

DAEMON DICE

Wow, cool, like weapons and amour and stuff. They are like totally awesome like buy more dice. Like; please, someone rescue Cliff from his own lack of creative writing skills. Like.

This Daemon Dice expansion introduces weapons, armor and items that can be used to customize your daemons.

Supplemental Rules





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










Items integrate seamlessly into the core rules, but a few items are pointed out for clarity.

- Items cannot be spent to account for your foe's *minuses* unless targeted.
- Items cannot be chosen to *suffer* damage, unless specifically targeted via a Brain, Staff, or Wand.
- A *stunned* item can only be recovered by spending two *pluses* during "Recover Stuns", consider it to be dropped.
- A *wounded* item cannot be recovered by either *pluses* or a Potion, consider it broken.

Item Symbols

Items can be more deadly than body parts, but a daemon with nothing but items remaining loses the battle. These symbols identify the type of item a die represents. You don't have to learn all these symbols right now. Check their definitions as they are rolled during play. The effects of these symbols build upon definitions of the "Seven Symbols" defined in the Starter Pack.

	Axe: An Axe is an one <i>wound</i> attack with a built-in <i>boost</i> , making it harder to <i>defend</i> .
	Bellows: Pumping the Bellows spews forth a cloud of blinding and choking <i>gas</i> . It is equivalent to two targeted <i>minuses</i> against your foe. During your foe's next turn, you get to apply these <i>minuses</i> to your choice of the foe's dice prior to the non-targeted <i>minuses</i> !
	Buckler: The Buckler is a <i>deflect</i> with a built-in <i>boost</i> . This can be <i>boosted</i> with <i>pluses</i> or <i>deflects</i> , including Shells, Bucklers, Swords, and Shields.
	Darts: Darts initially counts as an attack that does one <i>wound</i> damage. If the attack is not defended, then <i>poison</i> is injected; the defender suffers one <i>wound</i> damage from <i>poison</i> in addition to the initial <i>wound</i> damage.

	Mace: This is a one <i>stun</i> and one <i>wound</i> attack.
	Potion: This is a magical healing drink. During "Recover Stuns", it is spent to <i>recover</i> one <i>stunned</i> or even one <i>wounded</i> body part! This is the only time that a <i>wounded</i> body part can be recovered. This does not <i>recover</i> items.
	Scythe: A Scythe does a <i>sweeping</i> attack that causes one <i>wound</i> damage! The <i>sweep</i> cannot be <i>blocked</i> , but <i>dodges</i> or <i>deflects</i> can <i>defend</i> it.
	Shield: The Shield can be used as either a <i>stun</i> attack or as a <i>deflect</i> . This can be <i>boosted</i> with <i>pluses</i> or <i>deflects</i> , including Shells, Bucklers, and Shields
	Staff: This is a <i>sweeping</i> attack that causes two <i>stun</i> damage! One of those <i>stuns</i> may target an opponent's item (attacker's choice). The <i>sweep</i> cannot be <i>blocked</i> , but <i>dodges</i> or <i>deflects</i> can <i>defend</i> it.
	Sword: The Sword can be used as either a <i>block</i> to defend an attack or to make an one <i>wound</i> attack. If used as a <i>block</i> , it can be <i>boosted</i> with <i>pluses</i> or <i>blocks</i> .
	Trident: This is an one <i>wound</i> attack and any <i>pluses</i> added to it are doubled!
	Wand: The Wand is a magical <i>ray</i> attack that causes two <i>stun</i> damage and any <i>pluses</i> added to it are doubled! One of those <i>stuns</i> can target an opponent's item. The <i>ray</i> cannot be <i>blocked</i> , but <i>dodges</i> or <i>deflects</i> can <i>defend</i> it.
	Whip: The Whip grabs your choice of the foe's dice. During "Suffer Grabs", place the Whip and the grabbed die together between the two daemons. You can choose to end this effect at any time, but as long as you leave the Whip there, the grabbed die cannot be rolled or minus-ed. The victim can apply <i>stun</i> or <i>wound</i> damage on a grabbed body part, which ends the effect and also frees the Whip. Note: A Whip is immune to a targeted <i>minus</i> or a <i>grab</i> . A targeted attack causes the Whip to release whatever it had grabbed. When a daemon loses, it releases anything that it had <i>grabbed</i> .

Find us at: <http://daemondice.com>

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