

Daemonic & Arcane

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Daemonic and Arcane Standard Edition-by Rob Kuntz

16 Page LGC&Câ,,ç

Price (Standard Edition): \$10.95

NOTE: See Limited Edition available only as a Deluxe Set with *ERK's Arcane Treasury*

Twenty-five highly detailed pieces of arcana from the Original Campaign! Includes historical commentary, campaign notes about their origins in print and in play, and additional footnoted material. The Special Edition of this comes with reproductions of the original manuscript/notes from the Red Book, Rob Kuntz's sourcebook wherein all material relating to the Original Campaign was kept. A piece of D&Dâ,,ç history updated and expanded for inclusion in your campaign.

Extracted from the Introduction by Rob Kuntz:

Weird demons, unholy spells, planar gates, and other enchantments were prevalent in the Original Campaign: PCs journeyed to Mars, *Demonworld*, to the *Realm of Vahalla*, to an isle with a gargantuan ape, were assaulted by magical furniture (the *Living Room*), totally confused by a level with conveyor belts and sundry other contraptions (the *Machine Level*), and contested those beings from the Grecian mythology (my *Horsing Around* level), to name but a few of the many challenging and imaginative settings they encountered. Their adventures were, one might note, never so taken up with the mundane, so too their discoveries of strange magic, arcane spells, and other "goodies" well-earned through such challenges were on par with the idea of keeping them as unique and mysterious as the settings from which they had spawned. No "ho-hum" here, lest that might be grunted by a Jotun in Vahalla just before malletting an unsuspecting PC!

I jest a bit, but what is the purpose of playing fantasy role-playing games if not, or eventually, to find and gently--or sometimes *joltingly* -- pull back its many-colored curtain to discover those areas moving behind it otherwise unplumbed, and which temptingly beckon us to taste of their equally rich enchantments as we have done with their other flavorful parts? Find hereafter some select and evocative pieces of "fantasy" from the Original Campaign that were pursued at various times by its many players and during those chases opened up for them fantastic vistas, dreams and nightmares inherent to an ever expanding concept of what fantasy truly was then, and what it still can be for those seeking to explore its full range of imaginative possibilities.

The Scepter of King Robert the 1st: This golden scepter is filigreed with lions and dragons all in the rampant position. Etched in silver words spiralling about its handle is the phrase: "Gold is Power."
Author's Historical Commentary: This is one of the oldest surviving relics from the Original Campaign. When the map for it was contrived, and in concert with related matter being included in the earliest Domesday Books, King Robert 1st 2 was ostensibly made the ruler of the Great Kingdom there, since changed through multitudinous remakings into what it is today in published form. His court has entertained such luminaries as the Lord of the Green Dragons, and Lord Ayelerach, to name but a few. . . .

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