

## Ivory Dice: The Noble Houses

Competition among Demon Creation Specialists (Junior Grade) is fierce! Recently, a few nefarious DCS(JG)s lured some Noble House fiends down to the workrooms—ostensibly for a tour—then jumped them like drunken monkeys and hacked them apart to enhance their own infernal creations. Naturally, the offending parties have been punished (adding to the parts vats themselves). But that still leaves us with a stockpile of Noble House parts, so we're passing them along to you one piece at a time! Just don't tell anybody where you got them, okay?

### **Ivory Dice Shape-Changing Power**

All Noble House dice share one special power in common, based upon their ivory plastic color. Noble dice can count as any breed of fiend from the *Demon Dice* game, and they can change breed type from battle to battle! For example, an ivory die might act as a fire fiend die in one battle, then change to a death fiend die in another battle. If a fiend contains multiple ivory colored dice, all of them must act as the same breed.

The breed is chosen after initiative is rolled. The fiend with the lowest initiative declares the current breed of its ivory dice first, followed by the fiend with the next lowest initiative, and so on...the fiend with the highest initiative choosing last. Play then proceeds normally.

### **Noble Blood Powers**

In addition to their common shape-changing power, noble dice each have a second power based upon their blood type (ink color).

**Blink Fiend (Ivory plastic/blue ink):** Cowards through and through, shape-changers with "blue blood" can teleport short distances during combat. Immediately after its foe has rolled, a fiend can stun one of its own blink fiend dice to force that foe to reroll. The opposing player picks up all of the dice just rolled and rolls them again, using these new results instead of the old.

**Coffee Fiend (Ivory plastic/black ink):** The overly-caffeinated coffee fiend can deliver incredible bursts of speed. By stunning one of its own coffee fiend dice just after rolling for the turn, a creature can

double the value of all plusses it spends on defenses and attacks this turn.

**Fade Fiend (Ivory plastic/yellow ink):** The rare fade fiend is unable to concentrate on anything for very long, even its own existence! As a result, it can turn insubstantial for short periods of time. By stunning one of its own fade fiend dice at the very beginning of its turn, a creature can reduce the effect of the dice its foe just rolled. Each wound rolled is reduced to a stun; each stun rolled is reduced to a minus; and each minus rolled is ignored.

**Gab Fiend (Ivory plastic/gray ink):** Loquacious and effusive public speakers, gab fiends can generate a defensive fog of hot air. By stunning this die at the beginning of its turn, the fiend becomes immune to all gas, poison, and ray attacks for that turn.

**Rage Fiend (Ivory plastic/red ink):** A perfect candidate for anger-management classes, the rage fiend is fueled by its own unreasoning anger. In combat, a fiend can stun this die at the end of its turn to double the speed of any one attack it is making.

**Roach Fiend (Ivory plastic/green ink):** Like those delicious cockroaches of the surface world, roach fiends just keep coming back for more! At the beginning of its turn, a creature can trade one of its roach fiend dice for any one of its wounded or stunned dice; it can also then bring one of its wounded roach fiend dice back into play as a stunned die.

**Rust Fiend (Ivory plastic/orange ink):** A rust fiend can cause its foes' items to crumble to dust. At the beginning and/or end of its turn, a creature with a rust fiend die can sacrifice that die to corrode away an item of its choice owned by its attacker. Both the rust fiend die and the target item are considered wounded.

**Stone Fiend (Ivory plastic/brown ink):** Dull and obdurate, stone fiends often don't even know when they've been hit! At the beginning of its turn, a fiend that owns this die can stun it to reduce the strength of all its foe's attacks by 1 point. Any attacks reduced to zero strength cause no damage, but the stone fiend suffers 1 minus for each attack so countered.

