

REALMS OF TERRINOTH

2011

Exceptional heroes meet to do battle across the fantastic land of Terrinoth as they seek honor, glory, and treasure. Do you have the courage to join them? Welcome to Realms of Terrinoth 2011!

LEARN TO PLAY

DungeonQuest

Deep in the bowels of Dragonfire Dungeon lies the greatest treasure in the land; but it's guarded by the most dangerous dungeon in all of Terrinoth! *DungeonQuest* is a re-imagining of the classic board game of dungeon adventure. This learn to play session will quickly get you in the dungeon, where you'll risk it all for the greatest reward imaginable. Once you get the hang of Kalladra's keep, bring your fearlessness to the *DungeonQuest* tournament!

One hour sessions begin at the following times:

- Friday – 7pm, 8pm, 9pm, and 10pm
- Saturday – 11am, 12pm, 1pm, 2pm, 3pm, and 4pm

Runewars

Experience the epic board game of conquest and kingdoms, where huge armies clash for control of the legendary dragon runes. This learn to play scenario introduces new players to *Runewars*. Learn how to build up your faction's home realm, gather resources, recruit new troops, and wage war across Terrinoth. Once you're comfortable with the rules, why not try your hand at the *Runewars* tournament?

Two hour sessions begin at the following times:

- Friday – 7pm and 9pm

Runebound

Adventure, glory, and riches await for those brave enough to sojourn across the perilous lands of Terrinoth. *Runebound* is an adventure board game that puts 2-6 players in the roles of mighty heroes performing valiant feats. This learn to play seminar will give you the training you need to level up your hero and quell the return of Margath, the Dragon High Lord! Once you complete a few quests, try out the new end game variant in the Realms of Terrinoth event booklet!

Two hour sessions begin at the following times:

- Friday – 7pm and 9pm

Descent: Journeys in the Dark

Face off against the malevolent workings of the Overlord in *Descent: Journeys in the Dark*, the board game of tactical dungeon delving for 2-5 players. This learn to play seminar will teach you the ropes of how dungeon exploration in Terrinoth works. Once you get the rules down, hone your skills by taking part in one of the other exciting *Descent* events!

Two hour sessions begin at the following times:

- Friday – 7pm and 9pm

Descent: Road to Legend

Want to take your games of *Descent* to the next level? Experience *Road to Legend*, the first Advanced Campaign expansion for *Descent: Journeys in the Dark*. This learn to play seminar will teach you how to advance your heroes, explore dungeons in a new way, and prepare for the inevitable face-off against the Overlord himself! Players new to *Descent* are encouraged to attend the *Descent* learn to play before attempting to learn the advanced campaign rules.

Four hour sessions begin at the following times:

- Saturday – 10am and 8pm



Descent: Sea of Blood

Take to the high seas in this exciting campaign expansion for *Descent!* Learn to play *Sea of Blood* with a veteran captain. Before raising the sails and exploring the exotic coasts of Torue Albes, players might want to learn how the *Descent* Advanced Campaign system works. With customizable ships, ship-to-ship combat, and new hero advancement rules, *Sea of Blood* delivers a truly epic experience! Players new to *Descent* are encouraged to attend the *Descent* learn to play before attempting to learn the advanced campaign rules.

A four hour session begins at the following time:

- Saturday – 4pm

DESIGNER SEMINARS

Meet the Terrinoth Design Team

Meet some of your favorite FFG designers, and “pick their brains” in this engaging and informative Q&A session. At the end of this session, there will be a drawing to select players for the first-ever public showing of an as-of-yet unannounced Terrinoth-themed game. The game will commence immediately following the drawing, and only pre-registered guests are eligible to participate.

A one hour seminar begins at the following time:

- Friday – 6pm

Q&A with Designer Corey Konieczka

In this enlightening design seminar, FFG lead designer Corey Konieczka will discuss a currently unannounced project (the same title referenced above), and will answer questions about its conception and design. At the end of this session, there will be a drawing to select players for a private demo. The game will commence immediately following the drawing, and only pre-registered guests are eligible to participate.

A one hour seminar begins at the following time:

- Saturday – 2pm

SPECIAL EVENTS

Open Gaming

Throughout the weekend, we'll have the tables and the titles available for plenty of open gaming. Gather your players, check out a copy of your favorite Terrinoth-themed game, and start the adventure...

Terrinoth Painting Competition

Bring your Terrinoth-themed painted miniatures, or bring your painting supplies and use our spacious and well-lit tables! We'll be accepting submissions throughout the weekend, and the best painted miniature (along with its owner) will be featured on our website!

Runebound Quest Variant

Experience *Runebound* in a new way with the Realms of Terrinoth exclusive Quest Variant. Created by designer John Goodenough, the *Runebound* Quest Variant presents players with six unique quests that they must fulfill if they hope to win the game. Winners will be invited to participate in a special Sunday game with designer John Goodenough.

Four hour sessions begin at the following times:

- Friday – 8pm
- Saturday – 10am, 4pm, and 8pm

The Tower of Terror

Venture to the frozen north and seek out the Ice Fiend Golgar in the Tower of Terror, an exclusive Realms of Terrinoth *Descent: Journeys in the Dark* scenario. Designed by Fantasy Flight Games Lead Game Producer Michael Hurley, the Tower of Terror is an all-new dungeon designed specifically for the Realms of Terrinoth event. So if you're looking for a new challenge, be sure to visit this frozen spire.

Four hour sessions begin at the following times:

- Friday – 7pm
- Saturday – 10am, 4pm, and 8pm
- Sunday – 11am

The Delve of Doom

The Delve of Doom is designed for the most fearless *Descent: Journeys in the Dark* players, willing to face inevitable defeat for the fleeting chance of glory. This terribly brutal dungeon is designed to obliterate heroes, so don't expect to reach the end. There's only one thing you can hope for: to be part of the team that lasts the longer than anyone else! Scores will be tallied following the final session, with trophies awarded shortly thereafter. The winners will also be invited to participate in a special Sunday game with developer Adam Sadler.

Ninety minute sessions begin at the following times:

- Friday – 7pm and 9pm
- Saturday – 10am, 12pm, 4pm, 6pm, and 8pm

The Extreme Dungeon Makeover

Feeling creative? How about diabolical? Then the Extreme Dungeon Makeover is your chance to add your own clever and vile creations to the world of Terrinoth. This is a timed event where participants are given random *Descent: Journeys in the Dark* components and then tasked with creating the dungeon of their dreams...or nightmares.

A one hour session begins at the following time:

- Friday – 8pm

TOURNAMENTS

Join us Saturday morning at 10am to register for any of the weekend's exciting tournaments. After a brief orientation, the games will begin!

***DungeonQuest* Tournament**

The *DungeonQuest* tournament tasks players with amassing the largest total sum of gold, won over three separate games. All players will "bank" any gold that they successfully escape with, regardless of which player wins the most. So even if you claim the least loot (or if you meet your untimely end in a bottomless pit), you can always make up for it in a future round of the tournament. Trophies will be awarded Sunday.

Ninety minute rounds begin at the following times (choose any three):

- Friday – 7pm, 8:30pm, and 10pm
- Saturday – 10:30am, 12pm, 1:30pm, 3pm, 5pm, 7pm, and 9pm

***Runewars* Tournament**

Played over three rounds, the *Runewars* tournament pits competitors against each other in a war for the fate of the realm. Featuring a never-before-seen custom map crafted by *Runewars* designer Corey Konieczka, this expertly balanced scenario guides the four factions toward its hotly contested center for an all-out bloodbath. Trophies will be awarded shortly after the final round. The top three competitors will be invited to participate in a special Sunday game with designer Corey Konieczka.

Two hour rounds begin at the following times (entrants must attend all three):

- Saturday – 12pm, 4:30pm, and 8:30pm

***Descent: Journeys in the Dark* Tournament**

The *Descent: Journeys in the Dark* tournament is a team event in which attendees, taking on the roles of heroes, face off against FFG's official overlords. Your team will try to make its way through a brief preselected encounter keeping any conquest tokens that you successfully take with you. How many points can your team bank, thereby adding them to your tournament total? Trophies will be awarded shortly after the final round. The winning team will be invited to a special Sunday game with designer Kevin Wilson.

Ninety minute rounds begin at the following times (entrants must attend all three):

- Saturday – 10:30am, 3pm, and 6:30pm

