

Rules Extensions

Demon Idol contains several rules extensions. These are always marked with an ^{Ex}. This mark indicates that the rule is not a part of an official publication. Instead, it's a rule that extends the game in fashion we feel is in [the spirit of the rules](#).

If you find that a rules extension doesn't work for your campaign, you can throw it out. We also hope you let us know by emailing David at david@sungem.co. Feedback is deeply appreciated, and we hope to get a lot of it.

Any rules extensions which have not been sufficiently playtested will be marked as such.

Major extensions

Most rules extensions are found on the page regarding the rules they extend. There are some rules extensions which are entirely new systems, though. The following is a list of such rules:

- [Lair Hunting](#): Search 5-mile hexes for monster lairs.
- [Class Quest](#): Reduce training costs by completing objectives.
- [Character Token](#): Sprinkle races and classes from UA and other sources into the campaign as quest rewards.
- [Retiring](#): Free up slots in your [character stable](#).
- [Wills](#): Record which character gets your stuff.
- [Final Words](#): Save vs death to speak for 1 minute before dying.
- [Downtime Assassination](#): Quickly handle abstract assassination missions during downtime.
- [Downtime Thievery](#): A chance for thieves to pick pockets during downtime.
- [Hex Movement](#): A 5-mile-hex based movement system extrapolated from the DMG and OD&D.

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