Porcelain Gods

Quick Setup

1: Non-drinking Player randomly selects a **Deity**. And sets it face down in front of them

2: Randomly draw 3 **Wraths** and set them face down directly below the selected Deity.

3: Shuffle and draw 7 cards from the **Intervention Deck**.

How To Play

1: The Deity needs **Monsters** to power their abilities. A player may or may not choose to give the Deity their monster once its defeated. It's up to the deity to "convince" players to give them the defeated Monster using cards from the **Intervention Deck**.

2: Each Circle, a Deity may play as many or as few cards as they wish (Provided they have the required monsters to do so).

3: The Deity is constantly trying to trigger their Wraths in order to flip the Deity card and battle the players.

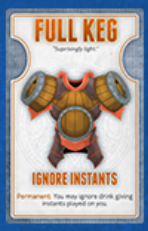
4: A Wrath is triggered several ways. When an Artifact is played. When an Age effect is ignored. And by cards the Deity has at their disposal.

5: After the 3rd Wrath is triggered the Deity flips their **Deity Card**. The ability on the Deity is read aloud and the battle begins. This battle is treated like a Boss card with 2 changes. 1: When the Deity is flipped its the end of the game. And 2: when the Deity is defeated they choose a player to gain 2 levels.

Card Types



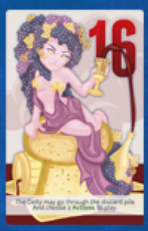
AGES: Ages can be played at any time. They effect the entire table. Anytime a player forgets or ignores the Ages effects, a **Wrath** is triggered. Only one Age can be in effect at once. Playing a new one negates the last one.



ARTIFACTS: These permanents are mixed into the Treasure deck. When drawn, these cards **must** be played. Once played, they trigger a **Wrath**. Artifacts are treated just like normal permanents and can be stolen, destroyed as normal.



BLESSINGS: Buffs and helpful spells that can be played on any of the Questing players. The number in the top left is how many Monsters the deity must spend to use the card.



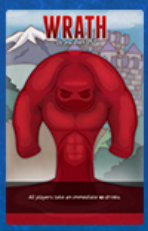
DEITIES: Your character. Drawn randomly at the beginning of the game. Each Deity has a drink value that must be taken by **all** players in order to defeat them as well as an ability.



NUDGES: These cards are free for the deity to play and are used to influence a player in any way you wish.



SMITES: The counter to Blessings, these cards are used to punish players who disobey your will. The number in the top left is how many monsters it costs to play.



WRATHS: Each time a Wrath is revealed its ability is immediately triggered. it's the goal of the Deity to have 3 Wraths triggered so that they may flip the Deity over.

Winning The Game

1: A Deity wins when all 3 Wraths are triggered and they are able to descend and battle the Heroes.

2: A Deity also chooses a player when the battle concludes. The chosen player gains 2 levels. If the chosen player reaches level 6 because of this, they win along with the Deity as the chosen champion.

Credits

Game Design: Jasn Painter, Brandon Khan.

Art & Design: Jasn Painter, Athena Cagle.

Special Thanks: Brandon Khan, Erik Wintz.

Misc.

1: Porcelain Gods is for use with a Designated Driver and changes the dynamic of the game.

2: Using Status Effects with Porcelain Gods is not recommended. They compete with the Ages, but if you feel your group can handle the challenge, go for it!

3: Wraths and Ages can be mixed into the Monster deck during a normal DrunkQuest game for added flavor.

Rules For Use:
When a Wrath or Age is on the top of the Monster deck it is immediately drawn and played. It does not count as that players Monster.

Each Age or Wrath drawn replaces the previous one like normal.

4: It is recommended that Boss Monsters be removed when playing with Porcelain Gods.

