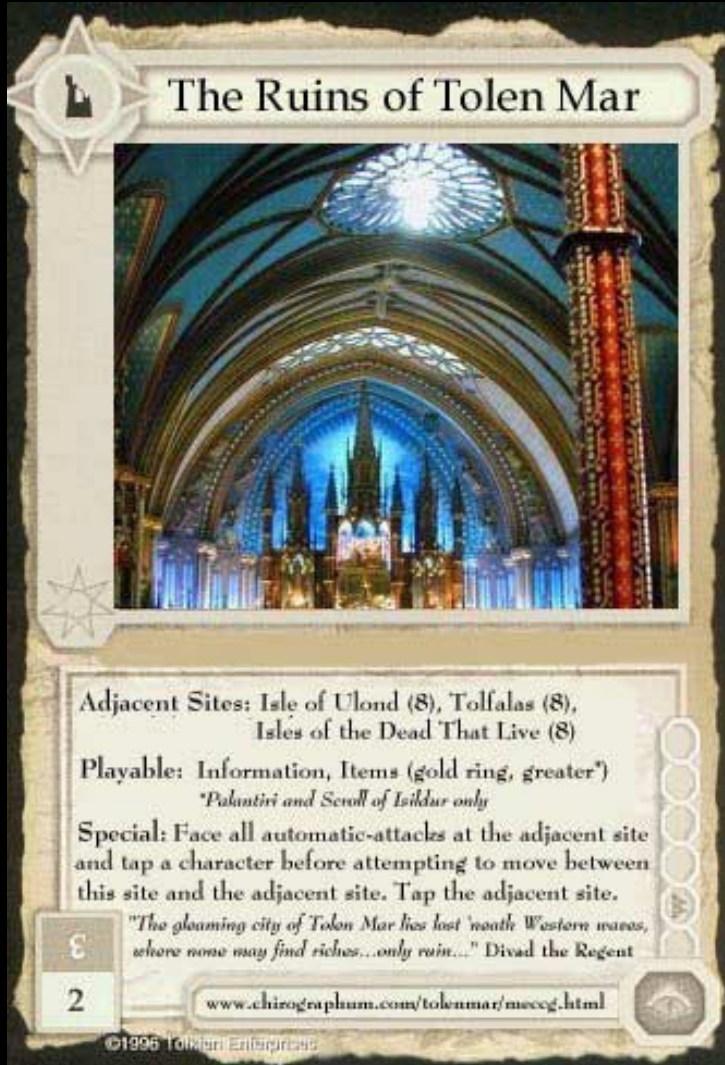


The Ruins of Tolen Mar



Middle-Earth CCG
World Championships



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August 24-26, 2001

Montreal, Canada

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Schedule

The days in Tolen Mar may be long and arduous, but rarely are they anything less than enjoyable.

Day One—Friday, August 24

- 9:00–10:00**
- Registration at the Atwater Library
 - Open Qualifier participants submit their Deck Construction Lists
- 10:00—18:00**
- Open Qualifier (top 21 places advance to Semis)
 - Arco den Boer’s Dutch Sealed (Wizards)
- 18:00—20:00** Dinner break. Enjoy the sights and sounds of Montreal.
- 20:30—etc.** Middle-Earth: The Drinking Game at Jillian’s Bar and Restaurant at the Montreal Forum.

Day Two—Saturday, August 25

- 9:00—10:00**
- Worlds Semi-Finals participants submit their Deck Construction Lists
 - Character draft for Lords of Middle-Earth scenario
- 10:00–18:00**
- Semi-Finals for Worlds (30 players)
 - Lords of Middle-Earth scenario
 - Sealed (Wizards) for those not participating in either Semi-Finals or Lords of Middle-Earth
- 19:00–21:00** Dinner at the Auberge Dragon Rouge.

Day Three—Sunday, August 26

- 9:00–12:00** Group brunch at Tutti-Frutti
- 12:00–14:00** Country Cup participants receive cards and begin deckbuilding
- 14:00–20:00**
- Worlds Finals (the Final Four!)
 - Country Cup using Duo Quad rules (16 teams)
 - Open Qualifier for North Americans, organized by Chad Martin
- 20:30–etc** The following events all take place at Nick & Mario’s Restaurant
- Country Cup Finals
 - Awards Ceremony
 - Fond farewells

Schedule: Day Three—Sunday, August 26

Events

The terrain of Tolen Mar can be learned at hazard by the adventurous, while the wise follow the signs.

Atwater Library

The Atwater Library is, first and foremost, a library, so we have to abide by the appropriate rules of conduct. In addition, there is no food or drink permitted in the room where we will be playing. Fortunately, the neighborhood is full of restaurants, so you can step out for a quick bite in five minutes.

Worlds

This is the big event. Tensions will run high as the adrenaline rises and as the players start wishing for the luck of die roll and the draw, so everyone has to take care to remember that it's just a game, and there's no reason why everyone can't have a great time.

- Format** 2-Deck, General Opponent, following the Standard Rules, as modified by the Council of Lorien rulings and the most recent Collected Rulings File (CRF).
- Decks** You must submit a deck list for each deck you bring to the tournament. You must play the same decks from the Semi-Finals to the Finals, but you may play a different deck if you are playing in the Open Qualifier.
- There may be spot checks to ensure that deck integrity is maintained.
- Participants** The top 21 finishers from the Open Qualifier advance to the Semi-Finals. The top 4 finishers from the Semi-Finals advance to the Finals.
- Referees** The World Championships is using a Three-Referee system. The Referees may play in the tournament without penalty, but cannot adjudicate their own matches.
- Tournament Coordinator** The Tournament Coordinator (TC) is Jimmy Chen. He, and his designated assistants, are responsible for collecting the deck lists, keeping time, assigning matches, and tabulating scores.
- Conduct** You are not allowed to scout other people's matches. This includes observing other matches, talking about your matches with others, and looking at the score cards. Everyone should have an equal chance of being surprised!
- Prizes**
- First Place—Gold One Ring and Dutch Test of Form promo, autographed by John Howe
 - Second Place—Dwarven Ring of Bavor's Tribe original art from Dan Frazier
 - Third Place—Donato Giancola print
 - Fourth Place—Donato Giancola print

Drinking Game

The Drinking Game is a fun little event for a Friday night. Even so, we will be using the Saturday Night Expansion rules <grin>.

The Drinking Game will take place at Jillian's Bar and Restaurant at the old Montreal Forum. Experience a little hockey history while frantically untapping Barliman Butterburr!

Decks

This is a Sealed Deck (Wizards) event. In the interests of fairness, each player will be given one Unlimited starter, two Unlimited boosters, and one Dragons booster.

Prizes

Grand Prize—Isildur miniature from Mithril Miniatures and sketch of LE "Greed" by Donato Giancola

Restaurant

The Auberge Dragon Rouge is a medieval-themed French restaurant near the Olympic Stadium. The staff is dressed in appropriate medieval garb, and there are minstrels running about playing flutes. The entire restaurant affects a rough-hewn atmosphere, where it is entirely appropriate to bang your fists on the table to get the servant's attention.!

Transport

If we can't assemble enough cars for 36 people, then we'll have to use public transport. Metro tickets cost \$2.00 for each trip.

Menu

The group menu consists of:

- Soup
- Choice of:
 - Roast Veal Madras (\$21.95)
 - Chicken Supreme with Orange Caramel (\$25.95)
 - Roast Boar (\$29.95)
 - Sample plate (\$31.95)—a little bit of everything
 - Vegetarian option (\$21.95)—an orange-almond vegetarian stir-fry (must pre-order)
- Apple Strudel with creme anglaise
- Coffee

Drinks, taxes, and tips are extra. Expect the evening to cost around \$40 Cdn.

The Dragon Rouge only accepts cash payments, and does not accept credit cards or direct-debit cards. However, they do have a private bank machine installed on the ground floor, should this prove necessary.

Lords of Middle-Earth

The Lords of Middle-Earth scenario lets the heroes and villains of Middle-Earth work out their aggressions without any undue interference from Istari or Nazgul.

Format

This scenario follows a 2-Deck, Bracketed Alignment format.

Prizes

- Grand Prize (best overall)—Set of nine German Nazgul
- Hero Lords
 - First Place—Silver rune pendant with cord
 - Second Place—Saruman and Cirdan miniatures from Mithril Miniatures
 - Third Place—Silver rune pendant with pin
- Minion Lords
 - First Place—Red rune pendant with cord
 - Second Place—Hoarmurath and Indur miniatures from Mithril Miniatures
 - Third Place—Red rune pendant with pin

Sealed Deck

This Sealed Deck (Wizards) event is a casual affair open to all who are not participating in the Semi-Finals or the Lords of Middle-Earth Event.

This is a one-deck game using one Unlimited Starter, two Unlimited boosters, and one Dragons booster.

Prizes

- Grand Prize—Gimli action figure
- First Place—Way Is Shut puzzle from I.C.E.
- Second Place—Burglar Baggins puzzle from I.C.E.

Brunch

The Tolen Mar Brunch is an optional affair held at the Tutti Frutti Restaurant [address] on Ste. Catherine Street, one block west of the Atwater Library. This is a relaxed family restaurant where we can have as much coffee as is required to recover from late nights of gaming.

Country Cup

The Country Cup is an exciting opportunity to add tradition and national pride to the MECCG community. Not only will participants play in teams for their country, but they'll win a Palantir for one year, which will then be turned over to the winners of the 2002 Country Cup!

Since we only have access to the Atwater Library at 14:00 that day, we will find a quiet public area for deck design and construction.

The Finals will take place at Nick & Mario's, the same restaurant used for the awards ceremony and the fond farewells.

Structure

The Country Cup is a four-round, double-elimination tournament. The fifth round determines third place, and the sixth round determines the champion.

Decks

Participants construct their decks out of their individual card pools: one Unlimited Starter, two Unlimited boosters, and one Dragons booster.

Prizes

- First Place —Palantir; Team members get original sketches by Donato Giancola and Dutch Iron Crown promos
- Second Place—Dutch Iron Crown promos

Nick & Mario's Restaurant

The Country Cup Finals, the Awards Ceremony, and various fond farewells will be held at Nick & Mario's Restaurant on Ste. Catherine St. The table d'hote ranges from \$15 to \$20 Cdn.

- Mixed green salad
- Choice of:
 - Grilled chicken teriyaki with vegetables and potatoes (\$17.95)
 - Manicotti Florentine and linguini forestiere (\$18.95)
 - Fusilli tri-colore with Romanoff sauce and Italien sausage (\$20.95)
 - Fettuccine with crab and baby clams (\$19.95)
- Coffee or Tea
- Dessert

Let's enjoy the last night of the World Championships in style!

Scenarios

There are many paths to victory throughout the Ruins of Tolen Mar. Here are some that you may choose to follow.

Middle-Earth: The Drinking Game

The MECCG Drinking Game can be played with any version of MECCG, and with any number of players. We recommend 3-4 player Sealed Deck as the ideal format.

Besides the standard cards and other implements required for MECCG, the Drinking Game requires a considerable supply of alcohol. In the following rules, a 'shot' is defined as a 'non-sipping swallow of an alcoholic beverage.' Unless otherwise indicated, the shot-taker decides what he or she will take a shot of.

Core Rules

1. Once per turn, you may take a shot to untap a character.
2. When one of your character becomes wounded, you must take a shot.
3. In addition, when one of your characters becomes eliminated (by any means) or discarded (due to corruption), you must take a shot.
4. You must take an additional shot if your Wizard is discarded or eliminated.
5. Once per turn, you may modify a die roll up or down by one. The cost for this action is one shot if it is declared before the die roll, two shots in order to change the die roll after it is made.
6. Once per turn, when you reveal a new site, you may take one or two shots in order to allow that company to move one or two extra regions, respectively.
7. Once per turn, you may take a shot to draw a card.
8. A player must take a shot when he plays an item, faction, or ally worth 4 MP or more.
9. Same-alignment company vs. company combat is allowed. In order to initiate CvCC, the attacker must take a shot. The defender may then negate the combat by also taking a shot. The attacker may then re-initiate combat with another shot, which the defender may again negate. This process continues until the attacker is no longer willing to initiate or the defender is no longer willing to negate.
10. When you lose a game, you must take two shots. The winner decides the contents of the shots, and may concoct mixed beverages as necessary.

Saturday Night Expansion

1. Take a shot whenever you bring Barliman Butterbur into play. Take a shot whenever you play a card whose artwork includes a mug, flagon, or any other container that is likely to contain alcohol.
2. If you say the word "dude," you must take a shot.
3. In multiplayer games, the hazard player may spend one against the hazard limit to pass the opportunity to play hazards to the next player.

CRE, Vol. I

4. Starter movement is not allowed.
1. Voluntary actions which require shots are considered active conditions and are declared and resolved like any other effects. Involuntary shots are considered passive conditions.
2. "Once per turn" includes the turn(s) of your opponents. In a three-player game, for example, you may modify a die roll on your turn and on each of the turns of your opponents.
3. The next person to play Jason Klank should remind him that he is currently running a tab of 10 shots.
4. Your opponents determine what constitutes "likely to contain alcohol" for Expansion Rule #1.

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Lords of Middle-Earth

In this scenario, the five Istari were never sent to Middle-earth by the Valar. The Free Peoples will have to organize their resistance against Sauron themselves. Instead of a Wizard or Ringwraith, you use one of Middle-earth's more important characters as your Avatar, your Lord (or Lady, in the case of Galadriel).

You will play several rounds of one-on-one against other Lords of opposite alignment (a Hero Lord will play all games against a Minion Lord and vice-versa). Standard Tournament pairings based on total tournament points will be in effect, but you will be paired against opponents of opposite alignment with similar number of points. After a certain number of rounds, the Minion with the most points will play against the Hero with the most points. Other than the overall winner being declared, the combined total number of points by each alignment will be determined and that will decide if Good or Evil will reign champion.

One of the following hero characters may be used as your Lord:

- Aragorn II (Minas Tirith, not Bree)
- Círdan (Grey Havens)
- Dáin II (Iron Hill Dwarf-hold)
- Denethor II (Minas Tirith)
- Elrond (Rivendell)
- Galadriel (Lórien)
- Théoden (Edoras)
- Thorin II (Blue Mountain Dwarf-hold)
- Thranduil (Thranduil's Halls)
- Thrain II (will use The Worthy Hills as a home site)
- Beorn (Beorn's House)
- Strider (Bree)
- Glorfindel II (Rivendell)

Or one of the following minion characters may be used as your Lord:

- Lt. Angmar (Carn Dum)
- Lt. Morgul (Minas Morgul)
- Lt. Dol Goldur (Dol Goldur)
- Anarin (Moria)
- Elerina (Carn Dum, Mount Gram)
- The Mouth (Barad-Dur)
- Golodhros (Minas Morgul, Cirith Ungol, Barad-dur)
- Baduila (Goblin-gate, Mount Gundabad)
- The Grimburgoth (Dol Guldur)
- Umaguar (Moria, the Under-gates)
- Buthrakaur (Moria, the Under-gates)
- Bolg (Moria, the Under-gates)
- Azog (Moria, the Under-gates)

Character Draft

- Your starting company will be decided by a 4 round, multi-player draft (one for minions and one for heroes which will happen simultaneously).
- All characters with mind 6 or less (except Denethor and Theoden) are available to be drafted by a Lord.

- Each Lord's first round draft pick will be decided by random (2D6 re-rolling ties).
- In the second round, each Lord's draft pick will be eleven minus the number of their first round draft pick. For example, the Lord with the last pick of the first round gets the first pick of the second round and so on. This will repeat for the 3rd and 4th rounds.
- Only Galadriel may draft Celeborn but if she chooses to do so, she must use her first round pick. Same goes for Aragorn drafting Arwen.
- Fram Framson may be drafted and included in a starting company.
- There is a 30 second time limit for first round draft pick and 1 min. for each subsequent round. If you do not have a draft choice ready when time is called, a character will be assigned to you.
- After the draft is completed, you may add up to 10 non-Lord characters (including characters which were drafted by another Lord) to your play deck and you may exchange up to three cards between your play deck and your cards not being used (all normal play deck restrictions must be met).

Starting Company

- You must start at your character's home site, whether you be Minion or Hero. If your Lord is Minion and has multiple homesites, and one of those is a darkhaven, you must use that as your homesite/ haven. If none of the multiple homesites is a darkhaven, you must declare which homesite is your haven homesite and that will remain for the entire game.
- You will have the same starting company for all of your games.
- You must start with your Lord as one of your starting characters.
- If your Lord is Minion, you do not need Open to the Summons if they are an agent. Other agents require Open to the Summons.
- If your Lord is Minion, you may start with non-unique characters which you did not draft.
- You may have up to five starting characters, including your Lord.

Deck Construction and Other Rules

- You may not include any manifestation of the other Lords or any Wizards, Ringwraiths (including Sauron and The Balrog), or Fallen-wizards in your starting company, deck or sideboard.
- Your deck should be constructed for two deck vs. minion
- Your Lord's mind doesn't use up any general influence.
- Your Lord doesn't give you any character MP's.
- Your Lord's home site counts as a Haven for your companies only.
- Your Lord can never be returned to your hand.
- During your organization phase, you may tap your Lord to bring up to 5 resource and/or character cards from your sideboard into your discard pile. Alternatively, if your play deck has at least 5 cards, you may tap your Lord to bring one resource or character card directly from your sideboard into your play deck.
- Spells cannot be included in your play deck or sideboard.
- Umaguar, Buthrakaur, Bolg, and Azog may use 'Balrog only' cards and 'Balrog only' characters, but not cards which are specific to the Balrog himself.
- If your Lord is in play, you may use general influence to bring a character into play only if your Lord is at the site at which the character arrives (e.g., a Haven or the character's home site). Otherwise, characters can only be brought out under direct influence.
- Minion Lords are the same as Minion characters: if the modified result of the corruption check is equal to or one less than the character's corruption point total, he is tapped. Failing a corruption check by more than one results in Elimination.
- If your Lord is eliminated, you get -5 marshalling points.

Some of the Lords have special abilities and/or hindrances:

- Denethor has a mind of 6, can tap to use a Palantír, gains the diplomat skill and has 3 direct influence.
- In lieu of playing a minor item, Théoden can start with either the Great Shield of Rohan or a Noble Steed.
- Círdan can use Narya. He makes a corruption check modified by -3 instead of -5.
- Thranduil may not use Dwarf characters.
- Thorin II may not use Elf characters.

Sites

This list might be useful when constructing your Lords of Middle Earth deck...

- Blue Mountain Dwarf-hold: Balin, Bifur, Bofur, Bombur, Dori, Dwalin, Fíli, Glóin, Kíli, Nori, Óin, Ori, Thorin II
- Bree: Aragorn II, Barliman Butterbur, Beretar
- Edoras: Éomer, Éowyn, Erkenbrand, Gamling the Old, Hama, Théoden
- Grey Havens: Círdan, Galdor
- Iron Hill Dwarf-hold: Dáin II, Gimli
- Lórien: Celeborn, Galadriel, Haldir, Orophin
- Minas Tirith: Beregond, Bergil, Boromir, Denethor II, Forlong, Ioreth
- Rivendell: Arwen, Elladan, Elrohir, Elrond, Gildor Inglorion, Glorfindel II
- Thranduil's Halls: Legolas, Thranduil

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Duo-Quad

The following rules are meant to be used for games where two teams contend against each other, teams consisting of two players each. One team will consist of you and your partner and the other team, your opponents, your hazard player and the other your partner's hazard player. Play proceeds as in Standard Games, except where these rules contradict Standard Rules. In the Duo-Quad format you share the victory with your partner.

Victory

1. The marshalling point conditions for playing a Sudden Call card or calling the Free Council are based on marshalling points acquired by you and your partner. For the 1-deck game this is 38 Marshalling Points, the 2-deck games is 45 Marshalling Points and the 3-deck game is 65 Marshalling Points. When Sudden Call is played, or the Free Council is called, every other player at the table gets one more turn. Marshalling Points only double (for your opponents) if both you and your partner lack MPs in a certain category and vice versa. (Note: this makes specialization in decks possible, if not essential.)
2. When a Ringwraith or a (FW)Wizard is eliminated you don't lose the game but rather subtract 5 MP's from your total MP's after the counting of MP's at the Free Council.

Cards & Decks

1. A Wizard player may place any Wizards into his sideboard, as long as only one Wizard is duplicated in the play deck and sideboard combined, and no more than three copies of the duplicated Wizard are in the play deck and sideboard combined.
2. The sideboard size for each game is increased by five cards.
3. You may exchange a Wizard card in your hand for one in your sideboard, providing that another player has revealed the Wizard that is in your hand.
4. You may not halve the hazard limit for your opponent's companies to access your sideboard for hazards.

Preparations

1. At the beginning of the game, each player rolls two dice. The highest roll, re-rolling any ties, goes first, the player who rolled highest in the opposing team goes second, the remaining player of the team who went first goes third and fourth the remaining player in the team who went second.
2. Each player may use a pool of 25 characters.
3. When both teams are of the same alignment or when one of the teams is playing the Fallen-wizard alignment a character draft is used. Each player rolls two dice, with the highest roll going first. Second, the player who rolled highest in the opposing team goes, third the remaining player of the team who went first and fourth the remaining player in the team who went second.
4. An exception for the character draft is made when both teams play the Fallen-wizard alignment. When both teams declare to play the same Fallen-wizards (e.g., both teams play fallen Pallando and fallen Saruman) one player from each team rolls two dice, with the team rolling highest, playing the Fallen-wizards they declared. The other team then swap their first Fallen-wizard decks for their

substitute Fallen-wizard decks. When both teams have declared their Fallen-wizards and only one Fallen-wizard proves to be duplicated, both teams (one player) roll two dice and the team with the highest roll may play their Fallen-wizard. The other team may now replace the duplicated Fallen-wizard(deck) with a substitute deck (even if it's his partners substitute deck).

5. To determine who is your hazard player, the player who may start the first turn chooses his hazard player from the opposing team. This is subsequently the player you play hazards on. Your partner plays hazards on the remaining opponent and vice versa.

Playing & Drawing Cards

1. During your long-event phase only remove long-events that were played on your last turn, not long-events that were played on other players' turns.
2. When a player enters his movement hazard phase your hazard limit is set. When your hazard player is done playing hazards, check the hazard limit. If fewer hazards have been played than the hazard limit, play of hazards passes. Your partners hazard player becomes the new current hazard player and the remaining hazard limit for that company lowers by one. In other words, passing the play of hazards to your partner's hazard player counts as playing a hazard against the hazard limit. The play of hazards stops when the hazard limit is reached or when the hazard player is done playing hazards.
3. Only the current hazard player and the moving player may play cards, including cards such as Twilight. As an exception to this rule, any player may play Twilight to protect an environment that he has played previously.
4. You may play a Marvels Told/Voices of Malice during your own turn on a hazard non-environment permanent or long event that has been played on (a character of) your partner.
5. When playing cards like The White Council/The Black Council 'you' are you plus your partner and 'your opponent' is the person you play hazards on plus his partner. (You share the victory, MPs, as much as possible with your partner.)
6. When you are at the same site as your one of your partners companies you may transfer one item from your partners company to your own company during your site phase. Both characters, the receiving one and the giving one, must make a corruption check. Tap the receiving character if not tapped already. This does not tap the site.
7. Also, at the Free Council, one of your characters may tap to support a character of one of your partners companies for a corruption check (if at the same site).
8. As for the length of a one-deck Duo-Quad Tournament game I advise 1 1/2 hours, and 2 hours for a two-deck game. Also for maximum play in small tournaments you can ask participants to sign up as soon as possible and have them 'reserve' a certain Ringwraith, Wizard or Fallen-wizard (especially Fallen-wizard). If this requirement is implemented, each participant will be able to think and work out their first and best strategy. I would recommend this especially (only) for Fallen-wizards, relieving them of the burden of constructing a substitute decks.

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Scenarios: Duo-Quad

Tolen Mar Expansion

All stratagems diverge with the paths leaving Tolen Mar. Dave Stegman, Paul Choquette, and Nigel Buckle have created an expansion to commemorate the Excursion to Tolen Mar.

Ruins of Tolen Mar

A site card. Is Tolen Mar related to the lost Island of Numenor? Perhaps you hear the echoes of the ending of the Second Age when Numenor was lost, or perhaps it is sound of the end of the age of MECCG, and Decipher will usher in a new era? No one can say, but your visit to Tolen Mar will hopefully be one filled with laughs, drama, friendship, and heroic deeds at this pivotal time in MECCG's history.

Echoes of Numenor's Fall

For those that have traveled over Sea to this gathering of force at Tolen Mar, the journal was long, difficult, and most of all, expensive. This card praises their dedication to attending by recognizing the many hazards involved.

The Council of Elrond

This governing body has played a key role in keeping MECCG alive and well. This card is testament to their leadership, resolve, and decision to have everyone travel to Tolen Mar.

Local Hospitality

The Muster of Tolen Mar was nothing short of epic, with several of its members taking on boarders from afar. Now their great deeds will be commemorated with this card.

The Drinking Game

An institution which has only two purposes, to get people drunk and to remind us that MECCG is, first and foremost, only a game.

Heritage Forsaken

Since the Fall of Numenor, the Dunadain have gone on to adjust to their new lives in Middle Earth, but all know of their roots. For most, a trip to Tolen Mar is a chance to give reverence and homage to their heritage, but for those that stayed at home, they must be careful to never forget that they are, and always will be, MECCG players.

Entmoot

What better way to spend a couple of days than to surround yourself with your friends and allies.

Isildur's Bane

For the first time at a World Championship the Winner receives a Gold replica of The One Ring. For everyone else, there was Isildur's Bane.

Fate of the Elendil Stone

The Palantir of Elostirion is the only stone that survived to the Fourth Age, when it was put on the Ship with Elrond and sailed west. Now, with the addition of the Country Cup, the winning team will be declared worthy to take the Palantir back to their home for one year, until the next Country Cup where they will have to prove their worth again. This card represents a different fate for the Palantir.

Credits and Appreciations

Their efforts in, and on behalf of, Tolen Mar have not gone unnoticed. Our gratitude is endless!

Sponsors

The event wouldn't have been possible without the help and support of the following companies and people:

Atwater Library—for hosting the World Championships

Auberge Dragon Rouge—for hosting such a fine and noisy meal

Dan Frazier—for supplying the posters and the Dwarven Ring

Donato Giancola—for supplying the prints and original sketches

Jillian's Bar & Restaurant—for hosting ME:TDG

Nick & Mario's Restaurant—for hosting the final evening of events

Nigel Buckle—for the pendants for the Lords scenario

Paul Badali—for the One Ring

Quantum Cards—for scouring the hills for starter decks

Stephane Bolduc—for Hyper Borea, the real heart of Tolen Mar

Tutti-Frutti—for hosting such a large group so early in the morning

Wim Heemskerck and the Dutch Council—for the prize support

From Steve

Dina Bennett—for supporting this effort, even though it takes place one week before our wedding!

Dave Stegman—for promoting Montreal as the host city for this event

Gary Devouges—for organizing travel and lodgings, and for cooperating with Dave

Jimmy Chen—for coming and expanding the minds of the Tolen Mar playgroup

The Tolen Mar playgroup (Francois Petitclerc, Dave Cook, Gary Devouges, Daniel Dreizsiger, Michel Guilbault, Jon Tanaka, Alastair Deri-Power, Cecil Murphy, Chris Scott, and Mikhail)

From Dave

- **Stephen Wark** for an epic organizational effort and an incredible website.

Credits and Appreciations: From Dave

- **Gary Devouges** for an excellent and efficient job of making sure everyone got happily accommodated.
- **Luc Schruers, Wim Heemskerk, and Arco den Boer** for help deciding on a date.
- **Paul Badali** for the beautiful work on the rings.
- **Paul Choquette** and **Nigel Buckle** for helping create the Tolen Mar expansion.
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- **Charles Bouldin** for helping organize the MECCG train.
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