

Chapter 3:

So, it is true.

The Necronomicon extracts an unnaturally heavy toll upon those who dare to engage it. And when threatened, its foul magics employ agents to defend it.

You are close to foiling the insidious plot of this nightmare. But you must not forget who you are - lest this ancient tome claim your consciousness as well.

Remember, you are not alone. Recruit, hire, or befriend whomever you need to assist you in completing this task.

The Order of the Eye believes in you... and you must get this done.



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

Those dwarves were not trading the Necronomicon. No. They were trading crates of Necronomicons! You found several crates containing copies of the Necronomicon at the cargo shipyard and stables - all poised to be loaded and shipped across the Realm!

Copies of this book would enslave whole towns if released. Without hesitation, you torch the crates at both locations. An unnatural fire is produced that grows and engulfs many merchant containers and goods.

You are easily identified as the arson by onlookers, are arrested, and are placed within the Monopolis Dungeon.

While recalling your actions within your cell, you feel the shipping manifest still in your pocket. As you unfold it, you notice a map on the backside instructing where and when to pick-up new Necronomicon copies. You then faintly hear a chant outside your cell window.



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

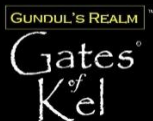
The dwarves are coming to collect this map! Place your Hero in the Dungeon game space for this event. You must now play Monopolis as one of the Necronomicon Dwarves. As the Dwarf, you must Jailbreak your Hero pawn. Playing as the Dwarf, adhere to "Solo Play" Monopolis rules - except the only bounty marker on the game board is the Hero pawn within the Dungeon. 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]
- 10rg [Realm Gold is used to purchase hero Healing and story assets]
- An ordinary great weapon [Use with Item Bingo Cards]
- An ordinary axe [Use with Item Bingo Cards]



2. Gates of Kel

As you return the last printing plate to the final printing location, the controlling images within your head vanish. The Necronomicon has released its grip upon you. You are shaken... and, a little... scared. Never before has your will been forcefully taken from you.

This magic is unknown to you. And when this ancient tome is mass produced, the Realm will be lost. You stand conflicted.

Before you can act, you hear the single gallop of a distant horse closing on your location. Your bones shudder as to who it could be.

Just then, an idea comes to you. "Get help from the local militias." Recruit soldiers from local militias to aid you in shutting down the printing press locations.

Each soldier squad you recruit is represented by a Relic token in *Gates of Kel*.



Your Hero must survive and possess at least 3 soldier squads (*Relic tokens) at the 60th minute of a full 60-minute session of *Gates of Kel*. Your Hero earns an additional Realm Point for each additional soldier squad over 3 (Relics) that is possessed at the 60th minute.

[*Gameplay Note: The Player can choose to use miniatures/figurines (instead of Relic tokens) to represent the soldier squads on the game board for this Event.]

If your Hero successfully collects the Relics (3) at the 60th minute of a full 60-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]
- 70rg [Realm Gold is used to purchase hero Healing and story assets]
- A shabby potion [Use with Item Bingo Cards]
- A magic sword [Use with Item Bingo Cards]

GUNDUL'S REALM™ Halls of Muratogh™

3. Halls of Muratogh

The area around you is grossly decorated with the dismantled and disfigured body parts that have met your wrath. The hunter that aided you turns and says, "My contract was to find and collect an old book. Not to battle with abominations of Kell!" He studies the path where the lone hooded traveler escaped. "Hmm. Follow me."

Tracking the traveler's trail, the hunter leads you to a large hidden structure in an unknown part of Mercy Wood. "I've never been here before... and I didn't know there was some sort of printing press here." Housed in a well camouflaged exterior, the rotation of gears can be heard softly emanating from this structure. Very still at its entrance is a pale and decaying horse... without its rider.

"Good luck! Stopping an evil book printing press is definitely not in my contract." The hunter turns and walks off.



Grateful for his help, but disappointed by his abandonment, you carefully enter the facility. Before you stands a large printing press surrounded by several disheveled dwarves minding its operation. You plainly see Necronomicons being produced from the press. As you gasp, you are discovered by the lone hooded traveler. Adhere to "Player versus Game" Halls of Muratogh rules for this event.

Event Condition

Another door in the facility bursts open.

"I just realized that I can bill for each old book printed... in accordance with my contract!" A huge smile appears on the hunter's face. Wielding dual axes, the hunter joins your party. You now have 1 additional Pawn for this Event.

Pawn Placement

- **Hero Pawns:** Place player Pawns split into two groups on game spaces along the board edges.
- **10 Enemy Pawns:** Place Enemy Pawns on game spaces around the TOWER Structures.
- **Enemy Boss:** Select one of the Enemy Pawns to be the enemy Boss Pawn. The Boss Pawn is the lone hooded traveler. 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. The Boss Pawn must be hit by 3 Skull Cards to be eliminated.
- **Treasure Chest:** Treasure Chest! Select a token to represent a treasure chest. Place one treasure chest in the FIRE ALTER Structure that is furthest away from the player Pawns. This chest contains 150rg. 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]
- 75rg [Realm Gold is used to purchase hero Healing and story assets]
- An ordinary cloak [Use with Item Bingo Cards]
- A magic axe [Use with Item Bingo Cards]