

# DUNGEONS of GUL-BRIN



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*You wake up-you have been captured.  
 You look down-no shackles or ropes.  
 You look around-you are not alone.  
 You look forward-the door is open.  
 You can escape-or at least you can try.*



## Goal of the game

You and your fellow adventurers attempt to escape the Dungeons of Gul-Drun by defeating the monsters you encounter across nine rooms and the boss in the tenth.

In Dungeons of Gul-Drun you are an adventurer delving into the famed Dungeons of Gul-Drun. Your options each turn are represented by cards you play from your hand (pulled from a deck, representing your character)

Unlike traditional deck builders, where you buy individual cards to power up, in DoGD you will invest into different Stats that provide you a mini booster pack of predetermined cards. As you get stronger, those cards will also level up.

## Setup

Each player selects a CLASS and takes the corresponding PLAYER BOARD and places their four CLASS PACKS next to it. Set out the SIX STAT DECKS where all players can reach them. Set out the ACT 1 ROOM DECK and the SMALL MONSTERS DECK.

Create the PLAYER DECK: Each Player shuffles together (A) TWO of their CLASS PACKS and (B) FOUR random cards from the Stat Deck of their class's ORIGIN STAT.

The Player who last finished a fantasy novel is Player 1, and all other Players are assigned their Player Number clockwise.

Finally, each Player selects one of their Level 1 SKILLS from their Player Board. Players will select additional skills after every third encounter.



1. Class
2. Health: Max Health is equal to 10 plus the Stat Bonus. Max Health is also used in determining Lashback. Current Health will rise and fall as your progress.
3. Stat Tracker: Track how many Stat Packs of each kind you have drafted. You cannot draft more than 5 Stat Packs of any one type in a game. Also note that each Stat Pack increases your Max Health, based off the chosen stat.
4. Class Skill: At the start of Encounters One, Four, and Seven you will select a new Class Skill. You pick one from Row One, then one from Row Two, and finally from Row Three. You may select a new skill from any Row before the Boss Encounter.

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Health	1	2	3	4	5	6	7	8	9	10
	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30

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## RANGER

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Level	1	2	3	4	5	6	7	8	9	B
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DEX  
+2 HP

Draw an additional card from Knife Throw.

OR

Gain one Dodge after a Physical attack.

STR  
+2 HP

Start each encounter with a Companion.

OR

At the end of each turn, gain one Focus

CON  
+2 HP

Lashback to companions is halved.

OR

Use the Middle number for all actions. Start each turn with an Additional action.

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## Encounters

In every encounter players must work together to defeat all of the MONSTERS before they are DEFEATED. Each turn progresses through four stages: (1) DRAW; (2) PLAYER ACTIONS; (3) MONSTER ACTIONS; and, (4) CLEAN-UP.

### Draw Phase

If this is the first turn of an encounter, set out a ROOM card and a number of MONSTERS equal to the number of MONSTER SPACES on the Room card. Otherwise, all Players draw ONE (1) card from their Player Deck.

MUSHROOM CAVERN ONE Act

A sharp smell accosts your nose, and you taste something bitter. You almost miss the dark shapes amongst the color-ful mushroom caps.

GOBLIN BRUTE Small

Deal 2 Physical damage to target player	Deal 3 Physical damage to target player
Deal 2 Physical damage to all players	Gain 2 Shield
Deal 4 Physical damage to target player.	Deal 4 Ranged damage to all players. Die

Target 2 Attack 2, 6

GOBLIN Small

Deal 1 Physical damage to target player	Deal 2 Physical damage to target player
Deal 1 Physical damage to all players	Gain 1 Shield
Deal 3 Physical damage to target player.	Deal 3 Ranged damage to all players. Die

Target 4 Attack 2, 6

Attack Line

Determine s which action the Monster uses

Target Line

Determine s which Player the Monster attacks

In Act 2 you may look at the top two cards of your Player Deck before you Draw. Pick which you Draw and the other is placed at the bottom of your Player Deck.

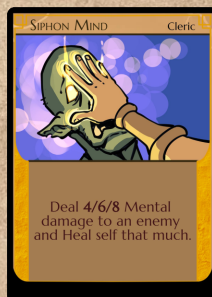
In Act 3 and the Boss Encounter you may look at the top three cards of your Player Deck before you Draw. Pick which you Draw and the others are placed at the bottom of your Player Deck.

## Player Actions

Players take an action by laying down ONE (1) card from their hand and resolving the text in the order that it appears. All players must take an action, but may go in any order. Once all players have taken an action, move on to Monster Actions.

Damage can be PHYSICAL, RANGED, or MENTAL.

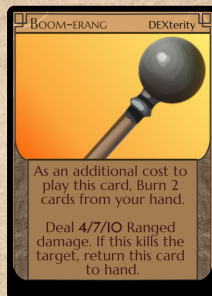
- Physical Damage reduces a Monster's RED Health Bar. It is stronger than Ranged Damage but you may take LASHBACK Damage.
- Ranged Damage reduces a Monster's RED Health Bar. It is weaker than Physical Damage but you will not take LASHBACK Damage.
- Mental Damage reduces a Monster's BLUE Health Bar. It is stronger than Physical or Ranged Damage but fewer cards deal Mental Damage.



NOTE: A Player may choose to Discard TWO (2) cards from their hand to deal 1/2/3 Physical OR Mental damage to one Monster.

NOTE: Some cards allow Players to take additional actions. These must be taken before any other Player takes an action. A Player may choose not to take an additional action.

NOTE: Some cards require you to Burn the card, or other cards from your hand. When you Burn a card it is no longer part of your Player Deck. When you Burn a card it is removed from the game and returned to the game box.



## Monster Actions

Monsters act from left to right according to the Room Card. Monsters Act and Target based upon the Attack and Target line on the Room Card.

## Clean-up

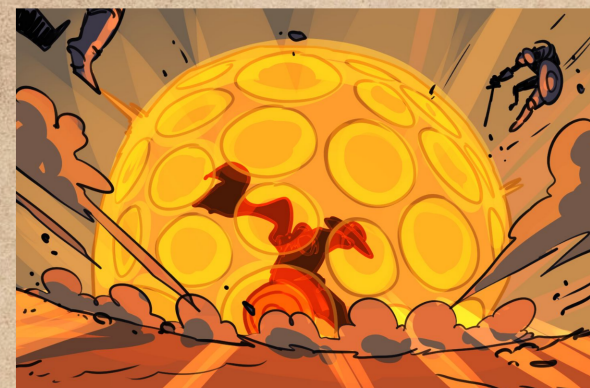
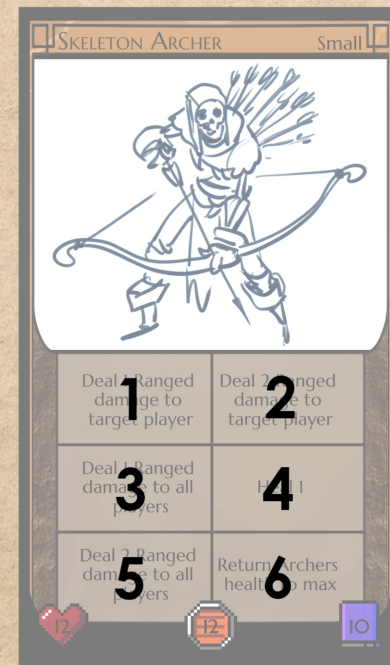
All Players and Monsters take 1 (Physical) damage for each Poison Counter on them, then they remove ONE (1) Poison Counter from themselves.

Remove all Chill Counters from Players and Monsters.

Flip over all Monsters whose Physical Health or Mental Health have been reduced to ZERO (0).

If more than TWO (2) Players have 0 Health your party has been DEFEATED.

If there are no more face-up Monsters, the Encounter ends. Otherwise, start the next Round's Draw Phase.



## End of Encounter

Once all Monsters have been defeated, the Encounter ends. Players remove all counters and return their Discard Pile to their Player Deck. Any player whose health was at 0 at the end of the Round returns to half of their Max Health.



Players Draw FOUR (4) cards from the top of a Stat Deck of their choosing and add them to their Player Deck. However, if a Player has drawn from a given Stat Deck FIVE (5) times, they cannot draw from that Stat Pack again. Players also increase their Max Health and Current Health by the Stat Modifier.

If this is the end of the 3rd, 6th, or 9th Encounter, Players proceed to the END OF ACT.

## End of Act I & II

At the end of the 3rd or 6th Encounters the denizens of the dungeon become stronger, but so do you.

All Players shuffle ONE (1) of their Class Packs into their Player Deck.

All Players select ONE (1) of the Skills from their Player Board [Level 2 after Encounter 3; Level 3 after Encounter 6]

Replace the Room Deck and Monster Deck with the next Act's [Act 2 Room & Medium Monster after Encounter 3; Act 3 Room & Large Monster after Encounter 6]. You will face more foes going forward.

## End of Act III

At the end of the 9th Encounter you face the Boss of the dungeon.

Flip over one of the Boss Room cards and set out its corresponding Monster Cards.

If you succeed here [*you won't,*] you ESCAPE.



## Defeat

If a Hero's life total hits 0 they are DOWNED. If more than TWO (2) players are downed at the end of the Clean-Up, the party has been defeated. But don't worry, another party of adventurers will be captured and thrown in the Dungeons of Gul-Drun.

## Escape

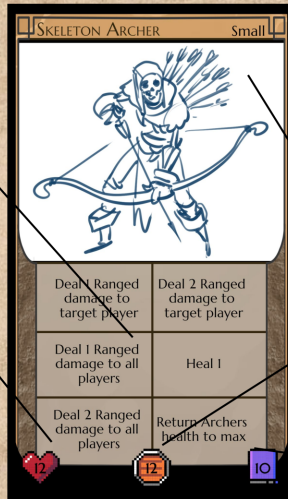
If you defeat the Boss Monster, the party escapes their imprisonment. But don't get too confident, Gul-Drun is massive and this is only one of its dangers.

# Defeating a Monster

There are a plethora of monsters in DoGD. They might have a large amount of physical health or a large amount of mental fortitude. They might have both! Or only one..... In DoGD it is your mission to fight your way through the hordes and make your way to the Boss of the dungeon. But this is no easy feat.

**Action Pattern:**  
monster actions are determined each turn by the Room's Attack line  
Target is determined by the Room's Target line

**RED Health:** damaged by PHYSICAL and RANGED



**Monster Difficulty:**  
Small Monsters faced in Act 1; Medium Monsters faced in Act 2; Large Monsters faced in Act 3

**Lashback Value**

**BLUE Health:** damaged by MENTAL

Monsters deal only PHYSICAL and/or RANGED damage. They do not deal MENTAL Damage.

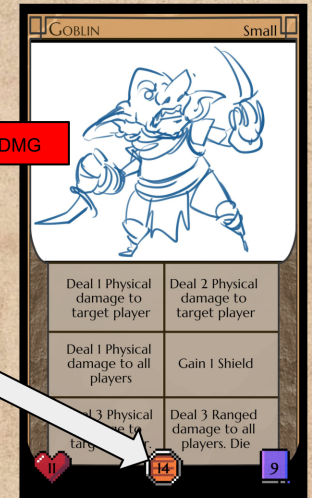
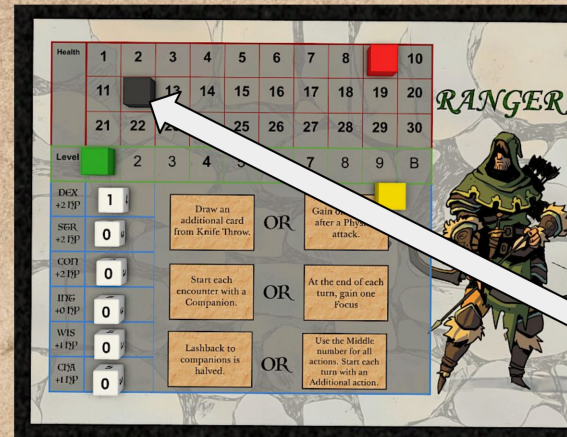
Monsters have SIX (6) potential actions on their turns. Which action they take is determined by the Room Card. Actions are number 1-2 on the top row, 3-4 in the middle row, 5-6 in the bottom row.

Monsters target players based on their Player Number and the Room Card. If a Monster does not have a viable target (e.g. targeting Player 4 but there are only 3 players), the Monster targets the next player in order (Player 1 in the prior example).

# Lashback Damage

When a Player deals Physical Damage to a Monster, there is a chance they may suffer Lashback Damage. If the Monster's Lashback Value is greater than the Player's Max Health, the Player suffers damage equal to the difference. If the two numbers are equal there is no Lashback Damage.

When a Monster deals Physical Damage to a Player, there is a chance they may suffer Lashback Damage. If the Monster's Lashback Value is less than the Player's Max Health, the Monster suffers RED damage equal to the difference. If the two numbers are equal there is no Lashback Damage.



# Counter Types

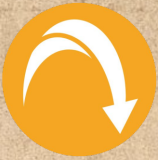
Some actions involve adding counters to Players and/or Monsters. Some Counters are removed in Clean-Up, some are spent, and some stay until the end of an Encounter. All Counters are removed at the end of the Encounter. Below is a list of the counter types and their effects:



**Chill:** Deal ONE (1) fewer damage for each Chill Counter. Remove all Chill Counters in Clean-Up.



**Poison:** During Clean-Up, take damage equal to the number of poison counters, then remove ONE (1). Poison does MENTAL damage only if a Monster has no RED Health.



**Dodge:** Spend ONE (1) Dodge Counter to prevent all damage and/or effects from a single source.



**Focus:** Deal ONE (1) additional damage for each Focus Counter.



**Shield:** Spend ONE (1) Shield Counter to reduce damage received from a single source by ONE. You may spend any number of Shield Counters.

**Heal:** Remove Poison Counters equal to the amount healed. Increase your current health by any amount of healing remaining.