battle against Nogard and his slave Tsirch Itna will take place. You must overcome to cross the sea of humanity on the Rock and reach your destiny."***

Then, before you, Emmanuel appears as the "Rider on a White Horse" in front of you and says, ***"First, before entering the portal, you must find the spoken code to pass through. Follow the direction the first wind comes from in Song of Solomon 4:16...."***(North)

Then He is gone, leaping like a deer through the portal. You long to follow Him but must take heed to what He says. You are now alone. Maybe Dogfo, Nevigrof and Regna have their own battle to overcome. Yours is now before you. Mountains lie to your north and south. The Portal is to your East and the Valley, where you have come from, is to your West. Rough tracks run North and South. What will you do?

You journey north along the mountain track. You come to a fork in the track. At the neck of the fork is a fence with a sleepy cat on it. The cat is lazily opening and shutting one eye, viewing you with interest and with a yawn says, "**Hello!**".



You go up to the cat to talk. "**Welcome to my fence.... I'm glad you saw the wisdom of stopping to chat with little old Modsiw, that's me!**". The cat hardly moves at all as he talks but seems to have a discernment that sees right through you.

"**Ask me what you will, and I'll answer with my skill...**" You ask the cat the way to go.

The cat looks at you and smiles, "**You ask a good question. We need to ask others in the know which way to go!**".

Pointing to the right fork he says, "**This way leads to the New Wine Place. The first word you want is the surname of the man who is lying flat on his back in the New Wine Place!**"

Then the cat points to the left fork and says, "**Then you go down here to the Fire Place. Find the dancing lady and ask her the name of her favourite song. The second word of that song is the one you want. Then go back to the portal and speak out those words.**" You talk to the cat again and he just repeats his answer.

You go up the right fork to New Wine Place. You find yourself in a house full of great joy and laughter and people seem 'drunk' but there is no alcohol in the place. One man comes to you and explains that "... **this is that spoken**

of by the prophet Joel. These people are not drunk but they are filled with the Spirit!", then he falls on his face laughing!

You see Mr Pigeon on his head, Mr Livingstone flat on his face, Mr Green dancing wildly and Mr Bullock flat on his back.

You go back to the cat who greets you again. Again you ask your question and again the cat repeats his answer.

You decide to go up the left fork to the Fire Place. Before you is a house on fire. The amazing thing is that the fire seems to burn all over the house without actually burning anything up. There is only one main door to enter. You can hear the beautiful singing of a lady coming from somewhere in the house.

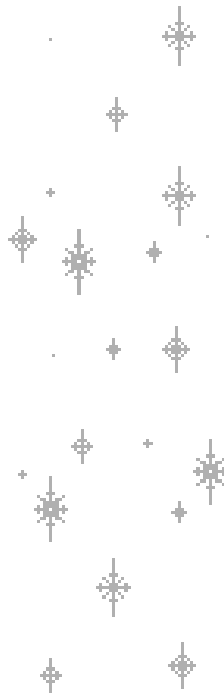


You dismount and walk into the flames in the house. Amazingly, even though the flames have an intense heat, you are unharmed as the fire wraps caressing fingers around you. You feel divine electricity pulse through your being and seem caught up into the heavenlies. The lady's singing takes on more meaning and you worship God with heartfelt joy, dancing and spinning around with great abandon. Pure laughter full of His joy fills your mouth and seems to come from your belly.

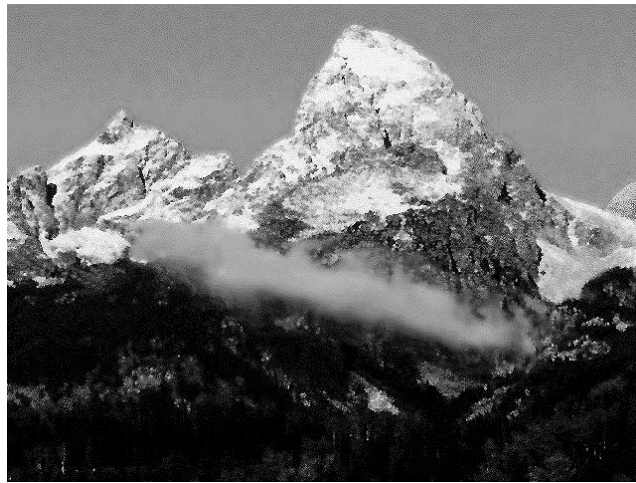
You then see the singing lady coming to join you in the dance...You join her in dancing and singing what she says is her favourite song (it is called 'Offering Life to You').

You mount your horse and return to the portal with what you think is the correct code. You will need to shout out what you believe to be the correct code. What will you shout? Choose wisely!

You shout out "**Bullock Life!**" Suddenly, before you, the portal is transformed into a portal of bright, shining stars, glimmering invitingly before you. The stars shine forth a promise of an inheritance on high that can be walked in beyond - but the way forward must be taken by faith and not by sight.



Chapter 10: The Path of the Ssorc



You step through the star portal and are transported to a beautiful mountainous area. To your west there is the star-portal you have just come through. To the north and south the way is impossible for you to take Gnorts. To the east there are three tracks into the mountains looking roughly the same. The tracks have signs with different writing on them. One sign says "Rabbit Trail", another says "Beautiful Woman Trail" and the third says "Tiger Trail".

You go down the "Tiger Trail". This trail leads to the bleakest, barrenest areas of the mountains. No longer is the way brightened up by beautiful flowers and verdant green grass. Only stark grey stone, huge jutting boulders, a dull grey sky and the sense of great danger are there to surround you!

The rumbling of distant thunder comes closer and closer until you are caught up in a violent thunder storm.

Both you and your faithful steed, Gnorts, plough on through the heavy rain. You know this is the way Emmanuel is beckoning you. There is danger, but you are safe if you trust in Him!

As every thunderclap resonates through the dull atmosphere, you have flashes of the terrible night when the hooded man came. It seems to be

coming clearer now. You see your house interior. Your spouse's face. Your children. You can almost hear the laughter being shattered as the thunder booms once again. You can almost see the hooded man breaking in through the window. You can see the flash of the gun as you leap in front of your family to protect them. Strangely, the memory seems less painful now - there is a hope. There is a future. It is found in following His way for you, no matter how difficult and painful that may be. He is the way!

As you are contemplating these things, suddenly, from out of the heavy rain, seemingly tearing through the landscape in front of you, comes a leaping tiger.



The tiger roars with the thunder and is leaping straight at you and Gnorts. You have no time to draw your sword.

You stand still and pray to Emmanuel for help. Amazingly, the tiger jumps straight over you and Gnorts. An invisible protection has saved you. Truly, you stood still to witness the salvation of Emmanuel!

After some time the storm ceases and you continue along the barren, stony incline deep into the mountains of Noit Arapes. You feel your soul laid bare, just like the bleak mountains.

Strong winds beat upon you and Gnorts as you strain up the mountain. Nightmares seem to pound upon you from your past but somehow as hooded

figures spin past, the bloody memories, the gun shots, they all fade in comparison with His destiny for you. The vision of the mighty army, of Emmanuel on the shining white horse leading you to the Sea of Humanity all seem more real to you. a sense of great peace floods your heart and a joy beyond expression wells up in you.

Suddenly, you find yourself standing before a fork in the track. The left-hand fork leads down an even more god-forsaken stony pathway. The right hand fork leads to a beautiful pathway full of flowers of many colours.

In between the fork is a huge signboard which is white with no writing on it! You wait by the signboard for some time. All of a sudden you hear a ripping sound from the blank sign. Then you see something ripping through the middle of the white board.



It is Modsiw again! "***Welcome again my friend. I perceived you need my help so here I am. Just follow the trail that I myself would take!***"

Saying that he disappears as suddenly as he came. The sign heals over, not leaving a trace of a tear. But as you look, you see writing appear on the sign..."***Go to the mountains of Worros, the Valley of Baca. For in hardship and suffering you will know His salvation.***"

You go down the left-hand fork which looks god-forsaken. Weary, hungry and tired you trudge on down the path.

Eventually you come to what appears to be a dead-end. A huge towering cliff-face is before you. At the base of the cliff you see a dog's kennel.



Looking closely there appears to be a dog asleep in the kennel. You decide to wake up the dog. The dog awakes with a start and jumps out of the kennel.



"My, oh, My, you gave me a fright!", says the dog. "Hi, I'm Yaws Dog. I have only one simple message for you: 'Read the writing on the wall, if you don't you'll surely fall!'". Having said this the dog yawns and goes sleepily back into the kennel where he immediately falls asleep.

You go forward to take a closer look at the cliff face. As you do you are amazed to see a row of buttons in the rock...Button 1 (Picture of a cockroach), Button 2 (Picture of treasure), Button 3 (Picture of a Bull), Button 4 (Picture of a scroll), Button 5 (Picture of a staff), Button 6 (Picture of a vortex) and Button 7 (Picture of a ghost). Press any of the above buttons.

As you press button 4 (the scroll), writing miraculously is inscribed on the cliff face. The writing says.....*"The words that got you here will be the picture*

that will lead you on." Then, the writing disappears in a cloud of dust. You must now choose wisely.

As you press button 3 (the bull) a huge cave mouth opens in the cliff face. You lead Gnorts through into the dimly lit cave mouth and can just make out the figure of.....What looks like an ox-bull.



"Welcome Sojourner! You have chosen the correct button. Well done. My name is Gnivil Ecifircas. Keep on following the way of The Ssorc, deep on down this passage", the ox-bull indicates behind where he is standing where you see the passage go deep down into the core of the mountains.

The Ox-bull continues, ***"While you have time why not read about me in Leviticus 1:2-7; Romans 12:1-2. I represent what you have to go through before you can reach your destiny. Walk the way of the Ssorc with humility, not seeking to preserve your own life but to lose it so that Emmanuel may live in you"***. Having said this, he disappears and leaves you standing alone in the dark, damp tunnel.

Behind you is the light of the tunnel entrance, before you all is dark, except one flaming torch on the wall. There appears to be no other light further on down the tunnel.

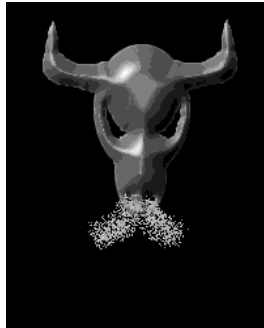
You grab the flaming torch off the wall to light the way and go on down the tunnel. This lights your way down the dark, damp tunnel, which is only just big enough for you and Gnorts to squeeze down. The jagged edges of the

way tear at your flesh and, together with your lack of food and sleep, makes you feel like a sacrifice ready to give up its life!

Soon, you wearily stagger to a small opening with six buttons on the wall, each identical. On the floor to one corner is a slimy, muddy swamp which is bubbling on the surface.

You take a closer look at the swampy mud and suddenly...a lizard like creature pops up blowing a raspberry and saying, "**How many corners of the earth?**", then disappears under the mud once more.

You press button 4 and suddenly an entrance appears in the wall. You lead Gnorts cautiously into the small room through the entrance. You jump back with a start as you see a strange sight in the center of the room...It is a floating ox-bull skull which is locking your eyes with it's red-laser-like look.



"If you would truly go the way of the Ssorc", the skull says, "then you must lay down your life...your attitudes, opinions, thoughts whether good or bad. You cannot truly live unless you die to yourself, take up your cross and follow Him. Are you willing to do this and become a Warrior of the Ssorc? It is a painful and difficult path, but the path that will give you true peace, joy and fulfillment!"

"If you are willing to walk this path then journey through the door over there..." As the skull says this a door appears in the opposite wall with a cross on it.



By the door is a plaque saying "***And he who does not take his cross and follow after Me is not worthy of Me. He who find his life will lose it, and he who loses His life for My sake will find it***". Matthew 10:38-39.

If you want to walk this path, go through the door. You go through the door to the Way of the Ssorc.

Chapter 11: Surviving the Arena

As you pass through the door an amazing thing happens to your shield! Where there was a mustard seed you see it grow into a gnarled tree and then form the shape of a cross.



The shield vibrates with divine power and seems to be drawing you into the dimly lit tunnel ahead. Your torch has run out and you threw it away, but this passage has just enough light to see the way.

You walk with Gnorts down the tunnel until you come to a T-Junction. Standing in the middle of the T-Junction is.... a ninja snarling at you, he says, ***"My name is Noit Atuper, you must fight me to the death to pass by and continue the Way of the Ssorc, to become a Ssorc Warrior."***



You prepare yourself to fight Noit Atuper with your sword.

You turn the dial on the sword to **"Let this mind be in you which was also in Christ Jesus, who, being in the form of God, did not consider it robbery to be equal with God, but made Himself of no reputation, taking the form of a servant, and coming in the likeness of men."** Philippians 2:5-7.

Pulses of divine energy dart from the sword as the verse pierces into the strong fighter in front of you. You feel the desires in you to be someone of great reputation being crushed and revealed for the ugly thoughts they are. The fighter before you melts into the ground and disappears!

You now have a choice of taking the left or right passages which look identical. So you choose to go down the dimly lit passage to the right.

On your left you come to a stout wooden door that is securely fastened. By the door is a torch. The passage continues to the right.

You try to take the torch. Suddenly the door swings open. You cautiously lead Gnorts to the entrance and peer through the doorway. The sight you see is amazing! Beyond the door is a huge underground fighting arena.

You feel yourself being pushed into the arena and the door closes behind you. Gnorts is standing at the edge of the arena but you are pushed by an invisible force right into the center of the fighting stage.

Suddenly a strange creature appears before you...a huge rotating green head wearing a bowler hat and speaking like a wrestling commentator..."**...and today ladies and gentlemen we have The Sojourner against one of The Sojourner's choice. The fight will be to the death! Sojourner choose your opponent, they represent part of you that you must die to so Emmanuel may live through you!**".

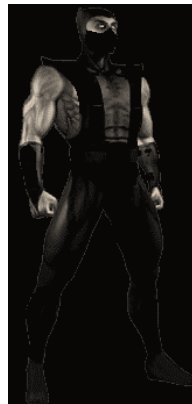
At these words you see a string of awesome looking fighters coming out of a door on the opposite side. They all stand before you in a line. Who will you pick?

You choose to fight against Efil Thguoht. You stand in the center of the arena as he approaches with great purpose. Somehow you feel very drawn to him and wonder why you must destroy him, but you know Emmanuel's ways are far higher, he will lead you in His ways. You draw your sword and prepare to meet his attack.

You turn the dials to on the sword to "***Bring into captivity every thought to the obedience of Christ***" (2 Corinthians 10:5). The divine energy bolts out from your sword and hits your enemy straight in the heart. He falls to the floor and then disappears in a puff of green smoke!

"Victory to the Sojourner", shouts out the green head. A loud cheer goes up from an invisible audience. ***"You have died to your thoughts of anything but Him and His kingdom. He is your desire."***

Suddenly you see the far door in the arena swing wide open to reveal what you know is the exit from the Way of the Ssorc, leading towards the next stage of your adventure. But you are horrified to see that out of the door steps a terrifying yet inviting figure...



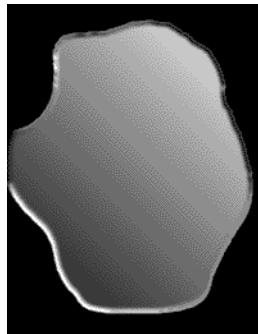
"My name is 'Erutan Nis'", says the awesome warrior. ***"You must defeat me to pass through."*** You prepare your sword to fight. As you prepare to set your sword's dials for battle you feel that you want to make friends with Erutan. There is a strong desire to join forces with him. His strength beckons you to feel a need for and even a strong desire for his

presence. There is a subtle, mystical quality about him that draws you into a sense of urgency to cling to him!

You turn the dials to "***For the death that He died, He died to sin once and for all; but the life that He lives, He lives to God. Likewise, you also, reckon yourselves dead indeed to sin, but alive to God in Christ Jesus our Lord. Therefore, do not let sin reign in your mortal body, that you should obey it in its lusts. And do not present your members as instruments of unrighteousness to sin, but present yourselves to God as being alive from the dead, and your members as instruments of righteousness to God. For sin shall not have dominion over you, for you are not under law but under grace.***" Romans 6:10-14.

The light from the sword pierces into this warrior before you and he starts screaming out in agony as he melts into liquid on the floor.

If you don't step firmly in the liquid to disperse it he may well come back again! Beyond his remains is an open door leading into a passageway.



You step firmly on the liquid and go into the passageway.

Chapter 12: The Hidden Truth

You step into the passage way which goes either left or right and a door is in the wall before you. Looking at the door before you, you see, above it, are the words, "**Way out for Warriors of the Ssorc.**"



The passages to the left and right are dimly lit, and you can only see a short way down - nothing much seems to be there, just a dark, damp tunnel.

You reach for the door. It opens easily and you go through it. Inside you see a man chained on a white slab which is embedded in a rough stone wall. He is in a smelly, dimly-lit dungeon with only one door, the one you have come through. He has been like this maybe for years. How has he stayed alive?



"**Greetings Sojourner!**", the chained man croaks, "**I've been waiting for this time for ages. My name is Gnireffus and I've been chained here**

until someone comes to take my place. You are that person. You must take my place, for in suffering as I do you will reign with Emmanuel."

Looking closely at his hand cuffs, you see "Philippians 1:29" ("*For to you it has been granted on behalf of Christ, not only to believe in Him, but also to suffer for His sake*") engraved on one and "2 Timothy 1:8" ("*Therefore do not be ashamed of the testimony of our Lord, nor of me His prisoner, but share with me in the sufferings for the gospel according to the power of God*") on the other.

As you are looking around the room you hear someone, or something coming in the room. Swirling round you are pleased to see that it is your faithful steed, Gnorts.

As you stay, you talk more to the man in chains. "***The only way to release me and take my place is to fight for the key!***", the old man tells you. You ask him where the key is and he replies, "my ***enemy Enirtcod Y.Tirepsorp has it in his possession. You must fight and defeat him to get the key. Take either the left or right passage out of this room and you will confront him.***"

You do as he says and go down the passage way with gnorts. Then suddenly, out of the darkness jumps..."***I believe you are looking for this***", the well-dressed warrior before you taunts, holding a golden key which sparkles in the flaming wall-torch light. "***But I've stolen this key, keeping so many in bondage to their own lusts! Ha! HA! HAAAAAAAAAAAA!***"

"***You really should join me***", he tempts you, ". together we can be rich. I will give you all you desire. Blessings from Emmanuel shall be yours if you only have enough faith. Give to me and you will receive much more!"

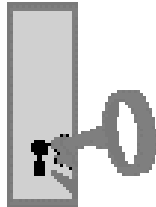
You draw your sword to fight Enirtcod Y.Tirepsorp. You turn the dials to fight this cunning warrior to "***The Spirit Himself bears witness with our spirit that we are Children of God, and if children, then heirs - heirs of God and joint heirs, if indeed we SUFFER WITH HIM, that we may also be glorified together. For I consider that the sufferings of this present time***

are not worthy to be compared with the glory which shall be revealed in us." (Romans 8:16-18)

"Resist him (Satan), steadfast in the faith, knowing that the same sufferings are experienced by your brotherhood in the world. But may the God of all grace, who called us to his eternal glory by Christ Jesus, AFTER YOU HAVE SUFFERED FOR A WHILE, perfect, establish, strengthen, and settle you." (1 Peter 5:9-10)

The divine rays go forth from the sword and the warrior before you is reduced to vapour that disperses in millions of directions in the passage way! You hear a heavy clunk as the golden key falls to the floor.

You pick up the key and proceed back to the chained man. Looking closely at the key you see the two verses (Romans 8:16-18 and 1 Peter 5:9-10) are inscribed in minute detail, one on either side of the key. So these were the truths that Enirtcod Y.Tirepsorp had been keeping from the world!



You release the chained man using the golden key and take his place on the white slab. As the man chains you to the white slab, attaching your armour on Gnorts' saddle, you suddenly feel the agony of people of other tribes, tongues and nations. You can literally see their screaming faces.



You seem to take on the pain of individuals, some you know, some you've never met. Through all this you hear Emmanuel, ***“Child, I’m leading***

you to identify with those I would have you reach out to. The lost multitudes!"

Then you feel the whole white slab turning and turning, away from the prison cell and to an open tunnel. As the slab turns, Gnorts jumps with great agility, through the gap to join you on the other side.

Chapter 13: The Word of Testimony

You find yourself in a tunnel with light in the distance, and the overwhelming sound of much water raging at great speed. Immediately in front of you, floating in the passage way is a rotating cup with a picture of a lake on it. You hear the voice of Emmanuel saying, "***This is my cup of suffering. Drink it and you will know great joy and peace like a river and lake, even in the midst of suffering.***"

You drink the cup of suffering. As you do, you again feel the pain and suffering of many and fall to your knees with a cry for deliverance. Again you have a vision, of many people in a soup bowl crying out for deliverance your heart of compassion goes out to them. You know that they represent the lost multitudes that Emmanuel is calling you to minister to.



But, in the midst of the suffering there is a great joy, peace and love that wells up in you. It seems like a paradox, but the reality is there. The yoke He has called you to bear is easy and light - but it is still a yoke!

After a while you pick yourself off the floor and clothe yourself with the armour once more. The tunnel you are in is high enough for you to mount Gnorts. You do so and go cautiously on to the sound of the rushing water.

The tunnel comes to an end with part of a gushing waterfall cascading down over its mouth. This passage way leads to an opening behind a huge, powerful waterfall. The drop could be many, many feet. You know that this is, once again, the River of Life!



Together with Gnorts, you jump into the flow of the waterfall. You are caught up in the amazingly powerful surge of the waterfall. Unspeakable joy bursts out from you and your whole being is caught up in ecstasy as you flow in the purposes of God.

You bathe under the powerful downpour of the waterfall and drink deeply of the refreshing waters. Your soul that was so weary and drained suddenly leaps to life. You mount Gnorts and together play under the mighty waters.

Later, feeling greatly refreshed, you take time to survey the area where you are. To your west is the waterfall, cascading down a sheer cliff face. To your north and south lie the edge of the mountains and to your east flows the river of life. It flows straight into or through what appears to be a fortress on the horizon.



You journey east along the River of Life until you clearly see the fortress. You urge Gnorts to run straight into the fortress but you realize he is unable to go on! There is an invisible force field blocking the way. The River of Life flows freely there but you are lacking something!

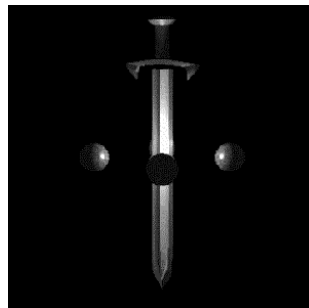
Then, from above you, you hear a tweeting noise. Looking up you see a yellow bird singing freely. "***You know what you lack?***", it says to you, "***You lack the 'Word of Testimony Plaque'...you must go back to find it.***"

Then the bird disappears. You journey north until you come to another, smaller waterfall.



On a sign by the waterfall is the word "SETARHPUE". There seems to be steps leading up behind the waterfall, maybe into a cave. To the north is another cliff face in the distance with what looks like a cave about 30 feet up, with no apparent way of getting there! To the east is the fortress which the river of life flows through.

You go up the steps into the cave behind the waterfall. In the small cave which seems to be four dimensional because you are taken into a huge open space floating in the sky where a giant rotating crystal sword in the midst of four spheres float before your eyes. You are close enough to reach out to grab the sword.



You cry out for help to get you back out of here as you know you already have the true sword, and this is a deception. You are taken out and returned to the small waterfall.

You go north to the cliff face with the high cave. At the bottom of the cliff, standing right in front of you is a Raccoon playing a fiddle "**Howdi!**", says the Raccoon, "**My name's Esiarp, glory to Emmanuel. I know you're wondering how to get up there**", he points to the cave. "**Well, all you gotta do is shout out a word found in Revelation 19:1.**" The Raccoon then goes away dancing and singing songs to Emmanuel.



You prepare yourself to call out what you consider is the right word. You shout out "**Hallelujah!**". As you call out the powerful word you hear the flapping of wings.

A huge pelican descends from the cliff top and flies past you a few times. Eventually she stops and says, "**Quark! My name is Drole H.T. Notiaw! The H.T stands for High Thoughts! I'm afraid they were fresh out of eagles in the heavenly aviary today, so you gotta put up with me! My old friend Isaiah did say, under the inspiration of the Holy Spirit, that those who wait on the Lord shall rise with wing like eagles.(Isaiah 40:31). In an unpublished work he also mentioned us Pelicans you know! Anyway, if you wanna get to that cave to get your 'Word of Testimony Plaque' just hop on my back.**"

You get on the pelican's back and she gracefully takes you to the ledge leading to the cave opening. You cautiously enter into the dimly lit cave entrance and walk a short way down a tunnel.

It is not long until the way is blocked by a musclebound, armoured man who stands as high as and as broad as the tunnel! Behind him is a curtain entrance. "**HALT!**", shouts the giant, "**Who goes there? Name yourself and say what your quest is.**"

You say, "***I am a Sojourner, I'm looking for the Word of Testimony plaque.***" The guard steps aside to let you pass through the curtain, "***May Emmanuel be with you always on your quest Sojourner. Go now and choose the pathway of His power and authority.***"

You pass by him and through the curtain to find it leads into another tunnel that branches to the left and right. You go down the right-hand tunnel. You walk along the tunnel until you come to a door marked "Word of Testimony Room".

The door easily opens, and you are amazed to see an old dusty room full of plaques with all different titles written on them.

In the center of the room is a beautiful bright red rose. It is growing from out of a small patch of fertile ground with green grass, and you are amazed that it is blossoming in such conditions, as the rest of the ground is barren.



Suddenly a voice echoes around the room, "***Choose the testimony that is like this rose. If you want to blossom like this rose and send out a fragrance to bless the nations, then learn the lesson of this rose. It***

should not be here. But I have sustained it. Not for anything it is or has done, but for my name's sake!

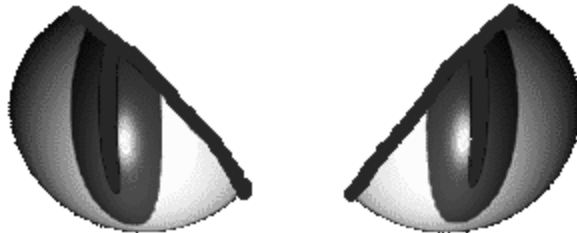
You pick up the plaque entitled "By His Grace Alone". You see a verse scripture quote on it. "***Along time, therefore, abode they speaking boldly in the Lord, who gave TESTIMONY UNTO THE WORD OF HIS GRACE, and granted signs and wonders to be done by their hands.***" Acts 14:3

You know you have chosen the right plaque and this testimony will enable you to overcome. As you take the Plaque you see the Rose doing what only can be described as a dance.

You feel the power of His grace overcome you and also join in the dance, for the first time seeing the amazing grace lavished upon you by Emmanuel. You are amazed that He has chosen you for such a task and equipped you to overcome!

As you try to go back the way you came you realise that the door you came through is locked tightly. As you search around the edges of the room you find a secret entrance behind a pile of plaques. From the entrance you hear a voice whisper..."***Come take this route to find the key to be able to share your overcoming testimony, but you will have to fight the enemies of such a noble act!***".

As there is no other way out, you follow the leading of the voice into the dark tunnel. Eventually you come to a place where the tunnel branches into three directions (you know this by what you can feel with your hands). Suddenly, out of the darkness you see a pair of big eyes staring at you!



Chapter 14: A Lesson Learned

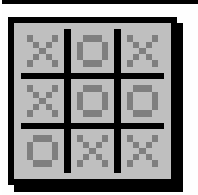
You cry out for help. You hear what sounds to be the flick of a light switch. Light fills the passage way and as your eyes recover from the dazzle, before you, you see a funny dragon-like creature. It tries to roar and produce flames but fails miserably and ends up in a heap in the floor.



Then the creature starts to bawl, crying out loudly and saying in a pitiful tone, ***"Do you ever feel like me? I try my best to give a bold display to others, so they can respect me, but all I do is end up in a useless heap on the floor! If you want a testimony that counts you must not do what I do. Don't try to have a bold witness in your own strength - it is impossible to bear real fruit that way! You must overcome all hindrances to your bold witness and let Him be bold through you by His Spirit."***

"Ok. Ok.", says the dragon-creature, ***"I know you want to know how to get to the key to continue the journey. But first you must play Tic Tac Toe with me! You win, you take the first passageway. I win, you take the second passage way, we draw, you take the third passage way. I will be X's. Wanna play?"*** It beams at you awaiting your answer.

You play tic tac toe with the dragon drawing on the dusty floor. You commence the game and it's a draw.



You go down the third passage way.

You walk for awhile, it is dimly lit by flaming torches on the walls at intervals. Eventually you come to a wooden door.

You reach to open it, and to your horror, as the door swings open, you see, standing before you a hideous, dark monster. With its slimy tentacles it tries to grab the 'Word of Testimony' plaque from your grip. Echoing around you comes a voice saying, "***This is your first challenger to rob you of your testimony...Ecneid Ebosid.***"



You prepare to fight Ecneid Ebosid. You turn the dials to "***Go ye, therefore, and teach all nations, baptizing them in the name of the Father, and of the Son and of the Holy Spirit, teaching them to observe all things whatsoever I have commanded you; and, lo, I am with you always, even unto the end of the age. Amen.***" (Matthew 28:19-2)

"I charge thee, therefore, before God, and the Lord Jesus Christ, who shall judge the living and the dead at His appearing and His kingdom: Preach the word; be diligent in season and out of season; reprove, rebuke, exhort with all long-suffering and doctrine." (2 Timothy 4:1-2)

The sword leaps into action with a pulsating beam of divine energy which dissolves all inclinations to disobedience.

You are suddenly aware of the awesome task entrusted into your hands! Your loving leader, Emmanuel, is entrusting you with the responsibility of reaching out to lost souls. A fresh wave of urgent compassion for the people you are called to rises up within you and you fall to your knees in intercession. You know that their blood will be upon your hands if you fail to obey His compelling call on your life (Ezekiel 3:17-21).

A voice of urgency calls out to you quoting an important verse "***And this gospel of the kingdom shall be preached in all the world for a witness unto all nations; and then shall the end come.***" Matthew 24:14.

Picking yourself off the floor with great urgency you continue down the tunnel towards the next challenge. You come to a huge cave, the tunnel continues on the other side, but blocking the way in the cave are an army of cybermen lookalikes which call out in unison, "***We are the Deracs!***"



Suddenly, one of them leaps right in front of you saying tauntingly, "***You must fight two of us to pass. I challenge you first! My name is D.Neffoot Deracs, the 'D' stands for 'Dignified'.***" He starts to come towards you.

You prepare yourself to fight D.Neffoot Deracs and turn the dials on your sword to "***Now, Lord look on their threats, and grant to your servants that with all boldness they may speak your word.***" (Acts 4:29)

"And I, brethren, if I still preach circumcision, why do I still suffer persecution? Then the offense of the cross has ceased". (Galatians 5:11)

The light from the sword slashes your enemy into tiny pieces before your very eyes. You have a decisive victory over your fear of offending man. Presenting the message you have will offend many, but you must not stop at

any cost but instead pray for greater boldness to walk the path laid before you!

The other Deracs are still blocking the way to the opening on the other side of the room. Another one steps before you and says, "***I am Noit Cejerfo Deracs, I challenge you now!***"

You prepare to fight Noit Cejerfo Deracs and you turn the dials on your sword to" ...***to the praise of the glory of His grace, by which He has made us accepted in the Beloved.***" (Ephesians 1:6)

As the pulse of light hits the Deracs he dissolves into nothingness and you sense the overwhelming acceptance of Emmanuel. You feel the rejections of past years fade away and rise up with a fresh conviction and hope.

The remaining Deracs step out of the way for you to freely pass to the other side and enter through the far opening. As you do so you see a bright light at the end of the tunnel.

Running ahead you come to an opening which leads to the exit at the base of the cliff you originally came to! Gnorts runs happily to meet you, he has been waiting there faithfully all this time. The key you were looking for was not a literal key, but a lesson learnt.

As you go to exit the tunnel you suddenly see an electrical barrier which zaps into life on the wall by the barrier is a sign saying "NOIT UCESREP!"



Gnorts skids to a halt, but his tail swings into the barrier, bursting into flames. He jumps around and then rolls in the dust until the fire goes out. His tail looks half chewed up!

Chapter 15: Entering the Beautiful Fortress

You walk through the powerful barrier. As you do, you feel your whole body racked with pain and feel like the whole world is against you in your quest. You hear the mocking laughter of a thousand tongues and the hits of hatred of many fists.

But, the amazing thing is that you make it to the other side only to drop in exhaustion and pain to the dusty ground.

Just before you lose consciousness you see, through blurred eyes, Gnorts coming to lick your wounds and comfort you.

After some time, through blurry eyes you see the bright, beautiful, loving, majestic figure of Emmanuel coming to you, bowing down and picking you up. He carries you northwards until the Life He emanates enables you to walk. But still you need to lean on Him and you go where He goes. He leads you from the mountains through a wilderness to join the River Of Life.

Truly, you are coming out of the wilderness leaning on your beloved (Song of Solomon 8:5) and as you enter the river of life you leap for joy in Emmanuel's stunning presence. You realise Gnorts is there and you are carrying the Testimony Plaque. Mounting Gnorts you follow Emmanuel...who has also mounted a shining white horse.

He leads you right up to the entrance of a beautiful fortress with a huge metal door. At first it is open giving you a glimpse of a beautiful interior full of trees, rivers and lush vegetation plus many mansions in the midst of them. But as you approach Emmanuel disappears and the huge door slams shut in your face!

Guarding the door is a knight in shining armour, who says to you, "***Halt! To prove you are truly a Knight of the Ssorc you must choose the right button! You may need to say, "A little lizard told me!" more than once! If you choose the wrong button you must fight me.***"



Before you are numerous buttons on the door. Choose the one you think is right by clicking on it. Remembering the Lizard who asked you how many corners the earth has, you press button number four which has Psalm 18:2 written on it (***“The Lord is my rock, my fortress and my deliverer; my God is my rock, in whom I take refuge, my shield and the horn of my salvation, my fortress”***). As you press the button the metal door opens only to reveal another door! On this door are another series of buttons with words – air, river, evil, fortress, fire and cloud.

You press the one you think is the correct one – the fourth button, the Fortress button. The portal swings open to reveal the beautiful interior of the fortress. The sounds of singing and laughter fill the air and a great sense of victory fills the place!

Chapter 16: The Pyramid Tower

Lifting up your head you see a spectacular sight. Inside the fortress is a mini kingdom full of bustling activity. Many Knights in shining armour, Warriors of the Ssorc, are busy preparing for something, moving with great purpose. Many stop to smile at you or even hug you and welcome you here.

There are four huge towers reaching into the sky at the corners of the fortress with one huge pyramid tower, towering above the others. Inside are many buildings of different shapes and sizes amidst beautiful parks, swimming pools and the like.

As you are puzzling over what to do, out of one of the doors at the entrance way comes a welcoming looking bear pointing in the air with a teacher's authority. "***Come follow me Warrior of Ssorc, my name is Ediug.***" As you are quickly following him, he extends a warm hand and you shake it. "***There are others you must shake the hand of, for that is your mission. Find your team first then prepare for your battle quest.***"



The bear pauses by a computer screen on a wall near the entrance. The screen has many buttons each referring to a different location within the fortress. At first it seems mind boggling.

But the bear continues "***Listen carefully to what I say, you can always call for help any time but you will have to start from the beginning. You must get the order correct at each stage or you will return to the start. Now...listen carefully...***"

The bear takes a deep breath then starts his memorized narration, ***“First you will need to meet up with your team, The Sojourners, made up of yourself, their servant-leader, Dogfo Raef, Enivid Regna and Nevigrof”***. Your heart warms at their mention and you look forward to shaking their hands once again.

“Then”, continues Ediug, ***“You must go up the pyramid tower to see your quest from up high. Look East to see the battle field and study it well because your team has been chosen to go ahead of the main army as scouts. You must prepare the way, meeting any obstacles as they come and crushing them. You will clear the way through the plains of Oddigem all the way to Nogard and Tsirch Itna.”***

You don't fully understand what he says, but still listen carefully as he rattles on, ***“Then you must all go to the place of Rest to be refreshed and strengthened, then eat from the tree of life and finally go to the great Dance where all are awaiting their marching orders from the King! Got that?”***.

Without waiting for your reply, he disappears and leaves you before the computer screen alone with many buttons. You think about the order which Ediug said you should follow.

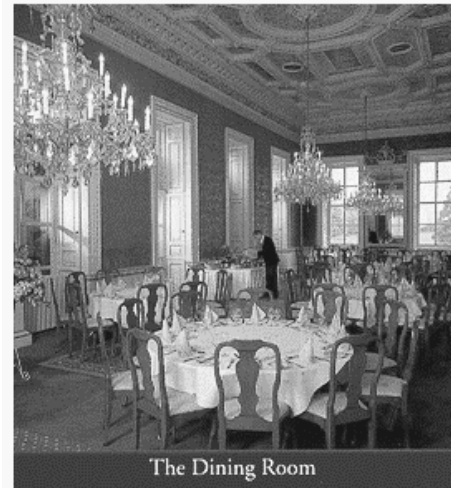


You first press the "Hand Shake" button. You magically materialize at the entrance of a huge mansion called 'The Meeting Place'.

On a plaque on the mansion's door is the wise phrase, "DO NOT FORSAKE THE ASSEMBLING OF THE SAINTS."

Before you even have a chance to go in, the door opens and out comes Dogfo, Regna & Nevigrof all running to shake your hand and hug you. You all

go inside 'The Meeting Place', sit down in comfort, drink free cooling beverages, sing songs of victory and love for Emmanuel, and talk about your adventures.



There is a similar computer screen in the mansion as the one before. You make your second choice and press "Fortress" button.

You all find yourselves (plus all your horses) at the base of the huge pyramid tower. The huge wooden entrance door at the foot of the tower swings open revealing a spiral staircase leading both up and down. There is a computer screen the same as the previous ones at the entrance.

You all leave your horses behind and climb up the spiral staircase to the top of the tower. On the door leading to the top of the tower is a plaque with the words 'Tower of Noisiv – ***“Without Vision the people cast off restraint”***. (Proverbs 29:18.)'. You open the door and go out to a platform at the top.

When you all reach the top you all gasp and are lost for words. The view is breath-taking! To the west you see the mountains of Worros you have come from and the River of Life flowing straight through the fortress out the other side, flowing eastward. To the east is an amazing sight. All of your gazes are fixed on the horizon to the east.

The River of Life flows through a plain after a hilly initial patch. On the plain your naked eye can make out what can only be many, many dragon-like creatures. The River of Life flows through unperturbed until just before it reaches a vast expanse of ocean. This must be the Sea of Humanity. This is where you are bound! But the amazing thing is that just before it reaches the sea, the River of Life swerves suddenly upwards and flows into the heavens, not even touching the sea at all.

Your hearts grieve because you know that the Sea of Humanity remains dead and lifeless unless the River of Life flows into it! You know that the key to your being reunited with your family and released into His destiny for your life lies in defeating the force that hinders the River from flowing into the Sea. What lies behind the wall the river forms as it ascends into the heavens?

Suddenly Ediug appears on the tower top saying, "***Well Sojourners, that is where you are to go! That is the plain of Oggidem which the warriors of Ssorc must cross to face Nogard and Tsrhc Itna who Emmanuel has allowed to deflect the River of Life for now. Your mission is, as a team, to scout ahead of the main army and clear the way through the hills before the plain of Ogiddem. Then all the army will join you at the entrance to the plain to battle Nogard's forces as one. On reaching the point where the River of Life ascends into heaven we will all face Nogard himself and his slave Tsrch Itna. You already have the Word of Testimony Plaque, but you must also find the Doolb somewhere in this fortress first or you will be doomed.***"

Then the bear disappears and you are all left to ponder what has been said. All four of you silently descend the staircase until you come to the entrance where your faithful steeds are waiting patiently. There is a computer screen at the entrance like the other ones.

Chapter 17: The Tree Of Life

You press the "Tea Cup" button. You all materialize before the entrance of a place of great rest.

The entrance has a huge devotional book entitled "ENTER YOUR REST" which you may browse through to find rest in Emmanuel.

Through the entrance you can see a beautiful swimming pool with crystal clear water rippling in the warm breeze. There are beach-beds to lie on and an open space of lush green grass to play on. While you are admiring the sight you all see a team of five little identical girls running onto the open space giggling and playing soccer together. One of the little girls runs up to all four of you mighty warriors on horseback and challenges you to a game of soccer!



You all stand at the entrance of the place of rest and discuss what to do next. A computer screen is also there at the entrance.

You accept her challenge. All four of you dismount, enter the place of rest and prepare for a fun game of soccer.

Yourself, Dogfo, Regna and Nevigrof position yourselves. Using your armour as goal posts you start your match against the giggling girls.

Well, I'm afraid the four of you would need a lot more practice in beating the girls! The final score is: Warriors of Ssorc - 0 Giggling Girls - 7!

All four of you go to hug the girls and congratulate them on their victory. Still giggling, one of the girls comes up to you and says, ***"We can see a good spirit in you all. You are not upset at losing. So we want to***

challenge you to a game you will have more chances at winning - Knights and castles..."

The other girls bring out a table with chairs, enough for all of you. On the table is a board game 'Knights and Castles'. The girl continues, ***"If you win this game, we will give you each The Doolb"***. The other girls come to you with beautiful red robes which you imagine are 'The Doolb'.

You sit down to play the game which consist of many activities. You come to a point where you have equal points and the winner is the one who chooses correctly on the last game. Firstly you must choose the correct card under the CASTLE figure. Who is the occupant (or ruler) of the Castle?

You choose the card you consider to be right "King" card. ***"Lift up your heads, O you gates! And be lifted up, you everlasting doors! And the King of glory shall come in."*** (Psalm 24:7)

You are on your way to get 'The Doolb' (Red Robes). But first, as the girls remind you, you must pick the next correct card. Below the Knight are a choice of possible 'Knights' - who is the true 'Knight' riding on the horse?

You choose the card you consider to be right "Humble Knight" card. ***"The night is far spent, the day is at hand; let us, therefore, cast off the works of darkness, and let us put on the armour of light."*** (Romans 13:12)

The giggling girls jump up and down excitedly saying 'You've Won! You've Won!'. They are genuinely delighted for you. One of them scampers off to come back with four blood-red robes. These are the Doolb Ediug spoke of!

All four of you wear the red robes and feel a surge of Emmanuel's refreshing power in your bodies. You feel clean and seem to be protected from your enemy - Nogard - as you wear these humble looking robes.

The girls disappear, but as you go to leave the place of Rest, the exit is blocked by a muscle-bound giant who says, ***"To pass me you must say***

what other thing you need together with the Plaque of Testimony and the Doolb to overcome against Nogard!".

You say "***An attitude and actions of not loving our lives even to the death***". Then a verse appears, "***And they overcame him by the blood of the Lamb, and by the word of their testimony; and they loved not their lives unto the death.***" (Revelation 12:11)

The muscle-bound man steps out of the way. As he does you know you could have chosen the way of a Martyr but all four of you are determined to follow Emmanuel even to the death!

You look at the computer screen and press the "Tree" button. You all materialize before a huge tree. At the foot of the tree is a large mat which you go and stand on. It can hold all four of you.



Suddenly, a voice comes from the tree quoting scripture..."***She is a tree of life to those who lay hold upon her, and happy is everyone that retains her.***"

"***Who is she?***", the voice questions, "***If you get this right you will each be given an invitation to the Marriage Supper Dance and taken there on the carpet. If you are wrong, the mat will immediately take you (and only you) elsewhere!***"

You say, "***She is understanding?***". The voice says, "***You have ALMOST chosen the right answer. I'll give you another chance - try***

again.' Then you say, "***She is Knowledge?***". Once again close but not the right answer. You are given a last chance. You give it much thought before you say, "***She is Wisdom?***". The voice booms out, "***CORRECT! Wisdom is the Tree of Life.***"

Four invitation cards to the 'Marriage Supper Dance' fall from the Tree and land on the mat. Again the voice comes from the tree, "***Congratulations. You are now ready to go to the Dance, your final preparation before launching out towards Nogard's forces. But to get the mat to take you there you must answer one more simple question. How does the Wisdom, that the Tree of Life is, express itself according to Proverbs 11:30?***"

You answer, "***In winning souls.***" The voice booms out, "***You have answered correctly. "The fruit of the righteous is a tree of life; and he that wins souls is wise."*** (Proverbs 11:30)

The voice continues, "***Yes, you are called to multiply, to fill the earth with My image. Behold, the Gospel of the Kingdom shall be preached to all people groups, then the end shall come!*** (Matt 24:14) ***Your vision must be my vision - World Vision!***"

Suddenly the tree before you uproots and merges with a globe that seems to represent the World. The Tree of Life fills the whole world, giving life. "***This is My desire and it must become yours.***", says the voice, "***Are you willing to give your life for this cause? Are you ready to pay the price of running with a World Vision? Do you have a vision for the unreached?***"

Before you can even answer those questions the carpet ascends to spiral around the globe. As it does so you all feel the burden of Emmanuel for the billions of lost souls and a cry goes forth from your hearts. You know you cannot reach out to all these desperate souls, but Emmanuel can. You can just see your part in the Harvest and give your all into that!

Then the carpet travels towards the Eastern wall of the fortress and stops outside a huge set of double-doors with 'Marriage Supper Dance' written on a banner that is stretched above the doors. By the door is a computer screen with all the buttons you have previously pressed on it. Also there is a machine with a slit in with the writing "***Put your invitation card here***" by it.

As you all step off the carpet it flies off into the distance. You suddenly remember Gnorts and the other faithful horses of your companions. Where are they? How are they doing? But somehow you know they are in safe Hands!

Chapter 18: To the Briefing Room

You insert your card, along the others, into the machine. Suddenly, the huge doors slide effortlessly open to reveal a spectacular sight a huge, richly decorated, palace room full of joyful guests all wearing variations of The Doolb. Tables line the edges of the room and in the center there are many guests dancing with abandon. Many doors are in the walls.



You all join in the joyous occasion, eating the best of fare and dancing with the radiant faced guests. You notice that there is great expectation in the room. A sense of victory and yet of a coming battle that each will be involved in. Victory is assured on remaining in Emmanuel and now is the time to celebrate!

The plains of Ogiddem await. The forces of Nogard are lining up to resist the Warriors of Ssorc. But the victory is Emmanuel's!

You are enjoying the marriage supper when, suddenly, over a loud speaker you hear, ***"WILL THE SOJOURNERS PLEASE COME TO THE BRIEFING ROOM, YOUR MISSION IS NOW! THE SOJOURNERS..."***

All four of you know the call is yours and you all swallow deeply and prepare for your briefing. But which door should you go through? There are six doors in all, excluding the main door you came through. No one that you ask seems to know which door you should take.

You decide to go through door number two. You enter a room with grass for the carpet, full of butterflies. In the middle of the room lying on the grass is a hillbilly lazing around and trying to catch a butterfly. ***"Hey there! How ya***

doin'? *If you know how many stages a butterfly goes through you know what door to choose!*". Having said that he goes back to his lazing around!



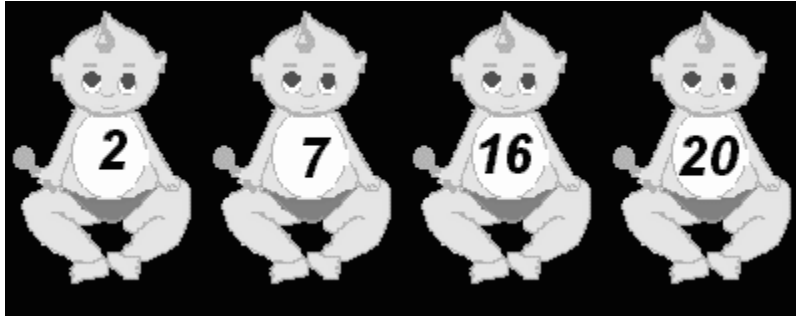
You enter the room number three to realize it is a bathroom! In the middle of the room is a girl enjoying her bath in a tub! She turns to you giggling and saying, '**Whoever shall not receive the Kingdom of God as a little child, he shall not enter into it.**' (Mark 10:15) - tell me how many letters are in the first of the two attitudes we should have as a Child - That is the number door you must go through." - she hands you a piece of paper with the following on it.

"One of the things that happens to us as we grow older is that our past life begins to influence our future experience. Everything we do conditions us, so we wind up with layer upon layer of preconceived notions that distort our perceptions. Jesus understood that when he gave this warning. To enter the Kingdom of Heaven, we don't have to turn off our intellect or ignore our hard-earned discernment, far from it. But we must put aside our preconceived ideas and take the filters off our minds, so we can see things as they really are, and not as a reflection of some past event. Knowing the Kingdom of Heaven is an entirely new experience, unlike anything we have done before, and to know it, and enter it, we must see it as it is - as a child would see it. Living in the Kingdom is as simple as living your life in harmony with the nature of God. Jesus told us what that nature is in the two great commandments. Love and forgiveness; that is the nature of God. And if you want to live in the Kingdom, right now, do those things."

Just do it!"

You go back and choose door four, as LOVE has four letters. You enter what appears to be the nursery room!

The room is full of 'singing' babies...



You can choose to pick up any one of the babies now, taking heed of a sign by the babies which reads **"OUT OF THE MOUTH OF BABES... - find out what verse in Matthew this comes from and you'll know which baby to pick up!"** You remember this verse is Matthew 21:16 so you pick up the baby with '16' on it.

You pick up the cute baby to hear a clanking noise on the floor. Looking down you realize that a key had been hidden in the baby's nappy and had fallen out when you picked him up.

You pick up the key. A label is attached to the key saying, **"Go through the door that is the number of gifts referred to in Ephesians 4:11 or this key will vanish!"**

You leave and choose door number five. As you approach, this door it locks tightly, and you hear a voice...**"This door leads to the room of briefing, but you must have the key."** The key fits perfectly and this door opens wide.

You enter into a large room with an opening which leads out into the hills before the plains of Odiggem. Your four horses are waiting patiently for you at the opening. To one side of the room is a control panel with television and computer screens, buttons and the like. Out of a side door steps a funny creature.....wearing a hooded garment with bright eyes.



He turns to you and says, "***Welcome Sojourners - you have made it to your great mission. Your destinies lie out there***", he says pointing out through the opening. "***Watch this briefing video and answer a simple question and you'll be on your way....***".

He presses a button and a video appears on one of the screens...You enjoy watching an excerpt of a Warrior of the Ssorc fighting one of the knights of Nogard. The creature turns to you and questions, "***Well...the question is this...what is the 'force' that will cause the Warriors of the Ssorc to overcome the forces of Nogard and Tsirhc Itna?***" Look at 1 John 2:18-27.

Many possible answers are flashed on the screens before you. You say, "***Anointing***". "***Correct!***", squeals the creature in genuine delight. He clicks a few buttons on a computer keyboard and an article appears on the screen which you all look at and read.

"***Fine!***", says the creature, "***You are now ready for your mission. You must go ahead of all the Warriors of the Ssorc into the hills just before the plains of Odiggem. The River of Life flows eastwards through the hills into the plain and towards the Sea of Humanity. The Warriors will all march along the River. However, Nogard has set ambushes along the River in the hills. Your objective is to find the enemy outpost from which the ambushes will be sent and destroy it! Any questions?***"

You ask the question "***Where is the enemy outpost?***" "***Good question***", says the bright-eyed being, "***Our intelligence shows it is north of the River near a huge old gnarled tree. You must try to avoid going directly along the River as Nogard's spies will be on the lookout. You must go NOW, there's no time to waste. No time for any more questions, go, go, go.....***"

Chapter 19: The Battle Tower

All four of you ride forth into the hills. You all follow the River of Life for a short while until Nevigrof shouts out, "***I see a man in the hills to the north!***"

Looking north, you see the figure of a Knight bathing in a light from heaven. All four of you cautiously approach.



As you draw near, the Knight rises up and turns with a smiling, gentle face to greet you. '***Welcome Sojourners***', he says, '***Please come, sit down. I am a fellow Warrior of the Ssorc and I've been sent to help you. Come. let us sit down and discuss our strategy***'.

Nevigrof and Regna seem drawn to this Knight and make a move to go and sit with him. However, Dogfo seems wary and want to take you aside to have a word.

Dogfo whispers in your ear, "***Look over there, to the east.***" Looking closely, you see a dragon preparing to swoop over to you and attack. You then realize that the Knight before you is one of Nogard's men.

You all charge North fighting off the attacks of the Knight who comes running after you. Soon, because you are all on horseback, you leave the Knight far behind and gallop across the rolling hills to the north. After some while you see what can only be the rebel base!

As you get closer you see that facing you is a large open hall with pillars around the edges. The side nearest to you is open but the far side has a stone wall with a doorway in it leading to the main building in the base.

All four of you ride on horseback into the great hall and up to the door.

The door seems impossible to open. As you are all trying to open it, into the hallway leaps an awesome opponent carrying skeletons of previous foes which he drops to crush under his feet and he stands and cries, "***Why have you come here, I am H.Tailog, the H. stands for 'Horrible'. Choose one man to fight against me. He cannot use a sword and I can. If he wins then you can take the Skeleton Key from off my belt to open the door - if he loses, I'll destroy you all! Ha! Ha!Ha!Haaaaaaaaaaaaaaaaaaaa.....***"

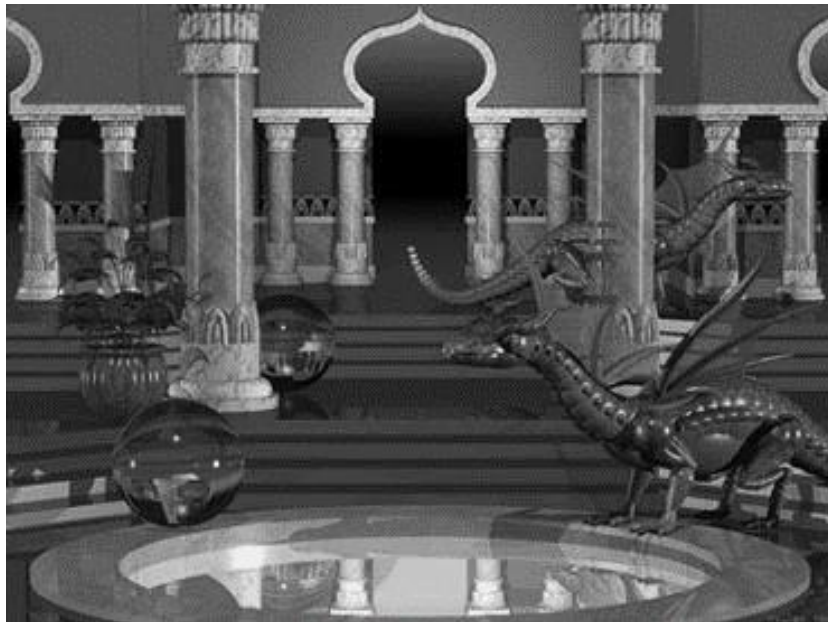


Dogfo, Nevigrof and Regna all point at you. You confidently stride into the center of the hall after depositing your sword with the others. H.Tailog says you can choose any 'weapon' you can find from the skeletal remains of his previous victims.

You choose a piece of cloth as a sling with some stones. You put the stone in the 'sling' and, due to your greater agility, manage to maneuver to a place where you fire a stone straight at the giant's forehead. The stone sinks into his skull and he crashes to the ground.

"You come at me with a sword, and with a spear and with a shield; but I come to you in the name of the Lord of Hosts. The God of the armies you have defied" (1 Samuel 17:45). You all shout in victory!

You take the giants axe and chop his head off. Then taking the key from his belt you all go to open the main door to the base which opens with great ease. You go through the door way down a corridor until you come into the main area of the rebel's base which is a huge domed court with a pond in the middle. There are two dragons guarding either the pond or two glass-like spheres which hover around the court. The dragons seem blind as they don't move even when you go right up to the other side of the pool to where they are.



Where will you go first? You go to the central stairs area. Amazingly the dragons don't seem to notice you, even being this close!

Looking down, Regna sees something and calls you over. Scraped into the surface of one of the steps is "PIERCE THE POOL!". It looks like it was written in a hurry. Traces of blood can still be seen in the writing. Perhaps another Warrior of the Ssorc found the answer but paid the price!

You go back and choose to go to the pool in the middle. You go right up to examine the pool more closely. As you approach the wall of the pool you see a plaque which reads "POOL OF SEIL". Looking over the edge and into the pool you can see a huge membrane-like material stretched over the surface. It seems to be pulsating with a heart-like rhythm. Beneath the membrane is an eerie light and the shadows of thousands of dragons seem to writhe with life under its embrace.

You all take out your swords to pierce the membrane in the pool of Seil. You all turn the dials on your swords to "**...when he (satan) speaks a lie, he speaks from his own resources, for he is a liar and the father of it.**" (John 8:44)

The laser pulses from your divine weapons pierce through the membrane which represents the very lies the enemy lives on. Suddenly, through the ripped material all the dragon shadows ascend to the top of the dome where they disappear into nothingness. A thousand shrieks come from dying dragons all over the hillside. Thuds can be heard as many of the creature drop from the skies!

You can even hear the roars of the Warriors of the Ssorc resounding from the fortress.

However, you have a slight problem. The two dragons in the hall are very much alive and coming with fierce wrath towards you!

All four of you pick up the globes and throw them into the pool of Seil. As the dragons are about to plunge their blood stained teeth into your armour, they emit a high pitch squeal of agony as the Guilt Globes smash in the pool.

The enemy's number one weapon is Guilt but you have exposed his lies and sent guilt crashing into the pit of lies where it belongs!!

Suddenly the whole building starts to shake and you see the pillars crumble before your very eyes. All four of you shoot out of the hall and onto your faithful steeds which are waiting outside.

As you gallop away towards the River Of Life you hear the death cries of the dragons and see the enemy base reduced to ashes. Looking at each other, no words need to be said to express the feelings of victory accomplished in Emmanuel's mighty name.

Even as your heart reaches out for Emmanuel, there He is right before you, leading a mighty army of the Warriors of the Ssorc along the River of Life... "***Then I saw heaven opened, and behold, a white horse. And He who sat on him was called Faithful and True, and in righteousness He judges and makes war.***" (Revelation 19:11)

His loving eyes pierce through to your soul and He speaks tenderly to all four of you, "***Well done, my good and faithful servants...you have shown great love for me and I know you. Take these and go ahead of us to clear the way.***" - saying that he passes all four of you a beautiful golden bow with bright, polished arrows in a quiver. Written on the bag containing the arrows is "***Sworra Dehsilop - Isaiah 49:2***".

Chapter 20: Into the Battle

The four of you take the bows and arrows with great joy and set off ahead of the army of the Lord. You decide to go slightly south into the hills and look from a higher perspective. As you travel you see the River of Life passing through the valley in the hills and then emerge into a more open, flatter plain. "***This must be the plain of Odiggem***", says Dogfo, "***This is where the great battle will take place.***"

Up until now you have only seen the dead bodies of dragons fallen from the sky and warriors crushed beneath their bodies. However, now you begin to see increased enemy activity. Indeed, as you investigate the valley opening, where there seemed to be nothing, there suddenly appears a huge castle, previously invisible. It seems to only be visible within a certain radius. Then you see a huge dragon, mounted by a warrior, come flying out of the castle and straight to where you are.



All four of you get your bows and arrows ready. The wind is quite strong, blowing from your left to the right. You take aim and FIRE!!

You all fire and hit the dragon's body and wings. The dragon writhes in pain and circles away from you, only to come back again to attack you. Take

aim again and FIRE!!!! You score a direct hit on the warrior on the dragon's back. He falls like a rock to the ground with a thud.

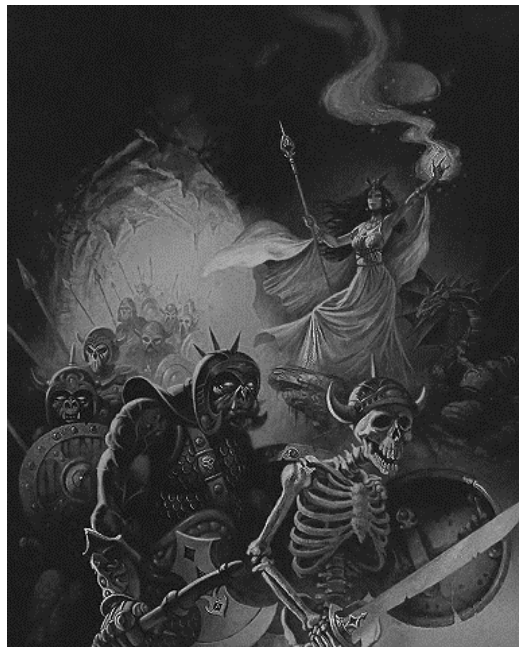
However, the dragon is infuriated that his rider has been killed and comes at you all with great vengeance!

Just as you are about to meet the terrifying creature face to face a sudden volley of shining arrows whir over your heads and sink deep into the dragon's head. It collapses right in front of you, quivering until eventually it lies motionless before you.

"You should aim for the head or neck", says Emmanuel, "that's where our victorious feet will be placed."

Then Emmanuel leads the Warriors down into the valley towards the Castle for a confrontation. Meanwhile, you know you must still scout around the edge of the hills to detect any other enemy outposts.

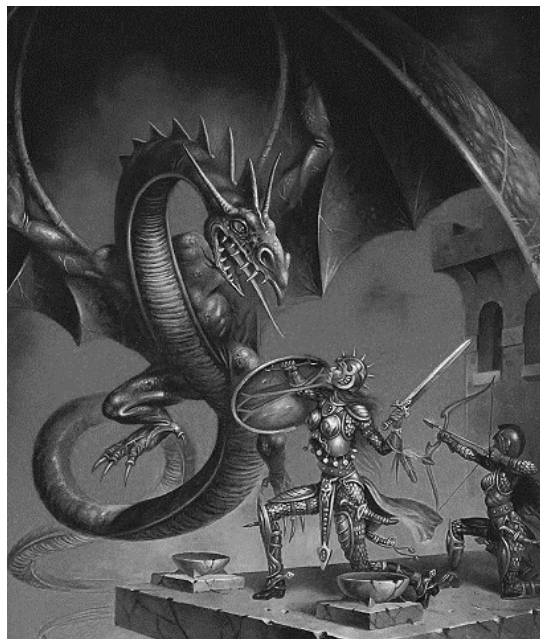
You continue to the very edge of the hills. You all hear the sound of many men marching. Cautiously you round the edge of the hill and a terrifying sight meets your eyes.



A vast army of the undead are streaming from an underground base. They are at the command of a beautiful, yet deceitful, woman who you hear shouting above the noise..."***I am the Queen of Nevaeh. Listen to me. The Warriors of the Ssorc are marching, we must come against them.***"

All four of you charge off upon your steeds to warn the Warriors of the Ssorc about the hordes of hell. You head straight for the towering castle that is invisible until you reach a certain radius. Emmanuel is leading the warriors in a triumphant battle against the dragon castle. The four of you charge in to help in the battle and pass on the message of the coming hordes.

As you enter the castle you see a sign saying 'Stronghold of the D.Nim (Dragons of Nim)'. You all dismount and climb up to one part of the castle wall where two women warriors of the Ssorc are fighting a dragon.



As you rush forward to help the women warriors you realize your sword dials are turning themselves to land on 2 Corinthians 10:4. Then you hear the dragon hiss forth in a hideous voice, "***I am Nommam - you cannot stop me from deluding the people to follow my system and miss Emmanuel's way... just try and stop me....***" and with that it breathes fire straight at you.

All Four hold up their shields of faith. The fire bounces off the shields and return to engulf Nommam! Truly, it's your faith that has overcome the enemy (In terms of overcoming the power of MAMMON, the only way is by living by faith).

The dragon falls from the castle walls to the ground below with a thud. Then you hear screams of victory all over the castle and realise that all the dragons in the castle have been defeated. Emmanuel's booming voice rises above the cheering, "***My friends, we must march into the plains of Odiggem to fight the battle of Noddegamra. Nogards power is soon to be demolished.***" More cheers resound and Emmanuel continues, "***You have fought the good fight, fight it until the very end. Follow me to overcome the enemy and see the River of Life flow into the sea that is now dead. It shall be teeming with life!***".

Emmanuel leaps onto his white horse and leads the galloping, triumphant armies to meet the hordes of hell that have by now gathered in the plains of Odiggem. The four of you join in the massive, joyful, powerful army, and move forward like the River of Life, pulsating with divine life to be poured out for the lost!

Eventually the warriors of the Ssorc and the hordes of hell face each other. The hordes of hell start howling and taunting you, but the warriors of the Ssorc follow Emmanuel in remaining in triumphant calm. All hearts are tuned to His. All ears awaiting His command. All eyes fixed on Him.

Then the trumpet sounds! Like water rushing through a dam that has given way, the warriors follow Emmanuel into the battle. You all know exactly where to go in the battle as Emmanuel guides you all by His Spirit.

The four of you rush forward on your faithful steeds watching the hordes fall to be trampled beneath your feet. You break off from the main army to go slightly into the hills after some of the fleeing hordes to find yourself before a Warrior of the Ssorc in trouble who has strayed away from the main battle and got caught in the hills of Ssenkrad. You find that many more of the hordes surround you and you are greatly outnumbered.

One of the ugly creatures steps forward and says, ***“Hear that music? Tell me the name of the music and we'll let you go!”***

You say, "Let there be light", which comes as a word of knowledge from Emmanuel. ***“You have chosen the correct title!”***, says the ugly creature. As you speak out the title ***“LET THERE BE LIGHT”, “LET THERE BE LIGHT”***, suddenly pure radiant white light beams on you all from heaven. The ugly hordes run away screaming in agony, unable to look at the light. But for you and the warrior of the Ssorc who you have rescued, the light is salvation!

The warrior whose life you have saved comes to all four of you saying, ***“May Emmanuel bless you! I have done wrong. I should have stayed with the main army instead of getting side-tracked into the hills of Ssenkrad. There seemed to be so much tempting me to break away from fellowship with the other warriors and come here.”***

You all spur your warrior horses back into the thick of the battle, to join the victory cries of the Warriors of the Ssorc as they conquer their way forward through the hordes of hell following the triumphant Emmanuel. The ranks of warriors finally make it right to the edge of the sea of humanity and before you stands Nogard himself and his puppet-slave Tsirhc Itna.



The River of Life flows powerfully up until here, but is deflected into the heavens just before reaching the Sea of Humanity. You know that Nogard and Tsrhc Itna must be knocked out of the way, off the rock on which they stand, so the River of Life can freely flow into the sea to bring life abundantly.

Emmanuel addresses you all with Nogard's taunting laughter in the background..."***My friends! Fellow warriors of the Ssorc. You must overcome the enemy. You have the Doolb, you have the Testimony plaque, you need one more thing!***"

Then, amazingly, He disappears with all the Warriors of the Ssorc. Only you are left standing before Nogard and Tsrhc Itna! Nogard pushes Itna forward to fight and slay you.

You stand still and allow Itna to slay you - so you are a Martyr for Emmanuel. Itna drags you onto the rock and brings his sword down to slay you!

But as the sword is about to pierce through you to the laughter of Nogard, a voice booms from heaven, "***The Lamb has already been provided! He has already been slain! His is the victory.***"

At these mighty words the ground opens up to reveal a bottomless pit, both Nogard and Itna fall screaming into it. You are left alone on the rock looking over the Sea of humanity.

Suddenly the River of Life changes course! No longer is it held back from flooding into the Sea, but comes cascading over you into the Sea. Millions of voices shout out praises from the sea. Those that had been dry bones, suddenly leap forth with new life. Every tongue, tribe and nation seems to have a new voice of worship to Emmanuel. The sea has come alive! You can literally see the people coming alive and multiplying like the stars in the sky.

As you are waiting on the rock you look over the sea and your eyes make out a huge castle on the other side. You know you must get there but don't know how. As you are pondering this you see a scuba diver come to the

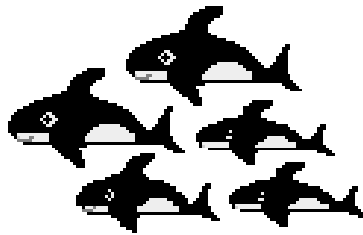
surface. "***Hi there Sojourner! Come and identify with the Sea! My name is M.Sitercnys...I have some spare Scuba Diving equipment, take it and join me.***"



What will you do?

Chapter 21: The Journey Home

You ignore M.Sitercnys and wait. As you wait you see a ship on the horizon. But before the ship reaches you something surfaces in the water beneath you a Killer Whale that is part of a school of killer whales, which says to you "***Come, jump on my back and I'll take you to the ship. My name is Noit Azilaut Xetnoc!***"



You get on the Killer Whale's back. You have chosen wisely by riding on Noit Azilaut Xetnoc - he takes you to the World Impact Ship which you board and say goodbye to the whale.

The ship has a huge globe attached to its mast and is pointing with great purpose to the castle/fortress to the other side of the Sea of Humanity. However, the ship is not moving!



The Warriors of the Ssorc

There is a cry from within as you know your destiny lies across the sea. The answer to this whole adventure lies through the portal of the fortress before you. The ship must forge its way through the Sea - lives are depending on that happening. People from every tongue, tribe and nation need to hear the name carved out as the ship ploughs on, the name of Emmanuel.

Looking around the ship you can see no one. The only thing to note is a control panel with seven buttons. You must choose wisely to get to the other side and be reunited with your loved ones!

You Click on the button of "Banquet". Suddenly you see a banqueting table laid out before you on the ship's deck! Then Emmanuel appears with many Warriors of the Ssorc and motions you to join them at the feast.

At first you wonder why He's asking you to do this when the time seems so urgent and you have so much to do for Him. So many souls need to be saved. Your destiny lies before you. Why is He inviting you to join Him at this feast?

Finally you arrive at the fortress on the other side. As you do all the Knights disappear as does Emmanuel and you see...All the enemies you have faced blocking the way to the fortress!



You claim the victory you already have in Emmanuel and sail on through to the fortress. Your ship comes to a halt and you triumphantly walk down the red carpet to the fortress door.

All your enemies shrink back and hide as you walk like a king down the red carpet. Your heart rises with much faith as you know that behind the portal lies your destiny. The hooded figure that haunted your past has no tormenting effect on you now. Your family is safe in the arms of Emmanuel and you have nothing to fear. You have joined in the triumphal procession of Emmanuel and there's no turning back. May His name be glorified in all the earth!

On the portal before you is a button. You press it to find out what happens. As you press the button the portal opens, and you are sucked into a tunnel of bright light!



The tunnel spews you out high in the skies and you start falling towards a city below. You recognize it as being your home city! You are falling directly onto the high rise flats you know contains your home!

As you fall you pass an aeroplane until you find yourself hovering over the building. To your surprise you see, through spiritual eyes, a monstrous spirit over your block.

You find yourself descending into the city and towards what you know to be the hospital. The territorial spirit you saw with your spiritual eyes just shows you the reality of spiritual powers over areas, cities, countries. You feel a cry

in your heart to intercede for countries, and people groups. God's awesome power is more than enough to overcome these binding forces of the *enemy*.

You go right through the walls of the hospital and end up in a bed in one of the wards! As you rise from the bed, wearing a hospital nightshirt, you feel tugging all over your body and realize that it's the wires of a life-support system! You have been in a coma. You pull off all the wires and stand up, letting your sight adjust as it is very blurry.

Looking around the room you see there are three other beds. On one lies your spouse with a head bandage and the leg in plaster, hoisted up on a pulley mechanism. On the other two lie your kids in deep sleep but looking fine.

Suddenly a nurse comes through the door with a tray of food that she promptly drops, screaming as she runs out of the room! The screaming wakes up your family and they all leap off their beds dancing for joy at seeing you! Your little girl looks at your spouse's leg which has forcibly pulled out of the sling and laughs. "***You're healed...we're all healed...praise the Lord!!!!***"

The scene is exactly the same as the vision you had on entering the River of Life.

Suddenly, everything comes flooding back! You were all asleep in your house when you heard noises downstairs. You went downstairs and were viciously attacked with a gun and knife by a hooded robber. The last you remember is sinking to the floor in a pool of blood...everything going dark. That's when you started your amazing adventure in the land of the Sojourners.

You remember that before the incident your spouse and children were devoted Christians, but you always scoffed at their faith and laughed when they prayed. Now, you know that you are one with them in faith! You dance around the room with them with great joy, singing praises to Emmanuel!

THE END

