

# The Lord of The Rings: The Return of The King Eowyn Guide

by ElBarto252

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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.

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ElBarto252's Eowyn Guide for The Lord of the Rings: The Return of the King GBA  
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Thanks to:

ScizorCT's Item Modifier guide  
Zegota's FAQ for the list of levels  
Members of the RotK board for insightful tips  
JRR Tolkien for writing the books

(This guide finished over the course of 9 months-I'm just lazy)

-----Eowyn Eadig-Sheidmaiden of Rohan-----

"But no living man am I! You look upon a woman. Eowyn I am, Eomund's daughter. You stand between me and my lord and kin. Begone if you be not deathless! For living or dark undead, I will smite you if you touch him."

-The Lord of the Rings the Return of the King (p.114)

Eowyn is a great melee fighter in this game, but doesn't have much of treasure hunting or any ranged skills, like most of the other characters to choose from. Her passive skills are quite good, her active skills are similar to Sam's. She can equip all of the better armor, like Aragorn, hold two handed swords, and has a whole list of great reasons to hold a shield. She also has the best Nazgul-killing skills. More on that later in the FAQ.

-----Passive and Active Skills-----

=====  
|Passive Skills|  
=====

Nimble-You are agile and dodge your foes' attacks easily (Gives you +4% chance of dodging blows per level)

Not bad. Put a few points in here, but max later. It's really useful when fighting trolls or bosses that attack with clubs or swords.

Herb Lore-You understand the secrets of herbs. (Herbs heal an additional 10 HP/level)

Why does everyone have this skill?! If you really want extra food health, buy

the Nature rune. Don't waste your skill points on this early in the game.

Keen Eyes-Your vision is unmatched (You find 5% more gems and better items/ level.)

You can't go wrong with better weapons and more gems. Put a few points here, max when you feel like your current finds can't keep up with your spending.

Fighter's Resolve-

If you have auto heal on, don't bother with this. It could be useful, but if your health is really low, then a single hit could kill you anyway. Max later.

Shield Offense- You are adept at using a shield (Shields give you +1 level damage and +3% shield block per level)

If your Eowyn has a shield, then max this out quick. When you equip a tower shield (the ones that have the most shield block) with this maxed out, then you can block 50% of the attacks that come your way without pressing any buttons. Plus, the +1 damage works on so many levels.

Fleet of Foot-

Pretty useless. Put points on the Rohan Sprint instead. Even if you max this, you still can't compare with the Rohan Sprint's speed.

Wraithslayer- Even Sauron's minions fear you

Since the Eowyn's final boss is the Witch King, you might want to put a few points here. It's better than looking for weak items that do extra damage to the Nazgul. Max it when you're above level 30. It can be really useful at Weathertop, too. At level 30+, with this maxed out, you can kill a Nazgul at Weathertop in 2-4 hits, with a one handed sword.

Defender's Fury

This skill isn't as good as Aragorn's Rage of the North, but it's still good, when you get hit by a troll, pop up invincible and finish off the troll with a few hits. It can help you back to your feet. But it doesn't stop the Witch King's red wave attack. If you get to level 20, put a point here anyway.

=====  
|Active Skills|  
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Double Strike-Two strikes, each with +2 damage / level. 30 Spirit.

Max this one as fast as you can. Two fast strikes, can defeat almost any Orc, or Uruk-Hai when maxed, or inflict serious damage. Plus it's useful on the Nazgul at higher levels.

Shieldmaiden of Rohan-15% chance of blocking attacks for 10 seconds. +3% chance / level and +2 seconds / level. 60 Spirit.

Max this one as soon as you can. It's very useful to be able to dodge at higher level, like if your Eowyn's holding a 2H sword, and you're in the ring with a giant troll or warg that can really bite a chunk out of your HP. I find myself using this a lot in Grueling and for the Witch King.

Rohan Sprint- +50% movement speed for 10 seconds/ level and +1 Defense / level. 65 Spirit.

This skill is great on the Weathertop and the Witch King stages. You can use it to run really fast to the exit of the map also. It's also good if you're low on health, and faced with a troll. Just circle the troll with the sprint, hit and run. Read the walkthrough for more info.

Shield Bash-Eowyn bashes enemies with her shield. Does 12 +1 damage /level. Stuns for +1 second / level. 50 Spirit.

This skill is okay at the beginning, but later it just dosen't cut it. It stuns all right, but does too little damage, and it's a slow attack. If you prefer not to carry a shield, don't put any points here. It won't work without a shield anyway, so you might as well max out the Double Strike.

Forth Eorlingas!-

I don't know why anyone would bother with this thing. It's looked a lot better in the movie, but it's hard to tell which foes are fleeing (unless your map is small, and they have no where to run). If you're surrounded, you should probably just use Rohan Sprint to run. Max it last of active skills.

Attribute Points

As with all melee characters, the stats should be maxed in this order: Accuracy>Strength>Defense>Health>Courage

Accuracy-What's the point if your attacks can't even hit the enemy? Put points in this stat first. It increases the likelihood of hitting enemies.

Strength-Every few points you put in this stat, your minimum and maximum damage increases by 1 point each. You're going to have to put points in this eventually when you buy out all the whetstones.

Defense-This stat doesn't change anything in the stat screen, but it decreases your foes' accuracy, so they have a smaller chance of hitting you. You should put points in this, even if Eowyn has a shield.

Health-1 point in health increases your max HP by four and your SP by one. Put a point in here every so often, so you can get hit more times.

Courage-1 point here increases your health by one and spirit points by four. This should be your lowest stat, but don't forget it completely if you want to use Double Strike and Rohan Sprint excessively for a boss or something, you can't stand around waiting for your SP to recharge when you want to use it again.

-----Walkthrough-----

Rohan Edoras Fields:

(Enemies: Uruks, Crebain)

This area has a lot of Crebain, so watch out. The exit is at the far east of this map. There's also a lot of Uruks scattered in groups of 2's and 3's, and this guy that says all his horses were stolen, near the exit. If you want to sell one of the many useless items found on this map, there's a shrine on the north center of the map, behind a rock circle formation, guarded by some Crebain and Uruk hai.

Rohan Gap:

(Enemies: Uruks, Uruk archers)

Go down the path, underneath the bridges. You will see a horse flopped to its side, being attacked by the Uruks. Finish them off and continue on. Next, there's a cave with Uruks streaming from it. You can't ignore them, so kill them. There's a forge ahead for you to get rid of useless items. Keep going left, plundering the chest and the end, and then killing the archers blocking you path along the northern edge of the map. You will then see a warrior's pool, and a bridge that you walked underneath before. You can choose to cross the bridge and face some Uruks, or go past the warrior's pool and face an avalanche. If you take the bridge route, you will end up in the same path as the avalanche route. If you take the avalanche route, you will see the 3

horses and their dropped items, and face fewer Uruks. But you wind up in the same place at the end, and then you'll see Aragorn fighting a band of Uruks. The exit is just behind those Uruks.

#### Rohan Hills:

(Enemies: Crebain, Uruks, Uruk archers, black Uruks, red Uruk archers)  
When you enter the level, you will see Aragorn and a bunch of Rohirrim foot soldiers with you. Too bad they leave you once you move a step. Anyway, you'll reach these arches surrounding a fountain full of Crebain. Quietly sneak towards the Crebain, then swing. If you do it at a distance, the tip of your sword can still touch the Crebain, and kill it without setting it off. Once you kill everything, head a bit north, and you will see a big cave and a winding path to the west. Both are guarded by Uruks, but the path leads to a forge. The cave itself is swarming with Uruks, so kill them, and flip the lever. Once you do, a spirit and health fountain will appear guarded by Uruks. Exit the cave, and kill those morons. When you kill them all, you will hear a strange whistling sound effect, and some black Uruks and red Uruk archers will come to the fountain. Kill them, and you will see a cut scene with a single black Uruk coming out of the cave. When you kill him, two chests will appear in the cave, yours for the taking. You really don't have to do the extra killing over the pools; you can exit after you flip the switch inside the cave. Other than the pool fights, there aren't any important treasures hidden in this level. The exit is in the left side of this map.

#### Rohan Plains:

(Enemies: Uruks exploders, Uruks, Crebain, Uruk archers)  
Kill the exploder Uruks coming out of the house. There are 3 of them. When you kill them, you'll notice archers shooting you. To get to them, walk on that pile of hay, and up onto the roof. There's two Crebain perched on that house, one on the lower part, and one on the roof supports. Go back to the ground, and head northwest to this cave. Go in and empty the cave of its chest and Uruks. After you're done, head to the east. The exit is to the northeast, but there is also a forge to the south, with some extra Uruk exploders, Uruks, and Crebain near a house and huge stump.

#### Rohan Snowbourne Trail:

(Enemies: Uruks, Uruk archers, black Uruks, Wargs, red Uruk archers, Crebain)  
Start by going north, then crossing the bridge, where a black Uruk and lesser Uruks are patrolling. This can be tough the first time, so watch out. Once you cross the bridge, head slightly north to kill some Wargs guarding some scattered treasure, if you want. When you're done foraging, head to the southeast and use the shrine, which is guarded by more Uruks. Go back to the bridge, and go south instead to the lower plateau. You should see a big pond. On the west bank is another bunch of Uruks. Kill them. The pond looks impossible to cross, but it's not. There are rocks along the pond that you can walk on. Keeping this in mind, you will see two possible paths. One is on the north of the pond, and one is to the southwest. The north path goes along the north of the ponds, to a treasure chest near a waterfall. It's guarded by archers, though. The southwest path covers the length of the pond, and will get you across. At the end of that path, you'll see an old lady who'll tell you about health pools. Use it if you need to, but there are still some fights left. Continue west, killing the Uruks that just won't stop. There are two chests around here, one near the health pool, and another to the southwest, guarded by a black Uruk and red archer. Cross the bridge, and you'll see these arches. There are a few Crebain and some Uruk archers, so deal with them, and empty the chests. The exit is beyond the arches.

#### Rohan Deeping Outskirt:

(Enemies: Uruk exploders, Uruks, Uruk archers)  
A boy warns you that this area is full of enemies. No kidding, there's a lot of

things to be killed here. Start by heading east, and killing the Uruks. If they reappear, kill them again. Head south and there should be some Uruks under a wall. Kill them. Keep going down the center "aisle" (which by the way, contain a high number of fountains) and kill all the Uruks of each level, on both sides. When you've killed a certain number, some black Uruks should appear from the center-south of the map, marching northwards. Finish them off. Then archers should file in. Kill them too. Then lastly, black Uruk exploders should come. KILL THEM ALL. Then that boy from before should tell you 'Look they retreat! Our allies have come'. Now that old lady near the exit on the south east corner can't nag you about enemies still attacking her home. You can run past her to the exit if you don't want to put up with her nonsense.

#### Rohan Campsite:

(Enemies: Uruks)

When you reach the site, your allies rush and kill a small bunch of Uruks. Join in, and take advantage of the Ranger's Hollow and Rune forge. See those rocks at the right edge of the map, near the exit? You can cross the water at that part, and go behind the roof to a secret area containing one useless barrel.

#### Dunharrow Hills:

(Enemies: Goblins, goblin archers, goblin drummers, Crebain)

Like the movie, these next Dunharrow levels will often feature zigzags of slopes and such. It served as a defensive structure in the movie, but here, you'll be screaming in agony and frustration. If you try to take short cuts thought parts of the zigzags, you'll get ambushed by some goblins. Going along the main path will be safer. Okay, from the starting point, go all the way east, killing all the way. There's a shrine at the end, next to a chest. From that point, go north a bit, then turn west until you see a health pool. Go north, and kill the group of goblins guarding the chest. From there, head east, again, making use of the second chest along the path, and killing any loose goblins. At the end of the zigzags, you will see two gobbling at the entrance of what looks like a campsite. Kill them, and try to sneak along the campsite, because the area has many, many goblins, drummers and Crebain. If you want to fight, break the barrels near the tent to release swarms of goblins hiding inside. The explosion will hurt you (from breaking the barrels) so stand clear. There are several chest scattered around, but they may be too pointless to get because some explodes, and you run the risk of releasing Crebain. If you don't want to fight, hug the south border of the camp, near the river. It's the safest route. Then, when you can't go any further east, go north a bit to exit.

#### Dunharrow Plateau:

(Enemies: Goblins, goblin archers)

This time you start at the top of a series of zigzags, then work your way down. The good thing about this level is that there's just one path, the smaller ones all leading to the major one. Start by heading east along the slope, then west. Once you climb down a small western slope, you should see a hole where goblins are crawling out. The goblins in this level are quite stingy; some only drop 1 gem for killing them. Kill all the goblins anyway, and then continue west. Then head south and you'll see another hole where goblins are coming out. Where you see a slight "bridge" shaped slope, it's best to avoid it. It is guarded by two boss goblins, in front of a Ranger's Hollow and a chest. From that second goblin hole, head west, then south, and kill the goblins near the health pool. From there, walk east to the exit.

#### Dunharrow Camps:

(Goblins, goblin archers)

This is very similar to the level that Aragorn's path has. Except that you don't have to kill a troll and green goblins swarming all over. There's no

troll here at all, just run to the north east of the map where some Rohan soldiers are standing to exit the level and see some scenes from the movie.

#### Dunharrow River Crossing:

(Enemies: 2 bladed Orcs, Wargs, goblins, goblin archers, half troll)

This level can be very good for experience, with those 2 bladed Orcs standing around. There are random puffs of goblins milling at the part of the map you start of in, and warg that does massive amounts of damage if you're below level 20. Thankfully, Merry will help you. When you reach the easternmost point, there's a chest. Open it, and then head south down a slope towards a big troop of Orcs, as the game would kindly show you. Unfortunately, Merry disappears, so you're off to fight by yourself. The troop can cause problems if, so you could focus hitting one at a time. When you kill the Orcs, make use of the shrine and pick up an artifact, Simbelmyne near that pond. Go back up the slope, and further south if you want, and that that set of stairs (in a middle of a plain?). If you're weak, it's best not to go east from the stairs because of the wargs that are there. Once you end up on the other part of the level, circle around the plateaus and kill all the goblins. A troll will be following a small troop of them, so kill that and some leftover 2 bladed Orcs. When you've killed everything you can, go to the southwest of the map and cross the river on those small rocks. Once on the other side, continue heading east, killing all the goblins that pop out from underneath the rocks. The exit is at the end of this path.

#### Dunharrow Hollow:

(Enemies: Goblin Drummers, Goblins, Wargs)

My advice: RUN! This is one of the most annoying levels! There are goblin drummers and Crebain everywhere! Eowyn, unfortunately has no ranged weapon to kill all those birds, so you'll just have to work a safe path around the Crebain. One release, and the Nazgul'll come a-running. If you have any Morgul runes, take them off. It doesn't matter if you want to kill goblins, worry about the Nazgul first. The exit is at the northwest side of the map, and since this area doesn't give a direct path, you'll probably have to weave around for a long time. The compass should give you better directions. There are some chests and easy exp from goblins, but even the most careful person would be able to set off the Nazgul.

#### Dunharrow Campsite:

(No enemies)

Take a short break for now. The last level was rough, and there won't be a campsite for a while. Take you time, use the ranger's hollow and rune forge. Buy ent water if you used it after getting surrounded by those Nazgul.

#### White Mountains Foothills:

(Enemies: Easterlings, Wargs, half troll, goblins, Crebain)

This is one long hack and slash level. You start at the southwest corner of the map, and the exit is all the way on the northeast. There are a whole lot of different enemies here so plan ahead. The level is easy until you run into that half troll leading a lot of drummers. There are Crebain in at part of the map too, so be careful not to release any of them, and wait for Merry to kill them. Then as you go farther up and right, there's a huge ambush of Easterlings, Wargs, drummers and Goblins. There's a Crebain sitting out on that sharp rock, so be careful not to release that too.

#### White Mountains Storm:

(Enemies: Goblins, Goblin archers)

Not much to do here. Use the shrine if you need to, go east, then south, to a whole bunch of goblin archers. When you kill them all, plunder the chests at the corners of the map. Some goblins will appear that you can't attack. Follow them into that little cave at the center to the next level.

#### Ice Cave Ice Caves:

(Enemies: Goblins, Wargs, Spiders, half trolls)

Start by going down and killing those green goblins. Turn to a short hallway to the left for some boxes of loot, or follow the rest of the goblins to the right. Go past that arch (it's not a dead end, you'll find lots of these here), then turn south once you reach a corner. Kill the spiders while going down this path, ignoring that rumble. When you can't go any further south, turn to the east, and kill the warg and spider in a chamber. The west side of this chamber has a cave. (It looks like an ordinary dent in the wall, but there are a few that you can go through, this being one of those) Go to the cave, and you end up in a hall. Go down the hall, and a half troll will greet you. Move to the right, and you'll see a cut scene with butterflies. If you managed to kill the troll, loot the chamber. Then head a bit to the east to another chamber to kill the spiders and wargs. Exit this chamber by the same you entered. When you're back in the original area before the cave, head south. Kill the spiders, and down south, under another arch. There will be another chamber, with a warg. Head to the left side and go through another cave. In the cave, go south and kill the spiders and half troll. There's a forge on the southeast side of the chamber. Now exit the cave area, and go back where you came from. From there, go a bit south, and you will see a fork. Take the right fork first. Kill the goblins and warg on the way. Continue south, and you'll see a side path. Don't take it; it just leads to the left fork. At the end of the path, it leads to a chamber of spiders and warg, which is the same one you went to earlier in the level (I don't mind doing this twice, but you probably want to yell at me for making you do extra work). Go back to the place where the forked paths begin, and take the left fork this time. Keep going south, killing everything, and the exit is behind them.

#### White Mountains Edge:

(Enemies: Goblins, goblin archers, goblin drummers)

Go along path, past the spirit pool. There is a cave in between two cheats. The chests don't have anything, but goblins will come out of the cave when you try to walk past. Kill them. Continue east, then south, then west. Empty the entire clearing of those dirt clods and head to the far west side of the clearing to a shrine guarded by some goblin archers. There is also a chest behind them. After you kill everything, go back to the clearing and take the path from the south center of the clearing. Keep heading southeast, and you should see a guy who looks like Elrond warn you about goblins and treasures. An avalanche will also shake the screen, so watch out for the northern part of this second clearing. Once you empty the clearing of goblins, you will notice a forge, chest and health pool on the southeast of this map, near the exit. Don't exit now, go north, and you should see a cave behind some trees. There are 5 chests and a health pool inside. Regular goblins will come in randomly through the cave to the hidden alcove you're in so watch out. Every time you open a chest there, you will hear some evil cackle and a green goblin will come to attack you and Merry. When you exit the cave, be careful, as crebain have now appeared on the three trees nearest the cave hole, and on that pointy rock. When you're ready, the exit is just on the east.

#### White Mountains SE Mts. Edge:

(Enemies: Goblin Drummers, Crebain, Goblins, Goblin Archers, Wargs)

Go past those tents, and slashing those Wargs that pop out from the tents. Go all the way east, then south, then west to a clearing full of goblins in every color of the rainbow, except for purple, blue, red, yellow and a specific shade of orange. On the upper center of this clearing is a forge. Go all the way west, then south. Watch out for the crebain in the trees and rock and that drummer to the south creating a ruckus. Wind around the rock, and you should

see a chest up ahead, near a cave. Head east from there, to a clearing full of goblins. Kill everything. At the southwest corner of the clearing, blocked by a tree is a random rune. When you walk over it, the name of the rune should appear in red near your health bar, where the normal item text would be. The exit is just to the east of that rune.

#### White Mountains Campsite:

(No enemies)

Whew...Finally a Ranger's Hollow. If you're out of Ent water, stock up, and be sure to use the forge. There's some serious fighting in the later levels, and try to sell as many items also, to make room for the better items you can get later.

#### Pelennor Battle Edge:

(Enemies: Orcs, Orc Archers, Haradrim Archers)

See that ballista? Wait for it to load, than fire it. You'll be thankful it's there. Anyway, when you enter, there's a big group of Orc archers just sitting there like ducks. Shoot as many as you can, then run at them and start a killing spree. A shrine is at the left of the starting point, but is blocked by a group of rocks so you'll have to go up then left. The shrine is guarded, so be careful. There is also a huge crowd of Haradrim archers at the south center of the map. They can do some serious damage, so you should keep your Shieldmaiden of Rohan on from now on. The exit to this map is on the east of the starting point.

#### Pelennor Battle Haradrim Camp:

(Enemies: Orcs, trident wielding Orcs, Haradrim archers, Easterlings, Wargs, Orc archers)

This is probably one of the best and longest maps to get experience. The whole map is like a maze, and there are 2 exits, one at the north center of the map and one at the south east of the map. The southeast exit leads somewhere that isn't really much of a level as it is a hidden area. So head north, killing the many enemies in your way. A common procedure is to leave your Shieldmaiden on for the rest of the game. There are some chests lying sround on the west side of the map, so kill those blocking it and get the booty. When 2 wargs ambush you at the northern most section of the map, kill the enemies in your way and get that chest too. Then you should head a bit southeast until you see a health pool. Then head a bit north and raid the camp and kill all the enemies. DO NOT EXIT YET. There's an exit at the center north of the camp, but you haven't combed through everything yet, especially a hidden map. Head south and you get ambushed by a group of Haradrim archers.

#### Pelennor Battle Hidden Plains:

(Enemies: half troll, orcs, trident wielding Orcs, Crebain, Orc archers)

You end up here if you take the southeast exit. This map is relatively small, but has a lot of monsters. This area is fenced into two parts, so start by heading south, killing off all the Orcs. When you walk to the right, you will notice a lot of Crebain perching on the fence. At this point, you should not set them off and take off any Morgul runes. You should also see a troll. Stand clear of the fence, and let it kill some Orc archers for you. Then kill the troll from behind the fence if you can manage. Go to your right on the other side of the fence from where you started. The chest on the northern end will produce some excellent items the first time you open it, I think, but then the items lose value later. The exit is very close, just head a bit more north. You will end up in the Mumakil Camp level.

#### Pelennor Fields Mumakil Camp:

(Enemies: Haradrim archers, Easterlings)

Oh...another crowd of those annoying Haradrim archers. You start at the east side of the map, and to the west, there is a lot of these fences and different



paths like mazes. The path at the far northwest of your starting area has a huge gang of Haradrim mace holding fighters and archers guarding a Ranger's hollow. Buy one if you've already been knocked out once by those soldiers. There is also a secret area here. Look for a crazy little yellow and brown dot (squirrel?) running up and up next to a campfire near the middle of the map, above this odd shaped tent. When you go near it, it will stop running up and down, and take off south, the left for some time. It will go to this gate previously locked. When it goes to it, it will open. RUN to it before it closes! The path you've been led to will now go left, down then east to another gate, which will open with the squirrel. Then the squirrel will act like a normal squirrel when you go through. Go left, again. There is a chest with some more squirrels. The chest contains rare items. But each time you open the chest and get the items, the items will decrease in value and be more common. To avoid getting common items, save before going to the chest, and if you get something of little value, turn it off and start over until you get something good. To get out, flip that gate. You will now be near the exit. Double back to wipe out some weak Easterlings.

#### Pelennor Fields Campsite:

(No enemies)

This is the last official rest area. Take your time and use the forge and hollow, because the next few levels will leave you combing for one of these.

#### Pelennor Fields, Theoden's Charge:

(Enemies: Orcs, Wargs, trident wielding Orcs)

Finally, a real battle level. See those riders on horses? They can kill almost anything that comes in their way. They don't hurt you, though. So if you're weak, or just extremely lazy, just steer the Orcs in front of the horses. This level's map is quite big, with the exit at the north center of the map. There are so many enemies and the terrain would have you going around a lot, so you'll have a hard time trying to explore everything.

#### Pelennor Fields Mumakil Attack:

(Enemies: Haradrim archers, Easterlings, Mumakil)

I'm not sure what to say about the level. There are A LOT of Haradrim archers and warriors everywhere, and 3 giant Mumakil. All you have to do is wait for the mumakil to leave the map, and the level is over. But you probably shouldn't do that, because the mumakil give a huge amount of EXP. If you have Shieldmaiden of Rohan maxed out, you don't have to worry about the arrows coming off the mumakil too much. The best way is to get behind the elephant's butt and hack away. The front tusks of the mumakil will send you flying. As for the rest of those lousy Haradrim, just try to run away from them, and kill the elephants first, before they surround you. When you kill all three, just race around the map, and finish off the rest of the enemies.

#### Pelennor Battle Fall of Rohirrim:

(Enemies: Half troll, banner bearers, Orc archers, Orcs and trident wielding Orcs)

Thankfully this level is short. This level should not cause any problems if it weren't for that troll! As with any troll, just run around it in circles and hit its back. After the troll's dead, use that shrine to sell any items you don't need. It might be long time before you can sell items again at this point of the game. Go down, and you will see lots of poison arrow archers surrounded by Orcs. If you see any flag and banner holders, kill them right away because they make your enemies harder to kill. Head south, west then east along that fenced path, killing along the way. The exit is behind some more enemies.

#### Pelennor Battle Witch King:

(Enemies: Witch King, Fell Beast, Orcs, trident wielding orcs)

First, you'll see a cut scene with Theoden and the Witch King. Then it's Nazgul killing time! Approach the Fell Beast from the side so it can't bite you. Keep hitting it; it should be easily killed by anyone at the point. When it dies, the Witch King will come out and screech. The Witch King is very hard to kill and his attacks come in several forms. His red wave attack drains you HP, and could do a lot of damage. His blue wave could drain you spirit to almost nothing. His black wave kills the goblins and Orcs around him and restores his health. Then he has his regular melee attack which can poison and drain your spirit. Shieldmaiden and Rohan Sprint should be used. Make sure it's never off. The strategy of running around and hitting the Witch King's back can be used here. But the Rohan Sprint is mainly used to get out of his wave attacks. You can tell when he's going to use a wave if you see him rearing up. Be patient, it may take as long as an hour to beat him for the first time. There is also a never-ending stream of Orcs from the corners of the map, so you'll have to fight those too. You might also notice little fires around the map. If you can make the Witch King stand on top of the fire long enough, it can drain his HP. It's not very much help here, but it helps in Weathertop. Make sure you don't stay on the fire too long, because it can also hurt you. When you kill him, be sure to pick up the twice-dead guy's crown.

-----Bonus Level Tips-----

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|Moria|  
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This level is very self explanatory. Goblins-use the old hacking button, trolls of any kind, use the Shieldmaiden of Rohan or Rohan Sprint. The Shieldmaiden will let you avoid most of the hammer strokes, and the Sprint can be used to circle them, pause,pull out of the way when they stop and hit,them zooming around to another side of the troll away from the hammer and strike. It's easier than I made it sound. Ranged fighters have it easy. The huge troll in the last chamber can't walk through the door, so step back and hit. There is also a secret room in Moria for those that don't know. To get to it, just kill 5 goblin drummers in the last chamber with that "Mr. Duh" troll and go back in the direction of the exit, and hug along the walls, until you can pass through one of them. Then go along the invisible path, that was previously blocked by rocks and you should see a room full of chests and squirrels.

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|Weathertop|  
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See that fire at the middle of this area? Beautiful. USE IT!!! If you don't know why, you'll notice that the Nazgul will automatically die when they stand in there too long. Just use your Rohan Sprint to weave around the map, leading the Nazgul into the fire when they tail you. They'll burn to death soon. If you have Immobilize in your weapons you can use that too, but it's not very reliable. This is 2nd easiest way to kill the Nazgul, the 1st being using Aragorn's King's Command to make them freeze when they walk into the fire.

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|Helm's Deep|  
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This is a basic level. You start out by killing Uruks, and Orcs, then when you

destroy the ladders the Orcs climb onto the wall from, you'll hear a rumble, and you'll progress to the second part of the level. There are explosions as you walk on the wall, so be careful especially in Grueling. Avoid running to reduce the chances of burning your HP.

Once you get to the second level, you'll get into some serious fights. It's best to have Shieldmaiden of Rohan on at all times. First comes a tide of black Uruks, then some big shield holding guys, then red archers and trolls. They never stop coming out of the breached wall, so you'll get plenty to fight. The trolls may prove more difficult to fight, so you that running Shieldmaiden strategy like you did for the Witch King if you can't afford to get hit. The huge troll is also tough for Eowyn, due to her lack of ranged skills. In that case, run to the stairs, to about the 4th or 5th step up, then slash. The troll will get confused and not be able to swing at you for some reason. Keep slashing, and it'll die, letting you exit the map.

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|Fangorn Forest|  
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This map is a bit of a doozy, full of map "portals" that will lead you to a different section of the map. In some places, there would be virtually no enemies, where at the next there would be swarms of huge trolls and axe throwers. I have no advice for any of you, you'll be fine as long as your Shieldmaiden's on.

-----Items to Look For-----

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|Things that look good|  
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For a better list, look in Scizor's FAQ. I have found most of these prefixes myself, and picked out the best ones.

This is a random list of the more useful prefixes. No penalty refers to things that don't take away any stat points or decrease corruption resistance.

Artisan's, Royal-These items sell for a lot of money. Without a suffix, "Artisan's" normally sells for more than 201 gems

Aragorn's-This prefix adds a pretty good number of Strength and Accuracy, with no penalty. Found near Dimholt or later in Aragorn's path, but is also rare, though more common in Grueling.

Eowyn's- This prefix isn't the best, but it's nice to have an item that belongs to you.

Boromir's-Armor and shields with this name increases HP by 100 points (whoaa-oh!), and melee and missile armor also increases by a couple of points in the other items. Found in Pelennor fields levels.

Isildur's-Increases defense by +12 pts and some other stats too. No penalty. Found mostly in Ithilien North/Waterfall in Gandalf and Aragorn's path and later.

Elendil's-Increases accuracy by 8 points and some less important stats. No penalty. Found mostly in Ithilien North/Waterfall or later in Gandalf and Aragorn's path.

Grey-Increases Defense, usually by +3. Found commonly on levels with ice and snow.

Beryl, Noble-Are usually valuable, but also adds a few extra points to Melee Armor. Found most often in the Pelennor fields levels.

Adamant- Adds +9 Melee armor and +6 Strength. Found most commonly on the Corsair ship level from Aragorn's path.

White Ruled- Adds +5 Accuracy. Can use this to cancel out the -5 Accuracy for the tower shields.

Goldlace, Gold Trimmed, Silverthread, etc- Sell for more than normal items, usually, but normally not very useful

Elf Queen's-Increases SP by 40

Magnificent-The weapons add +5 to all stats and the item sells for a lot, but this prefix is rare. Found on Pelennor Fields to Ithilien levels on Grueling.

Knight's- adds 50% fear resistance and poison resistance. Same with items that end with "Of the Virtuous"

Old Morgul- This single prefix adds the most damage to weapons (+8). Unfortunately for some, it's Cursed. Found in Ithilien Waterfall.

Polished-These weapons should not be relied on, seeing how they can break in as little as 1 hit on a barrel. But they do have a 35% Exp bonus. I find these mostly at Helm's Deep, and keep them stocked in my backpack. When I get to a level with lots of enemies, I equip them and kill as many things as I can. When the weapon shatters and Eowyn starts fighting with her hands, I switch to another Polished weapon or equip my old one again.

Vein Crystal- This is the best prefix on a jewelry item for a melee fighter. It increases a lot of the accuracy stats. Found in Aragorn's Black Gate levels/Ithilien.

Dark Sapphire-This is the best prefix for a treasure hunter. It gives the most percent of extra treasure. Found in Aragorn's Black Gate levels/Ithilien.

Lordstone- Adds +9 Wisdom and +3 Courage, but only found on jewelry. Perfect for Gandalf.

Judgement's- A more common prefix than Magnificent, preferred by some over 'Magnificent'. It adds damage, instead of the extra points to all stats. Can be found easily in Grueling, Ithilien and later.

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|Things that end with|  
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"Of the Sea" The 90% Poison Resistance is second best to only the 95% you can get from Undead items, without the reduction of Spirit.

"of the Archer King" Adds +12 to Accuracy, but also reduces strength. Cancel out the strength reduction with a prefix such as Adamant.

"Of the Fates" Has a +60% Extra Treasure if you're into treasure hunting and +20% Critical for fighters.

"Of the Kings of Men" or "Of the Stars" Increases a lot of that courage stuff, so you don't have waste points in it. "Kings of Men" also adds Accuracy.

"Of the Witch King" adds the most damage, +10. It's also cursed. Can be found in Grueling Helm's Deep, Ithilien levels.

"of the Dark Lord" -adds +10 to all stats. It's the most cursed, corrupt weapon there is, plus adds some damage. Found most easily in Grueling Ithilien, Black Gate levels.

The best items are ones that have a prefix and suffix. Some uniques are decent, which can be identified by their blue lettering and their sale prices of 278 gems.

-----Contribute-----

If there's anything I'm missing or just general questions and comments, email me at localspringfieldian (at) yahoo.com. Don't send any attachments, or email junk. Be sure to put your name and email for credit.

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