

Chapter 1:

The Necronomicon has been sighted!

This book... is the fabled "Book of the Dead".

The foul magic that flows in this text is known to bind its reader into its service.

It is thought that its cover and pages are bound by human bones and are crafted from the skins of creatures and mortals alike.

Sometimes... they still scream from its pages.

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 scenario 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 scenarios for the board games you own in this order:

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

You must successfully beat the scenario 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 scenario for the board game that you own.



1. Monopolis

Two dwarfs have recently traded the Necronomicon within the city of *Monopolis*. How did they obtain the Necronomicon? How did they handle the book and not be affected by its foul magic? Where is it now? We seek answers to these questions. Capture those dwarfs, as bounties, for questioning. Adhere to "Solo Play" Monopolis rules for this scenario.

If your Hero successfully capture the dwarfs within the "Solo Play" *Monopolis* rules, then your Hero finds a chest containing these treasures:



- 1 RP [Realm Points are used to purchase hero Resurrection & Achievement Titles]
- 25rg [Realm Gold is used to purchase hero Healing and story assets]
- 1 fine book [Use with Item Bingo Cards]
- 1 fine robe [Use with Item Bingo Cards]



2. Gates of Kel

A lone hooded traveler left Monopolis on horseback in possession of several parcels heavily wrapped in burlap bags. It was witnessed that when the parcels were placed upon the horse, the horse shrieked, its head fell limp, and its once brown coat began to fade pale.

Later, a caravan of merchants saw a lone traveler delivering parcels to 3 remote locations. These parcels are represented by the Relic tokens in Gates of Kel. Your Hero must survive and possess 3 Relic tokens at the 30th minute of a full 30-minute session of Gates of Kel.

If your Hero successfully collect the parcels (Relics) at the 30th minute of a full 30-minute session of Gates of Kel, then your Hero finds a chest containing these treasures:



- 1 RP [Realm Points are used to purchase hero Resurrection & Achievement Titles]
- 36rg [Realm Gold is used to purchase hero Healing and story assets]
- 1 wonderful crossbow [Use with Item Bingo Cards]
- 1 magic pair of boots [Use with Item Bingo Cards]

GUNDUL'S REALM™
Halls of Muratogh™

3. Halls of Muratogh

After a day's journey, an elderly soothsayer leads you to the entrance of a vine-encased and dilapidated temple. Pounding her staff into the ground, she says "I will go no further!" The passageway is barely visible from the ground as this structure has been wholly swallowed by the softened soil. She points to the half-sunken temple, "Six zealots entered towing the Necronomicon within a bone-encrusted chest. Three days later -- a menacing figure emerged."

With weapons drawn, your Hero carefully steps down into the temple. Lining the temple walls are SIX large marble statues depicting various gods from mythology. You hear screams of anguish echoing from the statues saying "Return to us our flesh and bone!" Defeat the enemies. Adhere to "Player versus Game" Halls of Muratogh rules for this scenario.

Ailment

You have triggered a trap spell.

As a result, the Enemy moves twice each turn for this Event.

Pawn Placement

- **6 Enemy Pawns:** Place 3 enemy pawns on game spaces along the game board edge where the "Gundul's Realm" logo appears. Place the other 3 enemy pawns on the opposite board edge where the "Gundul's Realm" logo appears.
- **Hero Pawns:** Place player hero pawns together on game spaces around a POOL Structure.

To Retreat: Use a Stealth Card to move into a structure and declare "Retreat!" This will retreat your pawn to end the scenario. Retreating causes the Hero to fail this scenario, but the Hero lives to fight another day!

If your Hero successfully defeated the enemies within the Halls of Muratogh, then your Hero finds a chest containing these treasures:



- 1 RP [Realm Points are used to purchase hero Resurrection & Achievement Titles]
- 54rg [Realm Gold is used to purchase hero Healing and story assets]
- 1 ordinary Flail [Use with Item Bingo Cards]
- 1 magic book [Use with Item Bingo Cards]