

DESPERATE GODS

for



Rulebook

A) Getting Started

1. Each player chooses a color and associated figure - Red Ranger, Blue Thief, Green Knight, or Yellow Wizard.
2. Give all the decks on the table a shuffle - hover your cursor over them and press the shuffle key ('R' by default) a couple of times.
3. Draw three cards from the Town Deck on the right side of the board and place them face-up in the outlined spaces above the deck. These cards indicate which items are currently available from the shop.
4. Each player will roll a die to see who goes first - in the event of a tie, roll again.

B) Gameplay

1. The first player rolls two dice, chooses ONE of them, then moves clockwise the number of spaces their chosen die indicates.
2. To get to the lower levels of the dungeon you can choose to follow the bridge from the Kennel to the Guillotine and from the Labyrinth to the Altar. You may also move back up from these areas in the same manner.
3. The player then follows the instructions printed on the square they land on. If the square requires the player to draw a card, the player draws from the deck which corresponds to the depth the player has reached in the dungeon, as demonstrated in the below diagram;

Depth	Deck
 <p>Forest</p>	

 <p>Guard Tower Draw three, pick one</p> <p>Castle</p>	
 <p>Gauntlet Draw one Draw another one</p> <p>Dungeon</p>	
 <p>Hellgate Draw one</p> <p>Hellgate</p>	

- If the player draws a monster card, the player initiates combat - roll a die! The player defeats the monster if their roll is greater than or equal to the die shown on the monster's card. If the player is victorious, the player puts the dead monster face up in their Victory Pile - the spot marked with a skull on your placard - and collects gold equal to the amount printed on the coin on the monster's card. If the player is not victorious, they take one damage and the monster is placed at the bottom of the deck from which it was drawn.

REMEMBER! - Don't forget to check the special conditions on the card! Most cards have them.
- If the player draws a Location or Event card, the player follows the instructions written on the card; after following the instructions on the card, the player places the Location or Event card into their Victory Pile.

Breakdown of a Monster and Location Card

Card Name	 <p>The card features an illustration of a large, dark, blocky golem with a glowing blue eye. The card has a skull icon with the number 4 in the top right corner and a gold coin icon with the number 2 in the bottom right corner. The text on the card includes the name 'Cold Golem', the type 'Iron Monster', a special condition 'On win: roll a die. If below a 4, fight Cold Golem again.', and a flavor text 'A tiny chip of his blue crystal irises' (Beggars 5.3).</p>	Victory Points
Strength		Payout on Victory
Type		
Special Conditions		
Flavor Text		
Card Name	 <p>The card features an illustration of a dark, cave-like interior with a glowing shrine in the center. The card has a skull icon with the number 6 in the top right corner and a gold coin icon with the number 0 in the bottom right corner. The text on the card includes the name 'Spirited Shrine', the type 'Location', instructions 'Sacrifice an equipment OR take three damage', and a flavor text 'All true magic in this world still comes from that corpse' (Beggars 5.1).</p>	Victory Points
Type		
Instructions		
Flavor Text		

6. If the player runs out of health after a combat or event, the player's token is moved back to the Town square and all of the player's gold is placed into the black Limbo bag.

7. After a player's turn is over, the player to the right takes the next turn.
8. The game continues until all four monster decks have been exhausted, at which point each player goes through their Victory Piles and tallies up how many Victory Points they've earned. The player with the most Victory Points is declared the victor.

C) Additional Rules

1. When player's move past the Town, they may choose to stop there instead.
2. When a player is on the Town space, they heal all damage and may choose to purchase any of the 3 face-up equipment cards using gold collected from the dungeon - the equipment is then placed on the player's placard and can be used at any time according to the equipment's instructions. Draw another card from the Town deck and fill the empty space in the Store.
3. When equipment is used, breaks, or must otherwise be discarded, it is placed in a separate discard pile.
4. When players move past each other, they may opt to fight - each player rolls one die as if fighting a monster, and can use equipment as usual. If the rolls are a tie, both players take damage. Players fight until one dies - the winner takes all of the loser's gold. If both players die as a result of a draw when both have one health left, both players die and all their gold goes into the Limbo bag.
5. Players may also opt to trade when moving past each other - trades are facilitated between players and can include equipment, cards from the Victory Pile, and gold.
6. If you have 3 equipment already and get another (buying or receiving from monsters or tiles), you can either discard and replace one of your cards or opt not to draw.
7. If a monster deck runs out of cards, you must draw from the next monster deck above it - if all decks above are empty, you must draw from the next deck below.
8. When a tile or card says 'opponent's choice', all your opponents can discuss which card they choose.

D) Tile, Monster, or Item Specific Rules

1. When a player lands on the Marionette tile, they can only move for each of their opponent's next turn - the other players still fight and use items on their own.
2. When a player is on the Swamp tile, they can either sacrifice 1 health and roll normally to move on or try to roll doubles - if the roll is doubles, you move; if not, draw another card from the deck and fight normally, staying on the swamp tile.
3. Players cannot send Serene Way back to the deck if doing so would kill them.
4. If you get sent to the Hedge Maze by the Incensed Wizard, your next turn is skipped.
5. When a card refers to a 'spell', it refers to any of the three 'Scroll of' equipment items.
6. If you have to fight against a player as the result of the Lost Wanderer's effect, it is to the death.
7. If you die against the Dominated Baghead as a result of its 'On win' effect, you put the card into your victory pile but otherwise suffer the effects of death (move to town and lose gold to limbo).
8. Determined Explorer's effect lets you roll two dice and use the sum as your combat strength the next time you are in a fight.
9. Unflinching Sword's effect is both passive and stackable.
10. Items don't work against Event Cards like Quaking Magma.

If you have any additional questions about the rules, leave a comment on the mod page - I'll try to answer as best I can.

Desperate Gods for Tabletop Simulator

Mod created by [BunnyBot 5000](#) and can be found here (add link later)

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Rules adapted from the 'Official Wolfire Ruleset' available [here](#) with edits made to simplify and reduce redundancies.

Special thanks to David Rosen of [Wolfire Games](#) for making this rad tabletop game and giving me permission to use its assets in my mod, and to my friend Taco and Steam user Hypnoziz for advice and assistance with porting Desperate God's 3D models.