

- o Very strong area-effect magic later on
- o Distance attacks keep you away from harm
- o Quick & easy Crebain slaughter
- o Handles Ringswraiths (Nazgul) very well

-Magic Cons-

- o Eats up SP very quickly early on
- o Fairly weak defense
- o Gets hit often with arrows, etc...

-Melee Pros-

- o Good damage; Gandalf uses two weapons
- o Not as much SP is needed
- o Can use 'power up' Active Skills (Sword of Power, Shield etc.) very well

-Melee Cons-

- o Though not as bad as magic Gandalves (gandalves? gandalfi?), defense is weak due to no shield
- o Gets eaten alive by Ringwraiths like most melee characters do on harder difficulties

Neither side is necessarily "better" than the other, but if you want my opinion, I must honestly say I enjoyed playing as a magic Gandalf more than a melee one. Regardless, it's your game and your Gandalf, so choose however you want.

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Stat Analysis

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This is where you come for advice on how you should develop your Gandalf's primary stats.

Analysis of stats will go like this:

Name: Self-explanatory

Usefulness: How many points you're recommended to place per level.

Simple.

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Magic Gandalf Stats

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Strength: Increases minimum and maximum damage by 1 every 5 or so points. Increases HP by 1 every point. This stat isn't really needed for a magic Gandalf. In fact, you can ignore it entirely and go just fine. When/if you ever max out courage, health and defense, you can work on this to bring your HP up a tad.

Accuracy: Increases your to hit by 1% per level. This is of even less importance than strength- at least that gives health. Accuracy gives squat. For an absolutely pure magic Gandalf, you don't even need to touch it.

Health: Increases HP by 4 and SP by 1 per level. While working on courage, it's fine to place a point or two in this stat to keep up your life so you don't fall far behind (get killed in like two hits, etc...) as you go through the

game. After maxing courage, work on this to bring your SP further up a little bit, and your life too.

*Defense: Raises your defense by 1% per level. After maxing courage, you can work on this a bit while maxing health so enemies don't hit you every single time, since you don't have a shield. Of course, you're trying to not even get hit at all with a magic Gandalf so it's not that important if you neglect it.

Courage: By far the most important stat. It's like ammo in a shooter game- without it, you're a sitting duck. If you don't shoot this stat through the roof quickly, then prepare to play a very boring Gandalf who sits around all day waiting to recuperate his SP. Now don't feel pressured to put EVERY single point you get into courage; it's okay to put some extras in defense or health.

*Defense does not show on the stat screen. But yes, it DOES work. Higher defense means an enemy will hit you less. It's basically just like shield block and dodge.

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Melee Stats

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Strength: Important for increasing your damage. Every 5 or so points will give you an extra 1 damage. Also, each point in strength gives you 1 life. It's not your most important stat, but it is useful.

Accuracy: This is NEEDED almost as much as courage is NEEDED for a magic Gandalf. What good is that super-powerful weapon of yours if you're only hitting air? Put 3-5 points per level in accuracy.

Health: Each point in health brings up your life by 4 and your spirit by 1. Gandalf does not have the HP-boosting Hardy skill that other characters have, but he has the Shield spell to make up for it. So it's ok to only place one point per level in health, or none sometimes.

*Defense: This is where you place extra points. Defense will help greatly in countering your opponent's accuracy since you can't have a shield.

Courage: Not needed very often. As you place occasional points in health, your SP will slowly rise. If you have extra points to spare and you feel comfortable with your other stats, then you can dump them in courage so you can cast your defensive spells with a bit more leeway.

*Defense does not show on the stat screen. But yes, it DOES work. Higher defense means an enemy will hit you less. It's basically just like shield block and dodge.

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Gandalf's Skills

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This list provides an in-depth look on Gandalf's 15 Skills. They're divided into two sections: Passive(always in effect) and Active(skills that you cast)

The format goes like this...

Name: Includes SP cost if any.

Description: The in-game description of the skill.

Usefulness: What it does, how well it works, etc...

Magic points: How many points should be placed if you're using a magic Gandalf.

Melee points: How many points should be placed if you're using a melee Gandalf.

[Active Skills](g.a)

-Sword of Power- 50 SP

Gandalf's sword is struck by lightning. +3 damage per level for 8 seconds per level.

A neat skill to have. Doing almost 30 damage for 48 seconds when maxed with Wisdom and Secret Fire, it can actually be quite useful to lay waste to boss enemies. Early on, however, it kinda sucks. After you finish maxing this skill, it really starts to shine in boss battles. If you're a magic Gandalf, it's entirely useless though.

Magic points: 0 or 1 just because it's a cool skill.

Melee points: 0 or 1 point early, max later if desired.

-Lightstrike- 60 SP

Gandalf creates a beam that does 10 damage per level. Does splash damage at level 5.

This can be useful to kill Crebain even when at a low level- they don't exactly have massive HP. At high levels with maxed Wisdom and Secret Fire however, this can wreak havoc on orcs and Nazgul alike. The splash damage is icing on the cake.

Magic points: Max as soon as possible!

Melee points: 1 or 2 points to kill Crebain and the Nazgul at the Black Gate.

-Shield- 80 SP

Gandalf is surrounded by a protective shield. Starts at 30 HP, plus an extra 20 HP per level.

A great skill to have. It's almost like recastible life! It usually lasts(time-wise) for the duration of several skirmishes, too, and can easily be recast when it wears off or shatters. The shield has about 130 HP when maxed with Secret Fire. Doesn't sound like much, but in essence, you're saving yourself about 30 points in health that could go to other stats.

Magic points: Raise and eventually max if desired to ward off pesky orc arrows.

Melee points: Definitely max when you can.

-Blinding Aura- 75 SP

Nearby foes takes 10 damage, +2 per level and are blinded for 3 seconds, +2 per level.

As a magic Gandalf, it's useless because you don't WANT to be nearby any foes! However as a melee Gandalf, it could be useful for a small bit of damage and the lengthy blinding moment(over 10 seconds when maxed which is very nice). The actual aura doesn't last too long though.

Magic points: 0.

Melee points: Raise and max if desired.

-Summon Gwaihir- 150 SP

Summons the giant eagle. Starts at 3 swoops, +1 per level and +6 damage per level.

A fairly decent attack. When maxed with Wisdom and Secret Fire, it can do up to about 380 damage if all the swoops hit. Of course, you'll be very lucky to get even most of them to hit, but it's still quite a bit of damage getting dished out all by itself, while you help out with your Lightstrikes or sword swipes. The large SP cost isn't an issue for a magic Gandalf since it can be regenerated quickly by the time you get this skill to a respectable level. A melee Gandalf might have some trouble with the SP, though.

Magic: Max later if you want, it's your choice.

Melee: See above.

-Herbal Healing- 0 SP

Gandalf uses Kingsfoil Herbs to heal himself. Cannot be improved.
I suggest putting this to a "quick skill" or turning on Auto Heal so you can heal while fighting.

[Passives] (g.p)

-Blademaster-

You are a master with swords and knives. +1 damage per level.
As a melee Gandalf, you can use this to raise your damage and save strength points while pumping accuracy early on. For a magic Gandalf however, it's entirely useless.
Magic: 0 points.
Melee: Max at your leisure.

-Keen Eyes-

Your vision is unmatched. You find 5% more gems and better items per level.
Heh, I thought Legolas was the one with the uber vision. Whatever. Anyway, this is a nice skill to put spare/bought points into. It's not your best skill, but it's still good to have. For both types of Gandalf, 2 or 3 points as you go is good. Max it later.

-Herb Lore-

You understand the secrets of herbs. Herbs heal an additional 10 HP per level.
Not too good of an investment early on. However, at high levels when you have a lot of HP and take a lot more damage from enemies, it really comes in handy to get the most out of your mere 10 maximum herbs. 0 or 1 points early on (below lvl 20), max later, for both types of Gandalf.

-Luck-

You are incredibly fortunate. Adds +1 to all attributes per level.
Hey, an extra +6 HP, +5 SP, 1 defense, 1 accuracy and possibly 1 damage a level ain't too shabby. It's one of those skills that you don't need to really focus on; it's more of a "spare point" skill. For both types of Gandalf, 2 or 3 points early on is sufficient; maxing later is recommended but not mandatory.

-Spirit of Middle Earth-

You can regenerate SP faster. +20% spirit regeneration per level.
For a magic Gandalf this is a MUST-HAVE skill; without it you'll likely spend more time standing around waiting for your SP to refill than fighting those Uruks. This skill, coupled with Elf Rune III, will allow you to rapid-fire Lightstrikes for a much longer period of time. Melee Gandalf simply doesn't need it; he can spend his points on better things.
Magic: Max quickly.
Melee: 0, or maybe one point if you really want.

-Wise-

Your experience serves you well. +3% experience from enemies killed per level.
Another great skill to have. Faster level-ups are always good. Another "spare point" skill. 1-3 points early, max at your leisure, for both types of Gandalf.

-Last Stand-

Even when you are at your end, you may return to strength. +8% chance per level to return to life with 50% health. It's always a nice surprise to pop back up from the ground and save yourself 500 gems for another Ent Water. It's equally important for both types of Gandalf- Melee is in the face of danger more often but has more HP; magic users are away from danger but have less HP. Max eventually for both types.

-Wisdom of the Ages-

You are a master of ancient magic. All offensive spells do +2 damage per level.

This is an excellent skill to max after you're done with your main skills- for both melee and magic wizards, extra damage is always helpful. Magic Gandalf benefits from a stronger Lightstrike and fighter Gandalf gets a stronger Sword of Power. Nice!

Magic: Max, quick.

Melee: Max, eventually.

-Servant of the Secret Fire-

All of Gandalf's spells are effectively one level higher.

Very important to get as soon as possible. With this single point you get an added chunk of damage to Lightstrike, faster SP regen, higher chance to revive yourself, slightly more items, gems and experience, higher stats, more effective herbs and stronger attack and defense spells. Simply invaluable, get as soon as you reach the required level.

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Adventure Walkthrough

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Now that you've got a build in your mind, get ready to send some orcs flailing! Again, note that this walkthrough has SPOILERS in it. There, I've given you plenty of warning. Now on to the first stage.

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Isengard-Flooded Fields

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Enjoy the screenshots. Take your first steps into Isengard. Now head forward, killing the Crebain. It doesn't really matter if they get away in this level, since there aren't many of them. Head north past all the debris, killing orcs as you see them. They're not hard; Aragorn is here to help you out too. You gain only 50% of the experience from enemies when an ally like him gets the finishing blow, so don't just sit back and let him do all the work. Put that sword to use and watch your experience meter(the green bottle in the lower left-hand corner of the screen) shoot up. When you gain your first level, distribute your 5 stat points and 1 skill point how you see fit, and continue north west. Follow along past a forge. Sell whatever crap you don't need. You can buy a whetstone or item here, but I recommend saving your gems. Continue your killing spree as you go north and into the next map.

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Isengard-Tower Base

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After Saruman up in the tower is done talking, he'll leave you to his buddies, who are here to give you a warm welcome. Show your gratitude by ripping them into a dozen pieces. You will find a hero creature here(an enemy that's discolored and much stronger than normal enemies, and usually drops a green item). You can explore a bit and find a Ranger Hollow, but you probably can't afford to buy any of the Ent Water yet(500 gems). While exploring, Aragorn leaves to go to the caves under the tower and let you in the tower(it's locked from the inside). Go straight up to the front entrance and invite yourself in.

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Tower Levels & Orthanc

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Good, now you're in the tower. Let's find Saruman and give him an ass kicking, wizard-style. As you go up each flight to stairs, you'll be greeted by melee

Uruks, crossbowmen and kamikaze warriors. The kamikaze guys are the most dangerous, as they often can kill you in one hit when they explode. So don't let them! If you don't have Lightstrike yet, just whack them and hope they die before they go boom. Continue exploring; grab goodies from vases and Warrior Shrines whenever you can. There's a shrine too, if you'd like to sell stuff, purchase useful herbs(your healing items) or buy stat or skill points.

Keep ascending the tower until you reach a floor with a forge. Be careful when you head south in that room; you'll find a hero Uruk and be ambushed from behind by several exploding orcs of doom. Play it safe; use Shield if you have it. When you emerge from the room, you'll be greeted by Saruman. Some debris falls from the ceiling and clogs up the area from whence you came, so no fleeing! Now the battle starts. First, before you even think about touching Saruman, walk right past him and up the little stairs at the middle north end of the room. There is a chest to the left; pop it open and you get Saruman's Palantir artifact. Neato! Head to the Boss Guide section for help on beating Saruman.

Once you've made him cry like a little baby(a pretty OLD baby, at that), he'll run up the stairs like the coward he is. After the cool cutscene, you're rewarded with a satisfying death scream as Grima plunges to his filthy demise at the bottom of the tower. Victory!

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      Isengard-Campsite
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There are many camps like this strewn across the game. Explore a bit; talk to some of your comrades if you'd like. You can find a Rune Forge here, where you can buy special runes. Right now the runes aren't that great(only a measly +1 damage or melee armor), but it's good to buy it anyway so you'll be allowed to buy the better runes later on. After you're finished here, head northeast to exit.

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      Rohan- Plains
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Ahh, this place is good for experience early in your trek. First, let's uncover a secret area by walking north into a cave-like area. You'll pop out of the other side, with a hero and a chest! Goody. When you're done, walk out and go east past the house that spawns suicide uruks. Be careful not walk too close to the house unless you want to be pelted by arrows. Next on our list of things to do is go north past the house, killing the crossbow orcs if you have Lightstrike. You'll meet some more guys up here and a chest, so raid as you see fit. Now go back south until you get to a forge. You can either head northeast to the exit of the level or go west to find some buildings, orcs, crebain, kamikazes and a chest. Pillage at will.

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      Rohan- Snowbourne Trail
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Walk northeast and then northwest across a bridge. Some orcs come to meet you; show them your skills. There are two paths now; you can go northeast to a dangerous optional area with wargs(wolves that do large damage) and items or a safer route to the west, which is where your destination is. Either way, when you're done killing, go west. You'll see a shrine once you're far enough. Start heading south and follow the river. There is a chest to the west(hah! I rhymed, gimme a cookie now) across a "bridge" of rocks in the water. Go to the far

south when you're done and you'll see another bridge of rocks. Head across it and you'll find an old lady that mentions a shrine. Well, there it is in plain sight(health shrine), so if you need then you can grab it. Go west and meet two hero orcs(a melee and a ranged guy, be careful). When you're finished, go north across another bridge and you'll find some ruins with Crebain on them. Go east from here to find more enemies and a chest, then go back through the ruins to exit.

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Rohan- Hills

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There is an optional "mini-quest" here, kind of like a long drawn-out battle. If you want, you can go straight east killing Crebain as you go(or not) and exit the level near the large rock. Or you could do the mini-quest and instead of exiting, go north into a large cave entrance. You'll find yourself in a watery area with a switch. The switch causes two shrines to appear(one health, one spirit) in the large fountain area you passes earlier. Go back to the fountain and you'll engage in a large battle. Kill all of them; be sure to catch the wounded running ones too. Eventually you'll fight a few hero creatures and then a cutscene will show you one last enemy emerging from the cave: wait for him to come, then lay it on him. If you win the fight(not hard, you've got shrines...) you're rewarded with two chests in the switch area. When you're done, head to the next map.

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White Mountains- Hidden Trail

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This area is fairly straightforward. You've got a new foe now: goblins. There are some orc drummers too, which can corrupt you and summon ringwraiths if you let crebain get away. But never fear, Pippin is here! Follow the path through the mountains, fighting goblins and wargs. Occasionally you'll find a dead end with an avalanche or some items; just go the other direction to get back onto the main path. The level exit in the northeast.

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White Mountains- Narrow Pass

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A very short and straightforward level. Beware of crebain sitting on rocks on in clusters on trees. There's a shrine if you keep walking straight east. The exit is in the northeast.

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White Mountains- Approach

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Wildmen attack you here. When you find 5 crates in a cluster, be careful opening them because a drummer pops out of one. Continue following the mountain trail, past all the dead mumakil(big elephants). You can find a cave entrance guarded by goblins that contains a chest and some barrels. When you reach a forge, go east to fight a half-troll. If you need help defeating it, go to the Boss section. Use the warrior shrine if you need it. After the battle head east through a narrow path on the mountainside. You can enter a dangerous optional area via cave entrance if you want, or just keep going east through a mob of wargs. The exit is right there.

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White Mountains- Campsite

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There's a ranger hollow and a rune forge here. Buy some Ent Water if you can; you'll fight some nasty battles in Minas Tirith which is close. There's a person running through the tents shattering things and scaring out squirrels and butterflies o.0 strange. Exit when you're ready.

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Pelennor Beacon- Minas Entrance

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Yep, that's the White City. Impressive, huh? Head out and get ready to spill some organs. Now you have orcs with polearms rushing at you. Fortunately they're not too tough. You'll get the occasional armored orc that's harder, though. In the far east side of the map you can find a ranger hollow and a shrine for all your herb-buying needs. Stock up. When you're ready, run up to the entrance of Minas Tirith.

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Minas Tirith- Battlements

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Go up the stairs, talk to Denethor and Pippin, and go back out the way you came in.

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Pelennor Beacon- Minas Entrance

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Go south where your soldier buddies are and help them out. After you kill all the orcs in the area, Faramir will speak to you. After that, you have a new task- light the beacons of Mt. Mindolluin. Exit the level to the southwest.

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Pelennor Battle- West Fields

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Go east, avoiding/killing the archers behind the fence. Go through the gap in the fence and head west. Past a health shrine and a chest you'll see a massive battle being held above. Go help them out! The exit to the level is in the east.

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Pelennor Fields- Mt. Mindolluin

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Head east through a wrecked camp containing wildmen, archers and crebain. When you reach the far wall, go north, kill some crebain, and hit the switch. Head straight west and you'll find another switch. Now walk northeast to greet some wargs. After they're dead, go north through a small gap in the fence to get some kills and a chest- head back out when you're finished. Southwest is another gap you can walk through. Head further southwest to find a health pool and enemies, or northeast to see the Witch King. Ignore him and exit to the northeast.

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Pelennor Fields- Fork

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This can be a difficult level due to the archers and crebain everywhere. Fortunately it's a small one though. On the east side of the map is a ranger

hollow and a pair of Wildmen heroes. On the north section is a path fork- you can go northeast or northwest. It doesn't matter which side you do first, but let's just go northwest.

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Pelennor Beacon- West Beacon
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Kill the Wildman hero and run up the stairs. As you go, you'll find a health pool, a forge, a shrine and more of those annoying archers. At the top of the stairs, strike the barrel to light the beacon. Head back down the stairs back to the Fork.

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Pelennor Fields- Fork
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Before you go to the other path, go BACK to the BEGINNING of the Fork level. Gwaihir leaves you a little present. Ok, now you can go up the mountain again. Go to the east path.

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Pelennor Beacon- West Beacon
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There's a shrine here to the left. Kill the twice orcs, then go up the stairs. Heal after being bombarded by explosions, then continue up the mountain. Here you'll find a banner orc, which runs around frantically avoiding you- it doesn't attack. However, it gives a black strengthening aura to any enemy in the radius, so be careful when dealing with them. Go up the stairs, being cautious of the blue archers(they poison you). Strike the barrel to light the beacon, then fight your way through the easy orcs on the way down.

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Pelennor Battle- North Fields
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A huge battle awaits you in this level. Follow the path zigzagging through the fields. Avoid the archers behind the fence for now; you'll get a chance to deal with them later. You'll find a tower and a chest as you go. At the bottom of the level is a bonfire and some wargs feeding on dead horses. Feed on them, then head east past another bonfire and a forge to an opening in the fence. Up ahead you'll see a large force of orcs gathering. Follow them, blazing through enemies as you go, until you reach the top of the level where the banner orcs are. First kill the banner orcs so the others aren't as difficult. Now slowly take on the rest of them, one by one until you can finish what's left. The exit is north.

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Pelennor Fields- Campsite
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Whew, you get a break. Do what you need to do then exit to the east; don't forget the chest.

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Pelennor Beacon- Minas Entrance
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The battle has begun! March north and fight off the orcs near the trenches. You

can use the enemy's ballistas against them! More helper soldiers are scattered across the level, as well as orcs. To the northwest, you'll find very heavily armored orcs with huge shields. You can only hurt them when they're moving or from behind, so keep that in mind. Beware of the archers; some of them shoot flaming arrows. If you need to heal, visit the shrine on the east side of the area. Fight your way around the level and don't forget to use the ballistas- they do tremendous damage. When you're ready to move on, head to the Minas entrance.

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Minas Tirith- Battlements
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Looks like your help is needed here. Another massive battle is ahead. Go up the stairs, killing the strong double-sword orc hero. The path is very straightforward. Kill off the enemies spouting from the holes in the wall, smash crates, and try to dodge the catapult fire from below. More of those double-sword guys are scattered everywhere. There are a few archers hiding behind boxes too. You have allies with you, but they can't hold off the orcs alone, so help them out. When you go down the final flight of stairs, a group of soldiers informs you that the first wall of Minas Tirith has been breached. Don't let the second one fall! Exit southwest after using the forge.

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Minas Tirith- Gates
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Ahh, another good stage. Follow the soldiers through the door and north. There's a shrine to the right if you need it. Go west and you'll meet a formation of shield orcs and archers. These guys can be difficult to kill...use hit-and-run tactics, and try to separate the shield orcs. When you're done, follow through the city, killing spawned orcs as you go. You'll eventually reach a huge room with a massive battering ram. Two half-trolls and a large troll will greet you. There's a health pool if you want it. If you need help beating the trolls, refer to the Boss section. When you've won, go east and Pippin will ask you to follow him.

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Minas Tirith- Tier Three
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Head up the stairs to meet a group of strong orcs. Pippin will help you out. To the east is a shrine and a chest. Be careful when you open the chest, because orcs will ambush when you do. When you're ready go up the stairs. East is another shrine and chest. There are a lot of enemies in that area as well, so feel free to grab some experience. Head back south and follow the shield orcs up the stairs. The next battle is either easy or hard. You can head northeast and fight a difficult battle alone with Pippin, or go up the stairs above, kill the double-sword orcs and open the chest. When you open the chest, a few soldiers will come to your aid in the battle below. After all the enemies are dead, go northeast to the exit.

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Minas Tirith- Tier Four
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Go up the stairs and head northeast to find the Witch King. After the cutscene, go back over to the stairs you climbed earlier and head up the stairs north of you. Three blue archers greet you, so greet them back. Follow the short path around to the exit, dodging catapult blasts.

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Minas Tirith- Streets

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Simply run straight northeast, ignoring the soldiers and boxes that you pass, to avoid all the explosives that fall.

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Minas Tirith- Court of Kings

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Another resting spot. Heal up, then go east to fight Denethor. Refer to the Boss section for a strategy to defeat him. When you win, exit the level the same way you came in. Now you must travel to the Black Gate to diverge Sauron's forces and allow Frodo semi-safe passage through Morder...on to Ithilien.

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Ithilien- North

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Ooh, lots to do in this level...behind the large waterfall to the north is a secret cave where you'll find a village and a generous guy who gives you a random rune, so check it out. There are lots of half-trolls in this level, so be careful. You might notice a tree with a large amount of butterflies...even if you didn't notice it, head to the extreme northeast corner of the level to find Galadriel's Lock, an artifact. There is a forge and several chests in this level, so be sure to leech all the experience and items from this place before you leave. The exit is in the southeast corner of the map.

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Ithilien- Black Road

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Again, lots to do here. Head up past the dead trees and orcs. Beware of hard-to-spot crebain. In the east is an orc campsite with a large amount of chests, and in the west is another campsite with a shrine. Beware when you open the chests or head for the shrine, because orcs spring up everywhere when you do. Be careful especially of the guys with throwing weapons; they sort of home in on you. When you want to exit, go straight north, being cautious of the hero orcs.

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Ithilien- Black Gate

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The final level in Gandalf's game. And a difficult one, too. First off, beware of the second stump you come across, because crebain sit on it AND live inside of it...so be very careful when you get near it or smash it open. Head east to fight some more baddies and find a ranger hollow in the maze of towers. Now head back to the fork at the beginning of the level and go north this time. Destroy the hero creatures and his friends, then go farther north. Be careful when approaching the large black structure to the left, as it is home to some nearly invisible crebain. When you're ready, keep going north and you'll see Aragorn duking it out with the Mouth of Sauron. Then you'll realize your escape path is blocked by shield orcs. It's possible to get by them, but it's very dangerous so don't bother. Three hero enemies appear to kill you, so kill them first. Then two half-trolls enter the "arena". After you deal with them, a Ringwraith steps in. If you took too long killing the previous enemies, you may have to fight more than one. Refer to Boss strategies for advice on killing them. During your battle, you can go down the stairs to get a bit of extra

room. When the Nazgul is dead, the shield orcs disappear and you've won. Head east and you'll be informed that Frodo succeeded in destroying the Ring of Power. Then the game ends.

Congratulations! Enjoy the credits and your rank. Hopefully it isn't Goblin Meat. Now go play it again on a harder difficulty, or try a bonus map.

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Boss/Miniboss Guide

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Need help with a particular enemy? Look here for answers.

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Saruman

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First off, GET THE PALANTIR. Ok now Saruman has 4 different moves. He'll throw a blast of fire at you, which is easily dodged. He'll smack you with his staff when you're close, which you can defend against using the Shield spell. Saruman also has Shield(it's red), which you can break after inflicting a bit of damage upon it. Saruman's deadliest attack is a blue magic orb that flies around the room. You can tell when he summons it because of his hand gesticulation. That's your cue to get out of the way; run diagonally away from the orb or it'll hit you full force, and it hurts. As a magic user Gandalf, it can be a bit hectic dodging his fireballs while dodging the orb while throwing Lightstrikes, so be sure to keep a healthy amount of herbs. A melee Gandalf can activate his Shield and Sword of Power before attacking. When you see him call the blue orb, stop attacking and move out of the way temporarily. It can be difficult to find the right position to dodge the orb but you'll get the hang of it. After Saruman takes a bit of damage(it's actually not that much), you win.

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Half-Troll

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These are the big ugly...things with clubs. When you encounter one, immediately turn on your Shield to absorb the heavy amounts of damage it dishes out. All of the troll's attacks will knock you down and leave you open to other enemy attacks, so be careful. The half-troll's attacking speed has a lot of lag to it...you can wait for him to swing, then keep moving around him in a circle and he won't hit you, because by the time he strikes, you'll be out of the way of the targeted area. So dodge around him, firing Lightstrikes or melee attacks when you have enough time to do so and get out of the way. Half-trolls have a large amount of HP; perhaps 400-500 on Normal mode. It can take a while, but be patient and he'll finally drop.

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Troll

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This thing will EAT YOU for lunch if you're not careful. It's about twice as big and twice as strong as a Half-Troll- that is very bad. Despite its huge size, it is very fast and usually can catch up to you if you flee. You cannot use the above strategy on Trolls; their clubs are far too big to escape at close range. Your best bet is to keep him offscreen(but make sure you can still see a portion of him). Throw Lightstrikes in his direction(you'll be able to hear the electric sound effect when it hits). Even for a melee Gandalf, you may need to resort to this strategy to defeat them. As soon as I find out a better way to kill these monstrosities, I'll put it here.

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Denethor

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This guy isn't much of a boss. He walks around the room, lighting torches on fire and throwing them at Faramir, who's laying on top of a large stack of wood. Simply turn on your shield spell, stay away from Denethor, and block/attack the torches that he throws at the wood. Soldiers will try to attack you but they're not too difficult. If you need food, there a few vases scattered in the room that you could try to look in. Don't be afraid to take time out to kill soldiers or get food; the wood takes many torches to burn fully. Just be patient, and when you've blocked enough torches, Denethor gets frustrated I guess and walks into a pyre, jumps off the balcony of Minas Tirith and falls to his humiliating death. Poor idiot.

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Nazgul

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REEEEEEEEEEEE!!! *cough* ok sorry. Nazgul, or Ringwraiths, appear once the Eye of Sauron(red orb that shows up in the top right hand corner of the screen) gets large enough and turns black. You can also see them in Amon Sul if you have it. They are VERY deadly foes that you should avoid at all costs until you're level 20 or so. Unless, of course, you're at the Black Gate and you're forced to fight one. So bust out the Lightstrike(even you fighter Gandalfs) and pulverize him. A lvl 5 Lightstrike kills him in two or three hits on Normal. A lower level one will take a much longer time, though. Be very careful not get in melee range on them, because they do horrifyingly large damage AND poison you to boot. So stay away, let him chase you around a tree or something, and beam him when you can. If you don't have Lightstrike at all, then tough luck. Level up, and GET IT. Fighting them at a low level in melee combat is impossible without using an exploit.

XX(i.t)

Items

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Here are some ideas for items you should aim for.

Headgear: Crowns have a nice +5 courage. Critical Armor is helpful against trolls but not absolutely necessary.

Cape: Vestments can be worn by Gandalf, and they have a great 10% exp bonus. Robes also have an exp bonus. Look for mods with stat, speed, or SP bonuses.

Neckwear: It's possible to get spirit regen and Wisdom on neckwear, so shoot for whatever you think would suit you best. For fighter Gandalfs, you can find a surprisingly large amount of warrior-like stat boosts on clasps and such, with the right mods.

Sword: Glamdring is excellent, but don't count on finding one; uniques are far more rare in RotK. For a mage Gandalf, anything Consecrated is excellent for the +5 HP per slain foe. Consecrated also gives Sunburst for fighters. A high critical% would be helpful since Gandalf has no +critical% skill unlike other characters.

Staff: Magestaves have +8 spell damage which is very nice. You can get Nightburst, which is cool, on staves through the prefix "Storm".

Armor: Gandalf can't wear the heaviest items; he can only wear armors up to about Lorica quality. The prefix "Adamant" adds an crapload of melee armor, so watch out for that. It's possible to get Sunburst on armor, too.

Boots: "Horseman's" wrappings are neat since they add so much speed(Gandalf is rather slow due to no footspeed skill). Courage, Strength, damage, large Treasure Find and even critical% can be found on footwear.

Gloves: "Blood Pirate's" adds 45% Treasure Find, so that can help even if you're not a treasure hunter. Other small things like SP, accuracy, and other stats are easily found on gloves.

XX(r.w)

Runes & Whetstones

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Runes are bought at Rune Forges for varying prices. You can stick them in your weapons, and when you're ready to exchange them for different ones you can pop 'em back out at your will.

Dwarf Rune I - Dwarfmetal +1 Melee Armor
Fairly useless, even early on.

Dwarf Rune II - Sharpness +1 Damage
See above. It's better than nothing, though.

Dwarf Rune III - The Forge +5 Critical Hit Damage
I guess it could be useful if you have a large amount of critical%, otherwise it's useless.

Dwarf Rune IV - Mountain +5 HP per slain foe
Excellent for almost any character. Two of these paired up with Consecrated weapons can save you many herbs.

Elf Rune I - Orc Foe +2 damage to Orcs
Not really worth it.

Elf Rune II - Nimblefoot +10% dodge
Not really worth it, unless you have a lot of other +dodge% gear.

Elf Rune III - Sacred Heart +2 Spirit regen
INCREDIBLY useful. Two of these on a mage Gandalf with other +spirit regen gear is GODLY.

Elf Rune IV - Meditative Stand still to heal oneself
When you're out of herbs and no shrines are in sight, pop one of these in a weapon, go grab a snack and when you come back, you're all set. Unfortunately, two of these does not double the regen rate.

Man Rune I - White City +2 Missile Armor
Not worth it.

Man Rune II - Nature +10 HP per herb, food health doubles
Kind of cool. Use it if you feel like it.

Man Rune III - Might of Man +1 damage, +15 HP
Probably not worth it.

Man Rune IV - Rune of Fire +3 fire armor, Flaming, Fireburst
Neat to have on your weapon as a fighter, random explosions of death is a good

idea ^.^

Morgul Rune I - Orc Doom-King +4 damage to Orcs, Corrupt. -50% corruption resistance
...no.

Morgul Rune II - Dire Fear 30% Knockback, Corrupt. -60% corruption resistance
Depends on if you like knockback or not.

Morgul Rune III - Blackness +5 all stats, Corrupt. -70% corruption resistance
Stick two of these on your weapons in a level with no crebain and it's not too bad.

Buy Whetstones at Forges or Rune Forges. They are permanent and always in your inventory and always in effect. They only apply to weapon damage, so mage Gandalf players do not need them at all. They're great for fighters, though.

Used Whetstone: +1 damage

Ordinary Whetstone: +2 damage

Common Whetstone: +3 damage

Fine Whetstone: +4 damage

Superior Whetstone: +5 damage

Dwarven Whetstone: +6 damage

Adamant Whetstone: +7 damage

Mithril Whetstone: +8 damage

XX(v.h)

Version History

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v1.0 - 11/28/03 - FAQ is finished. A "Tips 'n Tricks" section may be added next version.

XX(w.u)

Wrap-up

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First, let's get this out of the way. The following sites can use my guide.

Gamefaqs.com
Neoseeker.com

Thanks goes to...

cJayc for posting my guide
Griptonite for making this excellent game, and TTT as well ^_^
Thalcos and Horklump for being so patient with our eager little selves
You, the reader!

If you'd like to use this FAQ on your site or if you have comments or

questions, you can reach me via AIM at spikyfire5 or on the gamefaqs message boards and I can help you there.

Thanks for reading my FAQ. Byebyes now.

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