

Why Demon Idol?

When we started our campaign, we knew that we wanted to play BTB. For us, that means respecting the game by following the game rules closely in order to gain practical understanding of them and provide a framework players can rely on. We've played quite a lot now and we've changed very little - we've found that AD&D works pretty well as written.

However, D&D is a "DIY" game - it's meant to be a living game which grows with your group's campaign and evolves over time into something that is special to your individual campaign. This includes the way that you interpret the AD&D rules and the rulings you make, but it also includes ways that you extend the rules to best suit your table. This works best when you first understand the system you're building on, which is why trying to play BTB is a noble pursuit.

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