

Chapter 2:

The Necronomicon is real... or, at the very least, the events that have transpired are certainly life-changing.

It seems that the mere whisper of the book's presence has already affected the lives of those who had the misfortune of being near it. And sadly, for the worse.

The journey ahead may provide the answers we seek, but it will equally test your mettle.

Stay focused. Stay the course.

Secure the Necronomicon!



3 board games:

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

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

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

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.

Monopolis™

GUNDUL'S REALM

1. Monopolis

Each bearing paled skin with numerous boils shining through their torn and ragged clothing, the dwarves you captured remain wholly silent. Shredded heavy gloves line their hands. Whatever protection the gloves once offered is no more. The iris and pupils of their eyes are almost colorless - bleached pale to match the hue of their skin. When questioned about the Necronomicon, they simply say

"It once WAS. And now it IS. For it will be AGAIN... and AGAIN... and AGAIN..."



You search their pockets and discover a shipment manifest, but you cannot determine whether it is for a cargo ship or for the cargo stables. Place a bounty marker on the Sea Ship "Escaped" game space and on the Horse "Escaped" game space. Adhere to "Solo Play" *Monopolis* rules for this event - except do not place the bounty markers on the Hideout game spaces. If you land on a *Lose 1 Turn* game space, then you must wait 60 seconds before taking your next turn.

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]
- 28rg [Realm Gold is used to purchase hero Healing and story assets]
- An ordinary chestplate [Use with Item Bingo Cards]
- A wondrous dagger [Use with Item Bingo Cards]



2. Gates of Kel

In the seclusion of a wooded burrow, you slowly unwrap the burlap parcels. The objects appear to be... printing plates, to be used within a master printing press. As you run your finger across the plates, a flash of dark light penetrates your eyes. Your vision is blurred but you see images in your mind's eye.

A flurry of thoughts disrupt your concentration. They are trying to make you "do" something. It's the Necronomicon! These printing plates are molds to mass produce the Necronomicon.

Your mind is captured and you are compelled into service! The Necronomicon commands you. You must return the printing plates to the 3 locations. You cannot resist!



The printing plates are represented by the Relic tokens in *Gates of Kel*. At the start of the game, place no Relics upon the game board for this event. Your Hero starts the game possessing 3 Relic tokens. Your Hero must successfully return the Relics to any 3 of the 6 games spaces that show a "curled scroll" upon it within 30 minutes. Decide which Tactical card to use to attempt to return the Relic (printing plate) to that game space. All other *Gates of Kel* rules apply.

If your Hero successfully returns the Relics (printing plates) within 30 minutes 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]
- 63rg [Realm Gold is used to purchase hero Healing and story assets]
- A fine necklace [Use with Item Bingo Cards]
- A shabby pair of boots [Use with Item Bingo Cards]

GUNDUL'S REALM™
Halls of Muratogh™

3. Halls of Muratogh

The defeated broken statues litter the temple floors. You are puzzled as to why they screamed "return us to flesh and bone". You now notice that the statues are all dressed in zealot clothing. Hmm. Were the six zealots' bodies used as the binding and pages for this Necronomicon?

In the center of the chamber is a bone-encrusted chest... just as the soothsayer described. As you carefully open it, a foul odor emanates from the chest. Your stomach seizes and your nostrils are overwhelmed. You quickly reach to close it while peering into the emptied chest.

The Necronomicon is not here.

The sun has set as you climb out of the half-sunken temple. At first, you didn't notice because of the absolute stillness it commands over itself and of its steed. Before you is a lone hooded traveler upon a decaying pale horse. They do not speak, but raises an arm and swings it slightly.



A cloud of green smoke rises from the ground. Your feet buckle as the soil softens even more allowing foul abominations to push through the dirt. The lone hooded traveler slowly gallops away as living bags of rotting flesh posture to attack you. Adhere to "Player versus Game" *Halls of Muratogh* rules for this event.

Event Condition

A pop is heard overhead as hundreds of parasites rain upon you. As you frantically brush them off, a yell echoes through the trees. Angered, a concealed hunter reveals himself saying "this wasn't in the contract!" Wielding dual axes, the hunter joins your party. You now have 1 additional Pawn for this Event.

Pawn Placement

- **Hero Pawns:** Place player Pawns scattered on game spaces around the TOWER Structures.
- **5 Enemy Pawns:** Place Enemy Pawns on Skill Card game spaces.
- **Enemy Boss:** Select one of the Enemy Pawns to be the enemy Boss Pawn. Place the Boss Pawn on a TOWER Structure. The Boss Pawn only moves once all Enemy Pawns are eliminated. The Boss

Pawn receives no damage points from Sword cards. The Boss Pawn must be successfully hit by 3 Skull Cards to be eliminated.

- **Treasure Chest:** Select a token to represent a treasure chest. Place the treasure chest token in the BOOKCASE Structure that is furthest away from the player Pawns. This chest contains 50rg. 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.

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]
 - 84rg [Realm Gold is used to purchase hero Healing and story assets]
 - A fine spear [Use with Item Bingo Cards]
 - A magic wand [Use with Item Bingo Cards]
-