



Some stories have beginnings and endings...

...this story has neither.



The chronicle of Una-Kalm is a continuous thread. It is both a world of peace and a world of conflict—never-ending. Ever-shifting. Pressing forward for eternity.

A reflection of both the darkness and light inside all of us.

But also of those gray feelings in between—for without conflict to quiet, we become less than human.



For some, this is an ideal to achieve—to reach beyond emotion, beyond our mortal form, and receive enlightenment.



But it will always be in our nature to both create and destroy.

And when we accept this, when we embrace our many shades—we let our feelings flow.



And it is how we tame these feelings...

TO TAME A LAND

— Into the Daemonscape —

Gerard Way, Nick Derington, Jeremy Lambert
Dungeon Masters

Dan McDaid Barbarian Tamra Bonvillain Druid Todd Klein Cleric

Molly Mahan Sorcerer Mark Doyle Fighter Doom Patrol created by Arnold Drake

...that our story is made.

Behold the Daemonscape—and beyond that, the lair of Margoth the Unliving, our final destination.

IT'S SO FAR...WHY CAN'T WE JUST PORTAL RIGHT NEXT TO THE CASTLE? OR FLY?

I can't bring us that close to the Daemonlord's domain, Lucius. It's true, a powerful wizard can take flight, but it's more difficult than you know. Our magic is weaker here. You must develop new powers...powers of your very own.





And their story continues through the dreaded Forest of Sorrowful Webs...

Hurry!

HEY, COOL...

Yes, well, it's a start, but like I said, the real trick is--



WAIT, HOLD UP! WHAT'S--

Oh no...



LOOKS LIKE HE'S HURT PRETTY BAD!



HOLD ON, BUDDY, TELL ME WHAT HAPPENED--

IT'S...



IT'S... A TRAP--!



REYNOLDS!

AND LUCIUS THE THRONELESS!



THEY KNOW WHO WE ARE?!

WE KNOW WHO YOU WERE, JUNK-MAGE!



"FLAME OF NIGHT, BURNING BRIGHT, SEARING GOB WITH BURNING LIGHT."

You know the ancient texts?!

NAH, THAT'S "FOREST OF THE BURNING GOBLIN" BY ATOMIC NIGHT.



GET OFF ME!

HOLD ON, LUCIUS!



EVERYTHING'S GONNA BE OKAY, LITTLE BUDDY. I GOT YOU--

