

QUEST OF THE RING EFFECTS*



Take 1 Coin from the reserve.



Take another turn after finishing this one.



Place 1 Unit in any region.



Remove 1 enemy Fortress from any region and return it to your opponent.



The Sauron player immediately wins the game.



The Fellowship of the Ring player immediately wins the game.

LANDMARK EFFECTS*



BARAD-DŪR

Place 1 Fortress in **Mordor**.

Take all the cards in the discard, secretly choose 1, and play it for free.



BREE

Place 1 Fortress and 2 Units in **Arnor**.

Complete 2 movements on the central board.



EREBOR

Place 1 Fortress in **Rhovanion**.

Take 5 Coins from the reserve.

Complete 1 movement on the central board.



GREY HAVENS

Place 1 Fortress in **Lindon**.

Take the top 2 tokens of any Race and reveal them. Choose 1 to place in front of you. Put the second token, facedown, on top of its stack.



HELM'S DEEP

Place 1 Fortress and 3 Units in **Rohan**.



ISENGARD

Place 1 Fortress in **Enedwaith**.

Discard 1 Grey card from your opponent's play area.

Move your character 1 space on the Quest of the Ring track.



MINAS TIRITH

Place 1 Fortress and 1 Unit in **Gondor**.

Move your character 2 spaces on the Quest of the Ring track.

* The effects of Landmarks and the Quest of the Ring track are **immediate effects** that you may only use **one time**, when you gain them.

RACE EFFECTS



ELVES



When you play a Yellow card, take another turn after finishing this one.



When you play a Red card, you may place all of the concerned Units in any 1 of the 7 regions.



Once per turn, benefit from any Skill.



DWARVES



When you play a Landmark tile, ignore the additional Coin cost.



When you play a Landmark tile, take another turn after finishing this one.



When you play a Green card, also complete 2 movements on the central board.



HOBBITS



The Eagle symbol is an additional Race symbol that counts as 1 of the 6 required for the Support of the Races victory.



When you play a Blue card, also place 1 Unit in any region.



When you play a card using a chaining symbol, take 3 Coins from the reserve.



HUMANS



When you play a Yellow card, also move your character 1 space on the Quest of the Ring track.



When you play a Red card, place 1 additional Unit in the chosen region.



When you discard a card, take 2 times the Coins associated with the current chapter (either 2, 4, or 6 Coins) from the reserve.



ENTS*



Take another turn after finishing this one.



Remove 1 enemy Fortress from any region and return it to your opponent.



Choose, 3 times, between: Remove 1 enemy Unit, Your opponent loses 1 Coin, or Complete 1 movement on the central board.



WIZARDS*



Move your character 2 spaces on the Quest of the Ring track.



Place 2 Units in 1 region of your choice, or 1 Unit in 2 regions of your choice.



Take all the cards in the discard, secretly choose 1, and play it for free.

* The Ent and Wizard effects are **immediate effects** you may only use **one time**, when you gain the token.