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## **Rules Extensions**

Demon Idol contains several rules extensions. These are always marked with an <sup>Ex</sup>. 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 Poems at eapoems@riseup.net. 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 6-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: The last gasps of dying men.
- downtime assassination: Quickly handle abstract assassination missions during downtime.
- Downtime Thievery: A chance for thieves to pick pockets during downtime.

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