

Chapter 2:

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Your name has collected some renown within your home kingdom and within The Realm. Even in celebration, you are now recognized by the local citizens, all because you have taken a stand for them and you did what very few have it in them to do for themselves.

This little detail is important.

For legends are remembered by setting themselves apart through the impact to those that they know, and to those that they know not. Never forget these words.



3 board games:

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

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

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. Gates of Kel, 3. Monopolis.

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

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A dwarfish woman your Hero saw earlier at the Drinking Dragon approaches and hands your Hero a letter. "I think you dropped this during your fight with that big fella," and walks off. The broken seal on it looks familiar. In review, your Hero sees that the letter is addressed to GrimStone... and is from Gundul the Dark Wizard!

"Savor-well, GrimStone. For evil stirs. A village within the Deadlands has been magically shrouded from the Orb's Eye. With haste, you are asked to investigate this area using these specific directions..."

Your Hero believes this matter is urgent, but does not know where GrimStone is. As the newest hero of the Order of the Eye, your Hero decides that it is in the best interest of The Realm for your Hero to investigate this disturbance.

The Hero's party journeys to the Deadlands.



The Deadlands is an arid and desolate region that is known to house many remote villages and a few isolated kingdoms. Even so, it parades natural beauties from serene sand dunes to breath-taking oases. As your Hero wades through a mild sand storm, the land around them suddenly quakes. The sand slides their feet towards a gaping hole as a giant sandworm emerges.

Event Condition

Most sandworms are 30 feet long, 8 feet wide, and have very thick hides which makes them immune to most attacks. As a result, your Hero can only use 2H (two-handed) Skull and Sword Cards for attack in this Event.

Pawn Placement

- **Enemy Boss:** The sandworm is the Enemy Boss pawn. The Boss Pawn receives no damage points from Sword cards. The Boss Pawn must be successfully hit by 3 Skull Cards to be eliminated. Place Boss Pawn on a game space around the FIRE ALTER Structure.
- **Hero Pawns:** Place player Pawns along the game board edge.

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.

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]
- 97rg [Realm Gold is used to purchase hero Healing and story assets]
- A magic dagger [Use with Item Bingo Cards]
- A wondrous spear [Use with Item Bingo Cards]



2. Gates of Kel

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The Deadlands show your Hero that it is a vast region separated by sprawling sand dunes and frequent sand storms. Your Hero digs into their pocket to unfold the letter from Gundul, the Dark Wizard, which contains specific travel directions to find the magically shrouded village. It states that your Hero must perform the following actions within this specified order.

"First, you must **Traversal** 3 times to acclimate yourself with the Deadlands region."

"Next, set **Camp**, anywhere possible, so that you can focus to establish magical attunement."

"And lastly, with the prior two steps completed, you can now identify where you need to go. Head for the **Location** where you sense the shroud and collect the village totem (**Relic**)."



To win this event, your Hero must complete all three steps sequentially by the **30th minute** of a full 30-minute session of *Gates of Kel*. First, your Hero must end their turn on a "Traversal" game space three (3) separate times, and each time rolling the Tactical die to determine how many turns that are lost. Second, your Hero must end their turn on a "Camp" game space. Third, your Hero must collect a Relic token from any location on the game board. Your Hero earns an additional 20rg for each additional Relic token that is possessed at the **30th minute** of the game session. All other *Gates of Kel* rules apply.

If your Hero successfully completes all 3 steps by 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]
- 59rg [Realm Gold is used to purchase hero Healing and story assets]
- An ordinary scepter [Use with Item Bingo Cards]
- An ordinary crossbow [Use with Item Bingo Cards]

3. Monopolis

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Your Hero journeys a long way into the serene Deadlands, until they see a small village on the horizon just as the sun finally sets. As your Hero gets closer, they hear no sounds but begin to see movement. A purplish scarab, about the size of a boar, is tugging something away from the village. Your Hero peers at it intently and gasps to see that the object is a small child!

The child is silent and appears to be unconscious. As your Hero grips their weapon and readies it to strike, they hear dozens of scurrying feet. Many scarabs are dragging people from their homes... all of which are unconscious.

As your Hero moves toward the scarab with the child, they suddenly struggle to keep their eyes open. They urgently feel like sleeping. As their knees fall to the ground, a winged-beetle resting upon a rooftop flickers its wings and releases a scent.

"Those winged-beetles... must be... affecting everyone. They... must be... stopped."

Adhere to "Solo Play" Monopolis rules - except place 3 bounty markers* only on the Hideout 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. [*Gameplay Note: In this event, the bounty markers are the "winged-beetles".]



If your Hero successfully completes this event within the "Solo Play" Monopolis rules, then your Hero is awarded these treasures:

TREASURE



- 1 RP [Realm Points are used to purchase hero Resurrection & Achievement Titles]
- 28rg [Realm Gold is used to purchase hero Healing and story assets]
- An ordinary dagger [Use with Item Bingo Cards]
- An ordinary circlet [Use with Item Bingo Cards]