

# Rules Overview

This page contains general rules for playing Demon Idol AD&D.

Remember, Demon Idol is largely an [interpretation](#) of AD&D, because there are many cases where the rules are not precise, or do not provide [gameable mechanics](#). In any case where Demon Idol adds an interpretation or extension to a rule (always in the spirit of the game), a <sup>DI</sup> will appear. That way, as you play, you'll be able to better come up with your own interpretations which you might find fit your campaign better. As always, we recommend you try our way first.

- Demon Idol operates with only [two rules changes](#). Check them out.<sup>DI</sup>
- Players should keep a [character stable](#).<sup>DI</sup>
- Players can control only one PC at a time unless there are less than 4 players at a session, in which case players may control more than one PC so a total of 4 PCs is reached, as desired by those players. Exceptions beyond this will be made only for unusual in-world campaign circumstances such as PCs rescuing other PCs, and never simply because more power is desired. Use henchmen!<sup>DI</sup>
- It is recommended that players provide the DM with the last [wills](#) of their PCs and henchmen.<sup>DI</sup>
- The DM should endeavor to roll dice publicly.<sup>DI</sup>
  - These rolls are typically made privately by the DM, and may happen unannounced: wandering monsters, random encounters, move silently, hide in shadows, elven passive concealed door detection, ad-hoc treasure, and reaction (does not include character attempts to communicate).<sup>1)</sup>

<sup>1)</sup>

In some cases, players can roll their own move silently and hide in shadows checks. To know when, check out [thief skills](#).

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