

Chapter 4:

The Necronomicon has infiltrated a community of dwarves from the Hammer Ridge Mountains. Even with their genetically predisposed physical and mental fortitude, these dwarves fell to the influence of the vilest tome of The Realm.

The Necronomicon used these dwarves' crafting knowledge & skills to assemble printing presses throughout Mercy Wood to mass produce copies of itself in secret. Inanimate objects cannot reproduce - but this evil seed found a way to do so.

And now, this scheme must end. The Order of the Eye chose you...

and you must see this through.



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

Stopping one printing press is a win, but there were crates of Necronomicon copies ready for shipment inside the city. Upon reaching the city, you instinctively torch the cargo crates of Necronomicons at the shipyard and stables - but this action also destroyed many un-related merchant goods. The Merchant's Guild is outraged.

As you sit inside your prison cell for arson, you hear a muffled commotion coming from the far side of the chamber's iron door. You peer intently through your cell's bars as the iron door's handle begins to turn. Shredded heavy gloves push the door open.

They have come for you! The two paled-skin Necronomicon Dwarves that you originally captured - each wielding sharp crude instruments and moving in a hypnotic state.



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

They are here for the shipping manifest that is still in your pocket! Weaponless, you ready yourself to must fight for your life and to finish the mission. Adhere to "Player versus Game" *Halls of Muratogh* rules for this event.

Event Condition

Close-Quarters Combat:

Use 3 sheets of paper to cover three quarters of the game board so that only the games spaces shown in the image on the right are visible.



In this scenario, the structures are "prison cells".

Pawn Placement

- **Hero Pawn:** Place player Pawn on the game space above the word “REALM”.
- **2 Enemy Pawns:** Place Enemy Pawns on game spaces around the BOOKCASE Structure.

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]
- Wondrous crossbow [Use with Item Bingo Cards]
- A fine Flail [Use with Item Bingo Cards]

Monopolis™

GUNDUL'S REALM™

2. Monopolis

Using the two Necronomicon Dwarves you previously captured to escape your prison cell is clearly Fate showing you favor - for your mission is not over! You ponder for a moment and recall the recruited soldiers from the local militias. They are awaiting your leadership to attack and destroy the remaining Necronomicon printing presses.

Before you can assemble the soldiers and lead the charge, you must locate and secure your weapons and gear. Upon your arrest, you noticed that the town guard took particular interest in seizing your belongings.

Searching around the prison cell guard desk, you discover written notes about your seized belongings. Your gear was moved to a private auction being held at Cards & Dice hall. While your weapons were taken to the city Treasure Room.



Adhere to "Solo Play" *Monopolis* rules - except place 1 bounty marker on the Cards & Dice game space and place 1 bounty marker on the Treasure Room game. 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]
- A shabby wand [Use with Item Bingo Cards]
- A wondrous pair of gloves [Use with Item Bingo Cards]



3. Gates of Kel

This is it. You are joined by a small army of volunteer soldiers from varying local militias within the kingdom. As you look upon their faces, you see confidence and focus. You believe it to mean that each soldier agrees with the mission. They believe the Necronomicon is evil, it will hurt the peoples of The Realm, and its plan must be stopped. One could not ask for more singular purpose from a group of strangers.

The plan is simple: Crush any opposition and burn the Necronomicon printing presses to the ground.

You know that the Necronomicon will use its forces and influence the best it can to stop you - or worse, to convert you.

The Necronomicon cannot be mass produced if the master printing plates are destroyed.

Those broken printing plates must be collected and given to Gundul, the Dark Wizard.

Each broken printing plate collected is represented as a Relic token in *Gates of Kel*.



Your Hero must survive and possess at least 3 broken printing plates (*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 broken printing plate over 3 (Relics) that is possessed at the 30th minute.

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

If your Hero successfully collects the Relics (3) 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]
- 66rg [Realm Gold is used to purchase hero Healing and story assets]
- An ordinary scroll [Use with Item Bingo Cards]
- A fine chestplate [Use with Item Bingo Cards]