

The Lord of The Rings: The Return of The King FAQ/Walkthrough

by zegota

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This walkthrough was originally written for The Lord of The Rings: The Return of The King on the GBA, but the walkthrough is still applicable to the PS2 version of the game.

GBA THE LORD OF THE RINGS: THE RETURN OF THE KING
FAQ/WALKTHROUGH
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Version 1.1 5/22/04

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0. VERSION INFO

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Version 1.1 5/22/04: Fixed some errors, added suggestions and special thanks.
Version 1.0 2/20/04: The first version of the FAQ.

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1. INTRODUCTION

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So you've just picked up *The Lord of The Rings: The Return of the King* for Gameboy Advance. Maybe it's because you like the movie, or played the previous game. Or maybe you bought it just for the GCN-GBA connection perks. In any case, you won't be disappointed. ROTK is a hack-n-slash RPG, much akin to the *Diablo* series. You basically fight your way through hordes of enemies using various weapons, skills and stats to level up and save Middle-Earth from the terror of Sauron.

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2. THE BASICS

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2.1 CONTROLS:

These are the default controls for the game.

A BUTTON: Use the currently equipped skill.
B BUTTON: Attack with equipped weapon.
L BUTTON: Switch equipped skill.
R BUTTON: Pick up item/activate shop.
SELECT: Go to save/option screen.
START: Go to character screen
D PAD: Move the character.

2.2 INVENTORY:

The inventory consists of three screens, the backpack, the skill screen and the stat screen.

2.2.1 BACKPACK:

In the backpack you'll see 8 item slots to the right. These are for carrying non-equipped weapons and armor. Legolas can use the first slot for his white knife skill once he learns it. Above these slots you'll see your current whetstone, ent water, and kingsfoil herbs. To the left you'll see your characters current equipment. Every character can equip different things, check their individual character sections for info.

2.2.2 SKILL SCREEN:

This screen lists the various skills for each character. At the bottom you'll see a description of the selected skill and in the middle you'll see a number representing how many skill points you have left to use. Each skill can be upgraded five times except for the character's level 20 skill, which can be upgraded only once, and the herb skill which cannot be upgraded. The skills on

the left are passive, or "always on", while the skills on the right are active, or take spirit to use.

2.2.3 STAT SCREEN:

This screen lists your characters various stats. On the right are their basic upgradable stats, and also the number of orcs they have killed. On the right is a self-explanatory list of more in-depth stats.

2.3 PLAYING THE GAME:

2.3.1 GAME SCREEN:

When you look at the screen, you'll see something like this:

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( 1. )                               ( 6. )  
  
{ 2.} -----|           |-----  
{   } -----3.-----|     |----4.---( 7)  
-----5.-----
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- 1: Your current equipped skill
- 2: Your experience gauge
3. Your HP gauge
4. Your MP (Spirit) gauge
5. Item info
6. Corruption. It raises by crebain (birds) and orc drummers. When it maxes out, a Nazgul (Ringwraith) will attack you.
7. Compass. This will point the way that you need to go.

2.3.2 SHOPPING:

There are four types of shops in this game, as follows.

- Forge- Basic shop. Can sell items and buy whetstones. Can also buy a random item for a random price.
- Rune Forge- Can sell items and buy whetstones. Can also buy runes, but they only appear two at a time.
- Shrine- Can sell items and buy herbs. Can also buy up to 15 skill points and stat points.
- Ranger Hollow- Can store items for other characters and buy ent water for 500 gems

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3. ITEMS/WEAPONS

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3.1 ITEMS:

- Dry Kingsfoil Herbs- Heals a small amount of HP when using the herb skill.
- Fresh Kingsfoil Herbs- Heals a large amount of HP when using the herb skill.
- Ent Water- Revives a character when they die.
- Whetstone- Adds to damage (The first adds 1 damage, the last adds 8)

Nuts- Used when picked up. Recovers a small amount of HP.
Mushrooms- Used when picked up. Recovers medium amount of HP and SP.
Lembas Bread- Used when picked up. Recovers full HP.
Gems- Used to buy things at shops.

3.2 WEAPONS:

Daggers: Can be used in conjunction with a shield or other weapon by all characters but Legolas and Gimli.
1H Swords: Can be used in conjunction with a shield or other weapon by all characters but Legolas and Gimli.
2H Swords: Can be used by Aragorn and Eowyn.
1H Axe/Mace: Can be used by in conjunction with a shield by all characters but Legolas
2H Axe/Mace: Can be used by Aragorn and Gimli.
Staff: Can be used by Gandalf.
Bows: Can be used in conjunction with arrows by Legolas.
Arrows: Can be used in conjunction with a bow by Legolas.
Helms, Cloaks, Shirts: Can be used by all characters.
Medium Armor: Can be used by all character but Legolas and Frodo.
Heavy Armor: Can be used by Aragorn, Gimli and Eowyn.
Footwear: Can be used by all characters but Frodo.
Amulets: Can be used by all characters.
Shields: Can be used in conjunction with a 1H weapon by all characters but Legolas or Gandalf.

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4. CHARACTERS:

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4.1 FRODO BAGGINS:

"Frodo is the Ringbearer, a hobbit whose stron will alone keeps him alive deep inside Mordor...where he must destroy the One Ring in the fires of Mt. Doom"

Everyone's favorite hobbit. You wouldn't think that he'd be good at melee combat, but you'd be surprised. If you pump his accuracy, defense and strength, he can be an orc slaying machine. Another interesting thing about him is that he cannot equip footwear. To make up for this, he gains another slot for amulet-class equipment. His skills aren't that great, but some of them are unique:

PASSIVE SKILLS

Fearless (Level 2): +1 Armor and +5% Resist Fear/level
-I never really had a problem with dying from fear. The armor's okay though
Nimble (Level 2): +4% /level chance of dodging attacks
-Kind of dumb. Invest in this if you don't want to invest in the defense stat
Luck (Level 2): +1 /level to all attributes
-A damn good skill, but not one that you'd want to concentrate on maxing
Hardy (Level 4): +15 HP /level
-15 HP per level can definitely help Frodo, but I'd invest in Luck instead
Woodsman (Level 5): +2 damage/level to spiders, wargs and mumakil
-Considering that half Frodo's enemies are spiders, it's all right to put a point here
Iron Will (Level 8): +10% HP Regen/level when in critical health
-Not too bad, but Frodo doesn't have much time to stand around and wait.
Wise (Level 15): +3% exp from enemies/level
-A must have considering Frodo's low experience game
Battle Scarred (Level 15): +1 armor /level
-Um, all right. You might as well get Fearless instead of this, it's better.

The Precious (Level 20): 10% chance of doing 3x damage when hit

-Was there any question? Get it!

ACTIVE SKILLS

Knife Toss (Level 2): Projectile that hits for +1 damage/ level

-Get at least one point in this, then decide whether you want to max this or Snare.

Snare (Level 2): Set a trap for 5 + 3 damage/level

-A pretty good active skill, much stronger than knife. Max this or knife.

Galadriel's Cloak (Level 2): Invisible and immobile for 2 + 2 seconds/level

-Like the One Ring, but crappier as you cannot move. Don't bother

The One Ring (Level 1): Turn invisible for 5 + 2 seconds/level but adds to Corrupt.

-You start with a point in this, and it's an awesome skill. Put another if you wish.

Ring's Persuasion (Level 12): 10% chance /level to turn foes to allies for 10 + 5sec/level

-A perfectly valid skill. Quite expensive SP-wise though.

4.2 ARAGORN SON OF ARATHORN:

"Aragorn is the rightful King of Gondor. He must use his strength and skill to unite Middle-Earth against the hordes of Sauron."

My favorite character! Aragorn has the incredible ability to equip two 1H weapons at the same time, and any armor in the game! And dual-wield is nothing to shake a stick at! It's done differently than in most games. Instead of doing one sword's damage and then another, Aragorn does their COMBINED damage with EVERY hit! Actually, I have no proof of this, but due to the fact that a level 15 Aragorn with dual wield can just stroll through normal mode, I'd say that it's at least close. If you want a useful King of Men, try pumping Accuracy and Defense and putting some points into Strength and Health. He has some pretty useful skills too:

PASSIVE SKILLS

Fearless (Level 2): +1 Armor and +5% Resist Fear/level

-The + to fear resist isn't that great, but armor is always great. A few points.

Death Strike (Level 2): +3% /level Critical hit chance

-I personally love any skill that increases damage. I maxed this after KG and BM

Blademaster (Level 2): +1 damage /level with swords

-Duh! Max it!

Herb Lore (Level 2): Herbs heal +10 HP/level

-Meh. If it's maxed, it can be useful, but it's not that great

Hardy (Level 6): +15 HP/level

-Pretty useful. Put some points here when you have some extra ones

Iron Will (Level 8): +10% HP Regen/level at Critical Health.

-Not bad, but I tend to either be at full/almost full HP, or dead

Fighter's Resolve (Level 8): When at critical health you do +3 damage/level

-Again, it's all right, but not great

Arrow Parry (Level 15): 6% / level chance of blocking arrows

-A pretty good skill against those annoying archers. Put a few here

Rage of the North (Level 20): 10% chance of instant death and double experience

-AWESOME! Get it at level 20!

ACTIVE SKILLS

Sweep (Level 2): Attack all nearby enemies for +2 damage/level

-A pretty good skill, but not the best

King's Command (Level 2): Stuns all nearby foes for 3 seconds + .5 /level

-This is probably Aragorn's best skill! Max it immediately!

Sword Throw (Level 2): Projectile attack for 10 + 2 damage/level

-Every character needs a projectile attack. Get it, but it gets fairly weak later on

Numenorean Will (Level 5): +1 armor and +3 damage/level for 5 seconds/level.

-Not a bad skill at all, but it's a bit expensive. Get it for dire situations.

Call of the Dead (Level 14): Summon one dead warrior/level.

-Just leave this alone. The warriors die instantly, and are pretty much useless.

4.3 GIMLI SON OF GLOIN:

"Gimli, son of Gloin, is a sturdy Dwarf. His toughness and mastery of the axe is well-known. He travels with Aragorn and Legolas in the wilds of Middle-Earth."

Gimli is a tank of a dwarf. He uses axes as his main weapons and can equip some of the strongest stuff in the game. Many people use him as a treasure hunter because his skills work very nicely for finding unique items. Statwise you should probably focus on Strength, Accuracy, and Defense. Courage and Health can be nice if you have a spare point or two, but they shouldn't come before the other three. His skills are as follows:

PASSIVE SKILLS

Death Strike (Level 2): +3% / level critical hit chance

-Not bad if you have some extra points later on

Axemaster (Level 2): +1 damage / level with axes

-Awesome. Max ASAP

Keen Eyes (Level 2): +5% more gems and better items / level

-Max for a treasure hunter Gimli. Otherwise, one or two points

Hardy (Level 4): +15 HP / level

-A total of 75 HP when maxed, not bad if you have some spare points

Orcslayer (Level 8): +1 damage / level to orcs

-I previously said that this was a valid skill choice. After a suggestion from Brandon Jones, I checked on the damage, and it seems like this skill is a whole lot crappier than I previously thought, as it only adds to maximum damage. Skip this until you have nowhere else to put points.

Dwarf Sense (Level 8): +10% / level chance of finding better items

-Max for TH Gimli. It's a good skill to have even if you aren't going to TH

Berserker (Level 15): +4 HP and SP / level recovered for each slain foe.

-*Drool* Awesome! Max it!

Battle Scarred (Level 15): +1 armor / level

-Eh...I'm not much of a defensive player, but it's not bad.

Gloin's Double Axes (Level 20): Adds a second axe to axe throw

-D'oh...well, it's nice if you use axe throw a lot. Otherwise, a crappy skill

ACTIVE SKILLS

Axe Throw (Level 2): Projectile that does 12 + 2/level damage. Tracks at lvl3

-It's pretty slow, but powerful. This and his level 20 skill can be awesome

Whirling Attack (Level 2): Attacks all nearby enemies. +2/level damage.

-Not bad, but there are better active skills

Dwarven Rage (Level 2): 100% Critical hit rate for 3 + 2 seconds / level.

-Freaking awesome! Use it lots!

Stoicism (Level 4): 15% + 10% less damage /level for 3 + 2 seconds/level

-Great skill! I'm not too much of a defensive player, so I tend to use DR more.

Earth Shatter (Level 12): Knocks and damages all enemies. +10% radius / level

-Not bad, but it costs a lot of spirit. If you've pumped courage, use it.

4.4 LEGOLAS MIRKWOOD:

"Legolas is a noble Elven Prince, deadly accurate with his bow, and trained in

wilderness lore. He has sword his friendship and loyalty to Aragorn and Gimli."

Ah, the elf. I didn't like him at all in this game, but others would disagree with me. He starts a bit slow, but his abilities can make him godly later on. You'd ideally want to go Acc > Str > Cou > Hea > Def, but if you find yourself getting into the fray to often, put points into Def. BTW, if you didn't figure it out, Leggy is the only character who can equip bows and arrows.

PASSIVE SKILLS

Accuracy (Level 2): +1 accuracy, +3 critical damage/level

-Awesome. Max it ASAP

Herb Lore (Level 2): Herbs heal +10 HP /level

-Naw, there are better skills than this.

Rangemaster (Level 2): +1 damage/ level with bows

-Same as Accuracy, this skill r0x0rz

Woodsman (Level 5): +2 damage/level to wargs, spiders and mumakil

-Well, you'll never really fight spiders or mumakil, so if you wanna kill wargs...

Orcslayer (Level 8): +1 damage/level to orcs

-I previously said that this was a valid skill choice. After a suggestion from Brandon Jones, I checked on the damage, and it seems like this skill is a whole lot crappier than I previously thought, as it only adds to maximum damage. Skip this until you have nowhere else to put points.

Fleet of Foot (Level 8): +5% speed/level

-Eh, I don't really care about speed, and you can get footware to easily simulate it

Arrow Parry (Level 15): +6% /level chance of blocking arrows

-Pretty good skill for dealing with those annoying archers

Galadriel's Blessing (Level 15): Arrows shoot 10% faster/level, +3%/level crit. hit.

-Who wouldn't want to shoot arrows 50% faster? Max it!

Archer of Mirkwood (Level 20): Legolas shoots an extra arrow

-Who wouldn't want to shoot another arrow? Max it!

ACTIVE SKILLS

White Knives (Level 2): Attacks with a knife in inventory for +1 damage/level

-Legolas isn't a melee character. It was cool in the movie, but skip it here

Spread Fire (Level 2): +1 arrow/level

-Leggy's best active skill, max it. That's 7 arrows in one shot with his 20 skill!

Friend of Mirkwood (Level 2): Summons a hawk who stuns and does 3 damage/level

-Meh, a bit expensive for the tiny help it provides

Foraging (Level 4): Create herbs from carcassas that heal 15 HP and 10 SP/level

-Not a bad skill, but a bit expensive. Put a point or two here

Silent Stride (Level 12): Become invisible for 2.5 + .5 seconds/level

-By the time you can get it, you don't need it. Pass it up unless you REALLY need it

4.5 EOWYN EADING:

"Eowyn, niece of King Theoden of Rohan, is a strong, independent, and beautiful woman. She travels in disguise to the White City - Minas Tirith."

Probably my second favorite character, Eowyn can be extremely strong. She doesn't have any special abilities, but her cool skills and raw strength can make up for it. Like most melee character you want to go Acc > Def > Str > Hea > Cou. The main decision for Eowyn players is the decision to use a shield or not to use a shield. She has two skills, one of them a fairly useful passive skill, that depend on a shield, but that shouldn't stop you from using a powerful 2H sword if you find one. Brandon Jones had this to say about a Shield

Eowyn:

"A shield Eowyn, when Dodge-maxed and Shield-maxed with Shieldmaiden of Rohan on, can have a total 120% to avoid attacks. Cheapest-ass thing ever."

So yes, Eowyn has a MUCH better reason to use a shield than other characters.

PASSIVE SKILLS

Nimble (Level 2): +4% chance /level to dodge attacks.

-Not bad, but it's only a 20% chance when maxed

Herb Lore (Level 2): Herbs heal +10 HP /level

-Damn this skill! Everyone has it, but no one wants it! Just skip it!

Keen Eyes (Level 2): +5% more gems and better items/level

-Do you like money? Yes? Invest points here!

Fighter's Resolve (Level 8): +3 damage/level when at critical health

-Eh, if you are in critical health you are probably screwed anyway

Shield Offense (Level 8): Shields give +1 damage/level and +3% shield block/level

-Great skill, but it requires a shield, so TH Eowyn's are outta luck

Fleet of Foot (Level 8): +5% speed/level

-Not that great. Shoes do the same thing

Wraithslayer (Level 10): +4 damage to Nazgul/level

-Definitely helps for fighting Nazgul and the Witch King. 1-2 points here is fine.

Wise (Level 15): +3% exp /level

-I love extra experience, put some points here.

Defender's Fury (Level 20): 10% chance of becoming invincible for 3secs when hit

-Great skill. Get it at level 20

ACTIVE SKILLS

Double Strike (Level 2): Attack twice in succession, each with +2 damage/level

-Incredible skill! And it's really SP cheap! Max it!

Shieldmaiden of Rohan (Level 2): 15+3% chance of blocking attack for 10 + 2secs/level

-Pretty good skill, but like I said, I'm not a defensive player

Rohan Sprint (Level 5): 50+10% speed /level and +1 defense/level for 10 seconds

-I know I said speed wasn't useful, but I lied. This skill is awesome for escaping.

Shield Bash (Level 2): Stunning attack for 12 + 1damage/level. Stuns for 1sec/level

-Not a bad investment if you use a shield, the stunning can be very useful

Forth Eorlingas! (Level 12): Foes have 30%+10% chance of fleeing and taking 2x damage

-The 2x damage is very nice, but fleeing is just annoying. If you disagree, max this.

4.6 GANDALF THE WHITE:

"Gandalf the White is well-known as a master of arcane magic. He must defend the last stronghold of Middle-Earth against the armies of darkness."

Gandalf is the mage of ROTK. He can be incredibly hard to play as the first time through, but can completely pwn later on. He has the ability to equip a 1H sword in one hand and a staff in another. If you want him to be a caster, you should definitely pump Courage, Health and Defense. If you are going for a fighter, pump Accuracy and Defense as normal. The only bad thing is that he has a lot of good passive skills, so it's hard to choose where to put your points. Brandon Jones (gobrand@cox.net) said the following about Melee Gandalf:

"I wouldn't ever make a melee Gandalf. With all the stuff with a Wisdom bonus, it seems like a waste. Look for the "Wyrd" prefix for +4 to wisdom and look for the "black bone" prefix for +6 wisdom but cursed."

I definitely agree with him. A melee Gandalf should probably only be attempted if you want a challenge, or are bored. His skills are as follows:

PASSIVE SKILLS

Blademaster (Level 2): +1 damage with swords /level

-Horrible skill for a caster, great for a fighter

Keen Eyes (Level 2): +5% more gems and better items/level

-It never hurts to have more money and better equipment!

Herb Lore (Level 2): Herbs heal +10 HP /level

-Eh, not that great. There are much better places to put your points

Luck (Level 2): +1 to all attributes/level

-If you have some extra points, put them here. It helps!

Spirit of Middle-Earth (Level 8): +20% SP Regen

-If you are a caster, MAX THIS IMMEDIATELY!

Wise (Level 15): +3% exp /level

-Awesomeness, get it ASAP

Last Stand (Level 15): +8% chance/level to return to life with 50% health

-Even if you don't want to max this right away, put a point into it at level 15

Wisdom of the Ages (Level 15): Offensive spells do +2 damage/level

-Definitely a great skill to complement a caster.

Servant of the Secret Fire (Level 20): All of Gandalf's spells are a level higher

-Casters, fighters, get this IMMEDIATELY!

ACTIVE SKILLS

Sword of Power (Level 2): Attacks do +3 damage/level for 8 seconds/level

-Main spell for fighters, casters should ignore it

Lightstrike (Level 2): Projectile attack that does 10 damage/level, splash at 5

-Caster's main spell, a fighter should at least put 1-2 points in it

Shield (Level 2): Creates a shield that has 30 + 20 HP/level

-Awesome spell for any Gandalf, but it's effectiveness wears off in the later levels

Blinding Aura (Level 5): 10 damage + 2/level to nearby foes; stun for 3+2secs/level

-1-2 points for a fighter, none for casters

Summon Gwaihir (Level 12): Eagle does 3 + 1 sweeps/level and 6 damage/level

-It seems alright, but it doesn't work too well for me. Pump passives instead.

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5. WALKTHROUGH

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5.1 THE PATH OF THE RINGBEARER: Frodo Baggins

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Morgul - Vale of Morgul:

After the cutscene, Gollum will run off. Chase after him, and remember that a

large part of Frodo's quest consists of letting Sam take the damage while you attack, throw knives or set traps. Beware of using the One Ring, because that, plus the crebain, can easily summon a Nazgul. Follow the path around, killing Uruk-hai, until you enter that cave. You'll see a forge in the next area, use it. You probably won't have enough money to buy anything, so just continue down and to the right.

Morgul - Crossroads:

Continue on until you see stairs. There are archers below. If you invested in the knife skill, this would be a prime place to use it. Otherwise, just rush them. Let Sam do most of the work if you are hurt, and continue. If you pass the second set of stairs you'll find a shrine. Buy some herbs if you wish. There are more archers down the stairs, heal if necessary. If you chose the trap skill, a good strategy is to use the One Ring and sneak down to lay traps. Continue across the bridge (careful of the crebain).

Morgul - Minas Morgul:

Careful of the crate here, it contains more crebain. Down the stairs and to the left you'll find a Ranger Hollow. Head down a bit and to the right to encounter a stair full of archers (use the Ring). If you follow this path you'll find several treasure chests, enemies and health pools. Back down the stairs, head up and follow the river right, to more archers. Head right and down some more, letting Sam take on some of the tougher enemies. You'll see some more stairs, head up them and west to find Gollum. After the scene, go left and then up to exit.

Morgul - Gate:

Head all the way north and then a bit west for a forge. You should be able to purchase the first whetstone. Continue left through the orcs, following the wall. You'll see train tracks (were there trains in Middle-Earth?) Follow the tracks in the next area all the way to the exit.

Morgul - Bridge:

Follow the tracks until they turn south, then go north for a shrine. Follow the tracks back south for a cutscene. This battle is easy if you let Sam do the work, but that's no fun, so feel free to get in there. Head across the bridge to another horde of Uruk. Go southwest, then take the path east.

Morgul - Valley:

Down another set of archer stairs, then another, and another, then go west. There is a Ranger Hollow on the south coast. Follow the linear path to the exit.

Morgul - Campsite:

One of many campsites. There is a Ranger Hollow below you and a Rune Forge and the exit to the east.

Cirith Ungol - Stairs:

Ignore the first set of stairs and head into the cave. Head up the stairs here until Gollum speaks. Follow the path to the exit.

Cirith Ungol - Ledge:

Ascend the stairs, follow the path and go up the stairs again for a cutscene. There is a health pool above the tree, and as you head right there is another cutscene. Exit.

Cirith Ungol - Pass:

As you enter there will be a cutscene and Sam will leave. Gonna be harder now. Head right, hugging the south coast. Head almost all the way right to a pool and go NW to some stairs. Cutscene. Into the cave, Precious.

Shelob's Lair - Tunnel Mouth:

The path here is straightforward (albeit filled with spiders) until you get to a large room. If you head right, there is a shrine. Head left, then southwest, then south through the eggs, then southeast, south, and exit southwest! Phew, that was a lot! But it's really not that hard if you follow your compass!

Shelob's Lair - Caves:

Follow the path to a fork and go right. Head north when you see the tree-like structure until you get to water. Go head in a northeasterly direction to find the exit.

Shelob's Lair - Lair:

Follow the path to a pond, then go around northeast and continue north. Go left then north. Continue north to water, go around it to the right, and keep north until you see a cutscene. Time to retrace your steps, back to the exit.

Shelob's Lair - Caves (Revisited):

Go left for a shrine, then south to a tree. Head left to activate the quake then take shelter under the tree. Go right, then south. When the quake starts, RUN north. After it's over, go south then southwest to exit.

Shelob's Lair - Tunnel Mouth (Revisited):

Cutscene. Go north, killing spiders, then northwest. A quake will start, wait it out. Go east until a path open up to the south. Follow it to the east and exit.

Cirith Ungol - Pass (Revisited):

Go left, then turn around and head up the stairs. Go northeast to exit.

Cirith Ungol - Summit:

This board sucks. There are two paths, both hard. Head east to some archers and an orc. One Ring + Trap is almost required here, and make sure to recharge your mana and corruption afterwards. After the eye is gone, head east to some stairs. Use the Ring and kill the archers on the stairs with traps or your weapon. There is another orc and some goblins up here, try to kill them or run past them, down some more stairs. Head down the stairs to more orcs and archers (use the One Ring AGAIN, if you've had time to charge it). Hug the north wall and go right, then up the steps and continue right

Cirith Ungol - Ambush:

Ignore the caves and go all the way right. Shelob will attack you, and control will yield to Sam. He's basically the same as Frodo, but he has a crappy pot smash skill instead of the One Ring.

BOSS-Shelob:

Shelob is one tough mother. I was able to beat her at level 8, but it took a lot of work. Traps are good to deal some extra damage, but you can't depend on them to single-handedly kill the stupid spider, so you'll need a strong weapon. I was using a 7-15 damage axe, and it seemed to do the trick. If you don't have one, you might want to fight in the previous area or a bonus map to find one. Either way, the strategy is basically to stand to the side of Shelob and whack away at her. If you are too far back, she will turn around a hit you with a poison attack. If you are too far forward, her attacks will be too accurate to dodge. LOTRboy16 (LOTRboy16@aol.com) submitted this strategy:

"When fighting Shelob, there is a certain place you can stand if you [go] all the way to the very bottom of the pit, then all the way to the right. You can attack Shelob easily, and only get hit maybe once or twice. I beat Shelob with

this strategy as level 8 Sam without using traps or knife throw."

Once you kill her, check around Frodo's body for an artifact (Shelob's Stinger). Then exit to the right.

Cirith Ungol - Parapet:

Head up the path, ignoring the first set of stairs. Ascend the second set, using the knife throw to kill the archers. Follow the path, ignoring any of the stairs you see until you see a doorway. Enter it.

Orc Tower - Tower:

There are a bunch of Uruk-Hai here, kill them for easy experience. Head all the way north until you see a switch and hit it. Go all the way south to where you started, then right through the gate. Head north past the warrior pool to some stairs, ascend them.

Orc Tower - Top Room:

This is a fairly big area, so use it to your advantage. Try to kill off all of the enemies before you approach the blue boss orc captain, who is more like a sub-boss. There's a shrine in the NE corner to help you. Once you kill him, Frodo will awaken. Leave the way you came in

Cirith Ungol - Cirith Campsite:

There is a rune forge to your left. Use it and head down the stairs. There is a ranger hollow near the bottom of the stairs. Continue left to the exit.

Gorgoroth - Orc Road:

Follow the wall east until there is a gap, and then head northwest. When you get to a cliff, go east again. Use your traps to take out the shielded enemies. There is another forge here, use it and continue. When you get to the end, head SE to the exit.

Gorgoroth - Plains:

Careful of the crebain in the crates. You'll find a Ranger Hollow near the entrance. Head south when you're done. When you find the southern border, head east to the exit.

Gorgoroth - Hills:

Watch for crebain as you head east. You'll find a shrine, eventually. As you continue east you'll find another orc captain. Kill him, or just run east.

Gorgoroth - Campsite:

There is a health pool here, as well as a ranger hollow and rune forge. Take what you need and exit NE.

Mt. Doom - Foot of Mt Doom:

Head NE until you see stairs, then head NW to a forge. Continue NW (use the ring) and kill the archers. Exit.

Mt. Doom - Slopes of Mt Doom:

There is an artifact here, so listen up. Head up the stairs to see a banner orc up on the hill. Go up there and kill him and make sure NOT to break any of the barrels on the way. Go all the way south to where you started and head right. You should see Gollum. Open the chest near him for Deagol's Skull. Go back to the start, head up the first set of stairs and then go right to the exit.

Mt. Doom - Sammath Naur:

Head right a bit and then north, up the bridge. Go right to the exit.

Mt. Doom - Campsite:

Go down the stairs, careful of the troll. There's a hollow and a rune forge before the exit.

Crack of Doom - Tunnel:

Careful of the quake as you head north. You'll see many crebain and a forge. Continue NE past some flames to the exit.

Crack of Doom - Crack of Doom:

Watch out for crebain as you head north. You don't want to end up facing a Nazgul. Keep walking north, up the steps, to the exit.

Crack of Doom - Edge of Volcano:

You'll meet some hard enemies right away. Kill them or run and continue SE. You'll see a cutscene.

BOSS - Gollum:

Gollum is incredibly strong, agile and accurate so using traps is recommended. If you haven't put any points into traps, just use knives and your weapon and hope for the best. After Gollum dies, hit him again toward the lava. It helps to have high defense, but just keep trying and you'll get it. He's not near as hard as Shelob ;-).

Good job, you completed the Ringbearer's quest and saved Middle Earth! Enjoy the ending and start another quest, try Helm's Deep, or play Frodo's journey again on Hard or Grueling mode for better items and more experience!

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5.2 THE QUEST OF THE SHIELDMAIDEN: Eowyn Eading

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Rohan - Edoras Fields:

This place is infested with crebain which will raise your Corruption, so be careful. If you head to the far north, there is a shrine you can use. Exit east.

Rohan - Gap:

Fight your way east and kill the Uruks attacking (dead) horse. Further east there is a cave from which a bunch of enemies will emerge, use it to soak up exp. Continue east, then NE, to a forge. Go up a bit, then head back west. Past the warrior's pool there will be a quake, take shelter near the tree. Exit west, don't bother going south.

Rohan - Hills:

This map is also filled with crebain, so take them out as stealthily as possible. You can quickly exit east, or go north into the cave and hit the switch. If you hit the switch, you can fight a whole crapload of enemies for two measly chests. Woopdeedoo.

Rohan - Plains:

Kill the exploding uruk-hai QUICKLY, they do mucho damage. You can kill the archers on the roof by walking onto the corner of it. When you are done wreaking havoc here, the exit is NE.

Rohan - Snowbourne Trail:

Walk NE and cross the bridge west. Continue west (unless you want to fight a bunch of enemies, then you can go east :-). You'll eventually come to a lake,

head south through a little nook. Hug the west coast of the water until you find some rocks that you can walk on. After crossing them, head NW until you cross a bridge, then go NE until you see an archway. Head N through it to exit.

Rohan - Deeping Outskirt:

Basically, your goal here is to kill every last enemy in the village. It's hard to give a concrete walkthrough here, as the enemies seem to randomly reappear, just keep at it. It's strange, you can actually leave during the battle if you keep trying. I'm not sure what the consequences of this are, but I didn't get a bad ending or anything like that. Anyway, once you are finished, the exit is south.

Rohan - Campsite:

Use the hollow and rune forge and exit east.

Dunharrow - Hills:

These little goblins are annoying as hell. My tip is to try to kill all of them instead of just running. If you get surrounded, you're screwed. Go far east at first for a shrine, then head NW. Start going NE once you hit a health pool. You'll eventually find a goblin camp. Note that if you destroy the barrels, you'll wake the goblins and they'll come out to fight you. Watch for the orc drummers, too. They'll raise your corruption so high that one crebain will summon a Nazgul. The exit is in the NE corner of the camp.

Dunharrow - Plateau:

This is a very easy board. There are two paths to take, and they both lead to the same place. Just head for the SW corner to get to a health pool. Go east from there to exit.

Dunharrow - Camps:

Not much here, some goblins have infested your camp. There's a forge tucked in the SW corner, and the exit in the NE corner.

Dunharrow - River Crossing:

Go east until you can turn southeast, then do so. When you see the ramp head down it. After killing all these orcs there is an artifact (Simbelmyne) below the pond. Grab it and go back up the ramp and go south past the tree. Exit down the stairs. In the next area, head west. You can either take the south path, through a troll, or the north path, through a pack of goblins. Either way, head to the SW corner to find some stepping stones and cross them. Exit east.

Dunharrow - Hollow:

You have to be very careful about the drummers and crebain here. One wrong move and it's Nazgul time. You should be able to follow the discolored trail to a goblin tent. Go north of it, then west, through a horde of enemies (consider using Rohan Sprint to simply run past them.) Further north you'll find the exit.

Dunharrow - Campsite:

Follow the linear path through some shops to the exit.

White Mountains - Foothills:

Go east and then north to a warrior's pool. Head north past the wargs, and then head back south on the west side of the wall. There is a goblin cave here which will provide you with a lot of exp. As you head for the exit, you will see a troll and drummers come to attack you. Take them out, or use Sprint to run past them to a forge (and a nice hiding spot behind it). Once you head east you'll be attacked by some wargs. Use Merry to tank the damage while you kill them. Head west through more enemies to the exit.

White Mountains - Storm:

Go east to a health pool, then go back west a few steps, then south. Fight through the archers and continue south to a cave.

Ice Cave - Ice Caves:

Head east until you can go no further, then go SE until you hit a wall. Start walking west until you hit another wall, then go south. Continue south for a long while until you reach the exit.

White Mountains - Edge:

Another easy map. Head east all the way, then go down and go west all the way for a shrine. Walk back east and go south. Walk east until the quake starts, then seek shelter. Continue west to the exit.

White Mountains - SE Mts. Edge:

Follow the footsteps to some goblins, then head west to a forge. Walk all the way south, then east. You'll see a large group of goblins. Go south when you have the chance, and then exit east.

White Mountains - Campsite:

Use the shops, then exit.

Pelennor Battle - Edge:

You'll see an orc ballista near you. Wait for it to load, then press R to fire it into your enemies. You can do this an infinite number of times, and it's quite an easy way to kill off a large number of orcs. Anyway, head east for a cutscene with some Wildmen. Go down there and defeat them, if you can. They can be a bit challenging, so use skills like Double Strike to your advantage. Continue NE to the exit.

Pelennor Battle - Haradrim Camp:

Head NE to find a ramp onto a grassy plateau. The plateau is a little hard to navigate. Follow it until you get to a choice between going right and up (to make sure you are in the right place, up will lead to wargs, right will lead to a health pool). Head all the way right, then all the way north. Follow the fence left until you see a gap in it, then go north through it. The exit is N, straight ahead.

Pelennor Fields - Mumakil Camp:

The exit of this map is on the far left, and the only way to get there is to stay above the fence. Just follow the fence and you'll eventually get to where you need to go.

Pelennor Fields - Campsite:

You know the drill...

Pelennor Fields - Theoden's Charge:

Tonight we hunt orc! Or something... anyway, after Theoden's speech, head north onto a hill guarded by wargs. Continue north and a small fence should block you, go around it and continue north. Eventually a slightly larger fence will block you, go around it to the left and continue north. Once you pass the small patch of grass, start walking NW and you'll reach the exit.

Pelennor Fields - Mumakil Attack:

I HATE this map with a passion. Basically, it involves you killing three mumakil (elephants). The problem is all the surrounding wildmen who are there to make your life a living hell. The solution? You can actually just wait for them to leave, but you'll miss out on a ton of exp. If you want to beat them, use the ballistae and Double Slash to pwn them quickly, and just try to stay

away from the wildmen. After you are finished, head back to where you started the level but be careful as there may be a Nazgul guarding it. Activate Sprint and dash past him!

Pelennor Battle - Fall of Rohirrim:

This is a damn hard map too. If you head straight east you can find a shrine. Head SE past the troll and the orcs (use the troll to kill the orcs), then head SW. There's ANOTHER troll here, so retreat to the shrine if you need to. After besting the troll, head east to the exit. This part, which should be easy, is also incredibly hard due to the banner orc. Remember, no one will blame you if you decide to use Sprint and run to the east exit ;-).

Pelennor Battle - Witch King:

The name says it all.

BOSS: Witch King & Fell Beast

The Fell Beast is easy, he has less HP than some normal enemies. You can probably kill it in 1-2 normal hits. Anyway, once it's dead, you have to face off against the Witch King. He's actually not that bad. He has his normal attack, and then three energy attacks: the red one drains your life, ALOT. The blue one drains your mana, A LOT. The black one heals him and kills all the enemies around him. You can either employ the hit-and-run tactic, which takes a long time but almost guarantees your victory, or the melee tactic. Melee usually is faster, but when he uses his red energy attack, be sure to run lest your energy be sapped. Try to use the enemies to get fruit, herbs, mushrooms, etc. Anyway, after a volley of Double Slashes the lord of the Nine will die and you can grab his artifact near Theoden. Exit SW (don't get killed by orcs!)

Here is another strategy, sent to me by spaceforce@snohost.com:

"When I defeated the Witch King, I was at level 12. Here were my equipment and skills:

Strengthened Imperial Helm

Flawless Medallion +1 Damage. +1 Strength, +1 Accuracy. +1 Health, +20 hit points

Organza Coat +2 Melee Armor, +2 Missile Armor, +2 Defense, +12 hit points

Knight's Skeggox Axe 9-18 Melee Damage, +12 2H Damage (up to 30 damage--ouch!), +5 hit points per slain foe, +5% Critical, +50% Fear Resistance, +50% Poison resistance (the poison resistance makes fighting the Witch King a hell of a lot easier)

No shield (A shield is nearly useless when fighting the Witch King, and I needed the extra damage)

Breastplate +14 Melee Armor. +14 Missile Armor

Haradrim Riding Boots +7 Melee Armor, +2 Accuracy, +1 Defense, +5% Speed, +10% Poison Resistance

Level 1 Nimble skill

Level 1 Herb Lore skill

Maxed Keen Eyes skill

Level 1 Fighter's Resolve

Level 3 Fleet of Foot

Level 1 Double Strike

Level 1 Rohan Sprint

My stat allotment emphasized strength, health, and defense. Anyway, with a similar or better setup, you kill the Witch King's fell beast and then try to avoid him while you kill the attacking orcs and smash the barrels. If you see a herb, grab it. Fight until you're killed. Repeat as needed until you have ten herbs. Then, approach the Nazgul, taking care to avoid the flames on the ground, and kill his fell beast. When he gets up, run up towards him and hack away as fast as you possibly can. Ignore his attacks; the herbs will soak up

the damage. Keep chopping away until he's dead. I had four herbs left over when the Witch King croaked. NB: An even better loadout may be necessary for Hard and Grueling difficulties. "

Congratulations, you completed the Shieldmaiden's quest and saved Gondor from certain doom! Enjoy the ending and start another quest, try a bonus map, or play Eowyn's journey again on Hard or Grueling mode for better items and more experience!

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5.3 THE JOURNEY OF THE WIZARD: Gandalf the White

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Isengard - Flooded Fields:

Ah, the first level. If only they could be so easy. Head east, killing the crebain and uruk-hai as you go. Walk north and then northwest to a forge, where you can sell your items. Continue north to the exit.

Isengard - Tower Base:

Nothing much here, except a ranger hollow that is probably useless at this point. Just enter the tower. (Notice that Aragorn has left you.)

Isengard - Tower Levels:

Pretty straightforward, just go up the stairs on each level. There is a warrior pool on the second floor, and a shrine on the third. Before you enter the next room, save. Here is a trick for leveling up sent to me by Giles Beilby for beating the upcoming boss:

"I have a suggestion for getting Gandalf past Sauraman in the beginning (and actually good advice for the whole game). When you are in the tower, but before you reach the highest room, kill everything in sight, then before going to the highest room, save, quit, reload, and do it again. This way I was able to get to level 10 (which might be a bit excessive) with a shield spell he couldn't break. With that, he was easy."

When you think you are ready, stock up on herbs and continue.

Isengard - Orthanc:

Ugh. Gandalf sucks near the beginning, so to have to fight a boss is just cruel. Anyway, kill all the uruk and use the forge near the entrance. Keep along the path to come to...

BOSS: Saruman

First things first. Open the chest in the top left corner for the Palantir artifact. After that, you'll need to take out Saruman himself. He has a variety of attacks: A fireblast, which comes in a set of three, a shield, a staff attack and an attack where Saruman throws one of the blue stones at you. Basically, the strategy is to turn on your shield right away and spend the first few seconds letting Saruman throw the stones and dodging them. Once all or most of them are gone, then you can easily attack/lightstrike him from a distance. His only worrismatic attack is the fireball, just dodge three of them and there'll be a short break for you to attack. He should die easily if you rid him of his blue stones.

Isengard - Campsite:

There's a rune forge to the NW, Ranger Hollow to the N, exit to the NE.

Rohan - Plains:

Careful of the Uruk bombers, they can kill you instantly. Head east past the house and follow the trail NE to find the exit.

Rohan - Snowbourne Trail:

Follow the path across the bridge to a fork in the road. Head NW to find a shrine and then head south to a pond. Travel along a coast until you come to some stepping stones, and cross them. Head NW from the old woman to find a health pool and a bridge. From there head NE to a gap in the wall, and go through it to find the exit.

Rohan - Hills:

This map is filled with crebain, so take them out as stealthily as possible. You can quickly exit east, or go into the cave and hit the switch. If you hit the switch, you can fight a whole crapload of enemies for two measly chests. Woopdeedoo.

Rohan - Campsite:

Use the hollow and rune forge and exit east.

White Mountains - Hidden Trail:

Stupid goblins. I hate them. Head east until you can go no further, then head north and west. There are wargs here, so let Pippin take the damage while you lightstrike 'em. Continue to follow the path, avoiding the quakes, to get to the exit in the NE.

White Mountains - Narrow Pass:

Head alllll the way east for a shrine tucked away in a corner. Head NE for the exit. The only things to be wary of in this level are the wargs.

White Mountains - Approach:

This level is as straightforward as the last, but there are just as many wargs and such to keep you busy. Follow the path until you find a second dead mumakil/oliphant/elephant. Go all the way west and down to find a forge and a warrior's pool. Continue east, past the troll, to a large pack of wargs guarding a health pool and the eastern exit.

White Mountains - Campsite:

Ranger Hollow, rune forge, etc. Exit east.

Pelennor Beacon - Minas Entrance:

Well that was quick. It's pretty easy to find your way to the entrance, since the game shows you where it is. If you want to take a detour to a Ranger Hollow and a shrine, they are all the way east. Most of the enemies here are pretty easy, and the ones that aren't fall quickly to lightstrike.

Minas Tirith - Battlements:

Follow the path to the shrine, talking to everyone on the way, then head back down to the entrance/exit.

Pelennor Beacon - Minas Entrance (Revisited):

Your goal here is to kill the orc captain in the middle of area. Definitely activate your shield and use lightstrike, as this area is full of swarming goblins. Once you (or Pippin) have killed the orc captain, Faramir will talk. Exit SW.

Pelennor Battle- West Fields:

Head east, hugging the southern wall to avoid the EXTREMELY annoying archers behind the fence. Eventually you'll have to go north, and then start walking back west. There will be a cutscene at the end showing a battle between some orcs and humans. You can kill some if you want, but it's not required. Exit east.

Pelennor Fields- Mt. Mindolluin:

Head all the way east, through a wildman camp and some tough archers. Unfortunately, if you just run, there's another problem--Crebain. There are tons of them on the bottom of the screen, so you could easily get a Nazgul on your ass if you aren't careful. Anyway, once you reach the end, head north to a switch. Walk west past a hollow to another switch, guarded by archers. Now head NE, past the wargs and archers till you see a hole in the fence, then start walking SW to another hole, and enter that one. There is a helpful health pool to the SW, but the exit is to the NE.

Pelennor Fields - Fork:

Ugh, this map can be very hard. There are wildmen archers everywhere, and that sucks because they are, in my opinion, the hardest enemies in the game. Just try to use your shield and lightstrike to get through them to the NE exit. If you have a lot of trouble, you might want to try leveling up in a bonus map such as Moria.

Pelennor Beacon - East Beacon:

Head to the left for a shrine, and buy herbs. As you ascend the first set of stairs you'll notice that there are at least a few traps, so heal afterwards. This shouldn't be too hard, just head to the top of the steps and destroy the barrel to light the beacon. Now exit back the way you came.

Pelennor Fields - Fork (Revisited):

SO dumb! You'll need to head to the NW exit, but first head to the original entrance to find an artifact, the Feather of Gwaihir. Now walk to the northwest and exit.

Pelennor Beacon - West Beacon:

This map is even worse than the fork. Destroy the first two orcs, then prepare to climb the stairs. Two archers wait for you at the top, and they will decimate you if you aren't careful. Your best bet is to try to take each enemy one at a time. Once you light the beacon, you need to head back down to the exit.

Pelennor Battle - North Fields

Head down the path, avoiding the archers and killing the orcs. Eventually you'll find some wargs, kill them and continue east to a forge. Careful of the archers as you head north through the gate. Crap. Take your time here, and lightstrike the stupid orcs one at a time. There are a few banner orcs in the group, so if an enemy hits you, you're probably dead. Remember to use your shield to help fight the archers, and exit NW when you are finished.

Pelennor Fields - Campsite:

If you can't get past here, I can't help you.

Pelennor Beacon - Minas Entrance (Revisited):

Pretty much the same as last time. There is a shrine in the far east if you need it, and the exit is north. The battlefield is littered with orcs and also with ballistae to help you take them out. Go ahead and exit through the gate when you're done.

Minas Tirith - Battlements (Revisited):

Not too hard, at least in my opinion. Follow the linear path, lightstriking the

dual-wielding orcs and slaying the little goblins. Careful of the siege boulders. When you reach the forge, some soldiers will join you, and you can follow the path to the exit.

Minas Tirith - Gates:

First things first, head through the gate and way right for a shrine. Then start walking northwest. You'll see a batallion of shielded orcs. My strategy was to activate my shield, sneak past them and lightstrike them to death. After you get past them, head northeast to find the battering ram, guarded by two trolls. Dispose of them and then you'll have to fight a bigger troll. Just lightstrike, recharge, repeat and he should die in notime. After they are all dead, you'll see Pippin to the right. The exit is right behind him.

Minas Tirith - Tier Three:

Remember to use Pippin to tank as you make your way through this part of the White City. After the first set of stairs, you'll see another blocked by shielded orcs. Take them out and ascend the stairs. Head west after the stairs, through some archers and orcs, and continue going up stairs. At the very end of the last stair there'll be a chest, and when you go back down there will be a group of soldiers who join you. Head NE after you see them and slaughter the archers and orc warriors. Exit NE.

Minas Tirith - Tier Four:

Head up the stairs and northeast for a cutscene. Walk southwest to find two sets of stairs, ascend the first and head east. Dodge the annoying siege as best you can and exit east.

Minas Tirith - Streets:

RUN northeast and exit!

Minas Tirith - Court of Kings:

Head all the way east.

Minas Tirith - Steward's Tomb:

BOSS: Denethor

Um...all right. This is a strange boss to say the least. You can't hurt him directly; However, you can take his life down by destroying the torches he throws at you. After you destroy 10 or so of them, he will die o_0. This is as easy as the bosses get, folks.

Minas Tirith - Court of Kings (Revisited):

Exit west.

Ithilien - North:

First off, head north. When you get to a waterfall, you can hug the top wall to find a secret cave where a guy will give you some stuff. Leave back to the main board. If you haven't got the artifact here (Galadriel's Lock) with another character, you may do so now. You need to find the tree covered in butterflies (its northwest of the exit, which is in the southeast) and follow them to a tree in the northeast. Galadriel's Lock is there. When you are finished, the exit is in the southeast corner.

Ithilien - Black Road:

This is a pretty short level if you don't want to do anything. The exit is straight up north, through various strong orcs. If you want some chests, you can head east, or head west if you need a shrine. Either way, the prizes are guarded by tons of enemies, so be careful.

Ithilien - Black Gate:

You finally made it. Now all there is left to do is to make a final assault on the forces of Mordor. If you have some masochistic need for a Ranger Hollow, you can head east, but you'll be assaulted by every breed of orc and goblin that the Black Gate has to offer. The goal of this level is to get to the boss up north, but it's almost a requirement to kill all the enemies in your way. If you don't, they'll absolutely slaughter you while you fight the "boss." Anyway, once you get to the end you'll see Aragorn and Mouth of Sauron doing their 'thang. That's fine, you've got your own work to do. Some shielded orcs come running out to block your path, and a few hatchet-throwers come out to do battle. Kill them and some trolls will approach you. Use a hit-and-run tactic to beat them, and then it's time for the big boy-A Nazgul. It shouldn't be too hard if you have a fairly leveled up lightstrike. Once he is dead, Gandalf's quest is over!

Congratulations, you completed the Wizard's quest and provided Frodo with enough distraction to destroy the Ring and save Middle-Earth! Enjoy the ending and start another quest, try a bonus map, or play Gandalf's journey again on Hard or Grueling mode for better items and more experience!

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5.4 THE RETURN OF THE KING: Legolas, Aragorn and Gimli

#####

Isengard - Flooded Fields:

Ah, the first level. If only they could be so easy. Head east, killing the crebain and uruk-hai as you go. Walk north and then northwest to a forge, where you can sell your items. Continue north to the exit.

Isengard - Tower Base:

Nothing much here, except a ranger hollow that is probably useless at this point (Notice that Gandalf has left you).

Isengard - Orthanc Tunnel:

Follow the path west across the bridge and follow it around past the forge to a switch. Go north, through the door to come back to where you started. Continue north (watch for the earthquake). Exit west.

Isengard - Uruk Hatchery:

Head west then north up the stairs. Continue northwest up some more stairs until you get to a bridge, and then cross it. You'll come to some eggs, if you destroy them all you'll be rewarded with some chests. Otherwise, continue over the bridge to the exit.

Isengard - Tower Door:

Pretty easy, just be careful of the suicide bombers. The door slowly closes, but you'd have to be very slow to miss it.

Isengard - Tower Levels:

Talk to Gandalf to exit automatically.

Isengard - Campsite:

There's a rune forge to the NW, Ranger Hollow to the N, exit to the NE.

Rohan - Plains:

Careful of the Uruk bombers, they can kill you instantly. Head east past the house and follow the trail NE to find the exit.

Rohan - Snowbourne Trail:

Follow the path across the bridge to a fork in the road. Head NW to find a shrine and then head south to a pond. Travel along a coast until you come to some stepping stones, and cross them. Head NW from the old woman to find a health pool and a bridge. From there head NE to a gap in the wall, and go through it to find the exit.

Rohan - Hills:

This map is filled with crebain, so take them out as stealthily as possible. You can quickly exit east, or go into the cave and hit the switch. If you hit the switch, you can fight a whole crapload of enemies for two measly chests. Woopdeedoo.

Rohan - Campsite:

Use the hollow and rune forge and exit east.

Dunharrow - Hills:

These little goblins are annoying as hell. My tip is to try to kill all of them instead of just running. If you get surrounded, you're screwed. Go far east at first for a shrine, then head NW. Start going NE once you hit a health pool. You'll eventually find a goblin camp. Note that if you destroy the barrels, you'll wake the goblins and they'll come out to fight you. Watch for the orc drummers, too. They'll raise your corruption so high that one crebain will summon a Nazgul. The exit is in the NE corner of the camp.

Dunharrow - Plateau:

This is a very easy board. There are two paths to take, and they both lead to the same place. Just head for the SW corner to get to a health pool. Go east from there to exit.

Dunharrow - Camps:

Not much here, some goblins have infested your camp. There's a forge tucked in the SW corner. Once you kill all the enemies attacking the children (I think they're children), Elrond will appear at the entrance. Exit NW.

Dunharrow - Campsite:

Follow the linear path through some shops to the exit.

Dimholt - Road:

Pretty easy here. Head east to a goblin camp, then head southwest until you reach the border. Head all the way south to a bridge leading nowhere, then walk east. Head south by southwest to the exit when the terrain changes.

Dimholt - Dwimerberg Base:

Another fairly easy map, just littered with stupid goblins. Follow the dark colored path north until you reach a shrine, then continue to follow it west. Ascend the stairs and exit west.

Dimholt - Dwimerberg Mt.:

Another stupid drummer/crebain combo map. Take out all the crebain you see to avoid being attacked by Nazgul. Head northwest at the outset until you reach the northern border, and then follow it west to the exit.

Dimholt - Campsite:

Yes, another campsite. There's a ranger hollow and a rune forge here. Exit.

Dimholt - Glen:

Head left, being extra careful of the drummer + crebain combo. Once you get all the way left, you can ascend the stairs to the south. The exit is in the SW corner.

Paths of the Dead - Grey Vapors:

Head east, making short work of the ghosts who attack. Once you see a pillar, walk south under the ceiling and walk over the small land bridge to a crate and a fork in the road. Take the southwestern path and follow it all the way south to a cutscene. Follow the King down the zig-zaggy but linear path until you get to another fork (north and east) and take the eastern path to a seemingly dead-end. If you hug the wall and head south, you'll find the exit.

Paths of the Dead - Dark Paths:

Follow the path southeast until you get to a large "room". Head to the northeast down a path through the mountains, and head north once you reach the fork. Walk west once you come to the chest, and head north once the path opens up. Follow your compass east to the exit.

Paths of the Dead - Black Chasm:

Take the path north through some skeletons, and then make a u-turn and head back south. You'll see the King of the Dead and his undead army here. He's not really a boss, as he's impossible to defeat, so the goal here is to take out all of his support. Once you kill the first wave of skeletons, another will come and so on until they are all re-dead. Once the heroic music starts you know you have won, so approach the king to end the level.

White Mountains - Foothills:

Go east and then north to a warrior's pool. Head north past the wargs, and then head back south on the west side of the wall. There is a goblin cave here which will provide you with a lot of exp. As you head for the exit, you will see a troll and drummers come to attack you. Take them out, or use Sprint to run past them to a forge (and a nice hiding spot behind it). Once you head east you'll be attacked by some wargs. Use your teammates to tank while you defeat them. Head west through more enemies to the exit.

White Mountains - Edge:

Another easy map. Head east all the way, then go down and go west all the way for a shrine. Walk back east and go south. Walk east until the quake starts, then seek shelter. Continue west to the exit.

White Mountains - SE Mts. Edge:

Follow the footsteps to some goblins, then head west to a forge. Walk all the way south, then east. You'll see a large group of goblins. Go south when you have the chance, and then exit east.

White Mountains - Campsite:

Use the shops, then exit.

Anduin River - Corsair Camp:

There's a little optional quest here to get an artifact (There and Back Again) so you should probably do it. First head north to find a girl (or an old woman, apparently) who has lost her brother. Now head all the way southeast, down some stairs and across a "bridge of water" (if that makes sense). Head all the way north to find the boy, and lead him back to the girl for some exp and an item. Head SW from here to get to a locked building. Rescue the man south of there and he'll unlock it. Go through it for - tada! The artifact, in one of the barrels! You can now exit east of where the lost boy was.

Anduin River - Corsair Chase:

Follow the path north, then west to a bridge leading southwest. You'll see a health pool and some stairs to the west of it, ascend them. Follow the path until you see a bridge. Cross it if you want, for some experience, but the exit is in the northwest corner before the bridge.

Anduin River - Anduin Banks:

Head northwest across the bridge, and you'll come to see a shrine in a small hole. Go around the hole for some stairs leading to the shrine, then head north, across another bridge. Continue this direction to a health pool and ANOTHER bridge, and another, and then follow the path north to the exit.

Anduin River - Campsite:

Theres the usual stuff here, and also an experience pool that provides a whole 110 exp. Whoopee!

Docks - Anduin Docks:

Easy, kill the enemies and jump onto the ship. If you need help there's a warrior shrine nearby. Just divide and conquer and be careful of the archers.

Corsair Flagship - Below:

This one's pretty easy too. You can stand around and kill all the enemies, or just exit via the northwest stairs.

Corsair Flagship - Above:

Mini-boss time. Take out all of the orcs, wildmen, archers etc. here and then take on the Corsair captain in the SE corner. I found him fairly easy, but I had been leveling up. If you are having trouble, try killing eveything else first and then using your teammates to tank/damage for you. Exit to the SE when you are done.

Docks - Minas Tirith Docks:

There's some new and stronger enemies here, but the wide open area will be your salvation. The shield orcs are annoying, but can be easily taken out if you use the dead warriors to help you. There is a shrine in the northeast, and the exit is far east.

Pelennor Fields - Outpost:

NO! NO NO NO! This is, IMO, the HARDEST map in the game. Your goal, the exit, is in the southeast corner, and there are two ways to get there. The first is to head southeast directly. This isn't that great of an idea, as there are a bunch of banner orcs and archers to take you out. The second is to head directly east to start out with, and then head south when you get to the eastern border. This is still hard, but not quite AS hard. You'll have to fight some wargs, and some banner-ed orcs down near the bottom, but you should be able to make it. Just try to stay away from the far eastern wall because there are some archers there. If you get frustrated, you can always try to run past the enemies near the SE corner and quickly exit.

Pelennor Fields - Footpath:

Thank the lord, this level is MUCH easier. You can actually just head directly southeast to the exit without must trouble. But of course, you get much more experience and items if you explore the large campsite and kill all the orcs.

Pelennor Beacon - Minas Entrance:

When you enter, you'll see Gandalf up north. Fight your way through the enemies until you make it to the city entrance to exit the level.

Ithilien - North:

First off, head north. When you get to a waterfall, you can hug the top wall to find a secret cave where a guy will give you some stuff. Leave back to the main board. If you haven't got the artifact here (Galadriel's Lock) with another character, you may do so now. You need to find the tree covered in butterflies (its northwest of the exit, which is in the southeast) and follow them to a tree in the northeast. Galadriel's Lock is there. When you are finished, the

exit is in the southeast corner.

Ithilien - Black Road:

This is a pretty short level if you don't want to do anything. The exit is straight up north, through various strong orcs. If you want some chests, you can head east, or head west if you need a shrine. Either way, the prizes are guarded by tons of enemies, so be careful.

Ithilien - Black Gate:

You finally made it. Now all there is left to do is to make a final assault on the forces of Mordor. If you have some masochistic need for a Ranger Hollow, you can head east, but you'll be assaulted by every breed of orc and goblin that the Black Gate has to offer. The goal of this level is to get to the boss up north, so head that way. Once you reach the top, you'll see the boss.

BOSS: Mouth of Sauron

This boss can be a pain, moreso with Legolas than the other two characters. There are two different strategies depending on how much defense you have.

STRATEGY 1: Weak

There are two switches in the NE and the NW corner that shut the doors that the enemies come out of. Once you hit both of them, both doors re-open, but the shielded orcs and archers guarding the Mouth step out of form and allow you to attack him without having to bust through. Still hard, but if you can't get past the shielded bastards this is your only choice.

STRATEGY 2: Strong

The other strategy is to only hit ONE of the switches to stop some of the orcs, and then rush the Mouth. This means you'll have to be stronger to take the damage from the archers, but you'll have less enemies overall. Aragorn is the best from this, King's Command makes it a breeze.

Nils Persson (eperfson@mn.rr.com) had this strategy to use as Legolas:

"Level up silent stride as much as you can before you get to the boss. It doesn't use much mana, so you can regenerate it quickly if you use the elf ruin that regenerates spirit quickly. Use friend of mirkwood to start it off, that makes the shield dudes move around. Then just silent stride in towards the boss. Then, keep using it while sticking him full of arrows- spreadfire helps at point blank range. I beat him on my first try using that strategy."

Congratulations, you completed the King's journey and returned the rightful King of Gondor to his throne! Enjoy the ending and start another quest, try a bonus map, or play the journey again on Hard or Grueling mode for better items and more experience!

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6. RUNES

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Runes can be purchased at runeforges or found in Moria, Helm's Deep and Ithilien - N. They can be carved into shields and weapons and most of them stack (for instance, if you have a sword and shield with Blackness carved, you will get +10 to all stats).

Dwarfrune I - Dwarfmetal: +1 Melee Armor

Dwarfrune II - Sharpness: +1 Damage
Dwarfrune III - The Forge: +5 Critical hit damage
Dwarfrune IV - Mountain: +5 HP per slain foe
Elfrune I - Orc Foe: +2 damage to orcs
Elfrune II - Nimblefoot: +10% dodge
Elfrune III - Sacred Heart: +to SP regen
Elfrune IV - Meditative: Stand still to recover HP
Manrune I - White City: +2 missile armor
Manrune II - Nature: +10 HP per herb, food health doubles
Manrune III - Might of Man: +1 damage, +15 HP
Manrune IV - Rune of Fire: +3 Fire Armor, Flaming
Morgulrune I - Orc Doom-King: +4 damage to orcs, -70% corrupt resist (not good)
Morgulrune II - Dire Fear: 30% Knockback chance, -70% corrupt resist
Morgulrune III - Blackness: +5 to all stats, -70% corrupt resist (Brandon Jones wanted me to emphasize the awesomeness of this rune. I could have sworn that I already did, but I guess he was right ;-). Anyway, this rune literally roffles my waffle. I put it on both my weapons. As long as you are careful to avoid corruption, +10 to all stats will make you a god.)

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7. ARTIFACTS

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1. SIMBELMYNE:

Map: Dunharrow - River Crossing (Eowyn only)
Go east until you can turn southeast, then do so. When you see the ramp head down it. After killing all these orcs there is an artifact (Simbelmyne) below the pond

2. FEATHER OF GWAIHIR

Map: Pelennor Fields - Fork (Gandalf only)
The second time you are on this map, head back to the original entrance in the SW corner to find this artifact.

3. DEAGOL'S SKULL

Map: Mt Doom - Slopes of Mt Doom (Frodo only)
Head up the stairs to see a banner orc up on the hill. Go up there and kill him and make sure NOT to break any of the barrels on the way. Go all the way south to where you started and head right. You should see Gollum. Open the chest near him for Deagol's Skull.

4. THERE AND BACK AGAIN

Map: Anduin River - Corsair Camp (Aragorn, Legolas, Gimli)
First head north to find a girl (or an old woman, apparently) who has lost her brother. Now head all the way southeast, down some stairs and across a "bridge of water" if that makes sense). Head all the way north to find the boy, and lead him back to the girl for some exp and an item. Head SW from here to get to a locked building. Rescue the man south of there and he'll unlock it. Go through it for - tada! The artifact, in one of the barrels!

5. WITCH KING'S CROWN

Map: Pelennor Battle - Witch King (Eowyn only)
After killing the Witch King, find this artifact near Theoden's body.

6. GALADRIEL'S LOCK

Map: Ithilien - North (Gandalf, Aragorn, Legolas, Gimli)
You need to find the tree covered in butterflies (its northwest of the exit, which is in the southeast) and follow them to a

tree in the northeast. Galadriel's Lock is there.

7. SARUMAN'S PALANTIR

Map: Isengard - Orthanc (Gandalf only)

When fighting Saruman, this artifact is in a chest in the NW corner. Be sure to get it BEFORE killing Saruman.

8. SHELOB'S STINGER

Map: Cirith Ungol - Ambush (Frodo only)

After defeating Shelob, check Frodo's body.

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8. BOSSES

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-Shelob:

Shelob is one tough mother. I was able to beat her at level 8, but it took a lot of work. Traps are good to deal some extra damage, but you can't depend on them to single-handedly kill the stupid spider, so you'll need a strong weapon. I was using a 7-15 damage axe, and it seemed to do the trick. If you don't have one, you might want to fight in the previous area or a bonus map to find one. Either way, the strategy is basically to stand to the side of Shelob and whack away at her. If you are too far back, she will turn around and hit you with a poison attack. If you are too far forward, her attacks will be too accurate to dodge. LOTRboy16 (LOTRboy16@aol.com) submitted this strategy:

"When fighting Shelob, there is a certain place you can stand if you [go] all the way to the very bottom of the pit, then all the way to the right. You can attack Shelob easily, and only get hit maybe once or twice. I beat Shelob with this strategy as level 8 Sam without using traps or knife throw."

-Gollum:

Gollum is incredibly strong, agile and accurate so using traps is recommended. If you haven't put any points into traps, just use knives and your weapon and hope for the best. After Gollum dies, hit him again toward the lava. It helps to have high defense, but just keep trying and you'll get it. He's not near as hard as Shelob ;-).

-Witch King & Fell Beast:

The Fell Beast is easy, he has less HP than some normal enemies. You can probably kill it in 1-2 normal hits. Anyway, once it's dead, you have to face off against the Witch King. He's actually not that bad. He has his normal attack, and then three energy attacks: the red one drains your life, ALOT. The blue one drains your mana, A LOT. The black one heals him and kills all the enemies around him. You can either employ the hit-and-run tactic, which takes a long time but almost guarantees your victory, or the melee tactic. Melee usually is faster, but when he uses his red energy attack, be sure to run lest your energy be sapped. Try to use the enemies to get fruit, herbs, mushrooms, etc. Anyway, after a volley of Double Slashes the lord of the Nine will die and you can grab his artifact near Theoden. Exit SW (don't get killed by orcs!)

Here is another strategy, sent to me by spaceforce@snohost.com:

"When I defeated the Witch King, I was at level 12. Here were my equipment and skills:

Strengthened Imperial Helm

Flawless Medallion +1 Damage. +1 Strength, +1 Accuracy. +1 Health, +20 hit points

Organza Coat +2 Melee Armor, +2 Missile Armor, +2 Defense, +12 hit points

Knight's Skeggox Axe 9-18 Melee Damage, +12 2H Damage (up to 30 damage--ouch!), +5 hit points per slain foe, +5% Critical, +50% Fear Resistance, +50% Poison resistance (the poison resistance makes fighting the Witch King a hell of a lot easier)

No shield (A shield is nearly useless when fighting the Witch King, and I needed the extra damage)

Breastplate +14 Melee Armor. +14 Missile Armor

Haradrim Riding Boots +7 Melee Armor, +2 Accuracy, +1 Defense, +5% Speed, +10% Poison Resistance

Level 1 Nimble skill

Level 1 Herb Lore skill

Maxed Keen Eyes skill

Level 1 Fighter's Resolve

Level 3 Fleet of Foot

Level 1 Double Strike

Level 1 Rohan Sprint

My stat allotment emphasized strength, health, and defense. Anyway, with a similar or better setup, you kill the Witch King's fell beast and then try to avoid him while you kill the attacking orcs and smash the barrels. If you see a herb, grab it. Fight until you're killed. Repeat as needed until you have ten herbs. Then, approach the Nazgul, taking care to avoid the flames on the ground, and kill his fell beast. When he gets up, run up towards him and hack away as fast as you possibly can. Ignore his attacks; the herbs will soak up the damage. Keep chopping away until he's dead. I had four herbs left over when the Witch King croaked."

-Saruman:

First things first. Open the chest in the top left corner for the Palantir artifact. After that, you'll need to take out Saruman himself. He has a variety of attacks: A fireblast, which comes in a set of three, a shield, a staff attack and an attack where Saruman throws one of the blue stones at you. Basically, the strategy is to turn on your shield right away and spend the first few second letting Saruman throw the stones and dodging them. Once all or most of them are gone, then you can easily attack/lightstrike him from a distance. His only worrysome attack is the fireball, just dodge three of them and there'll be a short break for you to attack. He should die easily if you rid him of his blue stones.

Here is a trick for leveling up sent to me by Giles Beilby for beating the upcoming boss:

"I have a suggestion for getting Gandalf past Sauraman in the beginning (and actually good advice for the whole game). When you are in the tower, but before you reach the highest room, kill everything in sight, then before going to the highest room, save, quit, reload, and do it again. This way I was able to get to level 10 (which might be a bit excessive) with a shield spell he couldn't break. With that, he was easy."

-Denethor:

Um...all right. This is a strange boss to say the least. You can't hurt him directly; However, you can take his life down by destroying the torches he throws at you. After you destroy 10 or so of them, he will die o_0. This is as easy as the bosses get, folks.

-Mouth of Sauron:

This boss can be a pain, moreso with Legolas than the other two characters. There are two different strategies depending on how much defense you have.

STRATEGY 1: Weak

There are two switches in the NE and the NW corner that shut the doors that

the enemies come out of. Once you hit both of them, both doors re-open, but the shielded orcs and archers guarding the Mouth step out of form and allow you to attack him without having to bust through. Still hard, but if you can't get past the shielded bastards this is your only choice.

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9. SECRETS

9.1 BONUS MAPS

Helm's Deep: Beat the game once with any character.

Moria: Kill 2000 enemies with one character.

Fangorn Forest: Beat the game once with every character.

Weathertop: Obtain all the artifacts.

9.2 SECRET CHARACTERS

*NOTE: Secret characters are only available in multiplayer and bonus maps. To use them you must create a blank file, then select bonus maps, then select the blank file.

Smeagol: Smeagol can be obtained easily by beating the game with two characters.

Sam: Sam, who is a clone of Frodo, can be uptained by linking with the GCN version of the ROTK.

10. FAQ

Q: How complete is this version?

A: Nothing is really ever complete. Please feel completely free to email me at trancegotenks@hotmail.com with suggestions, comments, etc.

Q: Are you planning on including a unique item list?

A: Not at this point. If someone wants to send me one to include in this FAQ, you can be assured that you will get full credit. But for right now I have neither the time nor the energy to try to collect every unique item.

Q: How about a bestiary?

A: No, probably not. I have no idea about any of their stats, so the guide would probably be "This guy is hard and orange, this guy is harder and purple." Besides, there is already a perfectly great enemy guide on GameFAQs.com

Q: Your strategy sucks! _____ is too hard!

A: Level up in Moria, or quit.

11. CLOSING

Well, I basically want to thank the cast and crew of The Lord of The Rings trilogy for creating such an incredible set of movies. And obviously, thanks to Tolkien for bringing Middle-Earth to life. I also want to thank the ROTK message boards for giving me tips on how to play as Gandalf (I hate him...so much...) I would also like to thank the following people for their specific suggestions:

Nils Persson (eperfson@mn.rr.com) for his Mouth of Sauron suggestion.

LOTRboy16@aol.com for the Shelob strategy.

Brandon Jones (gobrando@cox.net) for various suggestions on skills and runes.

Spaceforce@snohost.com for his in-depth Witch King strategy.

Giles Beilby <gbeilby@athena.csustan.edu> for the awesome Saruman trick.

12. COPYRIGHT INFO

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