

DAEMON DICE

In the halls of Hell, the battles rage on as newly discovered breeds are melded into the daemon minions. Someone really needs to rewrite this because Cliff just isn't feeling it today!

This *Daemon Dice* booster introduces additional breeds with unique abilities that can be used to customize your daemons.

Supplemental Rules

These rules are intended to supplement and extend the rules found in a *Daemon Dice* Starter. All additions are listed below.

For each multiple (or fraction) of 13 dice a purebred daemon's special power effect is increased by one, i.e. 1 to 13 dice affects 1, 14 to 26 dice affects 2, etc. This does not apply to blood daemons or fester daemons as their abilities scale naturally.

If a purebred fester daemon suffers *wound* damage from a purebred blood daemon, then the fester daemon's power is resolved prior to the blood daemon's power.

Purebred Powers

Blood daemon (red plastic/black ink): A blood daemon doesn't just enjoy seeing arterial spray; they sustain themselves by drinking it! Each attack/ability that causes a body part to be *wounded* recovers a *stunned* body part after all the victims' damage has been *suffered*. *Note:* This is in addition to anything *recovered* via a Mouth.

Death daemon (black plastic/yellow ink): Death claims all things in the end, one just needs eternal patience to be victorious! During each turn, a death daemon generates an automatic targeted *minus*. During your foe's next turn, apply this *minus* to your choice of the foe's dice prior to the non-targeted *minuses*!

Fester daemon (yellow plastic/red ink): Fester daemons are covered in blisters so swollen with vile pus that they burst when wounded! Each attack/ability that causes a body part to be *wounded* inflicts a *stun* damage against the attacker which is taken immediately after all the fester daemon's damage has been *suffered*.

Fire daemon (red plastic/yellow ink): When fighting against fire, a slight graze can burn and scorch your flesh! Each turn, one *stun*

damage from an undefended attack from a fire daemon's body part becomes a *wound* instead.

Frost daemon (blue plastic/yellow ink): Dwelling so deep and far from any heat source, the buildup of frost provides extra protection and weakens attacks! Each turn, during **Suffer Stuns & Wounds**, one *wound* damage a frost daemon would suffer becomes a *stun* instead.

Rot daemon (black plastic/red ink): No one is as skilled in the art of decay as the rot daemons who have turned it into a science! At the end of each of its turns, the rot daemon may select one body part in the defending daemon's *stun* pool and make it rot, turning it into a *wounded* die!

Stench daemon (yellow plastic/black ink): The foul odor of a stench daemon is so strong it can stun by itself! This is treated as a *stun* attack that cannot be *defended* or modified, and is *suffered* as normal during **Suffer Stuns & Wounds**.

Wraith daemon (blue plastic/red ink): It is hard to get an advantageous position against a foe that can fade out of existence! At the beginning of each turn, a wraith daemon ignores the *minusing* effects of one die of its choice, even a Lung or a Wing!

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