

Discovery



A Gundul's Realm™ “Event”.

Discovery Expansion

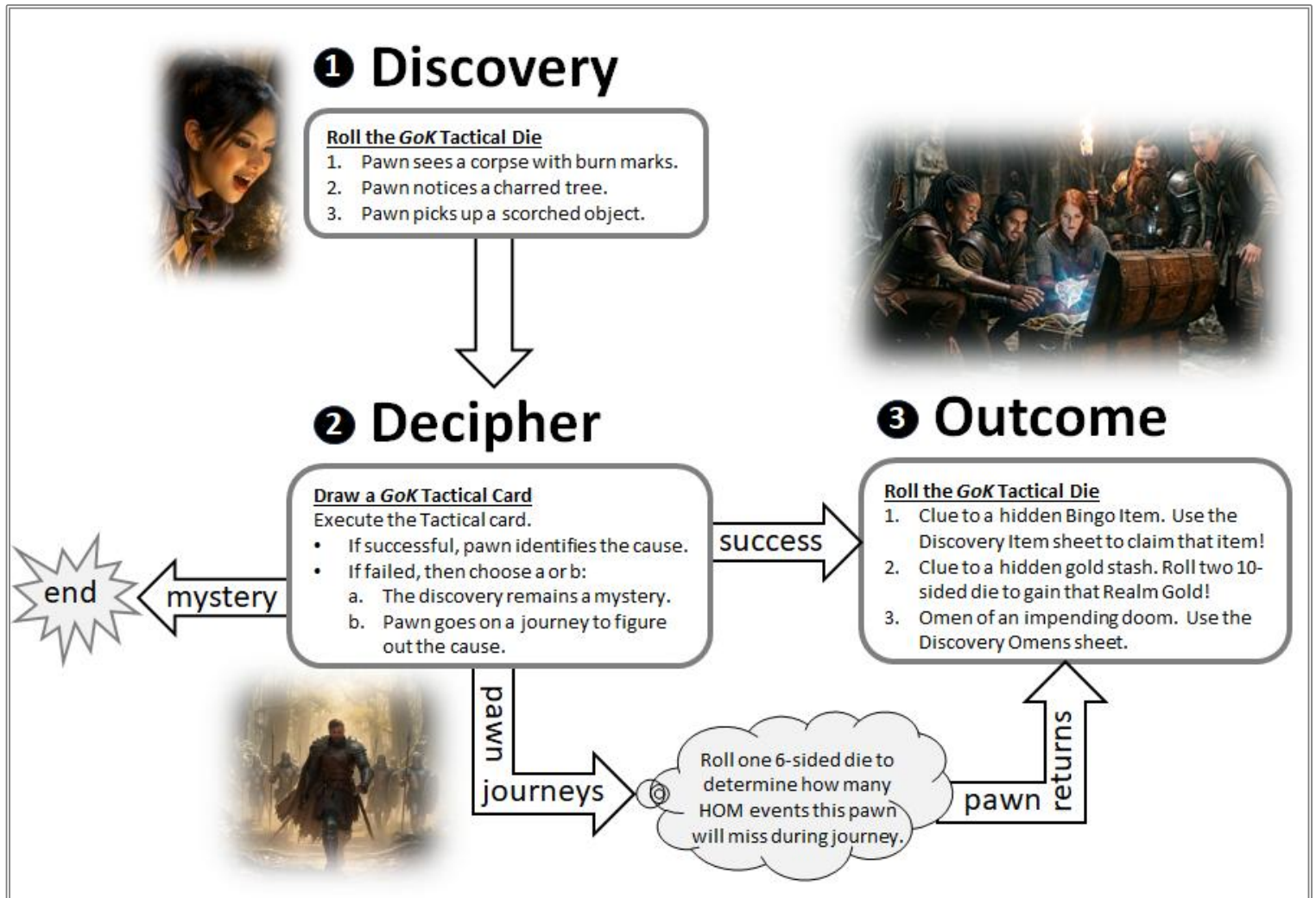
Game Event

How the Discovery Event works

When a player's non-Hero pawn is idle for 3 or more turns within a *Hall of Muratogh* © (HOM) event, then that non-Hero pawn experiences a "discovery". *Discovery* can only be executed if the Hero has won the HOM event. After the HOM event has ended, execute the *Discovery* diagram below. *Discovery* can only be executed by one non-Hero pawn per HOM event.

Required Gaming Tools

- The *Gates of Kel* © Tactical Card deck
- The *Gates of Kel* © Tactical Die
- One 20-sided die (1D20)
- Two 10-sided die (2D10)
- One 6-sided die (1D6)



Note: HOM = *Halls of Muratogh* ©

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Item Sheet

Roll two 10-sided die to determine which item in the item table below is discovered by the non-Hero pawn. One die represents 10s, and the other die represents 1s. A dice roll of 00 = 100.

#	Item Name
1	magic scroll
2	magic book
3	magic sword
4	magic axe
5	magic staff
6	magic dagger
7	magic bow
8	magic chestplate
9	magic robe
10	magic wand
11	magic ring
12	magic necklace
13	magic circlet
14	magic great weapon
15	magic scepter
16	magic shield
17	magic pair of boots
18	magic pair of gloves
19	magic helm
20	magic cloak
21	magic flail
22	magic morning star
23	magic spear
24	magic crossbow
25	magic potion
26	ordinary scroll
27	ordinary book
28	ordinary sword
29	ordinary axe
30	ordinary staff
31	ordinary dagger
32	ordinary bow
33	ordinary chestplate
34	ordinary robe
35	ordinary wand
36	ordinary ring
37	ordinary necklace
38	ordinary circlet
39	ordinary great weapon
40	ordinary scepter
41	ordinary shield
42	ordinary pair of boots
43	ordinary pair of gloves
44	ordinary helm
45	ordinary cloak
46	ordinary flail
47	ordinary morning star
48	ordinary spear
49	ordinary crossbow
50	ordinary potion



#	Item Name
51	shabby scroll
52	shabby book
53	shabby sword
54	shabby axe
55	shabby staff
56	shabby dagger
57	shabby bow
58	shabby chestplate
59	shabby robe
60	shabby wand
61	shabby ring
62	shabby necklace
63	shabby circlet
64	shabby great weapon
65	shabby scepter
66	shabby shield
67	shabby pair of boots
68	shabby pair of gloves
69	shabby helm
70	shabby cloak
71	shabby flail
72	shabby morning star
73	shabby spear
74	shabby crossbow
75	shabby potion
76	fine scroll
77	fine book
78	fine sword
79	fine axe
80	fine staff
81	fine dagger
82	fine bow
83	fine chestplate
84	fine robe
85	fine wand
86	fine ring
87	fine necklace
88	fine circlet
89	fine great weapon
90	fine scepter
91	fine shield
92	fine pair of boots
93	fine pair of gloves
94	fine helm
95	fine cloak
96	fine flail
97	fine morning star
98	fine spear
99	fine crossbow
100	fine potion

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Omens Sheet

1. When your non-Hero pawn discovers an omen, use the *Omen Source table* below. Roll one 20-sided (1D20) die to determine the **Omen Source**. The "Pawns" column is to be used when confronting an Omen Source.

Omen Source table

#	Omen Source	Pawns	Description
1	Necronomicon Dwarves (Villain)	6	A community of dwarves from Hammer's Ridge Mountains that inexplicably became enslaved by an ancient tome, the Necronomicon, to do its bidding.
2	Azul the Vile (Villain)	8	Banished by Forsaken, Azul wages war with any who cross his path as recompense for glory not given.
3	Ender the warlock (Villain)	8	A warlock in humanoid appearance but bares cape-like demonic wings. Ender seems to have unnatural access to endless resources to serve his diabolical purposes.
4	The WarRog of Flames (Villain)	7	Once a benevolent spirit, this towering beast is the result of powerful corruption and twisted service. Now an intelligent beast of brimstone and flame, its gargantuan size and presence strikes fear into all.
5	Skurge the Tormentor (Villain)	7	A remnant of an age-old evil, and once a queen herself, the Tormentor now scourges the land collecting magical artifacts in attempts to resurrect her former master.
6	The WraithKing (Villain)	8	A powerful death-knight and the master of the mysterious fortress called Despera Keep. Through shadow energies of Despera Keep, he commands an innumerable army of undead.
7	The Cult of the Kel (Villain)	8	The Cult of the Kel practices the worship of Kel and lords of evil. Often manipulating cosmic forces, the cult's influence is widespread throughout the realm.
8	Murdox the Eye-eater (Villain)	8	Cast out from the Unseen Depths, the levitating Eye-eater's multi-fanged mouth is razor-sharp and is near impervious to magic. When given the chance, they will viciously consume countless objects... including eye-balls.
9	Fah'usa Doom (Villain)	8	A powerful necromancer, he is a practitioner of creature manipulation and immortality. He has collected a large cult following of acolytes who believe that he is a deity in human form.
10	Crixus the Frost Worm (Villain)	7	At some point in its existence, Crixus tasted flesh-meat outside of its natural habitat. Since then, its sole-purpose has been traveling to new regions to consume its indigenous inhabitants.
11	Vampire Lord: Blood (1 st Lord of Evil)	10	The nefarious Blood is Kel's ruthless Lord of Evil.
12	Oni Ogata (2 nd Lord of Evil)	9	Banished by Kel, Oni Ogata is the wondering Lord of Calamity.
13	Forsaken, queen of dragons (3 rd Lord of Evil)	10	Often manifesting as a dark-haired human sorceress, Forsaken is the 3-headed queen of dragons from the forgotten Dragon Planes, and is Kel's vile Lord of Destruction.
14	Absence of Divine (4 th Lord of Evil)	9	Banished by Kel, Absence of Divine is the heinous Lady of Despair.
15	The Wretched Queen (5 th Lord of Evil)	10	The Wretched Queen is Kel's wicked Lady of Pestilence.
16	Legion of the Damned (Mystic Being)	12	A skeletal grin encased within an endless hazy dark fog.

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#	Omen Source	Pawns	Description
17	Krickens of the Dark Dimension (Mystic Being)	12	A large purple-gray, pus excreting, boiled-etched tenacle.
18	Fallen Order (Mystic Being)	12	A giant rusting suit of ebony armor.
19	Hellions from The Void (Mystic Being)	12	A grotesque rotting figure with protruding needle-sharp fangs.
20	Kel of the Underworld (Mystic Being)	12	A gaseous silhouette with sparkling ruby-colored eyes. The once the assigned steward of The Realm.

2. Roll the *Gates of Kel*® Tactical Die to determine what board game event happens next.

On a roll of...

- 1 – *Monopolis*® event occurs. See event #1 below.
- 2 – *Gates of Kel*® event occurs. See event #2 below.
- 3 – *Halls of Muratogh*® event occurs. See event #3 below.

1. ***Monopolis*® event:** To prevent the impending doom, your Hero must collect the 3 Omen devices that have been secretly planted within your Hero's home kingdom.

Adhere to "Solo Play" Monopolis rules for this event – except place 3 bounty markers only on the "Tax Day" and "Market" game spaces. Your Hero must collect all 3 bounty markers (1 at a time) within 30 minutes. If your Hero lands on a Lose 1 Turn game space, then you must wait 60 seconds before taking your next turn.

Victory: If your Hero collects the 3 Omen devices within the allotted time, then your Hero gains **3 Realm Points and 200 Realm Gold** from the thankful citizens of their home kingdom.

Failure: If your Hero fails to collect the 3 Omen devices, then the impending doom affects your Hero's home kingdom. Roll a 10-sided die to determine the catastrophe.

Your Hero's kingdom ...

- 1 – is scorched and set ablaze.
- 2 – has been enslaved.
- 3 – is overrun with Kel's fiends.
- 4 – is infested with plague.
- 5 – is cursed with famine.

Your Hero's kingdom ...

- 6 – is overrun with menacing creatures.
- 7 – has been magically frozen.
- 8 – is tricked into war with kingdoms.
- 9 – is infested with the undead.
- 10 – has been submerged underwater.

Update the Realm Map to show the effect on your Hero's home kingdom.

For your Hero's story, you must now explain exactly how this sad catastrophe unfolded.

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2. **Gates of Kel[®] event:** To prevent the impending doom, your Hero must collect the 4 Omen devices that have been secretly planted throughout the region. Roll one 10-sided die to determine the region where this event takes place:

The region of...

- 1 – Mercy Wood
- 2 – Grace Hills
- 3 – Boneyard
- 4 – Grim Walk
- 5 – Walking Dunes

The region of...

- 6 – Deadlands
- 7 – Lost Valley
- 8 – The Craggs
- 9 – Hammers Ridge
- 10 – Whisper Valley

Your Hero must survive and possess at least 4 Omen devices (Relic tokens) at the 30th minute of a full 30-minute session of *Gates of Kel*. Your Hero earns an additional Realm Point for each additional Omen device over 4 (Relics) that is possessed at the 30th minute.

Victory: If your Hero successfully collects the 4 Omen devices at the 30th minute of a full 30-minute session of *Gates of Kel*, then your Hero gains **4 Realm Points and 400 Realm Gold** from the thankful residents within the rescued region.

Failure: If your Hero fails to collect the 4 Omen devices, then the impending doom affects that region. Roll a 10-sided die to determine the catastrophe.

The region ...

- 1 – is scorched and set ablaze.
- 2 – has been enslaved.
- 3 – is overrun with Kel's fiends.
- 4 – is infested with plague.
- 5 – is cursed with famine.

The region ...

- 6 – is overrun with menacing creatures.
- 7 – has been magically frozen.
- 8 – is tricked into war with kingdoms.
- 9 – is infested with the undead.
- 10 – has been submerged underwater.

Update the Realm Map to show the effect on the region.

For your Hero's story, you must now explain exactly how this sad catastrophe unfolded.

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3. **Hall of Muratogh**® **event**: The omen discovery made by your non-Hero pawn has been detected by the Omen Source. This villain believes that your Hero could potentially prevent the impending doom. As a result, your Hero party is instantly teleported to a confrontation with the Omen Source. Adhere to “Player versus Game” Halls of Muratogh rules for this event.

Event Condition

Evil laughter vibrates your Hero's eardrums as your Hero magically appears within a large dimly-lit chamber. Through blurred vision, your Hero sees the Omen Source resting before them flanked by several sneering acolytes.

The teleportation spell has made your Hero greatly disoriented. As a result,

- you can only draw up to 3 Skill Cards for this Event, AND
- unless the Enemy is in combat, the Enemy moves twice on its turn (but does not attack twice on its turn).

Pawn Placement

- **Enemy Pawns**: The *Omens sheet* states the number of Enemy Pawns that are to be used for the Omen Source confrontation. Place the Enemy Pawns on game spaces along the board edges.
- **Hero Pawns**: Place player Pawns around the FIRE ALTER Structure game spaces.
- **Enemy Boss**: Select one of the Enemy Pawns to be the enemy Boss Pawn. The Boss Pawn is the Omen Source. The Boss Pawn receives no damage points from Sword Cards. The Boss Pawn must be hit by 3 Skull Cards to be eliminated.
- **Treasure Chest**: Select a token to represent a treasure chest. Place one treasure chest in a TOWER Structure. **This chest contains 600rg**. This chest can only be captured by being knocked into this structure, or by playing a Stealth Card into this structure during this event.

To Retreat: Use a Stealth Card to move into a structure and declare “Retreat!” This will retreat your pawn to end the Event. Retreating causes the Hero to fail this event, but the Hero lives to fight another day! Treasure chests are lost during a retreat action.

Victory: If your Hero defeats the Omen Source, then your Hero gains **5 Realm Points** from The Realm.

Failure: If your Hero fails to defeat the Omen Source, then this villain destroys one Hero-owned asset in each category: Lodgings, Transports, Community, & Companions. The player chooses the Hero-owned asset in each category that has been destroyed by this new **arch-enemy**.



This Discovery event ends.