

Chapter 1:

Rejoice in the moment, for you have completed your inaugural mission with the Order of the Eye! Even now, in this very moment, evil stirs in still places. There are rumors..., there are rumblings..., and there are strange happenings. But be not concerned.

As you take this respite, I will contact other adventurers within the Order to investigate these new rumors & happenings. Enjoy your moment now,

for the Order of the Eye will call upon you when you are needed once more.



3 board games:

If you have all three Gundul's Realm board games, then play them in this order:

1. Halls of Muratogh, 2. Monopolis, 3. Gates of Kel.

You must successfully beat the event in the prior board game (without dying or being captured) before moving to the next board game.

2 board games:

If you have 2 of the three Gundul's Realm board games, then play the events for the board games you own in this order:

1. Halls of Muratogh, 2. Monopolis, 3. Gates of Kel.

You must successfully beat the event in the prior board game (without dying or being captured) before moving to the next board game.

1 board game:

If you have 1 of the three Gundul's Realm board games, then play the event for the board game that you own.

GUNDUL'S REALM™
Halls of Muratogh™

1. Halls of Muratogh

"Drinks all around!" Mugs clank together throughout the tavern in honor of your first mission for the Order of the Eye. However, the room's cheer at The Drinking Dragon is sharply cut short upon the entrance of two disgruntled gnomes with a large menacing figure is tow.

The gnomes are dressed in merchant's garb and identify you to the muscular man that towers behind them. He moves the gnomes aside and steps toward you.

As you attempt to stand, you move slowly, sluggishly, and release a piercing belch! The vibration from your belly startles you, but you still manage to posture yourself and fake a serious brow.



In a deep voice, the man says "I represent the interests of the Merchant's Guild. Apparently, you were arrested for torching their goods at the city shipyard. Your prison time was miraculously commuted. And to further insult your fate, you have not compensated the merchants for their destroyed goods. I am here to collect the money you owe them."

With your judgement impaired, you instinctively reach for your weapon. He sees your hand movement and smiles. Voices in the tavern gasp in disbelief and shout in unison. "Our hero going to fight GrimStone DoomBringer! Everyone, place your bets!"

Pressured Combat:

Use 2 sheets of paper to cover half of the game board so that only the games spaces shown in the image on the right are visible.



Event Condition

In this scenario, the structures are "crowds of people".

With a flick of the wrist, GrimStone tosses two small boxes into the air. Before they hit the tavern floor, they magically enlarge into animated chests with 6-foot-long tongues & sharp fangs!

Because you are impaired, you can only draw up to 3 Skill Cards for this event.

Pawn Placement

- **Hero Pawns:** Place player Pawns along the game board edge where the “REALM” logo appears.
- **3 Enemy Pawns:** Place Enemy Pawns on game spaces around the BOOKCASE Structure.
- **Enemy Boss:** GrimStone is the Enemy Boss pawn. Select one of the Enemy Pawns to be GrimStone. The Boss Pawn receives no damage points from Sword cards. The Boss Pawn must be successfully hit by 3 Skull Cards to be eliminated.

To Retreat: There is no retreat in this event.

If your Hero loses this event, your Hero’s life is sparred. However, remove 100rg from your Hero to pay the Merchant’s Guild for their destroyed goods and pay the bartender 15rg for damages to the tavern. If your Hero does not have the 115rg, then any new Real Gold obtained from future events must be used to pay these debts.

If your Hero successfully defeated the enemies within the *Halls of Muratogh*, then your Hero finds a chest containing these treasures:

TREASURE

- 1 RP [Realm Points are used to purchase hero Resurrection & Achievement Titles]
- 69rg [Realm Gold is used to purchase hero Healing and story assets]
- A magic potion [Use with Item Bingo Cards]
- A magic Flail [Use with Item Bingo Cards]

Monopolis™

GUNDUL'S REALM™

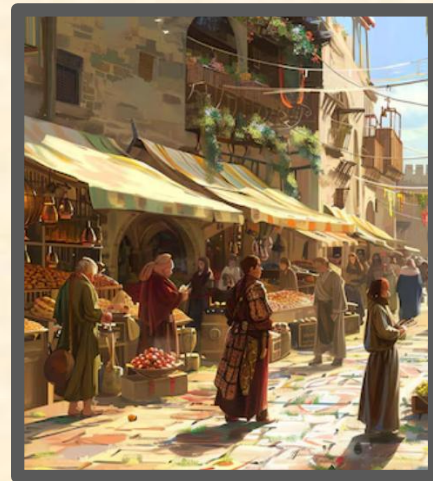
2. Monopolis

As you celebrate the completion of your inaugural mission, you realize that your ration supply is low and your weapons are in need of repair. While pondering over these truths, your stomach complains to you about not receiving a hearty meal in weeks... and your taste palette agrees that treating yourself to a fine drink is long overdue.

You must visit a supplies shop and weapons merchant to address your specific needs. Once you visit each shop, you will receive a claim ticket from each. The claim ticket is used to retrieve the fresh supplies and to complete the repair of your weapons.

If you lose the claim ticket, then you must re-do the shop visit process.

Also, be sure to stop at The Drinking Dragon tavern along the way to treat your belly!



Adhere to "Solo Play" *Monopolis* rules - except place 1 bounty marker* on the SUPPLIES game space and place 1 bounty marker* on the WEAPONS game. If you land on a *Lose 1 Turn* game space, then you must wait 60 seconds before taking your next turn.

[*Gameplay Note: In this event, the bounty markers are the "claim tickets".]

If your Hero successfully completes this event within the "Solo Play" *Monopolis* rules, then your Hero finds a chest containing these treasures:

TREASURE



- 1 RP [Realm Points are used to purchase hero Resurrection & Achievement Titles]
- 39rg [Realm Gold is used to purchase hero Healing and story assets]
- A shabby book [Use with Item Bingo Cards]
- An ordinary sword [Use with Item Bingo Cards]



3. Gates of Kel

You exit The Drinking Dragon tavern with a smile and a belly full of delight. As you pause in elation, someone in the street catches your eye. An injured man slowly limps along the pathway pulling the hand of a young child. The child's eyes lock with yours. She then rips her hand from her parent and darts toward you.

The little girl speaks to you in a big voice. "Excuse me... I know who you are. You are the hero that saved us from those bad books". As her father yells her name in the distance, she continues.

"My father was a soldier, but he is hurt and can't save us anymore. Can you save our friends? Some are traveling the roads trying to get here. Others are still in our old village. There are bad people hunting them..." Tears begin to roll down her cheeks, "will you please help?"



In this event, your Hero is tasked with defending or rescuing villagers within the Compass card deck. To win this event, your Hero must have successfully won a single "You fight", "You rescue", or "Notify" Compass card and survive until the **30th minute** of a full 30-minute session of *Gates of Kel*. For tracking, keep the Compass card that is won. Your Hero earns an additional Realm Point for each additional Compass card that is won. Relic tokens in this event represent trapped villagers. Each Relic token your Hero possesses at the **30th minute** of the game session earns your Hero 20rg.

If your Hero successfully won a single "You fight", "You rescue", or "Notify" Compass card at the 30th minute of a full 30-minute session of *Gates of Kel*, then your Hero finds a chest containing these treasures:

TREASURE



- 1 RP [Realm Points are used to purchase hero Resurrection & Achievement Titles]
- 57rg [Realm Gold is used to purchase hero Healing and story assets]
- A magic bow [Use with Item Bingo Cards]
- A magic cloak [Use with Item Bingo Cards]