

# 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](mailto: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 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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