

Epilogue:

Congratulations! You have destroyed the printing press facilities and the Necronomicon master printing plates. Duplication of this foul book has ended.

The Order of the Eye believed in you every perilous step of the way! You are indeed an aspiring defender of The Realm.

Yet, I am bothered to inform you that The Realm is still at risk. The original Necronomicon book is still out there. And although you destroyed the cargo crates of Necronomicon copies at the city shipyard and stables, those were the only shipments you knew about.



Sadly, we must assume that some Necronomicon copies made it into circulation. In your travels, whether they are Main Missions or Side Quests, continue to search for scattered Necronomicon activity. This book of evil will continue to persist if it is allowed to do so. And now, there is the business of the broken Necronomicon printing plates...

**Hero's
Choice!**

The broken Necronomicon printing plates are Mystic Objects.
You must choose what to do.

A. Turn-in **all** of the broken printing plates to Gundul. Gundul will vault these relics to never again be seen in The Realm.

- OR -

B. Keep **1** broken printing plate for yourself. The broken printing plate faintly whispers to you "unlock my mystic power to grant you a boon". Doing so will either have a positive or negative effect on your hero within The Realm.

Go to the next page after you have made your decision.

If you chose B (keep the Mystic Object),

then roll a 6-sided game die to determine the Mystic Object's effect on your hero:

Dice Roll

1. **Curse:** For the next 3 Halls of Muratogh events, you can only hold a maximum of 3 Skill Cards.
2. **Curse:** For the next 3 Halls of Muratogh events, you can only use 1H (one-handed) Skull and Sword Cards for attack. Using 2H (two-handed) cards have no effect on enemy pawns.
3. **Boon:** For the next 3 Halls of Muratogh events, Event Conditions that negatively affects your Skill Card maximum no longer apply.
4. **Boon:** For the next 3 Halls of Muratogh events, Event Conditions that increase enemy Pawn movement no longer apply.
5. **None:** The mystic object has no observed effect on your hero.
6. **None:** The mystic object has no observed effect on your hero.

The dice have spoken!

RULES

- If you obtained a "None", then the Mystic Object will never affect you again.
- If you have completed 3 Halls of Muratogh events with a "Curse" or "Boon" effect, then repeat the steps in this section to determine the Mystic Object's *new* effect on your hero.