

# The Lord Of The Rings: The Two Towers FAQ/Walkthrough

by zephyrmaster

Updated to v2.10 on May 31, 2003

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

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Full FAQ/Walkthrough  
for:

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The Lord of the Rings:

v. 2.10

for Gameboy Advance

FAQ Written by Zephyrmaster  
Walkthroughs written by Zephyrmaster  
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Created on 1/1/03 by Zephyrmaster (zephyrmaster@yahoo.com)  
\*Thanks for all of the contributions and emails\*  
\*I've recieved hundreds of emails and appreciate them\*  
Version: 2.10      Updates: 24      Last Update: 05/31/03

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- Full Version History
- Email me
- Contributors
- Special Thanks

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#### Short Version History:

- 2.10 (5/31/03)
  - More corrections... it's--> its...
- 2.09 (5/19/03)
  - Added a few omissions
- 2.08 (3/25/03)
  - Fixed a little mistake
- 2.07 (03/25/03)
  - Added a Gimli Character Guide by Aznsmarty07
- 2.06 (03/17/03)
  - Fixed a few minor mistakes
  - Updated item info w/info from Numbers (w/ permission)
  - Added to bug list

\*\*\*\*\*  
\* Introduction \*

The Lord of the Rings trilogy is one of the best loved book series of fantasy literature and even all literature. Two movies, based on the first two books have been released, and this game is based on those two movies. This game is an action/rpg, and has many similarities to the hugely popular Diablo series found on computers. This game was developed by Griptonite games, and was produced by EA Games. It hasn't proved to be hugely popular, but for those who have purchased this game, it has generally been heralded as one of the best games that can be found on the Gameboy Advance.

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\* 1. Frequently Asked Questions \*

Q: I heard this game is like Diablo II for computer? Is that true?

A: Yes, to a certain extent. Certain elements in this game are from Diablo II. This game features the same leveling up style, it features skills trees, similar stats, health and magic orbs, and a similar inventory layout. Some of the differences include the fact that this game is on the gameboy advance, this game features the characters from the Lord of the Rings (specially the first two movies), and this game has no quests or towns per se (it has shrines and objectives).

Q: Who is the best character to start off with?

A: There really is no "best" character to start off with, but many believe that Legolas and Aragorn are the easiest to play.

Q: Help! I'm stuck in an area and can't beat it! Is there any way to level up with ease?

A: The only way you can level up is by defeating enemies, but you can do this trick to maximize the amount of exp. you gain in an area. Fight enemies until you are close to death, then save your game. If you quit and return to your game, you will have full health and retain all of the experience and items you found.

Q: I'm playing Aragorn. Can I use bows? He uses it in the movie...

A: No, unfortunately every character has a type of weapon that they have to use. Aragorn can only use swords.

Q: I got this item called Horn of Boromir, and it says it gives me a bonus in experience points. The problem is that I can't select it. What can I do with it? What does it do?

A: The bonus that this item gives you occurs when the item is simply resting in your inventory.

Q: I can't beat this boss! How do I?

A: You have to "stick to your guns" so to speak. Use the abilities that have carried you throughout the game. Don't be afraid to run away, because the health of the bosses doesn't recover, but you can. Look to the section on creatures to find a strategy to defeat the boss with your character.

Q: What is corruption?

A: Corruption is well... how corrupted your character is. The eye in the upper right hand corner reflects how much corruption you have. The eye becomes bigger if you use corrupting items, use corrupting skills, or allow a creature to alert Sauron. If the eye begins flashing, Nazgul, or ringwraiths, will start attacking you.

Q: Do I really only have four save slots for five characters?

A: Unfortunately, yes.

Q: What do artifacts do?

A: Basically, all you can do with artifacts is collect them. Collecting them all unlocks a special multiplayer option. No one character can find all of the artifacts in one go.

Q: Are there any unlockables in this game?

A: Yes. Beating the game with two characters will unlock Gimli in multiplayer. Beating the game with every person unlocks a special movie featuring a cave troll fleeing from squirrels. Collecting all of the artifacts unlocks a special multiplayer mode called "Misty Mountains".

Q: What is multiplayer like?

A: It's fun, because both players have complete freedom in the levels.

Q: How do I use a shrine?

A: Stand next to it and press the R shoulder button.

Q: What is Eowyn's quest like? Is it drastically different from the others?

A: Yeah, in fact, her levels are completely different. Her skills may be derivative from other characters but her quest is completely original.

Q: Why do I keep finding axes? I can't use them, and I don't think that my other characters can either.

A: By beating the game with two characters, you unlock Gimli in multiplayer, who can use axes.

Q: What happens when your character dies in this game?

A: When your character dies, you have to start the level over again, you lose a few bars of experience, and you lose some gems. You lose 20% of your Gems (From Gerome).

Q: Why don't you have a guide on Gimli?

A: Unfortunately, I've never had the opportunity to play Gimli (I have played a little multiplayer though). If anyone would like to help me add information on him in my guide, email me at [zephyrmaster@yahoo.com](mailto:zephyrmaster@yahoo.com). Any help is greatly appreciated and credit will be given.

Q: If I change the difficulty to hard, do I get more experience?

A: Yes. In hard mode you receive 20% more experience than you would in Normal mode. In Grueling mode you receive 50% more.

Q: I'm stuck in a level and I can't get out? Can you help?

A: Unfortunately I haven't made a full walkthrough yet, but here are some tips for making it through a level. Follow paths, footsteps (when pursuing the Balrog) or other hints like that. If you stop then a flashing arrow can guide you and tell you where to go. If rocks fall down in one area then it means a new path was made in another area. In Moria, all of the switches and levers always open a door. Hope this helps.

Q: What's 2H mean?

A: Two handed. With some weapons you must use two hands and with some you get a damage bonus if you use two hands.

Q: I found some green items. What are they?

A: They are enchanted items. Most are better than their normal type but some are worse.

Q: Are there any bugs I should watch out for in this game?

A: Unfortunately, yes. If you want to continue buying attribute points and eat water with a character, then don't buy the last whetstone. The last whetstone costs 12,000 gems and is called the 'Mithril Whetstone'.

Q: Is there a maximum level?

A: Yes, and it's at 52. 52 may seem odd and I can't see any reason why it shouldn't =). Once you reach level 52 you just can't gain any more experience for a new level.

Q: Hey, some of my primary stats are colored red and some are colored green. What does that mean?

A: That means that they are being affected by an item in your inventory. If the statistic is green then it is being increased by an item; if the statistic is red then it is being decreased by an item.

Q: How long does it take to beat the game?

A: Depending on your idea of what "beating" a game is, it could be anywhere from 5 hours to dozens. For characters like Eowyn, who can beat the game at about level 11, beating the game with her can take just 5 hours or even less. Other characters have longer games and will take a longer time. To completely beat the game (beat it with every character) it would probably take at least 20 hours for a better player. Even after beating the game with characters, you can still play again to try to maximize your characters by reaching level 52 (which is the maximum level attainable).

Q: I can't stand the Crebain always escaping. What can I do to stop them?

A: Most of the characters have a ranged attack of some sort. Gandalf has his magic spells, Legolas has his bow, Frodo can throw his knife, and Aragorn can throw a sword. If you don't have these abilities or don't want to have them then the only way to stop them is to avoid them or by making them fly at you.

Q: Is there any way to transfer items without playing in multiplayer mode?

A: No.

Q: How closely does this follow the movies?

A: Fairly well, if you ignore the fact that Frodo doesn't fight that much and Eowyn doesn't either. It only goes through the first two movies.

Q: Are the video clips from the first movie or the second movie?

A: The second movie. The starting movie features clips of meeting Gandalf, Eowyn, Aragorn arriving at the main city in Rohan, and of course the One Ring. The ending movie features clips from the battle at Helmsdeep.

Q: If I delete one of my characters, the one that found most of my artifacts, will I have to find those artifacts again?

A: No, just as long as you don't delete everyone of your characters all at once.

Q: Do you have any Gameshark codes?

A: I don't own a Gameshark and I feel that using a Gameshark takes away from the game overall. If you want Gameshark codes just look on the message boards for this game.

Q: How do I get Crebain to "fly" at me? (metallica9819)

A: What I mean by that is to predict where the Crebain are going to fly and attack them. You can tell where the Crebain are going to fly depending on the direction they are facing on whatever they are on. If you just swing at some Crebain, they will decide to attack you instead of flying away, and that is a strategy you want to use.

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\* 2. Menus and Options \*  
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#### The Main Menu

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New Game  
Load Game  
Multiplayer  
Options

#### Explanations:

Multiplayer - Connect to play with another player. You can only play with one other person. Both players must have a game pak in their gameboy advance systems.

#### Option Menu

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Music (On/Off)  
Music Volume (0 to 10)  
SFX (On/Off)  
SFX Volume (0 to 10)  
Fast Discard (On/Off)  
Difficulty (Normal, Hard, Grueling)  
Language Select

#### Explanations:

Fast Discard - If you turn it OFF, the game will ask you to confirm your choice each time to want to discard an item.

#### In game Menus:

#### Select Menu

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Save Game  
Objectives  
Artifacts  
Options  
Quit Game

#### Explanations:

Objectives - See your current goal.  
Artifacts - Look at your collected artifacts.

\*\*\*\*\*  
\* 3. How to Play \*  
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## In game screen

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- Your selected skill appears in the upper lefthand corner
- The Eye of Sauron measures your corruption and appears in the upper righthand corner.
- The orb in the lower lefthand corner represents your health.
- The orb in the lower righthand corner represents your spirit points
- The bottom bar shows your current experience level. When it fills up you gain a level.

## Buttons

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Control Pad - Move

A - Use Active Skill

B - Attack

Holding B - Powerful Attack

L - Cycle through skills

R - Pick up an item

Select - Pause Menu

Start - Backpack screen

## Backpack Screen (press start to access)

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- Your character can hold up to 8 items.
- Your character can equip a weapon, a shield, armor, a cloak, a helmet, a necklace, a whetstone, and boots.

To equip an item, select it by pressing A. You can equip several items, and you can discard any.

## Skills Screen (press L on backpack screen to access)

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- Shows your active (must be used with A button) and passive skills (always active).
- Skills can be increased when you receive a skill point. You receive skill points for gaining levels or by killing enemies in increments of 500 (500, 1000, 1500, ... etc...)

## Statistics Screen (press R on backpack screen)

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- Shows your Level, Experience, Next Level (experience required for the next level), Hit Points, Spirit Points, Damage, Armor Quality, To Hit, Dodge, and Shield Block.
- Shows your primary attributes (can be increased when you gain a level), which are Strength, Accuracy, Health, Defense, and Courage.
- It also shows the number of enemies you have killed and the amount of gems you have.

## Explanations of Primary Statistics (when increased):

Strength - Increases damage and health

Accuracy - Increases chance to hit

Health - Greatly increases hit points

Defense - Increases chance to dodge

Courage - Greatly increases spirit points and marginally



increases health points.

## Gems and Shrines

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Gems are the currency of this game. Gems are frequently dropped by enemies and can be spent at shrines. Shrines are scattered throughout the levels and can be accessed by pressing the R shoulder button. At shrines you can sell your collected items, or purchase things.

### Shrines:

Forge - Whetstones : Increases damage of your weapons.  
Random Items : Buy a random item.  
Shrine - Attribute Point : Buy an attribute point  
Skill Point : Buy a skill point  
Entwater - Ent Water : But Ent water, which will restore  
Pool a killed character without any penalties.

## Liquid Pools

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Throughout the game are scattered various pools of variously colored liquids that help your character. Here is what they do:

Red - Fully restore your hit points  
Blue- Fully restory your spirit points  
White Pool 1 - Gives you an experience bonus  
White Pool 2 - Gives you a temporary strength bonus

(White Pool #1 has a fancier design than White Pool #2)

## Corruption (Eye of Sauron)

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The Eye of Sauron in the upper righthand corner of the screen represents your character's amount of corruption. The larger the eye becomes, the tougher and stronger your enemies become. Creatures like Crebain (crows) and Goblin Drummers can alert Sauron to your presence, thus making the eye even bigger. If the eye begins to pulsate, Nazgul, or Ringwraiths will appear. They are tough enemies that will destroy lower level adventurers. To prevent this from happening, you can use these tips:

- If your corruption is too high and the enemies are too hard, wait a while and your corruption will fall.
- Kill all crows and drummers that your find. Legolas and Gandalf can hit crows even before they take flight.
- Don't wear items that reduce your purity.
- Increase skills that increase your resistance to corruption.
- Don't overuse skills that increase your corruption.
- Don't use the One Ring skill with Frodo too often.
- Don't overuse the higher level magic abilities of Gandalf.

## Difficulty

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In this game you can change the difficulty from the

default normal to two others, Hard and Grueling. These can be changed in game by pressing select. When you change the difficulty the monsters become faster, hit harder, have more defense, and have more health. There are bonuses:

Experience gained (Out of 100%)

Normal: 100%

Hard: 120%

Grueling: 150%

I can't prove if or if not item drops improve with each difficulty. I highly doubt it though.

Stuck in a Level

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If you are stuck in a level there are several things you can do you beat it. Here are some tips that can help you pass some of the harder levels. No level is impossible, because this game is pretty straightfoward. If you stand still, a flashing arrow will direct you and tell you where you need to go next. If you are stuck in a level then this could be your best chance. Here are some other hints:

- In outdoor levels there are usually paths which you can follow. More often then not (especially in the early levels), this paths will lead you directly to the end.
- If you are Gandalf and searching for the Balrog, his footprints act like a path. If you just generally follow the footprints you will find the end.
- When rocks fall in an area blocking a path a new path is created where there used to be rocks.
- In Moria, closed doors are always opened with a lever or a switch.

Bugs

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Even though this game is great and is very fun, it does have a fair amount of bugs and errors. While none are crippling, knowing some them can help prevent some problems with your characters. Other bugs (like the Overdraw and item throw bugs) can actually help your characters and be exploited to make the game easier.

List:

The Whetstone Bug: after buying the final whetstone (for 12,000 gems), stat points can no longer be purchased from Shrines. Watch out for this one. You also can't buy Ent Water if you buy the last whetstone. The last whetstone is called the Mithril Whetstone.

The Secret Movie Save Bug: If you press select and save during the secret ending movie with the cave troll, the save file becomes "corrupted" and the character becomes stuck, which means his data is lost and must be restarted.

The Legolas Overdraw Bug: As Legolas, if you charge up

your normal shot and hold the overdraw button, and release the normal shot, Legolas can walk around with a fully charged overdraw which can be released at any time.

**The Nonexistent Weapon Throw Bug:** Aragorn can use sword throw with no sword equipped. I'm pretty sure this works with Frodo, too. It looks pretty comical and can do some major damage.

**The Item Duplication Bug:** This bug works in many linked games, where one player sends an item to another but doesn't save his game. Voila.

**Safe Spot from Balrog:** There are a couple spots you can stand in during the Balrog fight that make you take 0 damage from the Balrog. Just an ordinary spot near the bottom of the room.

**Disappearing Crow:** There is one part in Amon Hen (the boat area after you go to the shrine) with Frodo, theres a crow that disappears and gives you corruption instantly, it's sitting on a wall near the bottom-right.

**Strange ladder in Amon Hen -** There is a strange ladder coming out of the ground... Like the ones from the Helm's Deep stages when you have to destroy them, except theres a ladder in Amon Hen... and its coming out of the ground!! You can destroy it and it will look like the ones at Helms Deep. Weird...

**Pointless Gandalf Bug - (Lord Ragnoroks)**

**When playing as Gandalf:** In the level where you must fight and kill the Balrog, all you must do is kill him. But before Gandalf says his last lines in the level after the Balrog is dead, quickly press SELECT and save the game. Quit the game and load it again. You will start the Balrog level again. However, note that Gandalf is no longer grey. He will be white instead.

**Rollback of Skill Points Bug -** If you accumulate over 255 skill or attribute points (a very hard feat w/o using a cheating device), then the number will reset to 0. You may want to watch out for this one if you cheat, but I guess it serves you right... ;)

**Funky-looking Characters -** This bug has happened to many people (including myself), where the enemies will become different colored for some unknown reason. In my specific case, the Uruk-Hai became flashing white blobs. Hmmm... It doesn't seem to affect save data though, and the next time through the level they were back to normal, so this bug should be considered an oddity and not a risk.

**\*\* Questionable bugs \*\***

**Resist One Ring having no effect -** Many people have complained that Frodo's passive Resist One Ring skill doesn't actually do anything. I'm not sure if it does NOTHING, but I would recommend putting in more than just a few points in before judging it.

Artifacts are special items that can be found throughout your adventures through middle earth. There are a total of eight artifacts in the game and no one character can find all of them alone. Collecting all of the artifacts unlocks the special multiplayer option "Misty Mountains".

#### Artifact Listing

##### Balin's Book - Gandalf

Found in Balin's Tomb (where the Cave Troll is).

##### Sauron's Ashes - Aragorn, Gandalf, Legolas, Frodo

Found in a tower at Helm's Deep. In order to find it, you have to open all of the chests on the Northeast wall. After doing this, a chest will appear by the doorway. Frodo doesn't visit Helm's Deep, but he can find the Ashes in a Mordor or Eryn Muil map.

##### Troll Tusk - Frodo

In Moria (just after the bridge of Kaza-dum), the Troll Tusk can be found.

##### Bilbo's Map - Aragon, Frodo, Legolas

Found in a Dimrill Dale map. An elf will give you a quest to recover a lost item from some orcs. Two orcs will be guarding a chest. One of the orcs will drop the artifact when killed.

##### Optional strategy:

On a cliff near the end of the correct map, a wounded elf informs you that some orcs that stole an artifact. Once he talks to you go back to the middle of the map, and you will see two strong Orcs with two blades each, guarding a chest. Kill them both and one of them will drop the artifact. If you're having trouble finding the elf, work backwards. From the level exit, go north west until you see a cliff. Go north to actually get onto the cliff, and then go south down the cliff. He'll be down there.

##### Narsil, the Sword of Isildur - Frodo

Found in Lothlorien at the bottom of the area.

##### Judkins Scrolls - Eowyn only

In one area a woman will ask you to clear town hall in the center of the area. Instead of immediately going in, you can find the artifact below the town hall. The map's actual name is "Village Square" (to see what level you are on, save the game or press select, and select the objectives choice).

##### Chain Link of Morgul - Aragorn (Legolas?)

Near the end of a map in Rohan a bright blue troll (or greenish, like a Jungle Troll - Lord Ragnoroks) will appear and start running away. You can't harm it, but you can follow it. It will lead you to a cave, and there the chainmail will magically appear.

NOTE: You are on the correct map if you start between three bushes (one big on the right and two smaller ones on the left). The path to the left should be blocked by rocks. If you don't start on this map, you will NOT find the chainmail. The level is random.

#### Moria's Lamp - Legolas

In the area where Legolas, Aragorn, and Gimli meet the wizard Gandalf, Moria's Lamp is hidden in a secret area at the top of the area. To get to this hidden area, you have to go on a path to the right of the screen and go up, then left, and then you will leave the area and go to another area where you can easily get the lamp.

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*****  
*                               5. Item Listings                               *  
*****
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(Note: This whole section is in progress. If you want to contribute, email me at [zephyrmaster@yahoo.com](mailto:zephyrmaster@yahoo.com))

There are several different types of items in the game. Some items are used immediately such as herbs and mushrooms. Some items are unequippable and help your character when it's just sitting in your inventory.

Items colored green are enchanted items that can be better or worse than their normal counterparts. Red items are uniques and are substantially harder to find.

Key:

Type of Item

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Item	Description
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#####  
# Basic Items #  
#####
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Body Armors

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Cloth Shirt	+2 melee armor +2 missile armor
Padden Shirt	+3 melee armor +3 missile armor
Leather Jacket	+4 melee armor +4 missile armor
Brigandine	+5 melee armor +5 missile armor
Ringmail	+6 melee armor +3 missile armor
Chainmail	+7 melee armor +3 missile armor
Scalemail	+8 melee armor +8 missile armor
Lorica	+9 melee armor +9 missile armor
Double Mail	+10 melee armor +5 missile armor
Lamellar	+11 melee armor +11 missile armor
Breastplate	+12 melee armor +12 missile armor
	-1 accuracy -1 defense

Corselet +14 Melee armor +14 missile armor  
-2 accuracy -2 defence

#### Shields

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Buckler +10% shield block  
Small Shield +15% shield block  
Round Shield +20% shield block  
Kite Shield +25% shield block  
Large Shield +30% shield block  
Tower Shield +35% shield block

#### Cloaks

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Cape +1 missile armor  
Mantle +1 missile armor +1 defense  
Cloak +1 melee armor +1 missile armor  
+2 defense  
Heavy Cloak +1 melee armor +1 missile armor  
+3 defense  
Robe +1 Missile Armor +2 Defense  
+1 All Passive Skills

#### Shoes

-----

Shoes +1 defense  
Sandals +10% speed  
Boots +1 melee armor +2 defense  
Sollerets +1 melee armor +3 defense

#### Necklaces

-----

Amulet +5% shield block  
Warg Collar +1 accuracy  
Brooch +2 defense  
Charm +1 health  
Necklace +1 strength  
Clasp +1 defense  
Choker +1 melee armor  
Medallion 0-1 damage

#### Helmets

-----

Hood +2 critical armor  
Cap +4 critical armor  
Coif +1 melee armor +7 critical armor  
Pothelm +1 melee armor +12 critical armor  
Crown +1 critical armor +1 Courage  
Greathelm +2 melee armor +14 critical armor  
-2 accuracy

#### Swords/Knives

-----

Knife 2-5 damage -4 defense  
Hunting Knife 2-5 damage -2 defense  
Dagger 2-5 damage  
Dirk 2-5 damage +4 defence  
Serrated Knife 3-7 damage +2 accuracy  
Smallsword 3-7 damage  
Long Knife 2-4 damage +3 accuracy

Gladius	2-5 damage +1 accuracy
Cutlass	3-6 damage -1 accuracy
Sabre	2-5 damage +1 defense
Backsword	4-8 damage -2 defense
Sword Rapier	3-7 damage +2 accuracy
Leaf Sword	4-8 damage +1 defense
Longsword	4-9 damage
Broadsword	5-11 damage
Estoc	5-10 damage
Falchion	5-10 damage -2 defense
Scimitar	4-9 damage +1 defense
Shortsword	3-7 damage
Soldier Sword	4-8 damage (+7 2H damage)
War Sword	4-9 damage
Serrated Sword	6-12 damage
Hand-and-a-Half Sword	5-11 damage (+5 2H damage)
Greatsword	9-18 Damage (2H)
Claymore	10-20 damage (2H)
Flambard	8-16 Damage (2H)

Axes (Gimli Only)

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Hatchet	4-8 damage -3 defense
Axe	6-12 damage
Battle Axe	7-14 damage
Great Axe	9-18 damage (2H)

Staves

-----

Short Staff	2-4 damage
Staff	2-5 damage +1 to wisdom
Quarterstaff	3-6 damage +2 to wisdom
Magestaff	3-6 damage +3 wisdom +1 Flame of Anor

Bows

----

Shortbow	4-8 damage
Bow	5-11 damage
Longbow	7-14 damage
Composite Bow	8-16 damage
Recurved Bow	10-20 damage

Arrows

-----

Fire Arrows	+3 fire damage
Bodkin Arrows	+2 to Orcs +2 to Uruk-Hai
Barbed Arrows	+0-1 damage
Sun Arrows	1-2 damage +1 hp regeneration
Elven Arrows	+2 to hawkeye
Wood Elven Arrows	+2 critical shot
Moon Arrows	1-2 damage, +1 spirit regen

#####  
# Uniques #  
#####

Name	Type	Abilities/Attributes
-----		
Horn of	Unequipable	Increases exp. points by 10%

Boromir		
Book of Herbs	Unequipable	+3 to Herb Lore (Aragorn)
Phial of Galadriel	Unequipable	+3 to resist ring skill (Frodo)
Evenstar	Unequipable	+13 courage (Aragorn Only)
Scroll of Minas Tirith	Unequippable	+3 Wisdom (Gandalf)
Ent Water	Unequippable	Resurrect without having to restart the level.
Sam's Cookpot	Uequippable	+2 to Resist Ring (Frodo)
Fletching Kit	Unequippable	+2 to Spread Fire (Legolas)
Glamdring	Large Sword	6-12 damage, +3 2H damage, +5 to orcslayer
Orcrist	Large Sword	6-12 Damage, +3 Uruk Hai, +9 Orcslayer, Unique
Ruby Kingsword	Large Sword	6-12 Damage, +5 Strength
The Emerald Darkblade	Large Sword	7-13 damage, +5 courage
The Maestrom Sword	Large Sword	6-12 Damage, +3 Animal Foe
Sting	Short Sword	4-7 damage, +5 to orcslayer
The Elf Lord's Bow	Bow	6-12 damage, +5 accuracy
Obsidian Longbow	Bow	6-12 Damage, +3 Ice damage
Magestaff of Ulrick	Staff	3-6 Damage, +30 Stun time, +2 Fireworks (Gandalf)
Staff of Five Ages	Staff	6-12 damage, +3 2H damage, +5 Orcslayer
King Caspur's Crown	Crown	+1 critical armor, +1 defence, +4 courage
Garnet Cloak of Tamaras	Cloak	+1 Missile Armor and +1 All Passive Skills
Brakash's Ax Great Axe of Maiming	Axe	10-20 damage, +3 to orcs, 2H, +10 critical
Axe of the	Axe	7-13 damage, Weaponmaster,



#####  
 # Prefixes, Suffixes and Whetstones #  
 #####

(This section is provided thanks to Numbers, who allowed me to incorporate his weapons/item faq into my faq.)

## Prefixes

-----

Emerald	+10 hit points
Silver	+1 courage
Ruby	+2 courage
Gold	+1 strength, +2 courage
Jeweled	+1 strength, +1 accuracy, +1 defense
Diamond	+15 hit points
Amethyst	+2 accuracy, +2 defense
Adamantite	+1 melee armor, +2 defense
Moqueshel	+1 courage
Moonruned	+1 spirit regeneration
Mithril	+5 Defense, +10% Shield Block (Shields only) +2-3 Damage, +6 to Orcs, +6 to Nazgûl (Swords only) +5 Melee Armor (Armour only)
Fine	Improves an attribute of the item
Exquisite	Improves an attribute of the item
Glittering	+1 to all primary attributes
Goldlace	+3 courage
Ancient	(Neckwear) +2 to all primary stats
Burglars	+2 defense
Warrior's	0-1 damage
Wizard's	+1 courage
Traveller's	+1 health
King's	+1 accuracy, +1 courage
Woodman's	+5% speed
Miner's	+2 health
Ranger's	+10% speed
Peasant's	+1 courage
Craftmen's	+1 accuracy
Trotter's	+10% Critical
Arwen's	+2 accuracy, +2 courage
Elrond's	+1 to all primary stats
Smeagol's	+2 melee armor, +5 strength, -20 purity
Isildur's	+20% Critical
Balin's	0-1 damage and +4 damage to orcs
Black	-10 purity
Green	+5 fire damage
Yellow	-1 courage
White	+1 courage
Brown	+3 damage to animals
Orange	Unsure
Mithril	+5 melee armor (on armor) +2 Melee Armor (Helmets only)

Numenorean	+1 strength +1 Health (Body Armor only)
Elven	+10% speed (armor) +2 Accuracy, +5% Speed (Cloaks only) +2 Accuracy (weapons)
Easterling	+1 Accuracy
Adamantite	Increases Damage (Weapons)
Wool	+15 hit points (on armor)
Spiked	0-1 damage
Dragonscale	+1 fire damage (on weapons) +10 melee armor (on armor)
Dark	-15% purity
Iron	-1 melee armor
Horsehair	-1 courage
Orc	Lowers a statistic(s)
Goblin	Lowers a statistic(s)

#### Races

-----

-Elven

- +2 Accuracy (to weapons)
- or-
- +10% Speed (to armor)
- or-
- +2 Accuracy (to outer wear)
- +5% Speed

-Dwarven

- +2 Melee Armor (to armor)
- or-
- +2 Strength (to weapons)

-Hobbit

- +1 Defense
- +1 Courage

-Numenorean

- +1 Strength

-Orc

- 1 Melee Armor

-Goblin

- 1-2 Damage (to swords)

-Goblin-Man

- +0-1 Damage

-Easterling

- +1 Accuracy

-Dunlending

- +1 Strength
- +1 Defense

#### Colors

-----

-Black

- 10% Purity

-White

- +1 Courage

-Red

- 2 Accuracy

-Brown

- +3 Animal Damage

-Grey

+2 Strength  
-Mottled +3 Defense  
-Pure White +4 Courage  
-Blood Red +2-4 Damage (to weapons)  
-Dark +2-4 Damage (to weapons)  
-10% Purity  
-or-  
+10% Shield Block (to Shields)  
-15% Purity  
-Yellow -1 Courage  
-Green +5 Fire Damage  
-Orange +1 Strength  
+1 Courage

Professions

-----  
-Warrior's 0-1 Damage  
-Ranger's +3 To Orcs (to weapons)  
-or-  
+10% Speed (to shoes)  
-Wizard's +1 Courage  
-Woodman's +3 Animals Damage (to weapons)  
-or-  
+5% Speed  
-King's +1 Accuracy  
+1 Courage  
-Peasant's +1 Courage  
-Burglar's +1 Accuracy (to weapons & shoes)  
+1 Defense  
-or-  
+2 Defense  
-Crusader's +1-2 Damage (to weapons)  
+15% Critical Hit  
-Craftman's +1 Accuracy  
-Miner's +2 Health  
-Traveler's +1 Health

People

-----  
-Balin's +0-1 Damage  
+4 To Orcs  
-Elrond's +1 All Primary Stats

- Arwen's
  - +2 Accuracy
  - +2 Courage
- Theoden's
  - +3 Courage
  - +20 Hit Points
- Denethor's
  - +1 Courage
- Trotter's
  - +10% Critical Hit
- Boromir's
  - +1-3 Damage
- Eomer's
  - +1-2 Damage (to weapons)
  - +3 Accuracy
- Gloin's
  - +25 Hit Points
- Isildur's
  - +20% Critical Hit
- Smeagol's
  - +2 Melee Armor
  - +5 Strength
  - 20% Purity

Quality

-----

- Cheap
  - 1-2 damage (to weapons)
  - or-
  - 1 Defense (to shoes)
- Fine
  - +1 Damage (to weapons)
  - or-
  - +1 Melee Armor (to armor)
  - or-
  - +1 Critical Armour (to helms)
  - or-
  - +1 Defense (to shoes)
- Exquisite
  - +2 Damage (to weapons)
  - or-
  - +2 Melee Armor (to armor)
  - or-
  - +2 Critical Armour (to helms)
  - or-
  - +2 Defense (to shoes)
- Ancient
  - +2 To All Primary Stats
  - or-
  - +2 Defense (to shields)
  - or-
  - +1 Melee Armor (to shoes)
  - or-
  - +1-3 Damage (to staffs)
- Decorated
  - Better Resale Value
- Adamantite
  - +1 Melee Armor
  - +2 Defense
- Runcarved
  - +1 Defense (to armor)

-or-  
 +1 Critical Armour (to helms)  
 -Moonruned  
 +1 Defense  
 +3 Missile armor (to armor)  
 +1 Spirit Regeneration  
 -or-  
 +1 Missile armor (to helms)  
 +1 Spirit Regeneration  
 -Dragonscale  
 +1 Fire Damage (to weapons)  
 -or-  
 +10 Melee Armor (to armor)  
 -or-  
 +2 Critical Armor (to helms)  
 -Tempered  
 +1 Melee Armor (to armor)  
 +1 Missile Armor  
 -or-  
 2-5 Damage (to weapons)  
 +5% Critical Hit  
 -Wool  
 +15 Hit Points  
 -Moqueshel  
 +1 Courage  
 -Horsehair  
 -1 Courage  
 -Organza  
 +2 Courage (to outerwear)  
 -or-  
 +1 Courage  
 -Goldlace  
 +3 Courage  
 Woods  
 -----  
 -Pine  
 +1 Accuracy  
 -Mahogany  
 +1 Melee Armor  
 -Thorny  
 +0-1 Damage  
 -Elm  
 +1 Defence  
 -Oiled  
 +1 Spell Damage  
 -Cherry  
 +1 Fireworks  
 -Walnut  
 +1 Health  
 -Ebony  
 +2 Strength  
 +2 Courage  
 -15% Purity  
 -Oak  
 +1-2 Damage  
 -Dogwood  
 +2 Defense  
 -Applewood  
 +2 Health  
 -Purpleheart

	+2 Strength
	+2 Courage
-Bloodwood	
	+1-3 Damage
	+1 Spell Damage
-Holly	
	+3 Health
Metals, Gems, & Stones	
-----	
-Dull	
	-1 Courage
-Burning	
	+2 Courage
	-10 Hit Points
-Sparkling	
	+1 Accuracy
	+3 Defense
-Copper	
	+1 Strength
-Jeweled	
	+1 Strength
	+1 Accuracy
	+1 Defense
-Glittering	
	+1 All Primary Stats
-Emerald	
	+10 Hit Points
-Diamond	
	+15 Hit Points
-Ruby	
	+2 Courage
-Gold	
	+1 Strength
	+2 Courage
-Silver	
	+1 Courage
-Amethyst	
	+2 Accuracy
	+2 Defense
-Sunstone	
	+5 Melee Armor
	+1 Spirit Regeneration
-Moonstone	
	+5 Missile Armor
	+1 Spirit Regeneration
-Spiked	
	+0-1 Damage
-Rusted	
	0-1 Damage
	-5% Shield Block
-Razor	
	+1-2 Damage
-Bronze	
	-1-2 Damage (to weapons)
	-or-
	-2 Melee Armor (to armor)
	-or-
	-1 Melee Armor (to helms)
	-1 Critical Armor
-Iron	

+5% Shield Block (to shields)  
-or-  
-1 Melee Armor (to armor)  
-Mithril  
+1-3 Damage  
+6 To Orcs (to weapons)  
+6 To Nazgul  
-or-  
+5 Melee Armor (to armor)  
-or-  
+2 Melee Armor (to helms)  
-or-  
+5 Defense (to Shields)  
+10% Shield Block

#### Suffixes

-----

-of Maiming  
+2-5 Damage  
-of Slaying  
+2-4 Damage  
+4 Accuracy  
+20% Critical Hit  
-of Blinding  
+45 Foe Stun Time  
-of Honor  
+20% Purity  
+2 All Primary Stats  
-or-  
not yet detirmined  
-of Corruption  
-30% Purity (to weapons)  
+5 All Primary Stats  
-or-  
-30% Purity (every thing else)  
+8 All Primary Stats  
-of Vengeance  
+8 Reflect Damage  
-or-  
not yet detirmined  
-of Sickness  
-5 Health (to weapons)  
-4 Defense  
-of Deftness  
+10% Experience Gained  
-of Skill  
+20% Experience Gained  
-of Vitality  
+25 Hit Points  
-or-  
+35 Hit Points  
-of Shadow  
-5 Defense  
+2 Spirit Points Per Hit  
-of Blood  
+1-2 Damage  
-of Nature  
+6 To Animal Damage  
+2 To Orcs  
-of Sorrow

+1-3 Damage  
-of Elfsong  
+4 Courage  
-of Purity  
+2 Courage  
-of Aptitude  
+8 Accuracy  
-of Trees  
+8 Animal Damage (to weapons)  
+4 To Orcs  
-of Terror  
+3-6 Damage (to weapons)  
-of Flame-Dragons  
+4 Fire Damage  
+60 Stun Time  
-of Shadow  
-8 Defense  
-10% Purity  
+1 Spirit Points Per Hit  
-of Flame  
Better Resale Value  
-of Frost  
Better Resale Value  
-of Brambles  
+4 Reflect Damage  
+2 Melee Armor  
-of Deflection  
+5 Missile Armor  
-of Solidity  
+5 Melee Armor  
-of Rejuvenation  
+3 Health Per Slain Foe  
-of Stealth  
+12 Defence  
-of Haste  
+20% Speed  
-of Imperator  
+1 All Active Skills  
-of Wisdom  
+1 All Passive Skills  
-of Gondor  
+4 Courage  
-of Minas Tirath  
+15% Purity  
-of Isengard  
+6 Strength  
+6 Accuracy  
-15% Purity  
-of Rohan  
+5 To Uruk-Hai  
+8 Accuracy  
-of Barad-Dur  
+8 To Orcs  
+6 To Nazgul  
+9 Accuracy  
-of Lothorien  
+1 All Passive Skills  
-of Rivendell  
+15% Speed  
-of Bree



- +4 Strength
- of Arnor
  - +5 Courage
- of Khazad-Dûm
  - +4 Strength
  - +4 Courage
- of Arganoth
  - +8 Courage
- of Orthanc
  - +4 Health
  - +4 Defense
  - 10% Purity
- of Minas Morgul
  - +2 Accuracy
  - 10% Purity
- of Sauron
  - +5 All Primary Stats
  - 30% Purity
- of Saruman
  - +5 Courage
  - 20% Purity
- of Lurtz
  - +4 Strength
  - 10% Purity
- of Greedy Dwarves
  - +2 Gems
- of Morine
  - +3 All Primary Stats
  - 10% Purity
- of Ugluk
  - +6 Health
  - 4 Courage
  - 10% Purity
- of Haldir
  - +4 Accuracy
  - +3 Courage
- of Strider
  - +3 Strength
  - +3 Accuracy
- of Durin
  - +4 Strength
  - +5 Health
- of Whetstone
  - Better Resale Value

#### The Whetstones

-----

#### Whetstones

-----

#### -Used Whetstone

- Cost: 100 gems
- Keeps weapons in good condition.
- +1 Damage

#### -Ordinary Whetstone

- Cost: 500 gems
- Keeps weapons in good condition.
- +2 Damage

#### -Common Whetstone

- Cost: 1000 gems
- Keeps weapons in good condition.

- +3 Damage
- Fine Whetstone
  - Cost: 2000 gems
  - Keeps weapons in superior condition.
  - +4 Damage
- Superior Whetstone
  - Cost: 3000 gems
  - Keeps weapons in superior condition.
  - +5 Damage
- Dwarven Whetstone
  - Cost: 5000 gems
  - Keeps weapons in superior condition.
  - +6 Damage
- Adamant Whetstone
  - Cost: 8000 gems
  - Keeps weapons in perfect condition.
  - +7 Damage
- Mithril Whetstone
  - Cost: 12000 gems
  - Keeps weapons in perfect condition.
  - +8 Damage

\*\*\*Warning\*\*\*

Buying the Mithril Whetstone creates a bug that doesn't allow you to buy Attribute Points or Ent Water. So only buy it if you don't wish to continue buying them.

\*\*\*\*\*  
 \* 6. Creatures \*  
 \*\*\*\*\*

Lord of the Rings: The Two Towers features many different types of enemies and creatures that try to impede your quest. This guide profiles the common ones and the bosses.

#####  
 # Common Creatures #  
 #####

Crows (Crebain): These are some of the most annoying enemies in the game. These crows don't attack very often and they don't do much damage, but they can increase the amount of your corruption. Letting one get away will greatly increase the amount of corruption your character has. Some areas feature dozens of these birds, while many other levels won't even have one.

Wolves (Wargs): These creatures look like giant (or small) wolves. They usually come in packs of a few, and can be dangerous to your character. Hitting them is fairly easy, and they will probably have trouble hitting you. Some wargs carry an Orc rider. To defeat them, you have to hurt them enough to knock down the rider and then you have to kill the Orc and Warg alone.

Trolls: These creatures are slow and stupid, so defeating them is quite easy. If you are having trouble, one strategy is to hit them, run away, and right after they

strike and miss, you hit them again... and repeat. This can help reduce the amount of damage you take from these enemies. Trolls can help you if you use them wisely; they can kill their comrade with their wild blows!

Orcs and Goblins: These are the foot soldiers in the game, and you will be predominately defeating these types of enemies. Some are faster than others, and some fire arrows and will flee when you come close. Don't let the enemies who fire arrows pester you while you defeat melee enemies, if possible you should try to kill the dangerous arrow firing enemies first. These creatures will vary through the game (more weapons, armor, damage... etc...), but they shouldn't pose too big of a problem for most people.

Urak Hai: Urak Hai are similar to orcs and goblins except for the fact that they are much stronger. They dish out more damage, take more damage, and look much more menacing. strategies that worked for you on Orcs and Goblins should work on the Urak Hai.

Wild Men: Wild Men look like men and are fairly weak. Defeating these low armored enemies is quite easy, but like all enemies they can pose some risk if you are surrounded.

Flames (Wisps): These appear in swampy levels, and they are pretty mysterious. Even though they look weak, nobody should take the task of defeating them lightly, because they can seriously hurt you. Many times several will appear at once, and that could be a fairly tough battle for anyone. Some of them can be killed in a single hit, but sometimes it takes several hits to kill them.

Drummers: These goblins in Moria act like indoor Crebain. While they are drumming your corruption increases, so eliminating these creatures should be a top priority for every character.

Ringwraiths: Uh oh. These creatures only appear if your corruption becomes so high that the eye begins flashing and pulsing. Ringwraiths are tough to defeat, seem weak to fire, and strike with massive damage with a sword. Defeating one in normal mode gives you 300 experience points.

Hero Creatures: Some creatures are colored differently from the others of its type. These creatures are more tough and do more damage, so these creatures should be fought wisely.

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#####  
# Bosses #  
#####
```

Cave Troll (Legolas, Aragorn, Gandalf, Frodo)

-----  
The Cave Troll is found in the mines of moria. While fighting him, goblins will also attack you, some melee and some with bows. Concentrating on defeating the

Troll should be your prime concern. Spikes will be falling during the battle, and it's almost impossible to dodge them so it's almost fruitless.

Strategies:

With Legolas and Gandalf, you obviously want to use your ranged attacks, a few hits with Overdraw will kill the Cave Troll. Aragorn can probably just charge him and flee to recover when hurt, or he can take Frodo's strategy, which should be just hit and run. One nice thing about the Cave Troll is the fact that the Cave Troll can kill his (or her, we don't know) comrades for you!

Cheap Tactic (Lord Ragnoroks):

When you first start the level, go as you normally would to the group by the tomb. After talking to them and the Cave Troll comes out, go to the bottom left corner of the screen and go up the stairs to the ledge. There will be a few orcs (not many). Stand above the pillar on the ledge. From there you can attack the Cave Troll without being hurt.

Balrog (Gandalf)

-----

Gandalf has to combat the Balrog early in his adventure, and it can be very hard to defeat for many people.

Strategies:

You have to fight him in a tight constricted area, so you cannot just hide in a corner and shoot magic at him. You should run away and around him, shooting magic at him whenever you can. Engaging in melee combat would be foolish, because he can kill Gandalf in one or two good hits.

Note: (Henry Osterbrink)

When facing the Balrog as Gandalf, there actually IS a corner you can just stand in and shoot magic. Go just far enough towards the Balrog so that Gandalf will say his line (or else when you defeat him you will not be able to leave\* and then run to the upper right corner, behind the hole in the ground, and if done correctly, the evil demon will hack and slash but not be able to hit you. This HAS worked for me, so please give it a couple of shots.

Fangorn Troll (Aragorn, Legolas, Gandalf)

-----

The Fangorn Troll is similar to the Cave Troll except that he isn't in a mine. Also, there won't be any spikes falling when you fight this creature.

Strategies:

Aragorn should try to defeat it quickly, because it has an ally. Aragorn can either do hit and run or try to stun it with his skills. Gandalf should stay away and fire magic, preferably fireworks or a powered up zap. Legolas should

just stay away and kill it with overdraws or just powered up hits.

Note: In The battle with the Fangorn Troll, instead of hitting and running there is a safe area in the bottom left corner. Go all the way to the left wall, and go directly down. There is a gap that your character can fit through, but the Fangorn Troll can't. The Fangorn troll's partner can fit through, so either defeat it before you get into the safe area, or when you get into the safe area fight it before the larger one. (metallica9819)

Lurtz (Aragorn)

-----

Lurtz is the Uruk-Hai captain. He has the potential to deal substantial damage, and he has both a bow and a melee weapon.

Strategies:

Aragorn should do hit and run, but should never go so far away as to make Lurtz take out his very damaging crossbow. Stunning him can also be a good stragety for some people.

Lurtz look-alike? (Eowyn, Legolas)

-----

Similar to Lurtz, it has a powerful bow and a melee weapon that can deal serious damage.

Strategies:

Eowyn has to fight in melee combat, and should take a similar stragety of Aragorn when he combats the Lurtz. Legolas should approach him like other enemies, but can't snipe him without a problem. The stragety for Legolas is to stay close enough to the creature to keep him from bringing out his crossbow. While doing that, you should peg him with quick hits. Another way to defeat him is with some overdraws, but you run the risk of him shooting you with arrows.

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*****  
*                                     *  
*                      7. Aragorn                      *  
*                                     *  
*****
```

```
#####  
# Introduction #  
#####
```

Aragorn is the rightful heir to the throne of Gondor, and he is a superb ranger. His primary weapon in this game is the sword, and he can even wield two at a time with a certain skill!

```
#####  
# Starting Stats and Skills #
```

#####

Primary Stats

-----  
Strength: 23  
Accuracy: 23  
Health: 22  
Defense: 24  
Courage: 20

Starting Skills

-----  
Herbal Remedy (1)

#####  
# Skills #  
#####

Active Skills

-----

1st Tree:

Herbal Remedy (Level 1) - Heals 25 hit points +5/ level.  
Herbs are more effective. 8 spirit +2/level.  
- A good skill to have, and Aragorn does start off with a point in it. Raising this skill more than a few points is ill-advised, and keeping this skill at level 1 is probably the best choice.

This is a table to show the level and sp usage and hp restoration: (Created by: Unknown Knight)

Level 0: 8sp for 25hp, 3.125hp/sp

Level 1: 10sp for 30hp, 3hp/sp

Level 2: 12sp for 35hp, 2.917hp/sp

Level 3: 14sp for 40hp, 2.857hp/sp

And so on and so forth.

Conclusion, it's a waste of sp for hp, so stick to the original spell. Moreover, it wastes ability points!

Commanding Presence (Level 5) - Stuns foes around Aragorn. Stun time increases per level. 7 spirit +2/level.

- Depending on your style of combat, you may or may not want to put points into this skill. Personally I didn't put any points in this skill because it requires too many points to be effective in my opinion. It is popular with many players though, and you should try it to see if you want to use it.

Rage of the North (Level 10) - Rage increases damage +2 per level while in effect. 10 spirit. Corrupt.

- I would recommend against this skill. The corruption that it causes can be limited by the passive skill Numenorean Blood, but the pros of this spell aren't that great. It doesn't last that long, and the damage increase

isn't that substantial.

Call Legolas (Level 10) - Legolas appears to fight the enemy with his bow. +1 damage/level. 24 spirit.  
- Not worth the cost of spirit for what it does. Calling an ally is fun and can be useful, but the price of this skill will deplete Aragorn's already low amount of spirit points.

2nd Tree:

Sword Throw (Level 2) - Aragorn throws his sword at foes +1 damage/level. 4 spirit.  
- Can be useful, but is overshadowed by sweep at higher levels. I would recommend just one point in this skill to help eliminate crows without alerting them to your presence. Can be useful in other select situations also, when an enemy can't hit you but you can hit them with a ranged attack.

Sweep (Level 5) - Spin attack affects all foes around Aragorn, doing +1 damage/level. 8 spirit.  
- Good attack that can really prove useful. Hitting multiple enemies with one attack can be extremely useful, and this is a favorite skill of many Aragorn users. You should at least try this attack to see if you like it.

Passive Skills

-----

1st Tree:

Dual Wield (Level 2) - Allows use of two swords. Second blade does half damage, +1 per level.  
- When playing Aragorn, you have to make a choice of playing with two swords or a sword and shield. More info on that is in the strategy section for Aragorn. Most players should at least put one point in this skill to try this skill out and to unlock Numenorean Blood, one of Aragorn's better skills.

Numenorean Blood (Level 10) - Lessens corruption by 5%/level and +2 damage to Ringwraiths/level.  
- Numenorean Blood is one of Aragorn's best skills. It reduces your corruption and it aids in combat against Ringwraiths. Be careful though. If you want to fight Ringwraiths, don't increase this skill so much that you can't be corrupted! Or you can always play multiplayer.

2nd Tree:

Shield Offense (Level 2) - +1 Damage/2 levels, plus chance of knockback. Increases shield block +1%/level.  
- If you use a sword and shield combination, this skill will prove very useful for your adventurer. Even dual wielding sword users should get this skill because it unlocks both Parry and Ferocity, both great skills.

Parry (Level 5) - Aragorn has 5% +1/level to parry enemy blows, taking no damage.

- Parry is essential for dual wielding Aragorns (who have no shield) but is good for every Aragorn. Put at least one point in this ability because that 5% boost can save your life.

Ferocity (Level 8) - Slain enemies give hit points to Aragorn at 5% +1%/level of inflicted damage.

- This is good to at least put one point in. If you deal massive amounts of damage, this could be a very useful skill. If your Aragorn doesn't do much damage, then this skill isn't too necessary, but at least one point is recommended for the same reason that all Aragorn's should have at least one point in Parry.

```
#####  
# Tips and strategies #  
#####
```

Primary stat: Strength

Other Important stat(s): Accuracy, Defense, Health

Least Important stat(s): Courage

Playing strategies

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When you play Aragorn, you have to choose between two different fighting styles. The two styles are the sword and shield wielders and the dual-wielders. Dual-wielders are the type of people who like to deal lots of damage in exchange for sustained damage. Shield users prefer to do less damage but like to be protected. Neither is necessarily superior, you will have to choose one for your self.

Sword and Shields Aragorn

-----

If you decide to play Aragorn with a single sword and a shield, your primary concerns will be different than someone who dual wields.

The skills that you should emphasise are Shield Offense, Ferocity, and some active attacking skills. Here is a sample Aragorn:

Aragorn's Skills (using 30 skill points):

Active-

Herbal Remedy (1)

Sword Throw (1)

Sweep (10) ----- Emphasize Sweep or Commanding Presence

Passive-

Dual Wield (1)

Numenorean Blood (3)

Shield Offense (10)

Parry (1)

Ferocity (5)

The stats that this Aragorn should concentrate on include Strength and Accuracy. Defense doesn't have to be increased much because of the shield, and health isn't



necessary but is good to increase at times. Courage isn't necessary unless you are finding yourself without enough spirit points to use your skills.

#### Dual-Wielding Aragorn

-----  
A dual-wielding Aragorn does more damage than the shield using one but can be more vulnerable.

Emphasized skills should be dual wield, parry, and an active attacking skill.

Example Dual-wielding Aragorn: (30 skill points)

#### Active:

Herbal Remedy (1)

Sword Throw (1)

Sweep (8) ----- Sweep or Commanding Presence

#### Passive:

Dual Wield (6)

Numenorean Blood (1)

Shield Bash (1)

Parry (6)

Ferocity (6)

Statistics that a dual-wielding Aragorn has to concentrate on include Strength, Accuracy, and Defense. Defense is very important for this Aragorn because he has no shield. Courage and Health probably won't be necessary and should not be raised too much.

```
#####  
# Aragorn Walkthrough #  
#####
```

#### Explanations

-----  
Here is a walkthrough for the character Aragorn. First it says the level name, area name, and level number. I made up some difficulty ratings (Very Easy to Very Hard). The Quick Hint is for people who don't want to be babysitted through the level. Starting Location and Ending Location can help some confused players. Shrines will show where shrines are (if there are any). The Detailed Guide is only meant to get a person through the level, not collect every single item.

#### The Walkthrough

-----  
The game starts off with your character (Aragorn) running up stairs to see Eowyn:

Cutscene-

Eowyn: Aragorn?

Aragorn: Eowyn. If you are going to remain here, you'll need a sword.

Eowyn: Theoden has sent me to the caves to protect the refugees. I only want to give you my blessing.

Aragorn: It is an honorable charge[.]

Eowyn: Aragorn, something more than the approaching enemy worries you. What is it?

Aragorn: I cannot but wonder if this cursed quest could have unfolded differently. Poor Frodo.

Eowyn: Who?

Aragorn: He is a friend. A friend I swore to protect before leaving Rivendell. But in the safety of Elrond's house, how could we know what perils awaited us?

(Changes scene)

Aragorn: From Rivendell we headed east after the Misty Mountains; to the pass of Caradhras...

---

#### Level 1: Caradhras - Foothills

---

Difficulty: Very Easy

Quick Hint: Follow the paths to the end

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

#### Detailed Guide:

This level starts off with your character in the upper left hand corner. Start heading downward, killing the two enemies you see and opening any sacks that you want too. You will soon notice the Crebain, and you will want to kill them to prevent getting corrupted. Continue following the gravel path. It will continue taking you down, then it will turn right. Eventually it will turn upwards again, where you will have a short cutscene featuring two orcs talking to each other:

#### Cutscene-

Orc: How long do we have to guard this cursed pass?

Orc 2: Shut up! You guard as long as I tell you, pig breath.

Defeat them and still follow the path up. It might look like it splits in two directions, and you want to go onto the left path. It will go up until you reach a red pool which will restore your health. Follow the path to the right, which will take you to a raised area. Continue following the path, even when it switches to a different type of path (which looks blue and paved). You can follow this path all the way to the end. There will be a chest along the side of the path and a red pool.

---

#### Level 2: Caradhras - Mountains

---

Difficulty: Easy

Quick Hint: When rocks fall another path opens

Starting Location: NW corner

Ending Location: SW corner

Shrines: Shrine

#### Detailed Guide:

Start following the blue paved path. Kill all enemies you see and continue following the path until you reach a blocked wall of rocks. Try to remember where this spot is. Start going straight up until you can't anymore. Turn to the right and continue going right until you see rocks dropping. Don't step into the rocks because you will get hurt. Go back to the previously blocked area and it will be cleared. Once again start following the path. If you kept following the path you will pass in between two raised areas and then you'll turn left where rocks will begin falling again. Backtrack until you are able to go left onto one of the raised areas. There is no path but you only have to go as far to the left as you can. Go down. A path should go left, which is the exit.

-----

### Level 3: Caradhras - Valley

-----

Difficulty: Very Easy

Quick Hint: When rocks fall another path opens

Starting Location: NE corner

Ending Location: SE corner

Shrines: NW corner (Forge)

#### Detailed Guide:

Follow the path down and to the left until you see rocks falling down. Backtrack a little and go down (you have to weave through a few rocks), and go left until you reach a new path of two groves in the ground in mud. Follow the path down and to the right. Soon you will encounter a hero creature which is a strikingly different color than the others of its type (it will be blue). It may be a little hard to defeat it but most people should do it with ease. After defeating him and his two aides, you can exit by continuing traveling to the right.

-----

### Level 4: Caradhras - Moria Gate

-----

Difficulty: Easy

Quick Hint: Follow the paths to the end

Starting Location: SE corner

Ending Location: NE corner

Shrines: NW corner (Ent Pool)

#### Detailed Guide:

Start travelling up immediately. Follow the dirt, which acts like a path. Turn left when the path splits. Follow it until you see a river with a stone pebble path across it. Cross the bridge and go up. There will be a chest, a red pool, and a shrine. Do what you want then start going right. There should soon be a cut scene with a circle of Orcs:

Cutscene-

Orc: I'm hungry. Do we 'ave any Dwarf meat left?

Orc 2: I thinks there is some inside. Get some bits for me.

Continue forward and defeat the Orcs and start travelling Northeast. Don't step in the fire because it deals damage to your character. You will see Sam with his horse and you will see another short cutscene:

Cutscene-

Aragorn: You should not be wandering out here alone, Sam.

Sam: I know. I was just saying my goodbyes to Bill.

Aragorn: Don't fret... Your pony knows the way back to Rivendell.

Continue going to the right and you will need to meet Gandalf to enter the Mines of Moria!

Cutscene-

Aragorn: Into the mines! Hurry!

(Camera pans to creature in water)

\*Screenshot from the movie\* - It shows the creature in the water threatening the group as they flee into the Mines of Moria.

-----  
Level 5: Moria - West Hall  
-----

Difficulty: Easy

Quick Hint: Hit the switch and go right

Starting Location: S side

Ending Location: Near N to NE corner

Shrines: NE corner (Forge)

Detailed Guide:

This level starts off with a little cutscene:

Cutscene-

Aragorn: Moria... home to the Dwarves.

Gandalf: This place is a tomb. Aragorn, scout ahead and find the Old Stairs.

After the short text cutscene, you will be standing with Frodo, Gandalf, and Gimli. Head left and go up the stairs. Go through the open doorway. You have to continue going upwards, where you will encounter a green hero creature. After killing it and its comrades, go through the next doorway. You will enter a large room with several enemies to kill. You need to reach the northeastern corner of the room. There will be a button on the ground. When you step on it and activate it, you will see a cutscene showing that a door has opened. Return to the main room (Where Gimli, Frodo, and Gandalf were). Your allies will be gone. Go up the right stairs this time. Continue forward and go through the door at the top of the room. You will be in a large irregularly shaped room with two doors, one to the left and one to the right. Make your way to the left door if you want to win immediately. The right door leads to a shrine (Forge). The left door leads to a room with Gandalf and Gimli, waiting by some stairs. After a short dialogue with Gandalf you can go down the stairs to end

the level:

Cutscene-

Gandalf: We will continue downwards.

Gimli: Have any of my brethren survived?

Aragorn: I will search for any living Dwarves, Gimli.

Gandalf: Very well. Meet us below in Darrowdelf Chamber.

-----  
Level 6: Moria - Cemetary  
-----

Difficulty: Medium

Quick Hint: Hit all the buttons

Starting Location: Middle

Ending Location: NW corner

Shrines: NW corner (Forge), NE corner (Shrine)

Detailed Guide:

In this level you start off near a spiral staircase. Go down immediately and press the button in the floor. A door to the far left will open, and you need to enter it. The room will have a shrine (Forge) in the NW corner of it. Go left from the entry door until you reach another doorway, which you have to enter. You have to press the button in the room to unlock another door. The button is located near the lower left corner of the room. Return to the main room (where you started). The door directly below the starting staircase will be opened and you can go through there. To the southwest corner of the room will be a chest. To advance in the level you have to go to the button in the room which is in the upper righthand corner. Going through the doorway near the button leads to a chest and an enemy spawning hole. Again return to the main room. The next door that you have to go through is in the left half of the room, on the bottom. The button in this room is behind a little baricade which is easily walked around. Go back to the main room. The next door to go through is in the upper right hand corner of the room. You will be greeted by orcs and a goblin drummer, which you will want to kill immediately. In this room is the last button of the level and another shrine (Shrine). Return to the main room and go through the last door (NW corner of the room). You have to turn right immediately but you'll soon be able to go up again. At that point, if you continue straight up you will encounter a wall of enemies and a chest. If you want to avoid this then go left and up the stairs. Continue going left until you see some stairs going down, which will end this lengthy level!

-----  
Level 7: Moria - Dwarrowdelf  
-----

Difficulty: Easy

Quick Hint: Falling rocks clear other paths

Starting Location: Middle

Ending Location: Near N to NE corner

Shrines: NE corner (Shrine)

Detailed Guide:

If you remember, this is where you were supposed to reunite with Gandalf according to a cutscene. If you go right and up of the stairs is a series of staircases that leads to a Shrine. The doorway to the nw of the staircase leads to a pretty much empty room with a few breakable pots and boxes. To beat the level go straight left from the starting staircases. When you can, go up until the rocks begin falling.

Cutscene-

Aragorn: Are you all right?

Gandalf: Yes, but we shall not leave you behind, Aragorn!

Aragorn: I will find another way around.

After this cutscene a path will be opened up to the south. Make your way to the northeastern corner of the room. When there, go straight down through the open door. You will immediately encounter a hero creature with two allies. After disposing of them, continue down and turn left when you can. Continue left down the long passage until you can go up. Go up until you reach Gandalf and the rest of your party. After a short admonishment:

Cutscene-

Gandalf: Gimli and Legolas are ahead of us... Quickly!

Gandalf and Frodo will run upwards. Follow them to the end of the level.

-----  
Level 8: Moria - Great Hall  
-----

Difficulty: Medium

Quick Hint: Hit the two switches and go down

Starting Location: NW

Ending Location: Down a trap door, NE corner

Shrines: NE corner (Forge)

Detailed Guide:

This is a tricky level for some people. Here is little map:

Great Hall:

To use this map, you have to imagine the game world flat.

Key:

- S- Stairs
  - H- Hero Creature
  - s- Shrine
  - L- Lever (Switch)
  - C- Chest
  - D- Door
  - 1- Starting Location
  - 2- Trapdoor
- Northwest  
|  
Southwest --O-- Northeast  
|  
Southeast

First Floor:

```

*****
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You start off in front of a closed door. In order to progress you need to hit two switches, but one doesn't appear until the other one is hit. First, start going to the right, defeating all of the enemies that you find. If you follow the map you should be able to find and hit the lever. Return to the starting location. Next you want to go left, and you should be able to find the switch inside of a room. Again return to the starting location. Now you can go down the stairs directly in front of your starting location. You will be in a huge room with several pillars and many enemies and breakable containers. Two hero creatures will also be in this area. Continue in the same direction and down more stairs. You will be in a room with two more hero creatures. There are two stairs, one (to the left) has nothing, while the other thinner one leads up to a Shrine. To progress, you have to take the path in between two of the stairs to an open trapdoor, which will take you to a lower floor. On the lower floor, you should generally move toward the right and you will eventually reach the exit.

-----

Level 9: Moria - Balin's Tomb

-----  
Difficulty: Medium, boss: Cave Troll  
Quick Hint: Defeat the Cave Troll  
Starting Location: SE  
Ending Location: Top of the screen  
Shrines: None

Detailed Guide:

This level is a boss level, so be prepared for a fight. After entering this level start going up, use the red pool you pass if you need health. After going up, go to the left until you see some of your comrades by an open tomb. A cutscene will happen and then the Cave Troll will come storming in from the top with several enemies:

Cutscene-

Aragorn: A tomb within a tomb...  
Frodo: Aragorn, Orcs are near!  
Aragorn: I hear drums... on your guard!  
(Cave troll comes out)

Defeat him (Look at Bosses section for hints). Once you defeat him, go up through the door where he came from and continue going up until the end of the level.

-----  
Level 10: Moria - Flight  
-----

Difficulty: Very East  
Quick Hint: Leave  
Starting Location: Bottom  
Ending Location: NW corner  
Shrines: None

Detailed Guide: This level is one of the simplest. After defeating the few enemies that greet you as soon as you enter, continue up until you see your allies and enter a cutscene:

Cutscene-

Gimli: Let them come! There is one Dwarf yet in Moria who still draws breath!  
(Enemies surround you but then start fleeing away)  
(Ground shaking)  
Gimli: What is this devilry?  
Gandalf: A Balrog... a demon of the ancient world! Run!  
To the Bridge of Khazad-dum!

You can either kill them or just leave the level by heading toward the northwest until you exit.

-----  
Level 11: Moria - Khazad-dum  
-----

Difficulty: Easy  
Quick Hint: Go left  
Starting Location: NE  
Ending Location: NW  
Shrines: None

Detailed Guide: Most of this level is pretty easy to go through. Start by heading the only direction you can go and move down the stairways. After going down two stairs, go left onto a thin bridge. There you will have a cutscene with Gandalf, who will want to cross the bridge:

Cutscene-

Aragorn: Gandalf! Where are you going?  
Gandalf: This foe is beyond any of you! Run!  
Aragorn: Gandalf...  
Gandalf: Across the bridge! RUN!

Go left and another cutscene will happen, this one showing Gandalf encountering the Balrog. The bridge will break and



you will be forced to continue left. Go through the gap in the wall and then go up the stairs to the exit.

---

#### Level 12: East Mountains - Gate

---

Difficulty: Easy

Quick Hint: Exit the map

Starting Location: Top of the screen

Ending Location:

Shrines: Middle (Forge)

Detailed Guide: Immediately upon entering this level there will be a cutscene mourning Gandalf's death:

Cutscene-

Aragorn: There is no time for grieving now. Let's go... On your feet Sam.

Boromir: Have you no heart? Give them some time, for pity's sake!

Aragorn: These hills will be swarming with Orcs in mere hours. We must reach Lorien before nightfall.

Head down until you have to turn left. (Go around the tree to the right, not the left) If you go down and turn left at the right time, you should see a shrine (Forge). After the shrine go down, turn right, and then go down again. Turn right and continue right until the end. This is a very straightforward level.

---

#### Level 13: East Mountains - Rolling Hills

---

Difficulty: Easy

Quick Hint: Go around... way around

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

Detailed Guide:

Head southeast from the starting point until you see a wall. Go to the right, walking along the wall until it terminates at the end of a little raised ridge. Head down from that end of the wall until you reach another wall. Go left along the wall until you can go down and turn to the right along the same wall. Continue going right until the end. This level does have a white pool and a chest, but they aren't essential to your quest or for beating the level.

---

#### Level 14: East Mountains - Dimril Dale

---

Difficulty: Medium - Lengthy

Quick Hint: Go East Young Man

Starting Location: SW corner

Ending Location: SE corner

Shrines: NE corner (Forge)

Detailed Guide: Walk up from the beginning of the level. You will pass a tree sitting a large pool of water with a butterfly circling the tree. Go down along the wall to the right of this tree until you can go around it and start going up. You can follow this wall to reach a shrine that is located in the NE corner of this level, but that takes a long time. If you decide to go the shrine, you can easily reach the exit just by heading straight down. If you don't want to reach the shrine, you still have to go a long way to finish the level. From the wall near the tree (outside the right wall), you have to go up until you reach a wall. From there you have to turn left and follow that wall. When the wall terminates you have to continue going up. Weave through the rubble until you reach even another wall. Go right, following the rubble until it stops. From there you can go straight down to receive a quest (see below) or you can go SE and down until you reach the exit in the SE corner.

Special Note: In the middle of the level an elf will be standing on a ridge. If you go to him, he will tell you that a great orc brute has waylaid some travellers and stolen their wares, including a strange map (artifact). He tells you that you can keep the treasure if you find them. After this short dialogue, two orcs guarding a chest will spawn in the level. If you haven't yet found Bilbo's Map, then one of the Orcs will drop the artifact.

-----  
Level 15: East Mountains - West Woods  
-----

Difficulty: Medium

Quick Hint: Go SE

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

Detailed Guide: Immediately upon entering the level begin going down until you reach the lower boundary of the whole level. From the bottom turn to the right. Go up when you have to. You should now be in an area with a blue pool. Go to the NW corner of this area and go up through the gap. You'll want to turn to the right immediately unless you want to reach a white pool that is directly to the north. As you pass through a grassy passage between two ridges spikes may pop out of the ground and damage you. If they do, just keep moving southeast. Continue going southeast until you reach an elf at the edge of a forest. A red pool is a little ways above this area, and you can go to that before you finish the level by talking to the elf. He at first tells you to halt but he decides to let you in because you tell him who you are:

Cutscene-

Elf: Halt stranger. You have come to the edge of our wood uninvited.

Aragorn: Haldir of Lorien, I am Aragorn, son of Arathorn.

We must take shelter with the Lady of the Wood.  
Haldir: Aragorn? It has been a long time since we last met.  
If you wish to visit Lothlorien, walk softly and  
with speed. Come!

-----

#### Level 16: Lothlorien - Lothlorien

-----

Difficulty: Extremely Easy  
Quick Hint: Cross the bridge  
Starting Location: NW corner  
Ending Location: SE corner  
Shrines: NW corner (Ent Pool)

Detailed Guide: This level is extremely easy. There aren't any enemies in this level and only a few breakable sacks. A shrine is directly north of the starting point of the level. To the right of the starting point Gimli, Legolas, and the Lady of the Woods will be standing around. Cross the silver bridge near them. You will encounter Boromir, who discusses using the ring for good before the level ends:

Cutscene-

Boromir: The Ring occupies my thoughts, Aragorn. Why not use it against Sauron himself? My city's fate may depend on it.  
Aragorn: None can wield the Ring without being overtaken by it. But do not worry Boromir - we will not allow the White City to fall.  
Boromir: Your optimism is comforting. But is it wise?

-----

\*Screenshot from the movie\*

-----

#### Level 17: Amon Hen - Nen Hithoel

-----

Difficulty: Medium  
Quick Hint: Go left first, and cross the bridge  
Starting Location: Top  
Ending Location: SE corner  
Shrines: None

Detailed Guide: This level starts off with a quick dialouge between Legolas, Gimli, and Aragorn, who wonder where Frodo and Boromir went:

Cutscene-

Aragorn: We will rest here for the day. Mordor is nearer than ever, and orcs patrol the shores.  
Legolas: Aragorn, where is Frodo?  
Gimli: And Boromir?  
Aragorn: Spread out... we must find them.

If you go straight down you will reach a red pool that will restore your health. Be careful not to let birds

leave the area to raise your corruption. Go left from the starting point until you are on the raised side of a stone wall. Follow that wall down until you reach a very thin bridge across a very small river. Cross the bridge. Go southeast, through a gap through two stone walls, and continue until you reach the SE corner of the level. The exit is a little patch of green grass in the very corner.

-----

Level 18: Amon Hen - Parth Galen North

-----

Difficulty: Easy to Medium

Quick Hint: Follow the first wall

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

Detailed Guide: The easiest way to beat this level is to just follow the wall at the top of the screen all the way to the SE corner of the screen. You will have to wrap around it and sometimes it will change to rubble but this strategy will get you through this level very quickly and easily (though it is a little time consuming). You will know when you are near the exit because you will see a statue of a human right near the exit.

-----

Level 19: Amon Hen - Slopes

-----

Difficulty: Easy to Medium

Quick Hint: Find Frodo and then backtrack

Starting Location: W side

Ending Location: SE corner

Shrines: SE corner (Shrine)

Detailed Guide: This level can be pretty straightforward for most people. You start off on the West side of the level and you need to make it to the right side. To do this, go right until you reach a large wall of rubble. When you reach this wall of rubble start going down until you see a gap in the wall. Go right into the gap and go right until you reach the right edge of the level. If you go down from here you will reach a shrine, one that sells skill points, one of the best values in the game. To actually beat the level you need to go up until you reach a raised area with stairs leading up to it. Go up the stairs and talk to Frodo:

Cutscene-

Aragorn: Frodo?!

Frodo: The Ring has taken Boromir. Stay away!

Aragorn: Frodo, I swore to protect you.

Frodo: Can you protect me from yourself? I must go alone.

Aragorn: I would have gone with you to the end... go,

Frodo! Go now!

Frodo will run away. After he does this, your goal is to just go back the way you came. Go down the stairs and go

to the left until you reach that giant wall of rubble. Follow the rubble down until you reach a gap. Go left through that gap. Go NW until you reach the point at which you entered the level and exit there.

---

Level 20: Amon Hen - Parth Galen North (Round 2)

---

Difficulty: Easy to Medium  
Quick Hint: Backtrack; Follow the wall  
Starting Location: SE corner  
Ending Location: NW corner  
Shrines: None

Detailed Guide: You can use the same trick used when first going through the level when you backtrack through it. Walk along the wall that you encounter first when entering this level, wrapping around it and following along it no matter what it changes to (water, rubble...). Eventually you will begin going upwards and then turn left. This wall will take you directly to the end of this level.

---

Level 21: Amon Hen - Nen Hithoel (Round 2)

---

Difficulty: Medium to Hard - Boss Level  
Quick Hint: Backtrack; Cross the bridge at least  
Starting Location: SE corner  
Ending Location: West edge  
Shrines: None

Detailed Guide: This level is a boss level, where you will fight the Uruk-Hai captain Lurtz, as in the movie. To beat this level, start going diagonally up (northwest) from the beginning of the level. You will pass through a gap between two walls and eventually reach a bridge. You can pause before crossing the bridge to recuperate and restore some lost health and/or spirit points before fighting the boss. After crossing the bridge, there will be a very short scan of the area and you will be propelled into battle with Lurtz! (Look into the Bosses section for help on defeating him.) After defeating him, you will need to find the dying Boromir on the West edge of the level. If you need help in finding his exact location pause for a moment and wait for the direction arrow to appear. When you find him, Gimli will run up and you and Boromir will talk. Boromir dies and you reveal to Legolas and Gimli that you let Frodo go and that you want to 'Hunt some Orc' in Rohan:

Cutscene-

Aragorn: Boromir, be still...

Boromir: Aragorn, forgive me! I tried to take the Ring from Frodo!

Aragorn: Rest Boromir.

Boromir: I have failed my people!

Aragorn: No, Boromir, you fought bravely.

Boromir: Farewell... my King.

Aragorn: Farewell, brave Boromir.

Gimli: The Fellowship is broken! We have failed!  
Legolas: No Gimli... We can still catch Frodo if--  
Aragorn: --No, Legolas. Frodo has chosen his own path. He goes to Mordor alone.  
Gimli: What is our next move then?  
Aragorn: We have business further West, Gimli... Let's hunt some Orc.

-----

Level 22: Rohan - Eastemnet North

-----

Difficulty: Medium  
Quick Hint: Cross the bridge  
Starting Location: East edge  
Ending Location: NW corner  
Shrines: None

Detailed Guide:  
There is a quick dialogue:

Cutscene-

Aragorn: The vast plains of Rohan!  
Legolas: Not enough tress to make a decent home.  
Gimli: Nor enough rock to build anything sturdy. Hmph!  
Aragorn: But plenty of sun to help us find Orc prints.  
Let's go gentlemen - we don't want them to reach Isengard.

Congratulations, you are now in the land of Rohan, hunting orcs... Go down from the beginning of the level. You should pass Gimli, who may or may not be fighting a creature as you pass (you probably will just kill the creature for Gimli). Go down until you reach the end of the level. Go left. You will reach a blue pool right near a river. Use the blue pool if you need it, either way, follow the river upwards until you see a bridge across. You can either cross the bridge or go northeast to use a red pool that is located in that direction. Eventually you will have to cross the bridge, so do that. After crossing the bridge start heading in the general direction southwest until you see a gap in between two giant rocks that opens upwards. Go up into that gap. You will pass a chest on your way upwards. To exit the level go to the northwest corner.

-----

Level 23: Rohan - Plains

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Difficulty: Medium  
Quick Hint: Left, Right, Left...  
Starting Location: SE corner  
Ending Location: NW corner  
Shrines: None

Detailed Guide:  
When you first enter the level it is a good idea to go up because there will be a small white pool in a small area. Use the pool and start heading left. You should be passing

through a pretty small passage. Eventually you will be able to go up. If you go straight up immediately upon entering the level, you will hit a wall. Follow the wall to the right, until you pass in between two large rocks and are forced to go up. You have two options from here. You can either go to the northwest to reach the end (which is in the northwest corner), or you can go around by going as far up as possible and then turning left. Why would you want to go around, which will take longer? The shorter path takes you pass several Crebain, which will increase your corruption and make the enemies more difficult to kill. In the end, it is your choice.

-----  
Level 24: Rohan - East Wall  
-----

Difficulty: Medium

Quick Hint: Explore around

Starting Location: SW corner

Ending Location: NW corner

Shrines: NE corner (Forge)

Detailed Guide:

Upon entering the level, go up until you reach a wall. Turn right and follow the wall until it terminates. Where it terminates there will be a substantial amount of rocks and rubble. Go northeast until you reach your allies Gimli and Legolas. When you approach them they will just run away. Follow them upwards. If you get close enough you will have a dialouge scene.

Cutscene-

Legolas: Aragorn, look here!

Aragorn: A slaughter... Mordor orcs versus Saurman's breed.

Legolas: These tracks head north, deeper into Fangorn Forest.

Gimli: Fangorn! More devilish Elven woods.

Legolas: The forest is very old, indeed. Old and angry.

Aragorn: Stay alert, stay close.

Your allies will leave but you may see them helping fight against the orcs later in the level. After the cutscene go northwest until you reach a diagonal wall of rubble. Walk left along the rubble until you can go up. Go up and turn right when you hit a wall. If you go up and left, you will reach the end of the level. If you go up and right, you will reach a shrine. Once you go (or decide not to go) to the shrine, leave the level in the northwest corner.

-----  
Level 25: Fangorn - Copse  
-----

Difficulty: Medium

Quick Hint: Cross the river at least twice

Starting Location: SE corner

Ending Location: NE corner

Shrines: None

Detailed Guide:

Right when you enter this level you will see a cutscene.

Cutscene-

Orc: Filthy Mordor Orcs

Orc 2: This is Fangorn! Saruman warned us to stay away. A vile place this is.

Orc 3: The forest ate 'em! Crushed their bones!

Orc: Then we go no further. Let the Mordor scum perish!

After this brief cutscene you will find yourself on a gravel path leading to the northwest. Follow this path up until you reach where the cutscene took place. After disposing of those orcs, go left until you reach a little river. If you want to get a chest and a white pool, then walk down along the river until you see a little pebble path. Cross the river. Go left and open the chest you will eventually reach. Immediately above it there will be a white pool. Use it if you want and then leave that area by crossing the river back to the other side. Walk up along the river until you reach even another path across the river. Cross it and go left. If you go the right way, you will reach another white pool. Use it then go up. You will eventually reach another bridge across the river. Cross the river again. Walk along the paved gravel path until it terminates. Go up from that point until the end.

-----  
Level 26: Fangorn - Watery Glades  
-----

Difficulty: Medium

Quick Hint: Cross the river

Starting Location: SW corner

Ending Location: NW corner

Shrines: None

Detailed Guide:

At the beginning of this level you will be on a dirt path. Walk on it until you reach a path across the river. Cross. You will encounter a troll here, and it may be difficult. Use the red pool you immediately reach if you need it. If you follow the riverbank you will reach two chests. From there you can go up a ways and then turn left to head towards the end of the level. From the edge you hit by going left, go up until you reach the end.

-----  
Level 27: Fangorn - Step  
-----

Difficulty: Medium

Quick Hint: Directional arrow

Starting Location: SE corner

Ending Location: NW corner

Shrines:

Detailed Guide:

Go northwest from the beginning of the level, but be very careful, there will be a whole flock of Crebain waiting



for you, and letting just a few away can greatly increase the difficulty of beating this level. Go northwest until you reach a dirt path. Go up along the path until it ends. Turn right and go that direction until you reach a dirt area. Go up from there. Turn left when you can and go that direction until you reach a paved path. Follow that path to the end of the level.

---

Level 28: Fangorn - Derndingle

---

Difficulty: Medium

Quick Hint: Get around the barricade

Starting Location: SE corner

Ending Location: N side

Shrines: W side edge (Forge)

Detailed Guide:

Go up from the beginning. You may see Legolas fighting by your side, but he doesn't help that much. You will want to start following along the riverbank, but don't go too far because you will just reach a block. To get around this block, before the riverbank begins turning left, go up into the little passage that you can enter. Make your way through this little passage. Follow it until you are on the other side of the barrier. Go down as much as you can (you should be able to reach the bottom of the level). Turn left until you reach another river and a chest. Open the chest and start going up. You will reach a Forge. Use it if you want to (you probably will with so many previous levels not even having a shrine). Continue going up, in between two walls and along various paths until you reach the end of the level at the top of the level.

---

Level 29: Fangorn - Fangorn Troll

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Difficulty: Medium - Boss Level

Quick Hint: Defeat Fangorn Troll (Look to Bosses section)

Starting Location: SE corner

Ending Location: NE corner

Shrines: None

Detailed Guide: You have to beat the Fangorn troll in this level. If you need help on defeating him, look to the Bosses section in this guide. Some people may want to repeat this level many times to gain better items and to gain more experience. Many sacks and barrels are scattered in this level, and hitting them may provide food for your battle against the two trolls. There is also a red pool in the NE corner. After defeating the boss, exit this level at the top.

---

Level 30: Fangorn - Rise

---

Difficulty: Very Easy

Quick Hint: Press A and go left

Starting Location: Middle

Ending Location: W side

Shrines: None

Detailed Guide:

This is probably the easiest level in the whole game. It is practically composed of just a cutscene. Upon entering the level you will be put into it.

Cutscene-

(You see a wizard in front of you and your allies)

Legolas: The White Wizard!

Aragorn: Show yourself, Saruman!

Wizard: Saruman? The name curdles my blood.

Aragorn: Gandalf! Impossible... you fell-

Gandalf: Ah yes. Gandalf is my name. Yes, I remember.

Legolas: You old wizard - it is good to see you again. We took you for the enemy.

Gandalf: Saruman, yes... unfortunately for him, Middle-Earth no longer requires his counsel. Let us go quickly, for his influence is spreading. To Theoden's hall in Edoras!

Aragorn: The men of Rohan are unfriendly these days.

Gandalf: They have good reason to be wary of strangers. Saurman's influence is too close for comfort. Come, let us leave these woods and pay Theoden a little visit.

After the cutscene, you can explore a little, but you'll find little but a pool of red liquid and some crates. An artifact is hidden in this level (Look to "Artifacts List" for additional information). Go left to exit the level. Phew, that was hard wasn't it. ;)

-----  
\*Screenshot from movie\*

-----  
Level 31: Edoras - Meduseld  
-----

Difficulty: Easy

Quick Hint: Press A, go se

Starting Location: Middle

Ending Location: Southeast

Shrines: None

Detailed Guide:

This level immediately opens with a cutscene.

Cutscene-

Aragorn: We found Edoras in disarray. Grima, counsel to King Theoden, was unmasked as Saurman's lackey. We cast him out immediately, knowing full well that Saruman's anger would increase tenfold. Shortly afterwards, Rohan refugees began arriving.

After this cutscene go southeast, where you will encounter even another cutscene!

Cutscene-

Eowyn: My Uncle said you fought beside my grandfather once... but that cannot be so.

Aragorn: King Theoden has a good memory. He was but a child then.

Eowyn: But that would make you... 70? 80?

Aragorn: 87 actually.

Eowyn: You are one of the Dunedain! An ancient race blessed with long life. I thought your people had passed into legend.

Aragorn: There are a few of us.

(Legolas runs up)

Legolas: Aragorn, we're ready to make for Helm's Deep. Gandalf has already gone.

Eowyn: I am leading the refugees there by a safer route.

After this cutscene, break some barrels and go southeast to the exit! Another tough level down...

-----  
Level 32: Gap of Rohan - West River  
-----

Difficulty: Easy

Quick Hint: Go up young man!

Starting Location: Middle bottom

Ending Location: NE corner

Shrines: None

Detailed Guide:

Another level, another one opening with a cutscene:

Cutscene-

Legolas: Aragorn, Wargs and Orcs have been spotted patrolling this road.

Gimli: And Wildmen. We'll need to clear the way to ensure safe passage.

Aragorn: Spread out. Don't let anything get by.

After the cutscene, don't go left unless you want to meet several Crebain eating a dead horse. You will want to go the right though. Go right until you can not go any more in that direction. Go up until you reach a wall. Go left along the wall until you see a gap that you can go up into. Go up until you reach two barrels and a little butterfly flying around them. You can either go right or left from here. If you go to the left, go left until you reach a river. Go up along the riverbank until you reach a red pool. Use it and go right. Until you can go up and exit the level. If you decide to go right from the butterfly (the shorter way), go right as much as you can and then go up to the end of the level.

-----  
Level 33: Gap of Rohan - South River  
-----

Difficulty: Medium

Quick Hint: Follow the paths

Starting Location: SE corner

Ending Location: NE corner

Shrines: None

Detailed Guide:

Start this level by going up and following the path, but be careful. You will encounter a dead horse with several Crebain feeding on it. Make sure to try to kill most if not all of the Crebain. If you follow the path correctly, it will take you onto a bridge and across a small stream. Keep following the path until it ends. When it ends go up into the gap it leads to. Turn right when you enter the area. You will see three Crebain on a rock, and one or a few well thrown sword throws should easily dispose of the birds. Go into that passage that the rock is in. Go southeast into this passage and go to the right when you have to. If you go all the way to the river, going up along the bank will take you to a red pool. If you go to the red pool, go down and left from it until you see a path leading upwards. Follow the path. There will be two chests to the left of the path, and you should go and open them. Follow the path to the end.

-----  
Level 34: Gap of Rohan - North Road

Difficulty: Easy - Medium

Quick Hint: Follow the path

Starting Location: Bottom

Ending Location: Top

Shrines: NE corner (Shrine)

Detailed Guide:

This level can be pretty easy. From the very beginning of the level you want to follow the path. You will weave around and pass through two fences. Continue on along the path until it seems that your path is blocked. It really isn't though, because the three grey plants can be destroyed in only two hits each. If you go left before reaching the three plants and then go up, you will reach a red pool. Continue up the path to the end unless you need to use a shrine or want to use one. If you do, then don't immediately leave this level. Instead, go to the northeast corner of this area and there you will find a Shrine.

-----  
Level 35: Gap of Rohan - Vale

Difficulty: Medium

Quick Hint: Follow the paths until the second split

Starting Location: SW corner

Ending Location: NE corner

Shrines: NW corner (Forge)

Detailed Guide:

Start off by following the path upwards. Eventually it will split off into two separate paths. If you want to go the Forge shrine in the northwest corner of this level then you will want to take the left path. Follow the left path until it ends and then just go up until you reach the shrine. If or when you go onto the right path, you will reach another split in the path. Unfortunately, both of the paths are not the ones to take, as they both lead to dead ends. You have to start going left until you reach a tree barrier. Go up and then right from there. If you continue going to the right you should be on the other side of the barrier blocking the path before. Go up to finish the level.

---

### Level 36: Helm's Deep - Hornsberg

---

Difficulty: Easy

Quick Hint: Enter Hornsberg

Starting Location: SE corner

Ending Location: NW corner

Shrines: None

#### Detailed Guide:

Welcome to Helm's Deep. Follow the darker paved path to the northwest. You will eventually see a bridge and two guards and enter a cutscene:

#### Cutscene-

Guard: Hail, Aragorn. You arrived just in time. Vast armies of Orcs are approaching from the North East.

Aragorn: When the last person enters the Hornberg, barricade this door.

Guard: Yes, sir.

Continue towards the building and go across the bridge, where you will see Legolas and Gimli. Follow them into the door.

---

### Level 37: Helm's Deep - Battlements

---

Difficulty: Hard

Quick Hint: Comb the wall for ladders and destroy them

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

#### Detailed Guide:

This level opens with a cutscene:

#### Cutscene-

(Aragorn talking to Eowyn)

Aragorn: So little time has passed since we began this quest, but so much has transpired. I have the strength to fight still, but I sometimes lack the conviction.

Eowyn: If you do, you hide it well.

Aragorn: But I do not have enough strength for every soldier!

Eowyn: Your men fight by your side because they see your strength, Aragorn - They will not part with you.

Aragorn: Thank you, Eowyn. I must speak with your Uncle now. Be safe.

Eowyn: I will.

(Legolas comes running up)

Legolas: Aragorn! Orcs from Isengard - approaching from the east. Hurry!

Aragorn: Hurry Eowyn! Take your sword and go to your people!

(Legolas and Aragorn run to Gimli)

Legolas: The Orcs are making their assault using ladders.

Aragorn: Legolas, Gimli. We must keep them from ascending the Deeping Wall.

Gimli: I've chopped nothing but wood these past few days. Let me at them!

Now comes the difficult part. You have to go back and forth across this wall destroying ladders until you have destroyed all of them. Some won't spawn until you have destroyed another. The best strategy is to just go back and forth down the wall killing all the enemies and ladders you encounter. Watch out for explosions that hit your character, as they can cause tremendous damage. When you have knocked down all of the ladders, you will enter another cutscene:

Cutscene-

Gimli: Aragorn, Orcs have breached the wall further south!  
Aragorn: Go Gimli! I'll follow.

The exit is those small stairs at the far right of this wall.

-----  
\*Screenshot from the movie\*  
-----

Level 38: Helm's Deep - Breach  
-----

Difficulty: Hard  
Quick Hint: Defend the breach  
Starting Location: Stairs  
Ending Location: SW corner  
Shrines: None

Detailed Guide:

You start this level on the same stairs you ended the last one on. Go down the stairs, where you will immediately encounter a red colored hero creature. Continue down until you have a cutscene:

Cutscene-

Gimli: Waves upon waves of Saruman's Orcs!  
Aragorn: Be sturdy Gimli. Hold them off as long as you have strength.

After this cutscene enemies will begin coming in through the breach. You want to kill them all, but it may be hard because enemies will also come from other areas to attack you. If you aren't close enough to the breach sometimes no enemies will spawn. Don't try entering the breach, because that only results in an explosion and a loss of health. When the breach seems to have stopped producing enemies, go left, where you will encounter Legolas:

Cutscene-

Legolas: Aragorn, Orcs have broken through the Hornberg.

They're headed for the Caves.

Aragorn: Eowyn is there with the Refugees! Legolas, stay here with Gimli. Guard the breach with your life!

Legolas: Aye, Aragorn. You need not ask.

After this cutscene you can exit the level at the west edge of the level.

---

#### Level 39: Helm's Deep - Gorge

---

Difficulty: Medium

Quick Hint: Cross the river

Starting Location: SE corner

Ending Location: NW corner

Shrines: None

Detailed Guide:

Upon entering this level go left. You will pass some stairs, and it is wise to go up them even though they don't lead to the end of the level. Up the stairs is a room full of enemies, allies, a shrine, chests, and breakable containers. After you loot the room to your satisfaction, go back down the stairs. If you go up you enter a huge area with a white pool. It's better to go left from the stairs and reach the river. If you go down, you will see a path across the river. Cross the river. If you want to immediately go to the next level just follow the edge of the river all the way to the end. You can go left from the river to reach the red pool that is in the raised area.

---

#### Level 40: Helm's Deep - Valley

---

Difficulty: Medium

Quick Hint: Go West young man

Starting Location: SE corner

Ending Location: NW corner

Shrines: None

Detailed Guide:

Start going to the left. Eventually you will encounter 3 hero creatures at once. After defeating them cross the river unless you are low in health. If you are low in health continue going left (without crossing the river)

until you reach the red pool. Either way, you will have to eventually cross the bridge. Kill the three crows you meet on a little island in the middle of the river. Continue crossing the river. Go left from there. The exit of the level looks like a cave entrance.

-----  
Level 41: Helm's Deep - Glittering Caves  
-----

Difficulty: Medium

Quick Hint: Explore around

Starting Location: NE corner

Ending Location: SW corner

Shrines: Middle

Detailed Guide:

You are now in the Glittering Caves. Go down and to the right until you reach a bridge. You have to cross the bridge. Go southwest from the end of the bridge until you reach another. Cross that one also. You will now have 3 paths to choose from. SW, NE, and SE. To the southwest is a white pool, so I would recommend going there first. The NE path is just a dead end with no special features and only normal enemies. Obviously you have to go to the southeast to beat the level. Go that direction until you see two walls structured like this: --- ---. There will be a shrine (Forge) in front of the second wall. Use the shrine if you want to, either way, go down until you pass a wall. Go southwest from that point on, until you reach a wall. Go west from here, and you will eventually meet with Eowyn:

Cutscene-

Aragorn: Eowyn!

Eowyn: It seems there were a few too many Orcs for you to manage out there.

Aragorn: Are you hurt?

Eowyn: Forgive me, Aragorn. Some of my people are ill and need help.

(Gandalf and Legolas run into the screen)

Gandalf: Aragorn, the enemey has been driven back momentarily. Now is our chance for a final assault.

Legolas: Gimli has already tossed himself into battle against the siege weapons. Hurry!

Aragorn: Tend to your people, Eowyn. We will return.

-----  
Level 42: Helm's Deep - Hornsberg (Round 2)  
-----

Difficulty: Hard

Quick Hint: Destroy EVERY seige machine

Starting Location: N edge

Ending Location:

Shrines: None

Detailed Guide:

This level can be hard or easy depending on how good you



are at defeating difficult hero creatures. There are many seige machines scattered throughout this level and each are guarded by two hero creatures. You have to defeat them and destroy each seige machine. This is a great level to find good weapons and to gain experience because of the large number of hero creatures. If you are having trouble finding all of the seige machines, comb the area very carefully, as it's not very big but it is easy to miss areas. There are a total of six seige machines. Once you have broken all of the machines, go to the starting point, where the king of Rohan, Gandalf, Legolas, and Gimli will be standing:

Cutscene-

King: This battle has one more front yet!

Gandalf: Aragorn, fetch the others... we are headed to Isengard!

Aragorn: Aye, Gandalf... we are well on our way.

Gandalf: Be vigilant. Saruman's army may be diminished, but his cunning is not.

Gimli: Is there no time for a moment's rest in this world!

Aragorn: Not while Saruman lives, Gimli.

-----  
\*Ending movie\* (Shows scenes from second movie)

Save your game.

Enjoy the credits music (directly from the movies!)

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THE END

\*\*\*\*\*  
\* 8. Legolas \*

#####  
# Introduction #  
#####

Legolas is a noble and skilled Elven prince. His primary weapon is the bow, but he has elven blades also for short range melee combat.

#####  
# Starting Stats and Skills #  
#####

Primary Stats

-----  
Strength: 18  
Accuracy: 30  
Health: 20  
Defense: 22

Courage: 20

## Starting Skills

-----

### Meditation (1)

#####

# Skills #

#####

## Active Skills

-----

### 1st Tree

Overdraw (Level 2) - Hold down the A button for massive arrow damage, increasing per level. 6 spirit.

- One of the best skills for Legolas and my personal favorite. This cheap attack will release a charged arrow that can plow through multiple enemies with ease. Even just lightly charging Overdraw will release an arrow that will kill most enemies. The 6 spirit cost is very reasonable, and the damage increases without the cost increasing, which is a plus.

Suppress (Level 5) - A magical attack that has 25% chance of knocking foes backwards, +5%/level. 3 spirit.

- Poor choice of an active skill. Overdraw and Spread Fire are far superior to this skill. A small chance for knockback isn't worth 3 spirit a shot in most cases. To get 100% knockback, you would have to put 15 points into this almost useless skill. I would recommend against putting any points in this skill.

Spread Fire (Level 12) - Shoot 2 arrows (+1/4 levels) for extra accuracy per level. 9 spirit.

- Another good attack for Legolas but not as good as Overdraw. Some Legolas characters are built around this skill, but to effectively create a character based on this skill you have to pour a tremendous amount of points into it for the maximum number of arrows. The cost is also a little high, and any Legolas using this skill will probably need to increase their courage.

### 2nd Tree

White Knives (Level 2) - Slash enemies with elven blades. Damage 4 + 1/level. 2 spirit.

- One of the most useless skills of Legolas. The meager damage that you can deal out with this skill is far less than the damage Legolas will make with any bow. Legolas isn't meant to be a melee fighter and this skill doesn't match up with his bow using behavior. The only way that this ability could be effective is if you put dozens of points into this ability, but that is a waste. You may want to put in a point to unlock to other skills in this tree, but I didn't do that with my second Legolas.

Forest Friend (Level 3) - Call hawks to distract and injure foes. Additional hawks and stun per level. Outdoors

only. 12 spirit.

- An expensive and unnecessary skill. This skill costs a whopping 12 spirit to use, and at its lower levels only a few hawks will come and strike your enemies. They don't do enough damage to kill most enemies and their stun is pathetic. The cost of it is exorbitant, and I wouldn't put a point into this skill.

Summon Gimli (Level 12) - Summon a friend to fight beside you. Does +1 damage/level, and stays longer. 25 spirit.

- This is an expensive special skill. It is fun to use and to see Gimli fight next to you, but its cons outweigh the pros in my opinion. The cost is very high, 25 spirit is substantial for a character like Legolas. He doesn't do much damage, and increasing the level of the skill doesn't increase the damage by very much. You have to increase this skill very high for Gimli to stay for a long time, which isn't that great in the first place because on the battlefield he seems confused and rarely attacks your foes. I wouldn't recommend putting any points into this skill unless you really want to see Gimli fight and you can't wait until the battle at Helmsdeep.

#### Passive Skills

-----

#### 1st Tree

Meditation (Level 1) - Legolas gains health by being motionless. Quicker recharge per level.

- The only option for Legolas in the category of healing skills, the amount of points that you put into this skill will probably depend on your patience. If you feel like waiting minutes (if your character is a very high level), then putting no points into this is okay. Putting more points into this really only quickens your play, so it's your decision.

Fleet of Foot (Level 5) - Increases footspeed 3%/level.

- A valuable skill in some people's opinions and not needed in others. Personally I like this skill because if you raise it up, Legolas will be able to escape danger much easier than he would normally. Hit and run tactics are also much easier to perform when you are much faster than your enemies.

Orc Slayer (Level 8) - +2 damage to orcs/level.

- Good skill, and some people will get it and some won't. I always put in a few points into this skill because the bonus is pretty good and Orcs are common. I would recommend a few points in this, but more than 5 isn't necessary.

#### 2nd Tree

Hawk Eye (Level 2) - Increases bow damage +1/level.

- Good skill, which cheaply increases the damage that your Legolas does with his bow. Everyone should put a few points into this skill because it helps. This isn't a skill that I would max out, but putting several points into this skill isn't a bad idea for anybody.

Critical Shot (Level 3) - Increases chance of critical hit 10%, +2%/level.

- Awesome skill. Everyone who plays Legolas has to put at least one point into this skill to get the 10% critical hit bonus. I would recommend 5 or more levels, where your character will be scoring critical hits a fourth of the time. You never know when a lucky hit that defeats a normally strong enemy could save your character.

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#####  
# Tips and strategies #  
#####
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Primary Stat: Accuracy  
Important Stats: Defense, Strength, Health  
Least Important: Courage (unless you like Spread Fire)

One of the first things that Legolas characters have to do is to increase their accuracy. Having a high accuracy with Legolas is essential to your survival, because often times if you miss an approaching enemy he will hit you. Defense is important because Legolas doesn't have any shield to protect him, so his only option is to dodge enemy blows. Legolas characters should choose to use one active skill and raise it substantially, Overdraw and Spread Fire.

Overdraw Legolas  
-----

Overdraw is an awesome skill and my personal favorite of Legola's skills. Even just pressing it lightly will shoot an arrow that can kill multiple enemies in one firing.

Example Overdraw Legolas: (30 skill points)

Active Skills:  
Overdraw (10)

Passive Skills:  
Meditation (2) ----- Depends on your patience =)  
Fleet of Foot (5) ----- Nice skill to have  
Orc Slayer (3)  
Hawk Eye (5)  
Critical Shot (5)

Spread Fire Legolas  
-----

Personally I don't think Spread Fire is worth the cost, but some people prefer spread fire because its ease of use. A person who emphasizes on Spread Fire will have to raise their courage a lot to make up for the extra cost.

Active Skills:

Example Spread Fire Legolas: (30 skill points)

Spread Fire (10) ----- max this for the most arrows

Passive Skills:

Meditation (2) ----- Depends on your patience =)  
Fleet of Foot (5) ----- Nice skill to have  
Orc Slayer (3)  
Hawk Eye (5)  
Critical Shot (5)

#####  
# Legolas Walkthrough #  
#####

Explanations

-----  
Here is a walkthrough for the character Legolas. First it says the level name, area name, and level number. I made up some difficulty ratings (Very Easy to Very Hard). The Quick Hint is for people who don't want to be babysitted through the level. Starting Location and Ending Location can help some confused players. Shrines will show where shrines are (if there are any). The Detailed Guide is only meant to get a person through the level, not collect every single item.

The Walkthrough

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Here is the full walkthrough for Legolas!:

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Opening Scene-

(Legolas runs to Gimli)  
Gimli: It does my heart good to be so close to the mountains, Legolas. This is quality rock, and unspoil as Moria was.  
Legolas: I wish I could share your enthusiasm, Gimli.  
Gimli: Master Elf, are you approaching Uruk-Hai giving you second thoughts?  
Legolas: No, Gimli. You must realize - even if we succeed in winning this war, the Elves will fade from Middle-earth. How bittersweet victory will be for my people.  
Gimli: Yet not all are leaving these shores. This is a fight for all of Middle-earth.  
Legolas: True enough, Gimli... When we left Rivendell, I was not so glum. Elrond's speeches have a way with even the hardest hearts...

-----  
Level 1: Caradhras - Foothills

-----  
Difficulty: Very Easy  
Quick Hint: Follow the paths to the end  
Starting Location: NW corner  
Ending Location: SE corner  
Shrines: None

Detailed Guide:

The level starts with a continuation of the opening scene:

Cutscene-

Legolas: Our first steps over Caradhras mountain seemed promising...

This level starts off with your character in the upper left hand corner. Start heading downward, killing the two enemies you see and opening any sacks that you want too. You will soon notice the Crebain, and you will want to kill them to prevent getting corrupted. Continue following the gravel path. It will continue taking you down, then it will turn right. Eventually it will turn upwards follow the path up. It might look (because it might be snowing) like it splits in two directions, and you want to go onto the left path. It will go up until you see a sack. Turn right, which will take you to a raised area. Continue following the path, even when it switches to a different type of path (which looks blue and paved). You can follow this path all the way to the end. There will be a chest along the side of the path and a red pool.

-----  
Level 2: Caradhras - Mountains  
-----

Difficulty: Easy

Quick Hint: When rocks fall another path opens

Starting Location: NW corner

Ending Location: SW corner

Shrines: None

Detailed Guide:

Start following the blue paved path. Kill all enemies you see and continue following the path until you reach a blocked wall of rocks. Try to remember where this spot is. Start going straight up until you can't anymore. Turn to the right and continue going right until you see rocks dropping. Don't step into the rocks because you will get hurt. Go back to the previously blocked area and it will be cleared. You will notice some Orcs:

Cutscene-

Orc: You smell somethin'?

Orc 2: Smells like meat.

You want to once again start following the path. If you kept following the path you will pass in between two raised areas and then you'll turn left where rocks will begin falling again. Backtrack until you are able to go left onto one of the raised areas. There is no path but you only have to go as far to the left as you can. Go down. A path should go left, which is the exit.

-----  
Level 3: Caradhras - Valley  
-----

Difficulty: Very Easy

Quick Hint: When rocks fall another path opens

Starting Location: NE corner

Ending Location: SE corner

Shrines: Bottom (Forge)

Detailed Guide:

Follow the path down and to the left until you see rocks falling down. Backtrack a little and go down (you have to weave through a few rocks), and go left until you reach a new path of two groves in the ground in mud. Follow the path down and to the right. Soon you will encounter a hero creature which is a strikingly different color than the others of its type (it will be purple). It may be a little hard to defeat it but most people should do it with ease. After defeating him and his two aides, you can exit by continuing traveling to the right.

-----  
Level 4: Caradhras - Moria Gate  
-----

Difficulty: Easy

Quick Hint: Follow the paths to the end

Starting Location: SE corner

Ending Location: NE corner

Shrines: NW corner (Ent Pool)

Detailed Guide:

Start travelling up immediately. Follow the dirt, which acts like a path. Turn left when the path splits. Follow it until you see a river with a stone pebble path across it. Cross the bridge and go up. There will be a chest, a red pool, and a shrine. Do what you want then start going right. There should soon be a cut scene with a circle of Orcs:

Cutscene-

Orc: I'm hungry. Do we 'ave any Dwarf meat left?

Orc 2: I thinks there is some inside. Get some bits for me.

Defeat (or not defeat) the Orcs and start travelling Northeast. Don't step in the fire because it deals damage to your character. You will see Gimli with a horse and you will see another short cutscene:

Cutscene-

Gimli: Here it is, the west wall of Moria!

Legolas: I see no reason to celebrate. It is a dank and dismal place. Quite the opposite of a forest.

Gimli: Only on the outside! Soon, master Elf, you will enjoy the fabled hospitality of the dwarves.

Legolas: We shall see...

After this brief dialogue, you have to continue going to the right where you will meet Gandalf and Frodo:

Cutscene-

Legolas: Gimli, the water! Stand fast!

(Screen scrolls to creature in the water)  
-----

\*Screenshot from the movie\*

-----  
Level 5: Moria - West Hall  
-----

Difficulty: Medium

Quick Hint: Follow the paths to the end

Starting Location: Bottom

Ending Location: NE corner

Shrines: NW corner (Ent Pool)

Detailed Guide:

This level starts with a cutscene:

Cutscene-

Aragorn: Moria... Kingdom of the Dwarves. I'll scout ahead.

(Aragorn leaves)

Frodo: What's this? A trap door down?

Gandalf: The dwarves do not build homes, they build labyrinths. Legolas, explore the lower tunnels to see if any orcs lurk.

Go down the trapdoor. After going down, go down two sets of stairs. At the bottom of the second set, go right until you reach the eastern edge of the level. Go straight down and go through the open door at the bottom of this area. The room you are in now has a chest, a red pool, and a button in the lower section. You must press the button. After pressing down the button, return to the bottom of the second staircase in this level. Go down into the room and go through two open doors located at the bottom of the room. Exit the level by going down the stairs in this room.

-----  
Level 6: Moria - Chasm  
-----

Difficulty: Easy

Quick Hint: Just walk around

Starting Location: NE Corner

Ending Location: NW corner

Shrines: None

Detailed Guide:

Go southeast and down through the open door. You will meet with Gandalf:

Cutscene-

Legolas: It is as we feared. Orcs infest this place. Where is Gimli?

Gandalf: He has run off in search of Balin. If you value his life, find him, elf.

Go up and exit the level in the northwest corner of the level. You will appear in front of a door. Go left until you reach a wall. Go down and go through the open door below you. Go down to the bottom of the room and go to the



right until you see a button. Step on it and go back to the left until you see a newly open door on the bottom wall. Go through that door. Go to the left. You will encounter many holes in the ground. Find a way through the mess and make your way to the southwest corner of the area. There, you should find a button to step on. Step on the button and go up until you reach some stairs. If you go up the stairs, you will reach a Shrine. If you don't want to go there, from the stairs, go northeast until you reach a wall. Go up now, and walk through the open door. Turn left and continue in that direction to beat the level.

-----

#### Level 7: Moria - Dark Halls

-----

Difficulty: Medium

Quick Hint: Hit the button and lever

Starting Location: Middle

Ending Location: NW corner

Shrines: NE corner (Forge)

#### Detailed Guide:

Go through the gap in the wall to the southeast of your character's starting position. Turn to the right and go that direction until you reach some rubble. Go up until you reach a really massive well. Go northwest from here until you reach a switch. Hit the switch. Backtrack all the way back to the first gap you went through. Go southwest from this point until you see a door. Go through the door. Turn left and continue going left past two pillars and one horizontal wall until you reach a vertical wall. Go straight up until you reach the northwestern corner of the level. You should see a button. Hit it. Go back to the original starting point of the level. From the original stairs, go up and enter the door above the stairs. You should hear Gimli yell:

#### Cutscene-

Gimli: No! Balin!

Legolas: The dwarf is beyond this door. I must find a way through!

(\*NOTE: If you explored around eariler, you may have already had this cutscene\*)

Go up through the now open door. Go up until you have to go left. Go left until you see the exit in the upper left hand corner of this room.

-----

#### Level 8: Moria - Great Hall

-----

Difficulty: Medium

Quick Hint: Hit the two switches and go down

Starting Location: NW

Ending Location: Down a trap door, NE corner

Shrines: NE corner (Forge)

Detailed Guide:

This is a tricky level for some people. Here is little map:

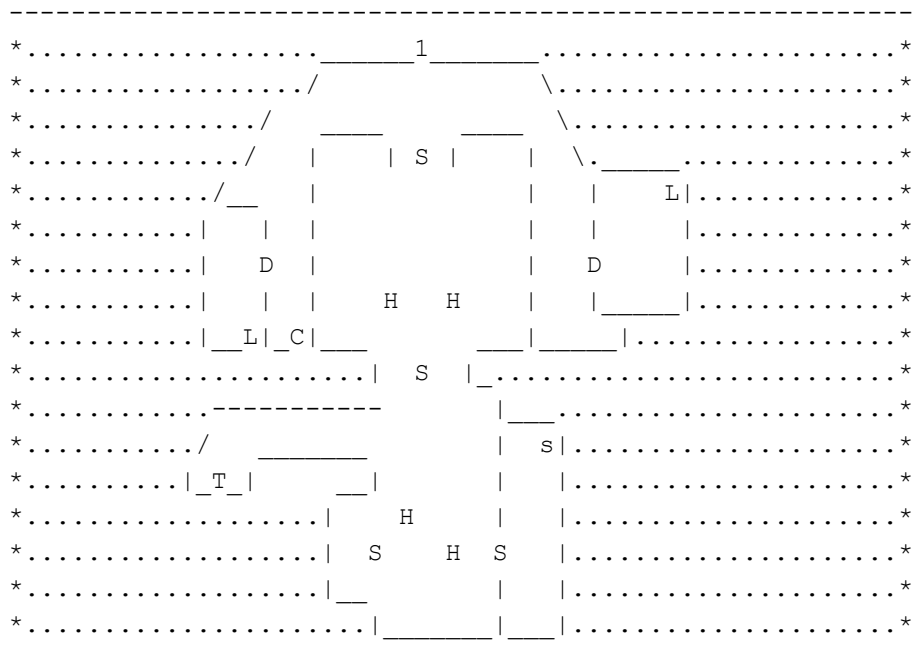
Great Hall:

To use this map, you have to imagine the game world flat.

Key:

- S- Stairs
  - H- Hero Creature
  - s- Shrine
  - L- Lever (Switch)
  - C- Chest
  - D- Door
- 1- Starting Location
- 2- Trapdoor
- Northwest
- |
- Southwest --O-- Northeast
- |
- Southeast

First Floor:



You start off in front of a closed door. In order to progress you need to hit two switches, but one doesn't appear until the other one is hit. First, start going to the right, defeating all of the enemies that you find. If you follow the map you should be able to find and hit the lever. Return to the starting location. Next you want to go left, and you should be able to find the switch inside of a room. Again return to the starting location. Now you can go down the stairs directly in front of your starting location. You will be in a huge room with several pillars and many enemies and breakable containers. Two hero creatures will also be in this area. Continue in the same direction and down more stairs. You will be in a room with two more hero creatures. There are two stairs, one (to the left) has nothing, while the other thinner one leads up to a Shrine. To progress, you have to take the path in between two of the stairs to an open trapdoor, which will take you to a lower floor. On the lower floor, you should generally move toward the right and you will eventually reach the exit.

---

Level 9: Moria - Balin's Tomb

---

Difficulty: Medium, boss: Cave Troll

Quick Hint: Defeat the Cave Troll

Starting Location: SE

Ending Location: Top of the screen

Shrines: None

Detailed Guide:

This level is a boss level, so be prepared for a fight. After entering this level start going up, use the red pool you pass if you need health. After going up, go to the left until you see some of your comrades by an open tomb. A cutscene will happen and then the Cave Troll will come storming in from the top with several enemies:

Cutscene-

Gimli: No! It is as I have feared... Balin has fallen!

Legolas: I am sorry Gimli... I misjudged your people's perseverance...

Gimli: They fought to the finish, no doubt.

Legolas: Defending their home.

Gimli: Poor Balin.

---

Legolas: Stand fast Gimli, else we suffer Balin's fate!

Defeat him (Look at Bosses section for hints). Once you defeat him, go up through the door where he came from and continue going up until the end of the level.

---

Level 10: Moria - Flight

---

Difficulty: Very Easy

Quick Hint: Leave

Starting Location: Bottom

Ending Location: NW corner

Shrines: None

Detailed Guide: This level is one of the simplest. After defeating the few enemies that greet you as soon as you enter, continue up until you see your allies and enter a cutscene:

Cutscene-

Gimli: Let them come! There is one Dwarf yet in Moria who still draws breath!

(Enemies surround you but then start fleeing away)

(Ground shaking)

Gimli: What is this devilry?

Gandalf: A Balrog... a demon of the ancient world! Run! To the Bridge of Khazad-dum!

You can either kill them or just leave the level by heading toward the northwest until you exit.

---

Level 11: Moria - Khazad-dum

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Difficulty: Easy  
Quick Hint: Go left  
Starting Location: NE  
Ending Location: NW  
Shrines: None

Detailed Guide: Most of this level is pretty easy to go through. Start by heading the only direction you can go and move down the stairways. After going down two stairs, go left onto a thin bridge. The bridge will break and you will be forced to continue left. Go through the gap in the wall and then go up the stairs to the exit. At the end of the level Aragorn will be standing, waiting for you. Once you reach him, there will be a cutscene:

Cutscene-

Legolas: Aragorn, where is Gandalf? We cannot leave him behind!  
Aragorn: He sent me away. I implored him to follow, but-  
Legolas: Aragorn, Gandalf's wisdom is beyond measure... If he says run, we do not ask questions.  
Aragorn: Just the answer I expected. Let us leave this place.

Exit the level.

-----  
Level 12: East Mountains - Gate

-----  
Difficulty: Easy  
Quick Hint: Exit the map  
Starting Location: Top of the screen  
Ending Location:  
Shrines: Middle (Forge)

Detailed Guide: Immediately upon entering this level there will be a cutscene mourning Gandalf's death:

Cutscene-

Aragorn: There is no time for tears; we have far to go.  
Legolas: To Lorien, Aragorn. Galadriel will welcome us if we are cautious.  
Gimli: That witch? Cautious of what?  
Legolas: It would be unwise to lead a pack of Orcs into the heart of Lorien, Gimli.  
Gimli: From the tales I've heard, the Witch of the Woods is likely to do more harm than Orcs.  
Legolas: She is strong, indeed. Try not to lose favor with her.

Head down until you have to turn left. (Go around the tree to the right, not the left) If you go down and turn left at the right time, you should see a shrine (Forge). After the shrine go down, turn right, and then go down again. Turn right and continue right until the end. This is a very straightforward level.

-----  
Level 13: East Mountains - Rolling Hills  
-----

Difficulty: Easy

Quick Hint: Go around... way around

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

Detailed Guide:

Head southeast from the starting point until you see a wall. Go to the right, walking along the wall until it terminates at the end of a little raised ridge. Head down from that end of the wall until you reach another wall. Go left along the wall until you can go down and turn to the right along the same wall. Continue going right until the end. This level does have a white pool and a chest, but they aren't essential to your quest or for beating the level.

-----  
Level 14: East Mountains - Dimril Dale  
-----

Difficulty: Medium - Lengthy

Quick Hint: Go East Young Man

Starting Location: SW corner

Ending Location: SE corner

Shrines: NE corner (Forge)

Detailed Guide: Walk up from the beginning of the level. You will pass a tree sitting a large pool of water with a butterfly circling the tree. Go down along the wall to the right of this tree until you can go around it and start going up. You can follow this wall to reach a shrine that is located in the NE corner of this level, but that takes a long time. If you decide to go the shrine, you can easily reach the exit just by heading straight down. If you don't want to reach the shrine, you still have to go a long way to finish the level. From the wall near the tree (outside the right wall), you have to go up until you reach a wall. From there you have to turn left and follow that wall. When the wall terminates you have to continue going up. Weave through the rubble until you reach even another wall. Go right, following the rubble until it stops. From there you can go straight down to receive a quest (see below) or you can go SE and down until you reach the exit in the SE corner.

Special Note: In the middle of the level an elf will be standing on a ridge. If you go to him, he will tell you that a great orc brute has waylaid some travellers and stolen their wares, including a strange map (artifact). He tells you that you can keep the treasure if you find them. After this short dialouge, two orcs guarding a chest will spawn in the level. If you haven't yet found Bilbo's Map, then one of the Orcs will drop the artifact.

(This isn't always true. If you find some ruins at the

beginning of the level, you won't find this elf.)

-----  
Level 15: East Mountains - West Woods  
-----

Difficulty: Medium

Quick Hint: Go SE

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

Detailed Guide: Immediately upon entering the level begin going down until you reach the lower boundary of the whole level. From the bottom turn to the right. Go up when you have to. You should now be in an area with a blue pool. Go to the NW corner of this area and go up through the gap. You'll want to turn to the right immediately unless you want to reach a white pool that is directly to the north. As you pass through a grassy passage between two ridges spikes may pop out of the ground and damage you. If they do, just keep moving southeast. Continue going southeast until you reach an elf at the edge of a forest. Aragorn, one of your allies, will be standing by the elf. The elf first tells you to halt but he decides to let you in because Aragorn tells him who he is:

Cutscene-

Elf: Halt stranger. You have come to the edge of our wood uninvited.

Aragorn: Haldir of Lorien, I am Aragorn, son of Arathorn.  
We must take shelter with the Lady of the Wood.

Haldir: Aragorn? It has been a long time since we last met.  
If you wish to visit Lothlorien, walk softly and with speed. Come!

-----  
Level 16: Lothlorien - Lothlorien  
-----

Difficulty: Extremely Easy

Quick Hint: Press A

Starting Location: none

Ending Location: none

Shrines: None

Detailed Guide: This level is extremely easy. Just sit back and enjoy the cutscenes... or just press A:

Cutscene-

Legolas: It fills my heart with joy to see these woods again.

Galadriel: Rest here Legolas. You are among kin.

Legolas: Good night, Lady.

---

Legolas: Goodbye lady Galadriel.

Galadriel: Legolas, Sauron will be seeking the Ring without rest... if his gaze is not drawn away he will find it.

Legolas: I will not let that happen.

Galadriel: Even if that means making unthinkable sacrifices.

Legolas: If I must, lady.

Galadriel: Good luck, Legolas.

-----  
\*Screenshot from the movie\*

-----  
Level 17: Amon Hen - Nen Hithoel  
-----

Difficulty: Medium

Quick Hint: Go left first, and cross the bridge

Starting Location: Top

Ending Location: SE corner

Shrines: None

Detailed Guide: This level starts off with a quick dialouge between Legolas, Gimli, and Aragorn, who wonder where Frodo and Boromir went:

Cutscene-

Aragorn: We will rest here for the day. Mordor is nearer than ever, and orcs patrol the shores.

Legolas: Something draws near, I can feel it.

Gimli: Where is Frodo?

Legolas: And Boromir?

Aragorn: Spread out. Find them!

This level isn't very hard. Be careful not to let birds leave the area to raise your corruption. Go left from the starting point until you are on the raised side of a stone wall. Follow that wall down until you reach a very thin bridge across a very small river. You will see two orcs:

Cutscene-

Orc: You cheat!

Orc 1: You gonna stop me?

Cross the bridge and obliterate those arguing orcs. Go southeast, through a gap through two stone walls, and continue until you reach the SE corner of the level. The exit is a little patch of green grass in the very corner.

-----  
Level 18: Amon Hen - Parth Galen North  
-----

Difficulty: Easy to Medium

Quick Hint: Follow the first wall

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

Detailed Guide: The easiest way to beat this level is to just follow the wall at the top of the screen all the way to the SE corner of the screen. You will have to wrap around it and sometimes it will change to rubble but this

stragety will get you through this level very quickly and easily (though it is a little time consuming). You will know when you are near the exit because you will see a statue of a human right near the exit.

-----  
Level 19: Amon Hen - Slopes  
-----

Difficulty: Easy to Medium  
Quick Hint: Find Frodo and then backtrack  
Starting Location: W side  
Ending Location: NW corner  
Shrines: None

Detailed Guide: This level can be pretty straightfoward for most people. You start off on the West side of the level and you need to make it to the right side. To do this, go right until you reach a large wall of rubble. When you reach this wall of rubble start going down until you see a gap in the wall. Go right into the gap and go right until you reach the right edge of the level. If you go down from here you will reach a shrine, one that sells skill points, one of the best values in the game. To actually beat the level you need to go up until you reach a raised area with stairs leading up to it. Go near the stairs and talk to Aragorn.

Cutscene-

Legolas: Aragorn, any sign of Frodo?  
Aragorn: He was here... Boromir tried to take the Ring.  
Legolas: Boromir? Frodo... is he-  
---  
Legolas: Boromir's horn!  
Aragorn: Back to the boats - quickly!

After the short cutscene finishes, your final goal is to just go back the way you came. Go down the stairs and go to the left until you reach that giant wall of rubble. Follow the rubble down until you reach a gap. Go left through that gap. Go NW until you reach the point at which you entered the level and exit there.

-----  
Level 20: Amon Hen - Parth Galen North (Round 2)  
-----

Difficulty: Easy to Medium  
Quick Hint: Backtrack; Follow the wall  
Starting Location: SE corner  
Ending Location: NW corner  
Shrines: None

Detailed Guide: You can use the same trick used when first going through the level when you backtrack through it. Walk along the wall that you encounter first when entering this level, wrapping around it and following along it no matter what it changes to (water, rubble...). Eventually you will begin going upwards and then turn left. This wall will take you directly to the end of this level.



-----  
Level 21: Amon Hen - Nen Hithoel (Round 2)  
-----

Difficulty: Medium to Hard - Boss Level  
Quick Hint: Backtrack; Cross the bridge at least  
Starting Location: SE corner  
Ending Location: West edge  
Shrines: None

Detailed Guide: This level is a boss level, where you will fight the Uruk-Hai captain Lurtz, as in the movie. To beat this level, start going diagonally up (northwest) from the beginning of the level. You will pass through a gap between two walls and eventually reach a bridge. You can pause before crossing the bridge to recuperate and restore some lost health and/or spirit points before fighting the boss. After crossing the bridge, there will be a very short scan of the area and you will be propelled into battle with Lurtz! (Look into the Bosses section for help on defeating him.) After defeating him, you will need to find the dying Boromir on the West edge of the level. If you need help in finding his exact location pause for a moment and wait for the direction arrow to appear. When you find him, Gimli and Aragorn will run up to talk to you. Boromir dies and Aragorn reveals to Legolas and Gimli that you let Frodo go and that you want to 'Hunt some Orc' in Rohan:

Cutscene-

Aragorn: Boromir is dead... Sam and Frodo have departed.  
Legolas: We can still catch Frodo if we-  
Aragorn: No, Legolas...  
Legolas: You mean not to follow them?  
Aragorn: We have other business in the West. Saruman's forces are growing.  
Gimli: Then we should not delay! Saruman's Orcs are not hard to track, but they are fast.

-----  
Level 22: Rohan - Eastemnet South  
-----

Difficulty: Medium  
Quick Hint: Explore  
Starting Location: SE corner  
Ending Location: SW corner  
Shrines: Top Middle (Forge)

Detailed Guide:  
There is a quick dialogue:

Cutscene-

Aragorn: The vast plains of Rohan!  
Legolas: Not enough trees to make a decent home.  
Gimli: Nor enough rock to build anything sturdy. Hmph!  
Aragorn: But plenty of sun to help us find Orc prints.  
Let's go gentlemen - we don't want them to reach Isengard.

Congratulations, you are now in the vast expansive land of Rohan, hunting orcs... Go left from the start of the level until you reach a wall. Go up along the wall. Continue going up when the wall ends and changes into large rocks. Turn left when you can, and continue in that direction until you reach a river. Walk down along the riverbank until you reach a bridge that crosses the river. After crossing the river, walk up along the riverbank. Do this until you reach the top edge of the level and a shrine (Forge). Walk along the uppermost wall in a western direction. Keep going until you reach a cave that releases wolves. Go down. If done right, you will find yourself in a very thin passage. Go through this passage until you reach the end of the level!

---

Level 23: Rohan - Plains

Difficulty: Medium

Quick Hint: Left, Right, Left...

Starting Location: SE corner

Ending Location: NW corner

Shrines: None

Detailed Guide:

Upon entering the level, go left, walking along the top wall. Do this until you can go up, which will be when there is a little passage between two rocks. Go right, and continue in that direction until you reach a blue pool. Use the blue pool and then go left, walking along the wall above the blue pool. Eventually it will terminate, and there will be a path leading upwards, made of dirt. Follow the path until it becomes very fat and undefined. Go up a little and turn to the right and go through the small passage formed by the rocks. Do this until you can start going up. Going up will take you directly to the end of the level.

---

Level 24: Rohan - East Wall

Difficulty: Medium

Quick Hint: Explore around

Starting Location: SE corner

Ending Location: NE corner

Shrines: NW corner (Forge)

Detailed Guide:

Upon entering the level, go up until you reach a wall. Turn left and follow the wall until it terminates. Where it terminates there will be a few extraneous rocks and rubble. Go northeast until you reach your allies Gimli and Aragorn. When you approach them they will just run away. Follow them upwards. If you get close enough you will have a dialouge scene.

Cutscene-

Legolas: Aragorn, look here!

Aragorn: A slaughter... Mordor orcs versus Saurman's breed.

Legolas: These tracks head north, deeper into Fangorn Forest.

Gimli: Fangorn! More devilish Elven woods.

Legolas: The forest is very old, indeed. Old and angry.

Aragorn: Stay alert, stay close.

Your allies will leave but you may see them helping fight against the orcs later in the level. After the cutscene go northwest if you want to reach a shrine. If you want to make it to the Forge, you have to make your way to the very northwest corner of the level. To beat the level, from where you met your allies, go up until you reach a wall. Go right along the wall until you see a gap leading upwards. Go up and turn left until you reach the end of the level.

-----  
Level 25: Fangorn - Copse  
-----

Difficulty: Medium

Quick Hint: Cross the river at least twice

Starting Location: SE corner

Ending Location: NE corner

Shrines: None

Detailed Guide:

You start the level in view of a river. Go to the river and walk up along the riverbank until you reach a bridge across it. When you start to cross it, you will see some Orcs talking:

Cutscene-

Orc: My blade can cut through a tree in one blow.

Orc 1: How about an elf, boss?

Finish crossing the bridge and begin walking down along the riverbank. until you see a path leading west. Walk along the path. It should eventually reach an intersection of four paths. Take the far left one. It will terminate very soon, but ignore that and continue going upwards. Turn right when you see a tree near a pit in the ground. Keep going right until you reach another path. Begin following it; it will take you to the end of the level. It will take you across a bridge. If you ever think the path splits, take the upper route.

-----  
Level 26: Fangorn - Watery Glades  
-----

Difficulty: Medium

Quick Hint: Cross the river

Starting Location: Bottom

Ending Location: NW corner

Shrines: None

Detailed Guide:

At the beginning of this level you will be on a dirt path.

Walk along this path until you reach a bridge that will let you cross the river. A forest troll will greet you on the bridge. Go up and right just a little until you reach a red pool. Use that pool and then return to the river. Walk along the riverbank down, and keep going until you have reached two chests. From the second chest, go up until you reach the very top of the level. When you do, just go left until you see a path leading to the end of the level.

---

#### Level 27: Fangorn - Step

---

Difficulty: Medium

Quick Hint: Directional arrow

Starting Location: SE corner

Ending Location: NW corner

Shrines: None

#### Detailed Guide:

Go northwest from the beginning of the level, but be very careful, there will be a whole flock of Crebain waiting for you, and letting just a few away can greatly increase the difficulty of beating this level. Go northwest until you reach a dirt path. Go up along the path until it ends. Turn right and go that direction until you reach a dirt area. Go up from there. Turn left when you can and go that direction until you reach a paved path. Follow that path to the end of the level.

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#### Level 28: Fangorn - Derndingle

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Difficulty: Medium

Quick Hint: Cross the river not once, but twice

Starting Location: SE corner

Ending Location: N side

Shrines: Middle (Forge)

#### Detailed Guide:

Go left from the beginning of the level. You may see Aragorn fighting with you, but just ignore him. Go left until you reach a dirt path that leads up and to the left. There is no good reason to go up, so go left until you reach a bridge. Cross the bridge. Walk up along the riverbank until you see another bridge. Cross it. Follow the dirt path you find yourself on. Keep with the path until it ends. From where the path ends, go up until you reach a dirt path. If you reach a stone wall first, just walk around it (to the right) until you reach a path. Follow the path to the right until it ends near a chest. Open the chest. From the chest, go up and left. Do this until you reach the end of the level.

---

#### Level 29: Fangorn - Fangorn Troll

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Difficulty: Medium - Boss Level

Quick Hint: Defeat Fangorn Troll (Look to Bosses section)

Starting Location: SE corner

Ending Location: NE corner

Shrines: None

Detailed Guide: You have to beat the Fangorn troll in this level. If you need help on defeating him, look to the Bosses section in this guide. Some people may want to repeat this level many times to gain better items and to gain more experience. Many sacks and barrels are scattered in this level, and hitting them may provide food for your battle against the two trolls. There is also a red pool in the NE corner. After defeating the boss, exit this level at the top.

---

Level 30: Fangorn - Rise

Difficulty: Very Easy

Quick Hint: Press A and go left

Starting Location: Middle

Ending Location: W side

Shrines: None

Detailed Guide:

This is probably the easiest level in the whole game. It is practically composed of just a cutscene. Upon entering the level you will be put into it.

Cutscene-

(You see a wizard in front of you and your allies)

Aragorn: Gandalf! Impossible... you fell-

Gandalf: Ah yes. Gandalf is my name. Yes, I remember.

Legolas: You old wizard - it is good to see you again. We took you for the enemy.

After the cutscene, you can explore a little, but you'll find little but a pool of red liquid and some crates. An artifact is hidden in this level (Look to "Artifacts List" for additional information). Go left to exit the level. Phew, that was hard wasn't it. ;)

---

\*Screenshot from movie\*

Cutscene-

Legolas: Reaching Edoras, we found that Saruman had a diabolical influence over Theoden. Gandalf quickly broke the spell and soon all the men of Rohan welcomed us like brothers. But our rest would not last long.

---

Level 31: Edoras - Main

-----  
Difficulty: Please...  
Quick Hint: Walk southeast  
Starting location: Up some stairs  
Ending location: SE corner  
Shrines: None

Detailed Guide:  
Walk southeast until you reach your friends:

Cutscene-  
Aragorn: Hail, Eowyn[.]  
Eowyn: Refugees are flooding in from all over Rohan. Their towns and villages were attacked without warning.  
Legolas: Saruman must be razing the whole country!  
Gandalf: He is a cruel tactician. We will need to face him head on.  
Eowyn: We will be leading the refugees to a camp in the White Mountains, soon.  
Aragorn: Then we must take measures to protect them. Rest now. Soon we ride to Helm's Deep.

Continue going southeast.

-----  
Level 32: Gap of Rohan - West River  
-----

Difficulty: Easy  
Quick Hint: Go up young man!  
Starting Location: Middle bottom  
Ending Location: NE corner  
Shrines: None

Detailed Guide:  
Another level, another one opening with a cutscene:

Cutscene-  
Legolas: Aragorn, Wargs and Orcs have been spotted patrolling this road.  
Gimli: And Wildmen. We'll need to clear the way to ensure safe passage.  
Aragorn: Spread out. Don't let anything get by.

After the cutscene, don't go left unless you want to meet several Crebain eating a dead horse. You will want to go the right though. Go right until you can not go any more in that direction. Go up until you reach a wall. Go left along the wall until you see a gap that you can go up into. Go up until you hit a wall. You can choose right or left from here. If you go to the left, go left until you reach a river. Go up along the riverbank until you reach a red pool. Use it and go right. Until you can go up and exit the level. If you decide to go right from the wall (the shorter way), go right as much as you can and then go up to the end of the level.

-----  
Level 33: Gap of Rohan - South River

-----  
Difficulty: Medium

Quick Hint: Follow the paths

Starting Location: SE corner

Ending Location: NE corner

Shrines: None

Detailed Guide:

Start this level by going up and following the path. If you follow the path correctly (which isn't very tough...), it will take you onto a bridge and across a small stream. Keep following the path until it ends. When it ends go up into the gap it leads to. Turn right when you enter the area. You will see two Crebain on a rock, and one or a few well shot arrows from you bow should easily kill the birds. Go into that passage that the birds were in. Go southeast into this passage and go to the right when you have to. If you go all the way to the river, going up along the bank will take you to a red pool. If you go to the red pool, go down and left from it until you see a path leading upwards. Follow the path. There will be two chests to the left of the path, and you should go and open them. Be careful though, if you are low in health, don't open the right chest, which explodes. Follow the path to the end of the level.

-----  
Level 34: Gap of Rohan - North Road

-----  
Difficulty: Easy - Medium

Quick Hint: Follow the path

Starting Location: Bottom

Ending Location: Top

Shrines: NE corner (Shrine)

Detailed Guide:

This level can be pretty easy. From the very beginning of the level you want to follow the path. You will weave around and pass through two fences. Continue on along the path until it seems that your path is blocked. It really isn't though, because the three grey plants can be destroyed in only two hits each. If you go left before reaching the three plants and then go up, you will reach a red pool. Continue up the path to the end unless you need to use a shrine or want to use one. If you do, then don't immediately leave this level. Instead, go to the northeast corner of this area and there you will find a Shrine.

-----  
Level 35: Gap of Rohan - Vale

-----  
Difficulty: Medium

Quick Hint: Follow the paths until the second split

Starting Location: SW corner

Ending Location: NE corner

Shrines: None

Detailed Guide:

Start off by following the path upwards. Eventually it will split off into two separate paths. Go right, you'll reach another split in the path. Unfortunately, both of the paths are not the ones to take, as they both lead to dead ends. You have to start going left until you reach through a passage and through a gap. It should start to rain. Now, go up and then right from this place. If you continue going to the right you should be on the other side of the barrier blocking the path before. Go up to finish the level.

---

Level 36: Helm's Deep - Hornsberg

---

Difficulty: Easy

Quick Hint: Enter Hornsberg

Starting Location: SE corner

Ending Location: NW corner

Shrines: None

Detailed Guide:

Welcome to Helm's Deep. Follow the darker paved path to the northwest. You will eventually see a bridge and two guards and enter a cutscene:

Cutscene-

(Gimli runs up behind you)

Guard: Welcome, Elven Warrior. We are thankful to have your keen eyes with us tonight.

Legolas: My eyes alone won't protect us against this foe.  
I will be glad to be behind such strong rock.

Gimli: Aye, that is true!

Continue towards the building and go across the bridge and enter Helm's Deep.

---

Level 37: Helm's Deep - Battlements

---

Difficulty: Hard

Quick Hint: Comb the wall for ladders and destroy them

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

Detailed Guide:

This level opens with a cutscene:

Cutscene-

Legolas: ...Our path so far, Gimli, has been an uneven one. Yet here we stand, Dwarf and Elf, against a common enemy.

Gimli: Who would believe it? Even in the darkest nights, some small light always shines.

Legolas: That is an encouraging thought, Gimli.

(Ground rumbles)

Legolas: The Orcs have begun their assault!



Gimli: Let me at them! To the Deeping Wall!

Now go up the stairs located behind Legolas and Gimli. Now comes the difficult part. You have to go back and forth across this wall destroying ladders until you have destroyed all of them. Some won't spawn until you have destroyed another. The best strategy is to just go back and forth down the wall killing all the enemies and ladders you encounter. Watch out for explosions that hit your character, as they can cause tremendous damage. When you have knocked down all of the ladders, exit the level down some stairs in the southeast corner of the level.

-----  
\*Screenshot from movie\*  
-----

Level 38: Helm's Deep - Breach  
-----

Difficulty: Hard

Quick Hint: Defend the breach

Starting Location: Stairs

Ending Location: SW corner

Shrines: None

Detailed Guide:

You start this level on the same stairs you ended the last one on. Go down the stairs, where you will immediately encounter a red colored hero creature. Enemies will pour from the breach. You want to kill them all, but it may be hard because enemies will also come from other areas to attack you. The best strategy: Overdraw, Overdraw, ...

If you aren't close enough to the breach sometimes no enemies will spawn. Don't try entering the breach, because that only results in an explosion and a loss of health.

Note: When the ground shakes, enemies have broken appear inside the building. You have to kill them in addition to the enemies coming out from the breach in the wall.

When the breach seems to have stopped producing enemies, you'll realize something important:

Cutscene-

Legolas: Aragorn, Orcs have broken through the Hornberg. They're headed for the Caves.

Aragorn: Eowyn is there with the Refugees! Legolas, stay here with Gimli. Guard the breach with your life!

Legolas: Aye, Aragorn. You need not ask.

Continue defeating the enemies coming from the breach and elsewhere. Once you've killed enough:

Cutscene-

Legolas: The hoards have died down, Gimli. Push back the Orcs that remain!

Gimli: We need more men!

Legolas: Aragorn and Theoden, I'll find them.

Exit the level in the southwest corner.

---

Level 39: Helm's Deep - Gorge

---

Difficulty: Medium

Quick Hint: Cross the river

Starting Location: SE corner

Ending Location: NW corner

Shrines: None

Detailed Guide:

Upon entering this level go left. You will pass some stairs, and it is wise to go up them even though they don't lead to the end of the level. Up the stairs is a room full of enemies, allies, a shrine, chests, and breakable containers. After you loot the room to your satisfaction, go back down the stairs. If you go up you enter a huge area with a white pool. It's better to go left from the stairs and reach the river. If you go down, you will see a path across the river. Cross the river. If you want to immediately go to the next level just follow the edge of the river all the way to the end. You can go left from the river to reach the red pool that is in the raised area.

---

Level 40: Helm's Deep - Valley

---

Difficulty: Medium

Quick Hint: Go West young man

Starting Location: SE corner

Ending Location: NW corner

Shrines: None

Detailed Guide:

Start going to the left. Eventually you will encounter 3 hero creatures at once. After defeating them cross the river unless you are low in health. If you are low in health continue going left (without crossing the river) until you reach the red pool. Either way, you will have to eventually cross the bridge. Kill the three crows you meet on a little island in the middle of the river. Continue crossing the river. Go left from there. The exit of the level looks like a cave entrance.

---

Level 41: Helm's Deep - Glittering Caves

---

Difficulty: Medium

Quick Hint: Explore around

Starting Location: NE corner

Ending Location: SW corner

Shrines: Middle

Detailed Guide:

You are now in the Glittering Caves. Go down and to the

right until you reach a bridge. You have to cross the bridge. Go southwest from the end of the bridge until you reach another. Cross that one also. You will now have 3 paths to choose from. SW, NE, and SE. To the southwest is a white pool, so I would recommend going there first. The NE path is just a dead end with no special features and only normal enemies. Obviously you have to go to the southeast to beat the level. Go that direction until you see two walls structured like this: --- ---. There will be a shrine (Forge) in front of the second wall. Use the shrine if you want to, either way, go down until you pass a wall. Go southwest from that point on, until you reach a wall. Go west from here, and you will eventually meet with Aragorn, Eowyn, and Gandalf:

Cutscene-

Gandalf: Aragorn, the enemy has been driven back momentarily. Now is our chance for a final assault.

Legolas: Gimli has already tossed himself into battle against the siege weapons. Hurry!

Aragorn: Tend to your people, Eowyn. We will return.

-----  
Level 42: Helm's Deep - Hornsberg (Round 2)  
-----

Difficulty: Hard

Quick Hint: Destroy EVERY siege machine

Starting Location: N edge

Ending Location: n/a

Shrines: None

Detailed Guide:

This level can be hard or easy depending on how good you are at defeating difficult hero creatures. There are many siege machines scattered throughout this level and each are guarded by two hero creatures. You have to defeat them and destroy each siege machine. This is a great level to find good weapons and to gain experience because of the large number of hero creatures. If you are having trouble finding all of the siege machines, comb the area very carefully, as it's not very big but it is easy to miss areas. There are a total of six siege machines. Once you have broken all of the machines, find Gimli:

Cutscene-

Legolas: Hail Gimli! Forty-Two enemies slain, by my final count!

Gimli: Ah not bad for an Elf princeling. I myself am sitting on Forty-Three!

Legolas: Forty-Three? You jest!

Gimli: I do not, sir.

(Enemy appears. Kill it)

Legolas: There - Forty-Three!

Gimli: He was mortally wounded already!

Legolas: He nearly cleaved you in half!

Gimli: I think not!

(Gandalf, Aragorn run up)

Aragorn: Legolas! Gimli! On your feet. We're headed to

Isengard.

Gimli: Ah, the last stand! Let me at them!

-----  
\*Ending movie\* (Shows scenes from second movie)

Save your game.

Enjoy the credits music (directly from the movies!)

-----  
THE END

\*\*\*\*\*  
\* 9. Frodo \*

#####  
# Introduction #  
#####

Frodo is the ring bearer, the most powerful object in all of middle earth. Frodo wields small swords and daggers, and is a fairly weak fighter due to the fact that he is a fighter. Putting on the ring attracts the attention of Sauron but gives Frodo invisibility, giving him an advantage over some enemies. Some people dislike playing Frodo calling him bad, but if you specialize him, he can be a dangerous character.

#####  
# Starting Stats and Skills #  
#####

Primary Stats

-----  
Strength: 16  
Accuracy: 18  
Health: 18  
Defense: 28  
Courage: 34

Starting Skills

-----  
The One Ring (1)  
Hobbit Appetite (1)

#####  
# Skills #  
#####

Active Skills

-----  
1st Tree

The One Ring (Level 1) - Frodo becomes invisible for 10 seconds, +2 per level. +4 damage. Corrupt. 10 spirit.  
- If you decide you want to use the one ring, which is one of Frodo's best abilities, then you will have to raise this skill. Using the ring is very risky though, because using it will increase your corruption tremendously. In order to compensate for the amount of corruption using the ring produces, you have to balance it out with your passive skill Resist One Ring. Lower level Frodo's can't deal with Ringwraiths so use this skill with extreme caution, especially if you are in a level filled with Crebain or goblin drummers.

Escape (Level 5) - Frodo rolls away from enemies, stunning them for 1 second per level. 3 spirit/level.  
- A good ability, but it has very limited uses. The stun isn't that great, and rolling away from enemies doesn't expediate their deaths. It might be useful to put a few points into this skill, but it's really not that something that more than a few points should be dedicated too. Many people like to use this skill in conjunction with the passive skill Sneak Attack to do extra damage. You can roll behind your enemies and then stab them. Personally I don't like this stragety but you may want to try it out.

Charge (Level 8) - A running attack that does +2 damage per level and may stun the foe. 2 spirit/level.  
- A good attack, a much better alternative than Escape. This ability is great for Frodo characters that have to win a battle without using the ring. The potential to stun enemies is a valuable skill. Raising this skill up is a smart decision. This could be made into your main attack quite easily, and a high level Charge can do tremendous damage.

## 2nd Tree

Hobbit Appetite (Level 1) - Heals 25 hit points, +5 per level. Food restores more hit points. 8 spirit +2/level.  
- This is the healing spell of Frodo. Like the other healing spells of the other characters, raising this skill doesn't really help your character. Even though you restore more hit points each time you raise this a level, you also increase the cost of it it spirit points. Don't put more than one or a few points into this skill.

Knife Throw (Level 3) - Frodo throws his knife for +1 damage per level. 2 spirit.  
- Fairly good ability. The ability to throw a weapon can be really useful in killing Crebain that Frodo would normally have to approach. The damage isn't that great, so putting more than one point into this skill isn't a very good decision. I would recommend just one point for most people unless you must have a ranged attack.

Snare (Level 5) - Traps do damage 8, +1 per level. Frodo may set one trap per 2 levels. 9 spirit.  
- Nice skill that can be used very effectively if you

concentrate in it. Putting only a few points into this skill is foolish, you either have to dedicate a lot to it or not put any into it. Once you have the ability to create several traps you can deal serious amounts of damage to any enemies that hit them. They shoot out 4 little bolts, so one trap can hit multiple enemies. Remember, don't just put a few points into this skill, you have to either put in none or several.

## Passive Skills

-----

### 1st Tree

Resist One Ring (Level 3) - Lessens Corruption caused by using the ring 4%/level.

- Only useful if you like to use the One Ring. Some players might never use the One Ring and the only reason that they would want to put a point into this skill is to unlock Strength of the Shire. Putting only a few points into this skill isn't a very wise choice. If you frequently use the One Ring, then you should dedicate quite a few points to this skill and even consider maxing it out.

Strength of the Shire (Level 8) - Frodo regenerates hit points and spirit, increasing/level.

- A great skill that you don't really notice but still works well. Putting in just a few points into this skill will create a noticeable difference. The more points the better for this skill. This is a skill in which you will want to dump extra points, like Rummage.

### 2nd Tree

Rummage (Level 2) - Each level makes it more likely Frodo will find better items

- This is one of Frodo's best skills. Even a point into this skill will improve your drops. Extra skill points are well spent when dropped into this valuable skill.

Sneak Attack (Level 5) - Attacking enemies from behind does +2 damage/level.

- Awesome skill. This skill is extremely useful even without the One Ring because often times you can work yourself around an enemy and hit them in the back for extra damage. This skill really shines though when used in conjunction with the One Ring. When your enemies can't see you it is really easy to sneak up behind them and hit them from behind. If you decide to use the One Ring frequently, I would recommend putting several points into this ability. If you decide that you don't want to really use the ring often, putting in one or a few points into this skill is still a good idea.

Duck (Level 12) - Frodo takes less damage from attacks, equivalent to +1 armor per level.

- This is a good ability but you should only dump a few extra skill points into this category. If you are getting killed easily, raising this skill could seem like a quick solution but raising defense or finding a better shield

would be a wiser choice.

```
#####  
# Tips and strategies #  
#####
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Primary Statistic: Tie between Defense and Accuracy

Important Statistics: Health, Courage

Least important Statistic: Strength

There are many ways to play the character of Frodo. Here are some of the types:

Ringuser (Uses the ring to win)

Fighting (Doesn't use the ring)

Trapping (Uses traps, sneakier skills)

Ringuser Frodo

-----

Using the ring conservatively with Frodo can be a good strategy but must be used very carefully. Using the One Ring greatly increases your corruption and making a character that can use the ring safely requires some strategy. Once you are invisible, backstabbing enemies can be very easy and can result in tremendous damage. These character can struggle greatly early on.

Example Ringuser Frodo: (30 skill points)

Active Skills:

The One Ring (5)

Hobbit Appetite (1)

Passive Skills:

Resist One Ring (10) ----- Eventually max this one  
Strength of the Shire (1)

Rummage (3)

Sneak Attack (10) ----- +20 damage

Fighting Frodo

-----

A Frodo that doesn't use the ring and instead fights like the other characters can have a harder time winning but also has some strengths. With this setup you have to worry about corruption less and you can concentrate your skill points in other skills.

Example Fighting Frodo: (30 skill points)

Active Skills:

The One Ring (1)

Escape (1)

Charge (6)

Hobbit's Appetite (1)

Passive Skills:

Resist One Ring (1)

Strength of the Shire (5)

Rummage (6)

Sneak Attack (5)

Duck (4)

## Trapping Frodo

-----

A Frodo that uses traps has to be ready to run after setting the traps. Frodo's that use traps still have to be able to engage in melee combat, but the traps will obviously be the focal point of his combat. The only difficulty with traps is that you have to lead the enemies into the traps or else they are useless. Setting a trap while being chased is a good strategy to remedy this situation.

Example Trapping Frodo: (30 skill points)

### Active Skills:

The One Ring (1)

Escape (1)

Charge (5)

Hobbit's Appetite (1)

Snare (12)

### Passive Skills:

Resist One Ring (1)

Strength of the Shire (3)

Rummage (2)

Sneak Attack (2)

Duck (2)

#####

# Frodo Walkthrough #

#####

## Explanation

-----

Here is a walkthrough for the character Frodo. First it says the level name, area name, and level number. I made up some difficulty ratings (Very Easy to Very Hard). The Quick Hint is for people who don't want to be babysitted through the level. Starting Location and Ending Location can help some confused players. Shrines will show where shrines are (if there are any). The Detailed Guide is only meant to get a person through the level, not collect every single item.

## The Walkthrough

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Here is the actual walkthrough:

-----

### Opening Scene-

Frodo: Sam... you're still awake? You should get some rest.

Sam: I was thinking about Mordor, Mister Frodo... It's the one place in Middle-earth I don't want to see, and it's the one place we're trying to get to...

Frodo: And with each step closer, the Ring gets heavier.

Sam: Can you manage?

Frodo: I'm fine for now...



Sam: When we left Master Elrond, back in Rivendell, was the ring so much a burden?

Frodo: Not like now. Back then, I had hope still - enough hope for the whole of the Shire...

---

### Level 1: Caradhras - Foothills

---

Difficulty: Very Easy

Quick Hint: Follow the paths to the end

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

Detailed Guide:

Continuation of opening scene:

Cutscene-

Frodo: Do you remember the mountains? The peak of Caradhras... it seemed then to be the most terrifying obstacle in the world.

This level starts off with your character in the upper left hand corner. Start heading downward, killing the two enemies you see and opening any sacks that you want too. You will soon notice the Crebain, and you will want to kill them to prevent getting corrupted. Continue following the gravel path. It will continue taking you down, then it will turn right. Eventually it will turn upwards Follow the path up. It might look (because it might be snowing) like it splits in two directions, and you want to go onto the left path. It will go up until you see a sack. Turn right, which will take you to a raised area. Continue following the path, even when it switches to a different type of path (which looks blue and paved). You can follow this path all the way to the end. There will be a chest along the side of the path and a red pool.

---

### Level 2: Caradhras - Mountains

---

Difficulty: Easy

Quick Hint: When rocks fall another path opens

Starting Location: NW corner

Ending Location: SW corner

Shrines: Near Exit (Shrine)

Detailed Guide:

Start following the blue paved path. Kill all enemies you see and continue following the path until you reach a blocked wall of rocks. Try to remember where this spot is. Start going straight up until you can't anymore. Turn to the right and continue going right until you see rocks dropping. Don't step into the rocks because you will get hurt:

Cutscene-

Frodo: The path is blocked. I must find another way.

Turn and go back to the previously blocked area and it will be cleared. Once again start following the path. If you kept following the path you will pass in between two raised areas and then you'll turn left where rocks will begin falling again. Backtrack until you are able to go left onto one of the raised areas. There is no path but you only have to go as far to the left as you can. Go down. A path should go left, which is the exit.

-----

### Level 3: Caradhras - Valley

-----

Difficulty: Very Easy

Quick Hint: When rocks fall another path opens

Starting Location: NE corner

Ending Location: SE corner

Shrines: SE corner (Forge)

#### Detailed Guide:

Follow the path down and to the left until you see rocks falling down. Backtrack a little and go down (you have to weave through a few rocks), and go left until you reach a new path of two groves in the ground in mud. Follow the path down and to the right. Soon you will encounter a hero creature which is a strikingly different color than the others of its type (it will be blue). It may be a little hard to defeat it but most people should do it with ease. After defeating him and his two aides, you can exit by continuing traveling to the right.

-----

### Level 4: Caradhras - Moria Gate

-----

Difficulty: Easy

Quick Hint: Follow the paths to the end

Starting Location: SE corner

Ending Location: NE corner

Shrines: NW corner (Ent Pool)

#### Detailed Guide:

Start travelling up immediately. Follow the dirt, which acts like a path. Turn left when the path splits. Follow it until you see a river with a stone pebble path across it. Cross the bridge and go up. There will be a chest, a red pool, and a shrine. Do what you want then start going right. There should soon be a cut scene with a circle of Orcs:

#### Cutscene-

Orc: I'm hungry. Do we 'ave any Dwarf meat left?

Orc 2: I thinks there is some inside. Get some bits for me.

Go down there and defeat the Orcs and start travelling Northeast. Don't step in the fire because it deals damage to your character. Continue going to the right and you will need to meet Gandalf:

Cutscene-

Gandalf: Ah! 'Ithildin'! This door mirrors only starlight and moonlight.

Frodo: It is beautiful.

Gandalf: The inscription reads, "The Doors of the Durin, Lord of Moria, Speak Friend and Enter"

Frodo: What does that mean?

Gandalf: It means if you are a friend, simply speak the password and the doors will open.

Frodo: Do you know the password?

(Screen scrolls to large creature in water)

Frodo: Get back to the mines, Sam!

-----  
\*Screenshot from the movie\*  
-----

Level 5: Moria - West Hall  
-----

Difficulty: Easy

Quick Hint: Find the stairs

Starting Location: SW corner (Part 2: NW corner)

Ending Location: SE corner (Part 2: SW)

Shrines: None

Detailed Guide:

The level begins with a cutscene:

Cutscene-

Frodo: Moria... Had I known the dangers hidden there in the Mines, I might have thought twice about leading the Fellowship under the mountain...

Aragorn: Moria... Kingdom of the Dwarves. I'll scout ahead.

Aragorn, Legolas, and Gimli run to the left. You want to go right to meet with Gandalf:

Cutscene-

Frodo: Gandalf, what is this place?

Gandalf: Moria was one of the greatest kingdoms of the Dwarves. But we must move quickly. Aragorn and the others have scouted ahead to the Old Stairs. Let us explore these chambers together. Be wary.

Go up the stairs to your right, go up a little, then turn right. Rocks will begin falling and that will form a wall of rocks behind you. Move on, run as far right as you can then start going down until you pass through a gap. Go southwest and exit this part of the level by going down the stairs.

(Part 2)

The level continues at this point. If you were to quit now, you would start back before you split up with your group. Go down. When you reach a wall. Turn right. Start going southeast with the passage. Keep going southeast until you are forced to go right. Keep an eye of the

higher wall. Keep going right until you see a doorway leading up. Go through the doorway into a little room. Hit the switch in this tiny room (NE corner). Exit from the room and turn right until you reach the eastern edge of the level. Start going down, and keep going down until you pass through a doorway. Go left from here. You will pass through a room with a giant dwarven statue. Continue going left. In the next room, you will encounter another tough blue hero creature. After killing it, go left until you reach the west edge of the level. Go down from here. Once you go through a doorway, go southeast until you reach the exit stairs.

-----

#### Level 6: Moria - Smithy

-----

Difficulty: Medium

Quick Hint: Go right

Starting Location: NW corner

Ending Location: SE corner

Shrines: NE corner (Forge)

#### Detailed Guide:

Go to the right from the beginning of the level. Go down, until you have gone down one flight of stairs. Hit the switch near the next staircase and then go down the next staircase. From the second staircase, go down, walking along the wall to your left. Eventually you will reach a tall rock. Walk around the rock and still go down until you reach the very bottom of the level. Go left and up until you see a door. Enter through that door. Inside the room will be a Moria troll and several creatures. Kill all of the enemies in the room, then hit the switch in the upper right hand corner of the room. Exit the room and go right until you hit a wall. Go northeast until you see a doorway opening to the south. Go through the door and turn to the right. Go right until you reach the east edge of the level. If you want to exit the level sooner than later, Walk along the Eastern wall until you reach a doorway. Go through the door and hit the switch to the right of you. This will unlock a door above you. Go up through the door and turn right. Go right until you reach a wall. Use the Forge if you want, otherwise, go down to the exit of the level (which are stairs).

-----

#### Level 7: Moria - Mazes

-----

Difficulty: Medium

Quick Hint: Just go where you can

Starting Location: NW corner

Ending Location: NE corner

Shrines: Middle (Shrine)

#### Detailed Guide:

Go southeast when you first enter this level. Don't break open the barrel you pass unless you want to release a goblin drummer, a creature that can raise your corruption

if left unchecked. Go through the door in the lower right hand corner of the room and turn left until you hit the far left wall. Go down along the wall until you see and reach a door that you can go through. Go to the southwest corner of the new room. Knock the statue onto the button and go down through the open door. Go right and continue in that direction until you reach a door leading upwards. Go through that door. There is a shrine near the middle of the room if you want to use it. Otherwise, turn right right after you enter the room. Go right until you hit a vertical wall. Go up now until you find a door. Go to the right upon entering the room, then go up when you have to. Wrap around the wall you are walking beside and hit the button you see on the otherside. Go down and to the right from the button and go down through the open door. Go straight down until you reach some stairs. Go down the stairs and continue down until you reach a gap. Go down through the gap and turn right. Keep going to the right until you see a doorway leading up. Go through the doorway and keep going up and go through the doorway above this one. Keep going up, through another doorway. The exit to the level is in the northwest corner of this room.

-----  
Level 8: Moria - Great Hall  
-----

Difficulty: Medium

Quick Hint: Hit the two switches and go down

Starting Location: NW

Ending Location: Down a trap door, NE corner

Shrines: NE corner (Forge)

Detailed Guide:

This is a tricky level for some people. Here is little map:

Great Hall:

To use this map, you have to imagine the game world flat.

Key:

- |                   |                           |
|-------------------|---------------------------|
| S- Stairs         | 1- Starting Location      |
| H- Hero Creature  | 2- Trapdoor               |
| s- Shrine         |                           |
| L- Lever (Switch) | Northwest                 |
| C- Chest          |                           |
| D- Door           | Southwest --O-- Northeast |
|                   |                           |
|                   | Southeast                 |

First Floor:

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You start off in front of a closed door. In order to progress you need to hit two switches, but one doesn't appear until the other one is hit. First, start going to the right, defeating all of the enemies that you find. If you follow the map you should be able to find and hit the lever. Return to the starting location. Next you want to go left, and you should be able to find the switch inside of a room. Again return to the starting location. Now you can go down the stairs directly in front of your starting location. You will be in a huge room with several pillars and many enemies and breakable containers. Two hero creatures will also be in this area. Continue in the same direction and down more stairs. You will be in a room with two more hero creatures. There are two stairs, one (to the left) has nothing, while the other thinner one leads up to a Shrine. To progress, you have to take the path in between two of the stairs to an open trapdoor, which will take you to a lower floor. On the lower floor, you should generally move toward the right and you will eventually reach the exit.

-----

Level 9: Moria - Balin's Tomb

-----  
Difficulty: Medium, boss: Cave Troll  
Quick Hint: Defeat the Cave Troll  
Starting Location: SE  
Ending Location: Top of the screen  
Shrines: None

Detailed Guide:  
This level is a boss level, so be prepared for a fight.  
Go up, where your will meet Gandalf:

Cutscene-  
Frodo: Gandalf! Something is following us.  
Gandalf: Yes. The creature named 'Gollum'. I suspect he wants his ring back.  
Frodo: Gollum! He escaped the dungeons of Barad-dur!?  
Gandalf: Escaped... Or was set loose?

After this brief cutscene start going up, use the red pool you pass if you need health. After going up, go to the left until you see some of your comrades by an open tomb. A cutscene will happen and then the Cave Troll will come storming in from the top with several enemies:

Cutscene-

Aragorn: A tomb within a tomb...

Frodo: Aragorn, Orcs are near!

Aragorn: I hear drums... on your guard!

Defeat the Cave Troll (Look at Bosses section for hints).  
Once you defeat him, go up through the door where he came  
from and continue going up until the end of the level.

-----  
Level 10: Moria - Flight  
-----

Difficulty: Very Easy

Quick Hint: Leave

Starting Location: Bottom

Ending Location: NW corner

Shrines: None

Detailed Guide: This level is one of the simplest. After  
defeating the few enemies that greet you as soon as you  
enter, continue up until you see your allies and enter a  
cutscene:

Cutscene-

Gimli: Let them come! There is one Dwarf yet in Moria who  
still draws breath!

(Enemies surround you but then start fleeing away)

(Ground shaking)

Gimli: What is this devilry?

Gandalf: A Balrog... a demon of the ancient world! Run!  
To the Bridge of Khazad-dum!

You can either kill them or just leave the level by  
heading toward the northwest until you exit.

-----  
Level 11: Moria - Khazad-dum  
-----

Difficulty: Easy

Quick Hint: Go left

Starting Location: NE

Ending Location: NW

Shrines: None

Detailed Guide: Most of this level is pretty easy to go  
through. Start by heading the only direction you can go  
and move down the stairways. After going down two stairs,  
go left onto a thin bridge. There you will have a cutscene  
with Gandalf, who will want to cross the bridge:

Cutscene-

Frodo: Gandalf! Aragorn, what is he doing?

Aragorn: Frodo, keep moving! Don't look back!

Go left. Go through the gap in the wall and then go up the  
stairs to the exit.

-----  
Level 12: East Mountains - Gate  
-----

Difficulty: Easy

Quick Hint: Exit the map

Starting Location: Top of the screen

Ending Location:

Shrines: Middle (Forge)

Detailed Guide: Immediately upon entering this level there will be a cutscene mourning Gandalf's death:

Cutscene-

Aragorn: Have you the strength to walk? We're going now.

Frodo: Despite the heaviness in my heart, I think I can.

Aragorn: He was a dear old friend... I am sorry Frodo.

Frodo: ...

Head down until you have to turn left. (Go around the tree to the right, not the left) If you go down and turn left at the right time, you should see a shrine (Forge). After the shrine go down, turn right, and then go down again. Turn right and continue right until the end. This is a very straightforward level.

-----  
Level 13: East Mountains - Rolling Hills  
-----

Difficulty: Easy

Quick Hint: Go around... way around

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

Detailed Guide:

Head southeast from the starting point until you see a wall. Go to the right, walking along the wall until it terminates at the end of a little raised ridge. Head down from that end of the wall until you reach another wall. Go left along the wall until you can go down and turn to the right along the same wall. Continue going right until the end. This level does have a white pool and a chest, but they aren't essential to your quest or for beating the level.

-----  
Level 14: East Mountains - Dimril Dale  
-----

Difficulty: Medium - Lengthy

Quick Hint: Go East Young Man

Starting Location: SW corner

Ending Location: SE corner

Shrines: None

Detailed Guide: Walk up from the beginning of the level. You will pass a tree sitting a large pool of water with a butterfly circling the tree. Go down along the wall to the



right of this tree until you can go around it and start going up. You can follow this wall to reach a shrine that is located in the NE corner of this level, but that takes a long time. If you decide to go the shrine, you can easily reach the exit just by heading straight down. If you don't want to reach the shrine, you still have to go a long way to finish the level. From the wall near the tree (outside the right wall), you have to go up until you reach a wall. From there you have to turn left and follow that wall. When the wall terminates you have to continue going up. Weave through the rubble until you reach even another wall. Go right, following the rubble until it stops. From there you can go SE and down until you reach the exit in the SE corner.

---

Level 15: East Mountains - West Woods

---

Difficulty: Medium

Quick Hint: Go SE

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

Detailed Guide: Be careful at the beginning of this level, many crows are here. Upon entering the level start/begin going down until you reach the lower boundary of the whole level. From the bottom turn to the right. Go up when you have to. You should now be in an area with a blue pool. Go to the NW corner of this area and go up through the gap. You'll want to turn to the right immediately unless you want to reach a white pool that is directly to the north. As you pass through a grassy passage between two ridges spikes may pop out of the ground and damage you. If they do, just keep moving southeast. Continue going southeast until you reach an elf at the edge of a forest. A red pool is a little ways above this area, and you can go to that before you finish the level by talking to the elf, who is standing beside Aragorn!:

Cutscene-

Elf: Halt stranger. You have come to the edge of our wood uninvited.

Aragorn: Haldir of Lorien, I am Aragorn, son of Arathorn.

We must take shelter with the Lady of the Wood.

Haldir: Aragorn? It has been a long time since we last met.

If you wish to visit Lothlorien, walk softly and with speed. Come!

---

Level 16: Lothlorien - Lothlorien

---

Difficulty: Extremely Easy

Quick Hint: Press A and read

Starting Location: NW corner

Ending Location: SE corner

Shrines: NW corner (Ent Pool)

Detailed Guide:

This level is extremely easy. It starts with Legolas talking with Frodo:

Cutscene-

Legolas: Listen! The elves are singing a Lament for Gandalf.

Frodo: What are they saying?

Legolas: It I cannot say, for the grief is still too near to my heart... I must get some sleep.

Walk straight up until you reach the shrine (Ent Pool). Use it. Go up and to the right of the shrine and cross over the water with the bridge (the bridge looks like circles laid on top of each other). Here, you will meet Galadriel, the Lady of the Woods:

Cutscene-

Galadriel: The quest stands upon the edge of a knife. Stray but a little and it will fail.

Frodo: I am frightened, Lady Galadriel.

Galadriel: Do not let this trouble you now. Tonight you will sleep in peace... Welcome Frodo Baggins.

Frodo: Thank you, Lady of the Wood.

-----  
\*Screenshot from movie\*  
-----

Level 17: Amon Hen - Slopes

-----  
Difficulty: Easy to Medium

Quick Hint:

Starting Location: W side

Ending Location: SE corner

Shrines: SE corner (Shrine)

Detailed Guide:

This level starts with Frodo thinking about his current situation:

Cutscene-

Frodo: We floated in silence down the River Anduin until we reached the shores of the ancient watchtower, Amon Hen. The burden of the ring was on my mind at all times... I was restless and I needed a place to think.

Walk to the right along the wall of stones until you reach a large wall of random rocks. Go down along the wall of rocks until you see a gap to the right. Don't hit the sack nearest to the gap because it releases three Crebain. When you reach the gap, go to the right and start going up along the side of the wall. Not counting the tree right by the gap, turn to the right at the first tree. You should see Boromir, waiting for you:

Cutscene-

Boromir: Frodo, none should wander here alone - you least of all.

Frodo: What do you want, Boromir?

Boromir: Want?... Only to.. unburden you of your troubles. Frodo, you suffer. I see it day by day.

Frodo: I must endure this alone. There is no other way. (Frodo runs up the steps)

Boromir: Why do you recoil? I'm no thief! I ask only for the strength to defend my people!

Frodo: Boromir, stay back!

Boromir: You'll lead the enemy to us - the ring should be mine! Give it to me!

(Aragorn runs up)

Use the shrine you should be standing beside (it increases experience!), then go to Aragorn:

Cutscene-

Aragorn: Frodo?

Frodo: The Ring has taken Boromir. Stay away!

Aragorn: Frodo, I swore to protect you.

Frodo: Can you protect me from yourself? I must go alone.

Aragorn: I would have gone with you to the end... go, Frodo! Go now!

Go down the stairs you came up. Go left until you hit that large wall of rocks. Go down along the side of the rocks until you reach that gap. Go through the gap and run up the left side of it until you reach the stone wall. Go southwest from here, and just run along the western edge of the level until you hit the exit.

-----  
Level 18: Amon Hen - Parth Galen South  
-----

Difficulty: Easy to Medium

Quick Hint: Follow the first wall

Starting Location: SE corner

Ending Location: NW corner

Shrines: None

Detailed Guide:

Walk along the wall that you encounter first when entering this level, wrapping around it and following along it no matter what it changes to (water, rubble...). Eventually you will begin going upwards and then turn left. This wall will take you directly to the end of this level. This is a long way to go but it is definitely the easiest to remember! Remember, keep running along side it, whatever it changes to.

-----  
Level 19: Amon Hen - Nen Hithoel  
-----

Difficulty: Medium

Quick Hint: Cross the bridge at least

Starting Location: SE corner

Ending Location: West edge

Shrines: None

Detailed Guide:

This is a boss level for Legolas and Aragorn. Unfortunately for you, this isn't a boss level for Frodo. Darn. To beat this level, start going diagonally up (northwest) from the beginning of the level. You will pass through a gap between two walls and eventually reach a bridge. Cross the bridge. Go up after crossing the bridge, and keep going up until you reach the very top of the level. Turn right and run that direction until you reach the boats:

Cutscene-

Frodo: The Ring's influence is too much for men to bear...  
I must go to Mordor alone.

(Sam runs up)

Sam: Mister Frodo! Wait!

Frodo: Stay back, Sam! I'm going to Mordor alone!

Sam: Of course you are... and I'm coming with you.

Frodo: Oh Sam, you stubborn fool... In truth, I'm glad you're with me. Let's hurry!

-----

\*Screenshot from movie\*

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Level 20: Emyn Muil - East Path

-----

Difficulty: Medium

Quick Hint: Go through the gaps

Starting Location: NW corner

Ending Location: SW corner

Shrines: NW corner (Forge)

Detailed Guide:

Run toward Sam:

Cutscene-

Sam: We're three jumps from the old river, Frodo, and right in the middle of a wasteland.

Frodo: This is Emyn Muil, Sam. Sheer cliffs and razor sharp rocks. It doesn't get any easier from here.

Sam: Are you sure there isn't an easier way 'round?

Frodo: Over the waterfall you mean?

Sam: I guess not... Lead the way, Mister Frodo.

Sam will run away. Ignore him, go as far right as you can. Go down now, until you reach a really thin gap. Go through that really thin gap and go left. Continue going left until you have to make a choice between going up or down. Go up with if you want to use a shrine (Forge), but beware, there are several Crebain above also. To beat the level, go down from here. You will pass through a short diagonal passage. Go down from here until you reach a wall. Turn right and follow along the wall. Keep following and running along this wall/edge even when it ends. Do this until you reach a tower with Crebain resting on it. Go down just a little, then go left to the end of the

level.

-----  
Level 21: Emyn Muil - Razor Hills  
-----

Difficulty: Medium

Quick Hint: Explore

Starting Location: NE corner

Ending Location: W edge

Shrines: None

Detailed Guide:

One way to get through this level is to follow the wall below your starting point all the way until you reach a cutscene. You have to walk along the wall no matter what it changes to or if it changes direction. You will start off going down, then you'll go left, and near the end you'll be going diagonally. Eventually you'll go through a passage and see some orcs:

Cutscene-

Orc: My blade can cut through a tree in one blow.

Orc 2: How about an elf, boss?

From the end of the passage, go left until you reach the far western edge of the level. Go down until you reach the end of the level by going left.

-----  
Level 22: Emyn Muil - Ravine  
-----

Difficulty: Medium

Quick Hint: Explore

Starting Location: SE corner

Ending Location: NW corner

Shrines: None

Detailed Guide:

Go northwest from the beginning of the level. Keep going in that direction until you hit a slanted wall (like: / ). Follow the wall you hit to the left until you reach what appears to be an intersection of passages. Take the top route. Start going up. Keep going up (running around any barriers or rubble) until you reach the end of the level.

-----  
Level 23: Emyn Muil - Plateau  
-----

Difficulty: Medium

Quick Hint: Enter the cave

Starting Location: SW corner

Ending Location: SE corner

Shrines: None

Detailed Guide:

Begin this level by following the stone path. There are two short segments of path that you should follow. Go up

through a fairly large gap. Run right, running around rocks and rubble, until you reach the eastern edge of the level. Follow the wall down a little. Look around in this area and utilize your directional arrow: You are looking for a cave that you can enter. The cave is also a spawning point for enemies. Once you find the cave and enter the cave, go right through the thin passage. You will face several enemies before you finally reach the exit.

-----  
Level 24: Eryn Muil - Gully  
-----

Difficulty: Medium

Quick Hint: Find and follow the path

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

Detailed Guide:

This level begins with a cutscene:

Cutscene-

Frodo: This is almost unbearable, Sam. I no longer remember when the world was a quiet place.

Sam: I hope Aragorn and the others are safe.

Frodo: As do I... Sam, can you smell that rotten, earthy stink? I think we're near a swamp.

Sam: I can. It'll be no fun sloggin' through tat, but it means we're headed in the right direction.

Frodo: Right... we'd better get moving.

Sam: The sooner the better, Mister Frodo.

Ok, now read carefully. From right below Sam, run exactly southeast. You should run into a barrel. Destroy that, and when you continue you'll run into another barrel that explodes. Continue in this direction until you reach a stone path. Follow the path to the end of the level (go down) The path is stone and easy to follow.

-----  
Special Note: The upcoming levels are some of the hardest levels that any character can have because of the amount of Crebain in the marsh levels. Tread carefully, or else ringwraiths will attack your character frequently.  
-----

Level 25: Dead Marshes - Shallow Marshes  
-----

Difficulty: Medium

Quick Hint: Follow the path

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

Detailed Guide:

Run southeast. You will encounter... Gollum!:

Cutscene-

Sam: Look out, Mister Frodo!

Frodo: You've been sneaking around long enough, Gollum.

Sam: Tie him up!

Gollum: No no, nice Hobbitises... that would hurt Smeagol.

Frodo: You haven't earned our trust so you're staying put.

Gollum: Oh no master... Smeagol serves the Precious... and  
the Master of the Precious. Never do any harm!

Sam: He's a liar!

Frodo: Hold, Sam! He may be of some help!

Frodo: Gollum, do you know the way to Mordor?

Gollum: Mordor? Yes... Nasty tower, Nasty eye... but we  
wonders. What does Hobbitises want with Mordor?

Frodo: Take us there Gollum and we will not harm you.

Gollum: Yes, Gollum! Yes, I will show you the way! Look!

(Screen scrolls to end of the level in southeast corner)

Start following the path down. It splits to north and south. Go onto the northern path. Break off from the main path onto the smaller path to the northeast of you. Use the blue pool you reach (exp bonus). The path will split again, north and south. Take the north path again. It will wrap around and connect you with Sam:

Cutscene-

Sam: Frodo, is this wise?

Frodo: I don't know Sam. Stay on your guard.

Exit the level.

-----  
Level 26: Dead Marshes - North Marshes  
-----

Difficulty: Medium

Quick Hint: Follow the paths

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

Detailed Guide:

Beware, you want to follow the path, but you are going to encounter several Crebain. Tread carefully. There has to be several dozen Crebain all over this level. Use knife throw frequently to kill them before they can fly away. Follow the path until it splits into north and south paths. Take the southern path. You'll pass a cave that generates wildmen. When the path splits again shortly after the cave, take the southern path again. When the path disappears, keep going down until you reach another path that leads to the end of the level.

-----  
Level 27: Dead Marshes - Fens  
-----

Difficulty: Medium

Quick Hint: Follow the paths

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

Detailed Guide:

Follow the path right. Keep on that path even though it seems to disappear occasionally. Shortly after passing a skull, the path will look like it splits. It really does not though, and you will continue moving left. It will split later, but instead of following the west or south paths, instead go south until you hit a body of water. Run along the side of the river (going left and down), until you see a bridge made of bone. Cross the river with the bridge of bone and start following the path again. Go onto the northern path and follow it to the end of the level.

---

Level 28: Dead Marshes - SE Marshes

---

Difficulty: Medium

Quick Hint: Follow the paths

Starting Location: NW corner

Ending Location: SE corner

Shrines: Middle (Forge)

Detailed Guide:

Start following the path again. It will eventually split into two. The one to the south is where you have to go, but you might as well go right also to open the chest that is located over there. When you do go down, you'll cross the river on a bridge of green lily pads. Continue going along on the path. It will eventually split into a north and a south path. Go north. That path will lead you all the way to the end of the level.

---

Level 29: Dead Marshes - Bogs

---

Difficulty: Medium

Quick Hint: Follow the paths

Starting Location: NW corner

Ending Location: E edge

Shrines: None

Detailed Guide:

Surprise! Follow the path. Cross the river to the right when you can. Follow the path down. Eventually you should reach some plants that you have to chop down, 2 hits each. Keep moving forward, following the path and only places you can go. In the very southeast part of this level is an experience pool, so you may want to look for this. After a while, you should reach a point where you are on a circular path with three paths coming off it. One from the left (the one you came in from), one leading upwards, and one leading downwards. Take the one leading downwards.

---



Level 30: North Mordor - Moors

-----  
Difficulty: Medium

Quick Hint: Follow the paths

Starting Location: NW corner

Ending Location: SE corner

Shrines: SW corner (Forge)

Detailed Guide:

This level starts with a cutscene:

Cutscene-

Frodo: We haven't seen many Orcs around. Have we lost our course?

Sam: I don't know mister Frodo. I'm just happy to be out of those wretched bogs!

Gollum: Not lost our way Masters. Many nasty Orcses gathering to the east.

Frodo: Is that so, Smeagol? Sam we'd better stay out of sight from now on.

Go right, treating the green area as a path. Eventually it will terminate by a dead tree. From the tree, go down until you reach a wall. Go left along the wall and through a thin passage. Go up and to the right if you want to use a red pool. Otherwise, go down. You should encounter several Crebain here so be careful. Go left, and try to make your way to the far western wall. Go down until you reach the very bottom of the level. Go right. You'll reach a dead end. Back out just a little and go up. Wrap around the wall to your right to get on top of the ledge to your right. Exit the level by following the path you should see.

-----  
Level 31: North Mordor - Black Road

-----  
Difficulty: Medium

Quick Hint: Follow the huge path.

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

Detailed Guide:

Go the only direction you can; right. When you can, go southeast until you reach a large grey path. Start going right and follow the path all the way to the end of the level. Very easy.

-----  
Level 32: North Mordor - Black Gate

-----  
Difficulty: Medium

Quick Hint: Follow the path

Starting Location: SW corner

Ending Location: NE corner

Shrines: SE corner (Forge)

Detailed Guide:

Follow the path until you reach Sam and Gollum:

Cutscene-

Gollum: Here we are Master Baggins! The Black Gate of Mordor!

(Screen scrolls to the gate)

Sam: I think we're in a bit of a pickly mister Frodo. The gate is too well guarded.

Frodo: It is dangerous, but I don't see any other way. I must enter Mordor.

Sam: No mister Frodo. The front door is too well guarded.

Frodo: What choice do we have?

Gollum: Another road? Yes-s-s-s, this way, Masters. Round the bend and down the path to another road.

Continue going along the path but instead of going to the gate of Mordor go right. Follow the path to the end of the level where you will see Sam.

To get to the shrine: (YamiExodia)

There is a forge in the Black Gate area for Frodo. When on the road way, keep going until you see Sam and Gollum. Before engaging in conversation backtrack to the right on the road. The road will take an obvious turn down, but keep going right. You should reach a clearing with a forge.

-----  
Level 33: North Mordor - Boulder Pass  
-----

Difficulty: Medium

Quick Hint: Follow the path

Starting Location: W edge

Ending Location: E edge

Shrines: None

Detailed Guide:

Start following the path. Follow the path all the way to the bottom edge of the level, where what looks to be an exit will be barricaded with wood and rocks. Go right and then go up. You'll pass through an area which pebbles that slow you down, and at the end of that raised passage, turn to the right, where you will find Gollum and Sam waiting for you:

Cutscene-

Gollum: Down the road and follow the river, Baggins.

Exit the level by going right.

-----  
Level 34: West Mordor - West Mordor  
-----

Difficulty: Medium

Quick Hint: Follow the path

Starting Location: NW corner

Ending Location: S edge

Shrines: None

Detailed Guide:

From the beginning of the level go right until you reach a grey stone paved area that looks like a path. Keep going right and squeeze through the thin gap that you will eventually reach. Go down until you reach more grey paved path. Follow the path until it terminates. Go southwest. You'll eventually notice some differently colored lighter brown area that looks like a path. If you follow this to the right, you will reach the end of the level.

---

Level 35: West Mordor - Hills

---

Difficulty: Medium

Quick Hint: Explore

Starting Location: N edge

Ending Location: S edge

Shrines: None

Detailed Guide:

Go down from the beginning of the level. You will be spotted by an Orc:

Cutscene-

Orc: Intruder!!

Kill the Orc and keep going down. You will pass through an area full of enemies of various kinds. They will be near a campfire and several colorful tents. You can fight and gain lots of experience here, unless you just want to beat the level. If you want to just beat the level, go straight down until you reach the very bottom of the level. Go to the right and you will reach the end of the level.

---

Level 36: West Mordor - Crags

---

Difficulty: Medium

Quick Hint: Explore

Starting Location: N edge

Ending Location: SW corner

Shrines: None

Detailed Guide:

Go left from the beginning of the level. Walk down along the riverbank. Go down until you reach the very bottom of the level. The exit will be just to the southeast of you.

---

Level 37: West Mordor - Deep

---

Difficulty: Hard

Quick Hint: Destroy the four hero creatures

Starting Location: NW corner

Ending Location: SW corner

Shrines: None

Detailed Guide:

Go southeast until you reach Sam:

Cutscene-

Sam: Mister Frodo, this is as good a place as any to settle in for the day[.]

Frodo: Fine Sam... Is Gollum with you?

Sam: He's down the path a stretch. I tied him to a log.

Frodo: I'd better watch him. We still don't know what he's up to.

(Frodo runs)

Frodo: Gollum?

(Frodo is surrounded by three hero creatures)

Frodo: Sam! Help!

This is practically a boss level. Don't run around too much because there is a lot of Crebain in the area. After killing four green creatures and the music changes, go back to the center of the level:

Cutscene-

Frodo: SAM! Help!

(Screen scrolls down)

Run down to where the screen scrolled:

Cutscene-

Soldier: An Orc spy! Kill him!

Sam: Wait! We're no friends of Mordor.

Leader: Hold fast, men.

Frodo: We're travelers on an errand. That is all.

Leader: Travellers? On holiday this close to Mordor?

Frodo: You may believe what you like.

Leader: Ah, what a kind gesture of faith.... Bind their hands.

Sam: Now the men of Gondor are reduced to picking on Hobbits! Boromir would not be so rash.

Leader: Boromir, you say?! You know my brother, Boromir?

Frodo: Yes, for my part.

Leader: Then would it grieve you to learn that he is dead?

Frodo: Dead? He was alive and well when I left him....

Leader: Come this way, Hobbits. We have much to talk about.

(Group runs away)

-----  
\*Ending movie\* (Shows scenes from second movie)

Save your game.

Enjoy the credits music (directly from the movies!)

-----

THE END

\*\*\*\*\*

#####  
# Introduction #  
#####

Gandalf is the wise magic user who guides the other characters in both the books and the movies. Gandalf has a wide arsenal of spells but can also effectively fight in hand to hand combat (as he does in the movie). He is the wielder of the Flame of Anor.

#####  
# Starting Stats and Skills #  
#####

Primary Stats

- Strength: 18  
Accuracy: 20  
Health: 22  
Defense: 20  
Courage: 30

Starting Skills

-----  
Magical Healing (1)

#####  
# Skills #  
#####

Active Skills

-----

1st Tree

Magical Healing (Level 1) - Heals 20 hit points, +4/level. 8 spirit +2/level.  
- Like everyone else's active healing skills, this skill doesn't need to be raised and in fact, raising it can hurt you more than it helps. Raising it doesn't increase this spell's efficiency at all. I would recommend that you don't raise this skill from the default 1.

Shield (Level 3) - Absorbs 50 points of damage, +20/level. Corrupt. 10 spirit.  
- Awesome skill of Gandalf. This spell will surely save you if you use it. It only lasts a limited time though, so be sure to use it wisely. The corruption that this skill uses is very small, and it's almost meaningless compared to the corruption that Gandalf's other spells can provoke. I would recommend at least 1 point in this skill, but a couple is also wise. Some enemies will blow through it in only one or two hits if you leave at 1.

2nd Tree

Zap (Level 2) - A wizard's basic ranged spell. Does 5 damage +2/level. 3 spirit.

- This is the basic spell of Gandalf and unlocks all of his other damaging active skills. It isn't as good as Fireworks, so I would recommend only putting one point in this ability. You will probably use it early in your adventure but soon you will start using the better abilities.

Sunburst (Level 5) - Stuns opponenets and damages trolls. Higher levels increase damage and stun time. 8 spirit.

- Not a very good skill. I wouldn't recommend putting points into this skill because it only stuns oppenents which isn't that great for a ranged magic user like Gandalf. It only damages trolls, which isn't a large amount of the creatures in this game. It's also too expensive for the meager things it does.

Fireworks (Level 5) - A small area attack. Does 10 damage +2/level. 5 spirit.

- The bread and butter spell of Gandalf's arsenal. It does good damage and doesn't cost too much. It is much smarter to put several points into this rather than putting several into zap. A meager six points into this skill will allow Gandalf to do 20 damage with only 5 spirit. I would recommend putting several points into this skill unless you don't really want to concentrate on magic. One great thing about this skill is that it doesn't corrupt your character like some of his higher level spells.

Summon Eagle (Level 10) - Summons a great eagle to attack foes. Eagle swoops once/level. Corrupt. Outdoors only. 12 spirit.

- Not a very good skill. The damage that the Eagle does isn't spectacular and you can only use this ability outdoors. It's too expensive for the cost and it is also a little slow. I wouldn't recommend putting points into this skill. Another negative is the fact that it corrupts greatly.

Thunderstrike (Level 10) - Massive area effect spell. Does 20 damage +2/level. Corrupt. 20 spirit.

- An awesome ability that will be used often by any magic using Gandalf. The damage that this spell causes is tremendous and its cost isn't that high considering the fact that you can kill multiple enemies with just this spell. It has corrupt, so if you are going to use this spell a lot you have to remember to put points into Elusion, Gandalf's passive skill that reduces corruption. I would recommend several points be put into this skill.

#### Passive Skills

-----

#### 1st Tree

Elusion (Level 2) - Reduces corruption by 20% +4%/level.

- A very important skill for a magic using Gandalf because Thunderstrike, one of his best skills causes a lot of

corruption. Also, this skill limits the amount of corruption you gain from Crebain and the goblin drummers. At least one point should be put into this skill to unlock Inspire and to gain the large 20% bonus, but I'd put several points into this skill if you like Thunderstrike.

Inspire (Level 5) - Spirit recharges 25% faster/level.

2nd Tree

- This is an awesome ability for any person who uses a lot of spells. Increasing this ability lets your Gandalf cast spells for a longer period of time before having to recharge. If you put enough points into this skill you will never have to recharge, so I'd recommend putting a lot of points into this skill if you use magic spells.

2nd Tree

Wisdom (Level 2) - All damaging spells do +1 damage/level.

- A good ability, but raising the spells that use like to use a lot almost does the same. Put at least one point into this ability to unlock Flame of Anor, but many of the staves that Gandalf finds will give him a nice bonus for this skill. I'd recommend putting more points than one into this skill only if you like to use 3 or more damaging spells. If you use only two, raising each one is equivalent to raising this.

Flame of Anor (Level 12) - When hit points reach 0, Gandalf has 20% chance of reviving, +2%/level.

- Great ability, everyone should at least put one point into this skill. Putting extra points into this skill provide limited returns, but people who want to fight with their Gandalf may want to put several points into this skill.

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#####  
# Tips and strategies #  
#####
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Primary Statistic: Courage

Important Statistics: Health, Defense

Least Important: Accuracy, Strength

The character of Gandalf in the movies doesn't use his magic too often. In this game, you can make a choice to use plenty of magic and keep that as your only strategy, or you can create a Warrior Gandalf, who emphasizes slashing his enemies rather than shooting magic at them.

Magic Using Gandalf

-----

A Gandalf that primarily uses magic and doesn't fight often requires more courage than a warrior Gandalf. One plus of this setup is that points a warrior Gandalf needs in Accuracy can be put into Courage or Health with this Gandalf. The strategy you need to use when fighting creatures and bosses is to stay away from everyone. The best situations are the ones where your enemies are stuck somewhere or on a ledge and you can pummel them with magic. Many of Gandalfs magic spells corrupt, so you have

to take care in using too many powerful spells in too short of a time span.

Example Magic-using Gandalf: (30 skill points)

Active Skills:

Magic Healing (1)  
Shield (5)  
Zap (1)  
Fireworks (5) ----- Bread and butter spell  
Thunderstrike (5)

Passive Skills:

Elusion (4)  
Inspire (5) ----- Essential if you use a lot of magic  
Wisdom (3)  
Flame of Anor (1)

Warrior Gandalf

-----  
A Gandalf that scorns magic use and primarily uses his weapons in combat will have a tougher time than a magic using Gandalf but can still be a good fighter. If you are going to just fight melee with Gandalf, you have to raise statistics like accuracy and defense as high as you can. Strength also becomes a little more important, as it increases how much damage you do.

Example Warrior Gandalf: (30 skill points)

Active Skills:

Magic Healing (1)  
Shield (10)  
Zap (1) ----|  
Fireworks (1) |---- Just in case.  
Thunderstrike (1)----|

Passive Skills:

Elusion (4)  
Inspire (1)  
Wisdom (1)  
Flame of Anor (10) ----- 40% chance of not dying

#####  
# Gandalf Walkthrough #  
#####

Explanation

-----  
Here is a walkthrough for the character Gandalf. First it says the level name, area name, and level number. I made up some difficulty ratings (Very Easy to Very Hard). The Quick Hint is for people who don't want to be babysitted through the level. Starting Location and Ending Location can help some confused players. Shrines will show where shrines are (if there are any). The Detailed Guide is only meant to get a person through the level, not collect every single item.

Walkthrough



-----  
The actual walkthrough:  
-----

Opening Scene:

Theoden: Curse these evil times, Gandalf. The last days of my house are near...

Gandalf: This is Saruman's doing, Theoden, not yours. His rage is potent, yes - but you can defeat him.

Theoden: But our strength is gone! My best soldiers have gone with my nephew, Eomer.

Gandalf: True, their faith in you was diminishing. But there is still, time to set it right. The throne has been restored!

Theoden: Yes. Your coming signals a change. Was it luck or fortune that lead you to my hall?

Gandalf: Perhaps a little of both...  
-----

Level 1: Caradhras - Foothills  
-----

Difficulty: Very Easy

Quick Hint: Follow the paths to the end

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

Detailed Guide:

This level starts with a continuation of the opening scene:

Cutscene-

Gandalf: After a long counsel with Elrond, our party set out eastward from Rivendell. In my heart I knew some danger awaited me... but I knew not what shape it would take.

This level starts off with your character in the upper left hand corner. Start heading downward, killing the two enemies you see and opening any sacks that you want too. You will soon notice the Crebain, and you will want to kill them to prevent getting corrupted. Continue following the gravel path. It will continue taking you down, then it will turn right. Eventually it will turn upwards Follow the path up. It might look (because it might be snowing) like it splits in two directions, and you want to go onto the left path. Where you see a strip of snow, turn to the right, which will take you to a raised area. Continue following the path, even when it switches to a different type of path (which looks blue and paved). You can follow this path all the way to the end. There will be a chest along the side of the path and a red pool.  
-----

Level 2: Caradhras - Mountains  
-----

Difficulty: Easy

Quick Hint: When rocks fall another path opens

Starting Location: NW corner

Ending Location: SW corner

Shrines: None

Detailed Guide:

Start following the blue paved path. Kill all enemies you see and continue following the path until you reach a blocked wall of rocks. Try to remember where this spot is. Start going straight up until you can't anymore. Turn to the right and continue going right until you see rocks dropping. Don't step into the rocks because you will get hurt. Go back to the previously blocked area and it will be cleared. Once again start following the path. If you kept following the path you will pass in between two raised areas and then you'll turn left where rocks will begin falling again. Backtrack until you are able to go left onto one of the raised areas. There is no path but you only have to go as far to the left as you can. Go down. A path should go left, which is the exit.

-----

Level 3: Caradhras - Valley

Difficulty: Very Easy

Quick Hint: When rocks fall another path opens

Starting Location: NE corner

Ending Location: SE corner

Shrines: NW corner (Forge)

Detailed Guide:

Follow the path down and to the right until you see rocks falling down. Backtrack a little and go down (you have to weave through a few rocks), and go right until you reach a new path of two groves in the ground in mud. Follow the path down and to the right. Soon you will encounter a hero creature which is a strikingly different color than the others of it's type (it will be blue). It may be a little hard to defeat it but most people should do it with ease. After defeating him and his two aides, you can exit by continuing traveling to the right.

-----

Level 4: Caradhras - Moria Gate

Difficulty: Easy

Quick Hint: Follow the paths to the end

Starting Location: SE corner

Ending Location: NE corner

Shrines: NW corner (Ent Pool)

Detailed Guide:

Start travelling up immediately. Follow the dirt, which acts like a path. Turn left when the path splits. Follow it until you see a river with a stone pebble path across it. Cross the bridge and go up. There will be a chest, a red pool, and a shrine. Do what you want then start

going right. There should soon be a cut scene with a circle of Orcs:

Cutscene-

Orc: I'm hungry. Do we 'ave any Dwarf meat left?

Orc 2: I thinks there is some inside. Get some bits for me.

Continue foward and defeat the Orcs and start travelling Northeast. Don't step in the fire because it deals damage to your character. Continue going to the right and you will need to meet your friends to enter the Mines of Moria!

Cutscene-

Frodo: What could these words mean, Gandalf?

Gandalf: 'Speak friend and enter.' It's very simple - if you are a friend, speak the password and the doors will open.

Gimli: Do you know the password?

Gandalf: 'Annon edhellen, edro hi ammen! Fennas nogothrim, lasto beth lamem!'

Frodo: Wait, Gandalf. It's a riddle. What is the Elvish word for 'Friend'?

Gandalf: 'Mellon'.

(Door opens)

(Camera pans to creature in water)

-----  
\*Screenshot from the movie\* - It shows the creature in the water threathening the group as they flee into the Mines of Moria.

-----  
Level 5: Moria - West Hall  
-----

Difficulty: Medium

Quick Hint: Find the secret door, then hit the lever!

Starting Location: Bottom

Ending Location: SW corner

Shrines: None

Detailed Guide:

Immediately upon entering this level you will see Aragorn run toward the left. Ignore him and go to the right until you meet Frodo:

Cutscene-

Frodo: Gandalf, what is this place?

Gandalf: Moria was one of the greatest kingdoms of the Dwarves. But we must move quickly. Aragorn and the others have scouted ahead to find the Old Stairs. Let us explore these chambers together. Be wary.

(Frodo runs away toward the right)

Follow Frodo to the right and go up the stairs. After going up the stairs, go straight up. Some rocks will fall to the right of you but if you go up enough Gandalf will

find a secret door. Enter the secret door. You have a choice to go right or left. Go left until you see a door. Go up through that door and continue up until you can turn to the left. When you can, go left until you see a switch (a lever) in the ground. Hit that switch and backtrack back to the secret door. From there, go left. You'll pass a giant dwarven statue, a circular floor design, and one hero creature before you finally reach a wall. When you reach the wall, go down and keep going down through the door until you see some stairs. Go down those stairs to beat the level.

---

#### Level 6: Moria - Smithy

---

Difficulty: Medium

Quick Hint: None

Starting Location: ---

Ending Location: NE corner

Shrines: NE corner (Forge)

#### Detailed Guide:

The level begins with Gandalf thinking about what he must do:

#### Cutscene-

Gandalf: Frodo has passed through here. I must hurry.

From the beginning of the level go to the right. Go right until you are forced to go down. Continue going down, down two stairs, and continue going down until you can't go any farther down. Then go left and you should see a open door to the north. Right before entering the room, go left and hit the switch. Enter that room and you should encounter a cave troll and several enemies. Kill them and hit the switch in the northeast corner of the room. Exit the room and backtrack a little until you see a pillar. Go southeast from the pillar and go down through the open door. Go down, then turn right when you have to. When you hit a wall. Go straight up. You will pass the shrine (a Forge), which you will probably want to use. From the shrine go to the northwest until you reach an open door. Go up through it and hit the switch you will see to your right. Go through the newly opened door, and continue up until you reach a wall. Go to the right until you can't. Now, go down and you should see some stairs down, which is the end of the level.

---

#### Level 7: Moria - Chasm

---

Difficulty: Easy

Quick Hint: Just walk around

Starting Location: NE Corner

Ending Location: NW corner

Shrines: None

#### Detailed Guide:

Go southeast and down through the open door. You will meet with Legolas and Frodo:

Cutscene-

Frodo: Gandalf!

Gandalf: Master Frodo! I am glad you are in good company.  
Where are the others?

Legolas: Aragorn has become seperated by a cave-in, and Fimli has gone in search of Balin's Tomb.

Gandalf: You must follow him, Legolas. It is not safe for even a Dwarf to wander these halls.

(Ground shakes)

Go west until you reach another cutscene:

Cutscene-

Gandalf: We shall not leave you behind, ranger!

Frodo: What of us, Gandalf?

Gandalf: Quickly, Frodo. We must find our way to Balin's Tomb.

Go up and exit the level in the northwest corner of the level. You will appear in front of a door. Go left until you reach a wall. Go down and go through the open door below you. Go down to the bottom of the room and go to the right until you see a button. Step on it and go back to the left until you see a newly open door on the bottom wall. Go through that door. Go to the left. You will encounter many holes in the ground. Find a way through the mess and make your way to the southwest corner of the area. There, you should find a button to step on. Step on the button and go up until you reach some stairs. If you go up the stairs, you will reach a Shrine. If you don't want to go there, from the stairs, go northeast until you reach a wall. Go up now, and walk through the open door.

-----  
Level 8: Moria - Great Hall  
-----

Difficulty: Medium

Quick Hint: Hit the two switches and go down

Starting Location: NW

Ending Location: Down a trap door, NE corner

Shrines: NE corner (Forge)

Detailed Guide:

This is a tricky level for some people. Here is little map:

Great Hall:

To use this map, you have to imagine the game world flat.

Key:

S- Stairs                      1- Starting Location

H- Hero Creature              2- Trapdoor

s- Shrine

L- Lever (Switch)              Northwest

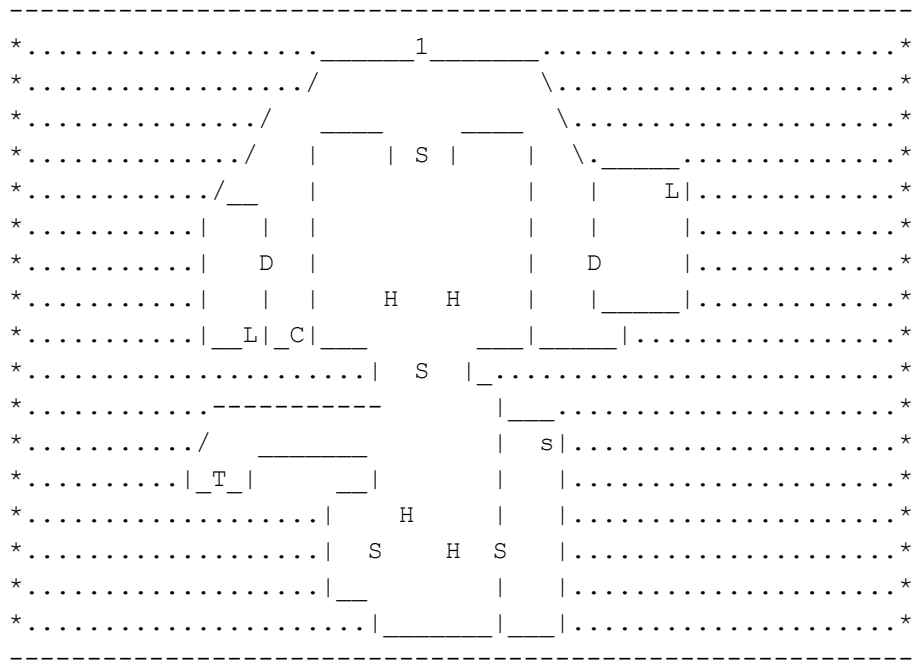
C- Chest                                      |

D- Door

Southwest --O-- Northeast

|  
Southeast

First Floor:



You start off in front of a closed door. In order to progress you need to hit two switches, but one doesn't appear until the other one is hit. First, start going to the right, defeating all of the enemies that you find. If you follow the map you should be able to find and hit the lever. Return to the starting location. Next you want to go left, and you should be able to find the switch inside of a room. Again return to the starting location. Now you can go down the stairs directly in front of your starting location. You will be in a huge room with several pillars and many enemies and breakable containers. Two hero creatures will also be in this area. Continue in the same direction and down more stairs. You will be in a room with two more hero creatures. There are two stairs, one (to the left) has nothing, while the other thinner one leads up to a Shrine. To progress, you have to take the path in between two of the stairs to an open trapdoor, which will take you to a lower floor. On the lower floor, you should generally move toward the right and you will eventually reach the exit.

-----  
Level 9: Moria - Balin's Tomb  
-----

Difficulty: Medium, boss: Cave Troll  
Quick Hint: Defeat the Cave Troll  
Starting Location: SE  
Ending Location: Top of the screen  
Shrines: None

Detailed Guide:

This level is a boss level, so be prepared for a fight. After entering this level start going up, use the red pool you pass if you need health. After going up, go to the

left until you see some of your comrades by an open tomb. A cutscene will happen and then the Cave Troll will come storming in from the top with several enemies:

Cutscene-

Gandalf: The inscription on the tomb reads, "Here lies Balin, Son of Fundin, Lord of Moria..."

Legolas: We may share his fate if we loiter much longer...

Gandalf: Hold fast! Something is coming!

Aragorn: Frodo... stay close to Gandalf!

Defeat him (Look at Bosses section for hints). Once you defeat him, go up through the door where he came from and continue going up until the end of the level.

-----  
Level 10: Moria - Flight  
-----

Difficulty: Very Easy

Quick Hint: Leave

Starting Location: Bottom

Ending Location: NW corner

Shrines: None

Detailed Guide: This level is one of the simplest. After defeating the few enemies that greet you as soon as you enter, continue up until you see your allies and enter a cutscene:

Cutscene-

Gimli: Let them come! There is one Dwarf yet in Moria who still draws breath!

(Enemies surround you but then start fleeing away)

(Ground shaking)

Gimli: What is this devilry?

Gandalf: A Balrog... a demon of the ancient world! Run! To the Bridge of Khazad-dum!

You can either kill them or just leave the level by heading toward the northwest until you exit.

-----  
Level 11: Moria - Khazad-dum  
-----

Difficulty: Easy

Quick Hint: Go left

Starting Location: NE

Ending Location: NW

Shrines: None

Detailed Guide: Most of this level is pretty easy to go through. Start by heading the only direction you can go and move down the stairways. After going down two stairs, go left onto a thin bridge. You will encounter the Balrog:

Cutscene-

Gandalf: I am the Servant of the Secret Fire, wielder of the Flame of Anor. You shall not pass, Flame of

Udun!

(Ground shakes)

Gandalf: Fly you fools!

-----  
\*Screenshot from movie\* (Gandalf falling with the Balrog)  
-----

Level 12: Lower Moria - Moria Pit  
-----

Difficulty: Medium

Quick Hint: Follow the Balrog's footsteps

Starting Location: Top

Ending Location: SE corner

Shrines: None

Detailed Guide:

The level begins with Gandalf talking to himself.

Cutscene-

Gandalf: There are foul things here in the depths of Moria.

The way down was quick and clear, but is there a way back up?

Go down until you reach a wall, then turn left until you see a door leading down. Go through it and turn right. You will see several footsteps in the ground, and you should follow them until you see a little bridge. Cross the small bridge. Follow the riverbank to the left until you reach the west edge of the level. Go down and go through the gap in the wall. Turn right and go that direction. You will see more footsteps. Just continue right until you go as far as possible. Go down to the end of the level.

-----  
Level 13: Lower Moria - Abyss  
-----

Difficulty: Medium

Quick Hint: Follow the Balrog's footsteps

Starting Location: ---

Ending Location: NE corner

Shrines: Shrine (poffy)

Detailed Guide:

Go down immediately, through the gap in the wall. You will encounter a goblin:

Cutscene-

Goblin: I am alone, wizard. No goblins to help. You must fight ME...

Ignore him and go left. Follow the wall and continue to go downwards. Eventually you should exit through a gap and see some more footsteps:

Cutscene-

Gandalf: The Balrog still lives, his flames extinguished for now. I must catch up to him quickly.



Go northeast, following the footsteps, until you see a small little gap that you can get through. Go up through that little gap and go up until you hit a wall. Go right along that wall until it ends. Go up and turn left. Follow the wall towards the left. Keep following the wall, even when it turns up. Eventually you will reach a body of water. Follow that body of water to the right until you exit the level.

---

#### Level 14: Lower Moria - Lower Dungeons

---

Difficulty: Medium

Quick Hint: Find the switch

Starting Location: NW corner

Ending Location: NE corner

Shrines: None

#### Detailed Guide:

When you enter this level go right until you see a locked door to the northeast corner and an open door to the southeast corner. Go through the open door and head toward the bottom of the area, until you find some stairs. Go down the thin stairs and instead of continuing forward, turn right. You will find another set of stairs down. There will be a hero creature and many other goblins. Kill them and hit the switch in this area. That switch opens the huge door in the northeast corner of the level. Backtrack and go through the open door.

---

#### Level 15: Lower Moria - Endless Stair

---

Difficulty: Medium

Quick Hint: Go up, up, up, and up more stairs

Starting Location: SW corner

Ending Location: Top, NE corner

Shrines: Middle (Forge)

#### Detailed Guide:

Go right until you can go up. Go up and continue up until you go up some stairs (five sets of stairs). After going up the four sets of stairs, you can exit the level just by going right after the last set of stairs. The exit is a door at the top of the level. When you exit the area, you are still actually in this level. Do what you did in the previous area, go up stairs! Go up a total of four sets of stairs. At the top of the last stairs, go up to exit the level. Note: There is a forge to the left after the third set of stairs. (littlemonster02)

---

#### Level 17: Lower Moria - Durin's Tower

---

Difficulty: Hard --- Boss Level

Quick Hint: Kill the Balrog!

Starting Location: SW corner  
Ending Location: NE corner  
Shrines: None

Detailed Guide:

Go to the northeast. You will encounter the Balrog!:

Cutscene-

Gandalf: Balrog of Morgoth! Go back to the shadow!

Not much here, you have to kill the Balrog. For the best strategies for fighting him, look to the "Bosses" section of this FAQ. You can use several different strategies; from using fireworks and running around him, to just casting shield and fighting him in melee combat. You'll have to find out what works best with your character. The worst part about the Balrog is that he drops no items.

After killing the Balrog, Gandalf will reflect:

Gandalf: I should not have beaten this foe... I have been spared. Spared, rejuvenated, and sent back in White.

---

Level 18: Fangorn - Copse

Difficulty: Medium

Quick Hint: Cross the river at least twice

Starting Location: SE corner

Ending Location: NE corner

Shrines: None

Detailed Guide:

Follow the path up, then go left until you reach a little river. Cross the river. Walk up along the river until you reach even another path across the river. Cross it and go left. Use it then go up. You will eventually reach another bridge across the river. Cross the river again. Walk along the paved gravel path until it terminates. Go up from that point until the end.

---

Level 19: Fangorn - Watery Glades

Difficulty: Medium

Quick Hint: Cross the river

Starting Location: SW corner

Ending Location: NW corner

Shrines: None

Detailed Guide:

At the beginning of this level you will be on a dirt path. Walk on it until you reach a path across the river. Cross. You will encounter a troll here, and it may be difficult. Use the red pool you immediately reach if you need it. If you follow the riverbank (right) you will reach two chests. From where the last chest is located (see corner in the level)

there you can go up a ways and then turn left to head towards the end of the level. From the edge you hit by going left, go up until you reach the end.

---

Level 20: Fangorn - Step

Difficulty: Medium

Quick Hint: Directional arrow

Starting Location: SE corner

Ending Location: NW corner

Shrines: None

Detailed Guide:

Go northwest from the beginning of the level, but be very careful, there will be a whole flock of Crebain waiting for you, and letting just a few away can greatly increase the difficulty of beating this level. Go northwest until you reach a dirt path. Go up along the path until it ends. Turn right and go that direction until you reach a dirt area. Go up from there. Turn left when you can and go that direction until you reach a paved path. Follow that path to the end of the level.

---

Level 21: Fangorn - Derndingle

Difficulty: Medium

Quick Hint: Get around the barricade

Starting Location: SE corner

Ending Location: NW Corner

Shrines: E side edge (Forge)

Detailed Guide:

Go up from the beginning. You will immediately have to fight a forest troll, which isn't hard. Go up until you can turn right. Go right until you have to go down. Go down until you have to turn. Go right and then north-east until you reach what appears to be a path. If you go right, you will reach a shrine. Go back to where you first noticed the path. Go up and to the left until you see a river. Go up and down the river until you find a path across. Cross the river and go straight left. Go left until you have to turn up and you will beat the level.

---

Level 22: Fangorn - Fangorn Troll

Difficulty: Medium - Boss Level

Quick Hint: Defeat Fangorn Troll (Look to Bosses section)

Starting Location: SE corner

Ending Location: NE corner

Shrines: None

Detailed Guide: You have to beat the Fangorn troll in this level. If you need help on defeating him, look to

the Bosses section in this guide. Some people may want to repeat this level many times to gain better items and to gain more experience. Many sacks and barrels are scattered in this level, and hitting them may provide food for your battle against the two trolls. There is also a red pool in the NE corner. After defeating the boss, exit this level at the top.

---

Level 23: Fangorn - Rise

---

Difficulty: Very Easy

Quick Hint: Press A and go left

Starting Location: Middle

Ending Location: W side

Shrines: None

Detailed Guide:

This is probably the easiest level in the whole game. It is practically composed of just a cutscene. Upon entering the level you will be put into it.

Cutscene-

(Gandalf runs into the screen)

Legolas: The White Wizard!

Aragorn: Show yourself, Saruman!

Wizard: Saruman? The name curdles my blood.

Aragorn: Gandalf! Impossible... you fell-

Gandalf: Ah yes. Gandalf is my name. Yes, I remember.

Legolas: You old wizard - it is good to see you again. We took you for the enemy.

Gandalf: Saruman, yes... unfortunately for him, Middle-Earth no longer requires his counsel. Let us go quickly, for his influence is spreading. To Theoden's hall in Edoras!

Aragorn: The men of Rohan are unfriendly these days.

Gandalf: They have good reason to be wary of strangers.

Saurman's influence is too close for comfort.

Come, let us leave these woods and pay Theoden a little visit.

After the cutscene, you can explore a little, but you'll find little but a pool of red liquid and some crates. An artifact is hidden in this level (Look to "Artifacts List" for additional information). Go left to exit the level. Phew, that was hard wasn't it. ;)

---

\*Screenshot from movie\* (Shows Aragorn, Gimli, and Legolas heading toward Edoras, which can be seen in the very background, to the right)

---

Level 24: Edoras - Main

---

Difficulty: Very Easy

Quick Hint: Press A and go left

Starting Location: Middle  
Ending Location: SE corner  
Shrines: None

Detailed Guide:

This level starts off with Legolas talking:

Cutscene-

Legolas: Gandalf had returned but he was not one for celebration. Moments after his return, he was leading us on an urgent errand to the halls of King Theoden. Trouble was stirring in Rohan.

Go northwest until you talk to Theoden:

Cutscene-

Theoden: Gandalf Greyhame, stay back! Trouble comes speedily whenever you appear.

Gandalf: But in this case, it seems he has preceeded me. Grima Wormtongue, Saruman's reign over Edoras is finished.

Grima: He insults us, my king! Cast the Wizard out before it is too late!

Theoden: You have no power here Gandalf the Grey!

Gandalf: Nor do you... Saruman! Release the King!

(Rubbling)

Theoden: Ahhh!

Gandalf: Theoden, Saruman's poison is gone. Rise and lead your people.

Theoden: My dark dreams have faded. I feel newly awakened.

Gandalf: It is good to see you returned to health, my old friend.

(Eowyn runs toward Gandalf and Theoden)

Eowyn: Theoden, Refugees are streaming in from all over Rohan! Orcs and wildmen have razed their villages. They are making their way to Edoras!

Gandalf: You see, Theoden? This is but a taste of Saruman's terror.

Theoden: It seems I am forced to take action more quickly than I would like.

Gandalf: Chose quickly, yes but wisely too, Theoden. What is our next move?

(Screen fades, scene moves outside)

Theoden: Yours is a tale of woe, Gandalf... your tale and mine.

Gandalf: But the fact that we live to retell them is a good sign.

Theoden: That is true. Let us hope that our blessings do not run dry.

Gandalf: I must go now, Theoden. I will find your nephew, Eomer, and meet you at Helm's Deep.

Theoden: Farewell, Gandalf Greyhame.

Exit the level by going southeast.

-----  
Level 25: Rohan - Plains  
-----

Difficulty: Medium

Quick Hint: Explore; Follow the paths

Starting Location: Top (NW corner)

Ending Location: SE corner

Shrines: SW corner (Forge)

Detailed Guide:

Upon entering the level, start going down until you can turn left. Keep going left until you reach the West edge of the level. Go down until you hit a wall or see a dirt path. If you go down to the wall, walk to the right along the wall. If you notice the path, start walking on it. Either way, pause when you reach a gap. Go through the gap and go left until you reach the west edge of the level again. Go down. When you are stopped by rocks, walk to the left until you can go down through them. Turn left if you want to use the shrine, otherwise, just walk right to reach the end of the level.

-----

Level 26: Rohan - Plains (Version 2)

-----

Difficulty: Medium

Quick Hint: Exit the level

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

Detailed Guide:

Walk down along the western edge of the level. When you reach a long wall, start walking to the right along the wall. There will be a rock or two obstructing your path, but keep your eye on the wall until you see a gap which can be identified because it is between two large rocks. Walk in between the rocks and turn left. Keep going left until you reach the western edge of the level. There, turn and start going downwards until you encounter another long wall. Start walking to the right along the wall. Walk fairly close to the wall, because if you walk close enough, you can avoid alerting some of the Crebain on your path. Keep going right until you reach the end of the level!

-----

Level 27: Rohan - Eastemnet South

-----

Difficulty: Medium

Quick Hint: Find the Rohan soldiers

Starting Location: SW corner

Ending Location: SE corner

Shrines: Top (Forge)

Detailed Guide:

Obviously, the only path you can take at the beginning of this level is up. Be VERY careful though, because 5 crows will be on this path, and you should tread carefully as to not alert them before you can kill them with some well aimed magic attack. Keep going up until you reach the very top of the level. When you do, walk to the right

until you reach a river. Walk down along the riverbank until you see a large bridge across the river. Cross the river on the bridge. Start following the river up. If you go all the way to the top of the screen, you will reach a shrine. If you don't go to the shrine, turn to the right from the river when you see some dirt to the right of you. If you go to the shrine, you can come to this point by going southeast from the shrine until you hit a wall. Go down. You may start seeing Rohan soldiers helping you fight. Make your way down to the Rohan leader:

Cutscene-

Rohan Solider: Halt White Wizard, you are not welcome here!

Gandalf: Eomer of Edoras, I am sent by your Uncle.

Eomer: My Uncle's orders have no sway here. He is corrupted!

Gandalf: No longer Eomer. Saruman's influence has been severed. Theoden is himself again!

Eomer: How do I know you speak the truth?

Gandalf: You will not until you see for yourself. Unfortunately, Saruman's approaching armies makes this an urgent matter. Your Uncle needs you at Helm's Deep.

Eomer: Helm's Deep!? What is happening?

Gandalf: Saruman is hoping to enslave all of Rohan. His armies are moving as we speak.

Eomer: Yes, we have seen the signs already... We will follow you.

-----  
Level 28: Helm's Deep - Hornsberg  
-----

Difficulty: Easy

Quick Hint: Enter Hornsberg

Starting Location: SE corner

Ending Location: NW corner

Shrines: None

Detailed Guide:

Welcome to Helm's Deep. Follow the darker paved path to the northwest. You will eventually see a bridge and two guards and enter a cutscene:

Cutscene-

Guard: The White Rider! You have returned.

Eomer: He is not alone.

Guard: Eomer! Quickly, Orcs have broken through the Gate!

Gandalf: Keep the Orcs out of the Keep. I will find the others.

Continue towards the building and go across the bridge, and enter the door.

-----  
Level 29: Helm's Deep - Battlements  
-----

Difficulty: Hard - Very Hard

Quick Hint: Destroy ALL the ladders

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

Detailed Guide:

Go down the stairs and go right until you see and talk to a guard:

Cutscene-

Gandalf: Soldier, where is the ranger, Aragorn?

Guard: He's with the Elf and Dwarf, protecting the breach!

Gandalf: Then we must keep this enemy at bay ourselves!

Now comes the difficult part. You have to go back and forth across this wall destroying ladders until you have destroyed all of them. Some won't spawn until you have destroyed another. The best strategy is to just go back and forth down the wall killing all the enemies and ladders you encounter. Watch out for explosions that hit your character, as they can cause tremendous damage. When you have knocked down all of the ladders, you will enter another cutscene:

Cutscene-

Gandalf: The Orcs are falling back and regrouping! Hold this wall and wait for me to return.

Exit the level by going to the far right of the level and going down the stairs.

-----  
Level 30: Helm's Deep - Breach  
-----

Difficulty: Medium

Quick Hint: Defend the breach

Starting Location: Stairs

Ending Location: SW corner

Shrines: None

Detailed Guide:

You start this level on the same stairs you ended the last one on. Go down the stairs, where you will immediately encounter a red colored hero creature. Go down the stairs. Look to the right. Enemies will begin coming in through the breach. You want to kill them all, but it may be hard because enemies will also come from other areas to attack you. If you aren't close enough to the breach sometimes no enemies will spawn. Don't try entering the breach, because that only results in an explosion and a loss of health. When the breach seems to have stopped producing enemies, and you have killed everyone in the level, Gimli will appear near the breach:

Cutscene-

Gandalf: Gimli! Where is Aragorn?

Gimli: Back in the glittering caves, Gandalf. Orcs broke through!

Gandalf: Hold fast, Gimli.



After this cutscene you can exit the level at the west edge of the level.

---

#### Level 31: Helm's Deep - Gorge

---

Difficulty: Medium

Quick Hint: Cross the river

Starting Location: SE corner

Ending Location: NW corner

Shrines: Middle (Forge)

#### Detailed Guide:

Upon entering this level go left. You will pass some stairs, and it is wise to go up them even though they don't lead to the end of the level. Up the stairs is a room full of enemies, allies, a shrine, chests, and breakable containers. After you loot the room to your satisfaction, go back down the stairs. If you go up you enter a huge area with a white pool. It's better to go left from the stairs and reach the river. If you go down, you will see a path across the river. Cross the river. If you want to immediately go to the next level just follow the edge of the river all the way to the end. You can go left from the river to reach the red pool that is in the raised area.

---

#### Level 32: Helm's Deep - Valley

---

Difficulty: Medium

Quick Hint: Go West young man

Starting Location: SE corner

Ending Location: NW corner

Shrines: None

#### Detailed Guide:

Start going to the left. Eventually you will encounter 3 hero creatures at once. After defeating them cross the river unless you are low in health. If you are low in health continue going left (without crossing the river) until you reach the red pool. Either way, you will have to eventually cross the bridge. Kill the three crows you meet on a little island in the middle of the river. Continue crossing the river. Go left from there. The exit of the level looks like a cave entrance.

---

#### Level 33: Helm's Deep - Glittering Caves

---

Difficulty: Medium

Quick Hint: Explore around

Starting Location: NE corner

Ending Location: SW corner

Shrines: Middle

Detailed Guide:

You are now in the Glittering Caves. Go down and to the right until you reach a bridge. You have to cross the bridge. BEWARE, the bridge has several crows on the edges of it. Go southwest from the end of the bridge until you reach another. Cross that one also. You will now have 3 paths to choose from. SW, NE, and SE. To the southwest is a white pool, so I would recommend going there first. The NE path is just a dead end with no special features and only normal enemies. Obviously you have to go to the southeast to beat the level. Go that direction until you see two walls structured like this: --- ---. There will be a shrine (Forge) in front of the second wall. Use the shrine if you want to, either way, go down until you pass a wall. Go southwest from that point on, until you reach a wall. Go west from here, and you will eventually meet with Legolas:

Cutscene-

Legolas: Gandalf, you have returned!

Gandalf: And with no time to spare... Follow me!

Go down from Legolas until you reach the bottom of the level. Go left until you reach Aragorn and Eowyn:

Cutscene-

Gandalf: Aragorn, the enemy has been driven back momentarily. Now is our chance for a final assault.

Legolas: Gimli has already tossed himself into battle against the siege weapons. Hurry!

Aragorn: Tend to your people, Eowyn. We will return.

-----  
Level 34: Helm's Deep - Hornberg (Round 2)  
-----

Difficulty: Hard

Quick Hint: Destroy EVERY seige machine

Starting Location: N edge

Ending Location:

Shrines: None

Detailed Guide:

This level can be hard or easy depending on how good you are at defeating difficult hero creatures. There are many seige machines scattered throughout this level and each are guarded by two hero creatures. You have to defeat them and destroy each seige machine. This is a great level to find good weapons and to gain experience because of the large number of hero creatures. If you are having trouble finding all of the seige machines, comb the area very carefully, as it's not very big but it is easy to miss areas. There are a total of six seige machines. Once you have broken all of the machines, go to the starting point, where the king of Rohan, Aragorn, Legolas, and Gimli will be standing:

Cutscene-

King: This battle has one more front yet!

Gandalf: Aragorn, fetch the others... we are headed to

Isengard!

Aragorn: Aye, Gandalf... we are well on our way.

Gandalf: Be vigilant. Saruman's army may be diminished,  
but his cunning is not.

Gimli: Is there no time for a moment's rest in this world!

Aragorn: Not while Saruman lives, Gimli.

-----  
\*Ending movie\* (Shows scenes from second movie)

Save your game.

Enjoy the credits music (directly from the movies!)

-----  
THE END

\*\*\*\*\*  
\* 11. Eowyn \*

#####  
# Introduction #  
#####

Eowyn is the neice of the King of Rohan. She wields swords like Aragorn but doesn't play much of a fighting role in the second movie. Her character in this game is a mixture of other characters, and all of her passive skills are derivative. Many don't like playing as Eowyn but her quest can be a fun experience.

#####  
# Starting Stats and Skills #  
#####

Primary Stats

-----  
Strength: 18  
Accuracy: 25  
Health: 24  
Defense: 20  
Courage: 25

Starting Skills

-----  
Herbal Remedy (1)

#####  
# Skills #  
#####

Active Skills

-----  
1st Tree

Herbal Remedy (Level 1) - Heals 25 hit points +5/level.  
Herbs are more effective. 8 spirit +2/level.

- Like the other characters healing spells, putting more than one point into this skill provides very limited returns. Don't put more than one point into this skill.

Defending Fury (Level 5) - Increases Eowyn's Defense by 10, +2/level. Lasts 5 seconds, +0.5 per level. 10 spirit. Corrupt.

- Not a good skill to put several points into. If you are going to use the Princess of Rohan ability in combat than you have at least put one point into this skill, but don't put more than one. The defense bonus is really meager and the skill doesn't last long enough to be really beneficial. Most of the time your skill would run out before you left a combat situation.

Princess of Rohan (Level 8) - Stuns foes around Eowyn. Stun time increases per level. 4 spirit/level.

- Great skill. Many people like to concentrate their Eowyn around this skill (you can also use Double Strike). If you raise this skill high, then you can stun enemies for a very substantial amount of time. The cost is low, so you won't have too much problem with spirit points if you concentrate on this skill.

Call Eomer (Level 10) - Summon's Eomer's Rohan soldiers to Eowyn's aid. 22 spirit.

2nd Tree

- Not that good of skill. The soldiers are pretty dumb and don't really help that much. Plus the skill costs a large amount of spirit points for what it does. I wouldn't recommend putting any points into this skill. You may want to put in one if you have never seen it before, but you'll probably regret it.

Shield Bash (Level 2) - Bash enemies with her shield for 5 damage +1/level, plus stun. 8 spirit.

- Put just one point to unlock Double Strike. Many who start playing Eowyn find out that they can do more damage with a 2 handed weapon than with a shield and sword. The damage of this skill is very low, and the stun doesn't even compare to Princess of Rohan's stun capabilities. The cost is too high for constant use. Don't put in a point unless you want Double Strike.

Double Strike (Level 5) - Fast attack does +4 damage, +1/level. 7 spirit.

- Nice skill to have for all Eowyn users. The attack is fast and raising this skill will practically raise the damage you can cause for only a few skill points. The cost is a little high, so I would recommend putting several stat points into Courage if you decide that you want to use this skill a lot.

Passive Skills

-----

1st Tree

Strength of Heart (Level 2) - Lessens corruption by 5%/level and +2 damage to Ringwraiths per level.

- This skill is the exact same as one of Aragorn's skills, and it is a good skill to put several points into. If you want to fight Ringwraiths then you will want to put quite a few points into this skill, but it is also useful because it reduces your overall corruption. Be careful though, if you raise this skill too high, you won't be able to even attract Ringwraiths.

Iron Will (Level 10) - Eowyn regenerates health.

2nd Tree

- Good skill to put points into. The regeneration is a useful thing to have and putting several points can make your health rise at a fairly good rate. Having more points in this skill lessens your need for her healing spell which will save you spirit points and time.

2nd Tree

Stand Fast (Level 5) - Eowyn has 5% +1/level to parry enemy blows, taking no damage.

- This is the same as Aragorn's Parry and should be treated similarly. If you are going to use 2 handed weapons then you have to put several points into this skill to make up for your lack of a shield. Even if you don't use a two-handed weapon then you should at least put one point into this skill.

Eyes of Rohan (Level 5) - Each level makes it more likely Eowyn will find better items.

- The same as Frodo's Rummage, this skill is a great skill and at least one point should be put into it. The higher you raise it, you will find more green and red items. I would recommend putting several points in this skill, but it shouldn't be your first priority.

Ferocity (Level 10) - Slain enemies restore spirit points to Eowyn.

- This is a useful skill to have and you should put several points into this skill. This skill is really useful in conjunction with Princess of Rohan and Double Strike because those can drain your spirit points fairly quickly. Put at least one point into this ability.

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#####  
# Tips and strategies #  
#####
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Primary Statistics: Accuracy, Strength, Defense

Least Important: Health, Courage

There is really only one way to play Eowyn, as a fighter. Her skills are a mixture of everyone else's skills. For instance, she has Strength of Hearth (Aragorn), Stand Fast (Aragorn), Eyes of Rohan (Frodo)... etc... One of the most popular skills to use with Eowyn seems to be Princess of Rohan, a fairly good stunning ability. You can also use double strike as your primary attack or even no special ability.

One special note with Eowyn is that she can use two

handed weapons. She can't dual wield like Aragorn, but she can use weapons that say "2H" on them which usually do more damage. If you decide to not use a shield and to use 2 handed swords, you have to put more statistic points into Defense and more skill points in to Parry to make up for your lack of defense.

#### Princess of Rohan Eowyn

-----  
Those who concentrate a number of points in Princess of Rohan will find that stunning your enemies then hitting them is a good stragety indeed. If you use this style, then you will want to stun your enemies before hitting them (obviously), but you want to be careful not to kill yourself in a foolish manner. You may want Double Strike to do extra damage to stunned enemies, but switching skills constantly can be a hassle.

Example: (30 skill points)

#### Active Skills:

Herbal Remedy (1)  
Defending Fury (1)  
Princess of Rohan (10)

#### Passive Skills:

Strength of Heart (1) ---- Raise this to fight Ringwraiths  
Iron Will (5)  
Stand Fast (5)  
Eyes of Rohan (2) ----- Extra points are well spent here  
Ferocity (5)

#### Double Strike Eowyn

-----  
An Eowyn who uses Double Strike as their special attack doesn't get the ability to stun enemies like one who uses Princess of Rohan but can do more damage. Double Strike can be pretty expensive so an Eowyn using this ability either has to raise courage or use it conservatively.

Example: (30 skill points)

#### Active Skills:

Herbal Remedy (1)  
Shield Bash (1)  
Double Strike (10)

#### Passive Skills:

Strength of Heart (1) -- Raise this to fight Ringwraiths  
Iron Will (5)  
Stand Fast (5)  
Eyes of Rohan (2) ---- Extra points are well spent here  
Ferocity (5)

#####  
# Eowyn Walkthrough #  
#####

Explanation

-----  
Here is a full walkthrough for Eowyn.

First it says the level name, area name, and level number. I made up some difficulty ratings (Very Easy to Very Hard). The Quick Hint is for people who don't want to be babysitted through the level. Starting Location and Ending Location can help some confused players. Shrines will show where shrines are (if there are any). The Detailed Guide is only meant to get a person through the level, not collect every single item or kill every creature. Enjoy:

The Walkthrough  
-----

Opening Scene:

Cutscene-

Theoden: Eowyn... The enemy is approaching and we have little time to waste. Would you lead the refugees to the safety of the caves?

Eowyn: If it is your wish, Uncle, I will protect them with my life.

Theoden: None of my soldiers can mix strength with sympathy... and this is what my people need most right now. They have been through much.

Eowyn: Far too much, Uncle. If only I could have convinced Eomer and his soldiers to stay, we might have prevented some of this pain...

---

Eowyn: Eomer, where are you going?

Eomer: Eowyn... I had hoped to slip away without my sister catching me.

Eowyn: Well she has, dear brother. Speak up.

Eomer: Word has reached us that the king's son and all his men were ambushed in East Rohan. We are going to investigate.

Eowyn: Theodred is in danger? Hold for a moment Eomer, I am coming with you.

Eomer: Eowyn no. This is too-

Eowyn: Hush, brother. There is no time for debate.

-----  
Level 1 - Edoras - Main  
-----

Difficulty: Very Easy

Quick Hint: Exit out the SE corner

Starting Location: NW corner

Ending Location: SE corner

Shrines: None

Detailed Guide:

After the cutscenes simply go to the SE corner of the screen to continue the game.

-----  
Level 2 - Rohan Plains - Edoras Plains  
-----

Difficulty: Very Easy  
Quick Hint: Walk around  
Starting Location: SW corner  
Ending Location: SE corner  
Shrines: None

Detailed Guide:

\*NOTE\* : Eowyn's quest is shorter, but it can be very difficult because of the difficulty of enemies. Play Eowyn catiously.

The level starts with a cutscene, in which Eomer asks you to make a wide sweep across the plains. After entering the level, go directly to the right until you reach a thin little stream going downwards. Follow it until you can't. Go down from there. Keep going down until you reach some rocks with trees. Walk along them to the left. When the terminate, go down and turn right until you reach the end of the level.

-----  
Level 3 - Rohan Plains - Rolling Fields  
-----

Difficulty: Easy  
Quick Hint: Exit the level  
Starting Location: SE corner  
Ending Location: NE corner  
Shrines: None

Detailed Guide:

Start this level by following the wall above you to the right. You need to follow this until you reach a gap in the wall. Go through that gap until it opens up into a much larger area. After reaching the end of the gap, go straight up until you reach a wall. Follow the wall to the left until you reach the end of it. Go up and left until you reach a body of water. Follow the riverbank to the left and follow it even when it goes upwards and starts turning to the right. After you start going to the right, stop following the riverbank and just go right until you reach the end of the level which is in the NE corner of the level.

-----  
Level 4 - Rohan Plains - Grassy Fields  
-----

Difficulty: Easy  
Quick Hint: SE corner  
Starting Location: SW corner  
Ending Location: SE corner  
Shrines: NW corner

Detailed Guide:

Upon entering the level go straight up until you reach a wall. Go right and follow along the wall until you finally reach a gap leading upwards. Go upwards if you want to use a shrine. Otherwise, from the gap, go down



until you hit another wall. Follow the wall towards the left until the wall finally terminates. Below the edge of the wall. Turn right and go that direction until you reach the end of the level.

-----  
Level 5 - Rohan Plains - Nomad Fields  
-----

Difficulty: Medium

Quick Hint: Meet your friends

Starting Location: SW corner

Ending Location: NW corner

Shrines: None

Detailed Guide:

From the beginning of the level go to the right for a long time. Eventually you will reach a wall and see a barrel in the southeast corner of the level. Break the barrel if you wish and start going upwards. You will pass a burnt out house and several barrels and boxes before you reach another wall. After reaching that wall, go left until you see your brother with two troops beside him. Talk to him:

Cutscene-

Eowyn: Eomer! You found Theodred?

Eomer: I have. All his men are dead, but Theodred lives still, though barely[.]

Eowyn: How can I help?

Eomer: Travel west to the nearest village. Tell them to send help to meet us, for we cannot carry Theodred too quickly without risking his life.

Eowyn: I understand

Eomer: Good luck, sister.

(Eomer and his troops run away)

Go up from this point until you reach a very strange looking tree that is extremely burnt out. To the northeast of the tree there is a chest that you can open. Farther to the northwest of the tree is a shrine (Shrine). From the EXACT place of the tree, go west until you reach a gap that you can enter. Go through that gap and go up and then to the left to the exit.

-----  
Level 6 - Rohan Plains - Village Outskirts  
-----

Difficulty: Medium

Quick Hint: Go far left

Starting Location: NE corner

Ending Location: SW corner

Shrines: None

Detailed Guide:

Go up from the beginning until you reach the wall right above you. Go left and follow that wall all the way down to the west edge of the level. If you have gone far enough, going down will take you through a small gap. Go through the gap and continue down until you reach a wall.

Go right along the wall, and then go down again when you can. When you hit another wall, go right. If you follow the wall long enough, you will reach another gap. From that gap go left until you again reach the west end of the level. You may or may not see a woman that you must talk too. If you don't see her, go down until you do. Either way, you must talk to her:

Cutscene-

Eowyn: Hail! I need assistance!

Villager: What is it, Lady?

Eowyn: The king's son has been injured, east of her. Could you send a healer?

Villager: I believe we can, Lady. Please head west into our village.

Go left to the end of the level.

---

#### Level 7 - Rohan Village - Village Residences

---

Difficulty: Easy

Quick Hint: Exit the level

Starting Location: NE corner

Ending Location:

Shrines: None

Detailed Guide:

Follow the dirt path southwest. Watch out for tough bad-guys and many Crebain. Eventually you will reach the villager again:

Cutscene-

Eowyn: Your village's aid may save Theodred's life. Thank you.

Villager: I only pray our village can withstand these attacks. I hope your brother's journey back to Edoras is a safe one.

Eowyn: As do I... I am sure the King would also thank you for your kindness.

Villager: Pardon, Lady, but there are rumors that King Theoden is ill these days... is this so?

Eowyn: Not ill, no... Weary perhaps but-  
(Troop runs up)

Troop: ORCS! ORCS are attacking the village!

Eowyn: More Orcs? This far west?

Troop: Big orcs! With White hand prints across their faces!

Eowyn: Gather everyone together! Hurry!

To finish the level just go down through the open arches.

---

\*Screenshot from movie\* (Orcs are ransacking a Rohan village)

-----  
Level 8 - Rohan Village - Village Square  
-----

Difficulty: Easy - Medium

Quick Hint: Enter the Town Hall building

Starting Location: NE corner

Ending Location: Town Hall door

Shrines: None

Detailed Guide:

The level opens with a cutscene:

Villager: There are too many of them, Lady! They have  
          taken over the Town Hall!

Eowyn: Where is the Town Hall?

Villager: The largest building, south of here.

Go down, following the dirt path. Eventually you will  
reach a large building that you will realize is the Town  
Hall. Enter it through the open door.

-----  
Level 9 - Rohan Village - Village Town Hall  
-----

Difficulty: Medium to HARD (Difficult enemies)

Quick Hint: Kill all the enemies

Starting Location: SE corner

Ending Location: SE coner

Shrines: None

Detailed Guide:

Kill everything in the level. You need to kill:

- One archer
- One red hero Uruk-Hai
- Two normal Uruk-Hai

After killing these enemies, return to the front door of  
the building, where you will again find the villager:

Cutscene-

Villager: Now it is we who must thank you. You save our  
          village.

Eowyn: I don't think I have. Those Orcs were no raiders.  
          They were bent on destruction.

Villager: What are you suggesting, Lady?

Eowyn: Evacuate the village. We are going to Edoras.

-----  
Cutscene-

Eowyn: Uncle! What has happened here?

Theoden: My son is dead, my nephew has deserted me, and my  
          kingdom is crumbling! All is falling into ruin!

Eowyn: Theodred Dead?! Eomer gone?! Uncle, refugess from  
          nearby villages are pouring in. There is a new  
          breed of Orcs roaming Rohan.

(Fellowship runs up)

Gandalf: Those are Saruman's agents. The Uruk Hai.  
Saruman has been breeding this army for many months.

Theoden: Gandalf... Wise wizard, what do you suggest?

Eowyn: Uncle, what is going on? Who are these people?

Theoden: I will explain shortly, Eowyn. Let us retire to my hall, for this cemetery is crushing my spirit.

---Fades to black---

Theoden: ...And so, with Gandalf's aid, I was brought back to reason. Saruman holds no sway over me anymore.

Eowyn: This is joyous news. Your people were worried about you. They were beginning to suspect the worst.

Gandalf: Let there be no doubt now. Theoden, rise and lead your people!

Theoden: The fact of my son's death weighs heavy on me, Gandalf. My mind is scattered.

Theoden: Rohan is beset... but I will not risk open war.

Aragorn: Open war lies before you - whether you would risk it or not.

Theoden: The last time I looked, Theoden, not Aragorn, was King of Rohan.

Gandalf: Then what is the King's decision?

Theoden: ...

Eowyn: Uncle?

Theoden: We make for Helm's Deep. Eowyn, it will be your responsibility to lead the Refugees to safety.

\*Screenshot from movie\* (Eowyn leading the refugees toward Helms Deep)

-----

## Level 10 - Mountain Pass - Mountain Pass South

-----

Difficulty: Medium  
Quick Hint: Find the gaps  
Starting Location: SE corner  
Ending Location: NW corner  
Shrines: NW corner (Shrine)

Detailed Guide:  
Another level, another opening cutscene:

Cutscene-

Eowyn: We're ready to head north. This pass is safer than taking the road, but danger still lurks. I will scout ahead and clear a path.

Villager: What would you have us do lady?

Eowyn: Keep together, and stay behind me.

Villager: Be safe, Lady Eowyn.

Go up to the wall above you and walk along it towards the left. Keep following along it, even when it turns upwards. Eventually, you will reach a gap in the wall. Go through the gap and go up. You may encounter some rocks. If you do, go to the right until you can go up. Go as far up as you can until you reach a wall. Walk along the wall to the right. You'll eventually reach a gap and it will start snowing. Go through the gap and then go up until you reach a wall. Walk along the wall to the left. If you continue

in this fashion, you will eventually beat the level. If you want to use a shrine, don't follow the wall, just go to the left. You'll eventually reach a Shrine.

---

Level 11 - Mountain Pass - Mountain Pass Steppe

---

Difficulty: Medium

Quick Hint: Go through the passage

Starting Location: SE corner

Ending Location: NE corner

Shrines: None

Detailed Guide:

From the beginning of the level go straight up. You should see a gap that you will want to go through. After going through the gap, you will be presented with three paths. The one to the right leads to nothing, the one to the left leads to a red pool, and the one up is the one you need to take to beat the level. Go up until you have to turn to the left. You should pass through a little gap and start going down a southwest passage. The passage will turn upwards, and you have to continue forward. Eventually you will notice a dead body. Start going to the right. The passage will start going northeast and then change back to just going right. Eventually you will reach the end of it and have a choice to go down or up. Don't go down, there is nothing down there. Instead, start going up. You will hit a wall. Walk left along the wall until it starts going up and you see a gap. Walk straight up, through the gap, until you hit a wall. Walk right along the wall, and you will eventually reach the end of the level.

---

Level 12 - Mountain Pass - Mountain Pass North

---

Difficulty: Medium

Quick Hint: Find the three kids

Starting Location: W edge

Ending Location: Top

Shrines: Top (Ent Pool)

Detailed Guide:

Cutscene-

Villager: Eowyn, three children have wandered off! We can't leave them behind.

Eowyn: Stay here. I'll find them and return them to you.  
Until then, keep well and out of sight.

Walk right from the beginning of the level, keeping the upper wall in sight until you see a gap that you can enter by going up. Right after you go up through the gap, you can find a kid by going straight to the right until you reach him:

Cutscene-

Eowyn: Quickly, child, stay out of sight and return to Morwen.

Walk back to the opening of the gap. Walk to the left following the wall until you reach the west edge of the level. Go up. You should see a kid up on a ledge. Ignore him for now and follow the wall you should see to the right until you reach a gap. Go up through the gap and go left to rescue that kid:

Cutscene-

Eowyn: Quickly, child, stay out of sight and return to Morwen.

From where you found the kid, go up until you reach a large body of water. Walk to the right along the riverbank until you reach a shrine. Use the shrine if you want to. After using the shrine, continue going to the right. Even after the riverbank ends, continue going right. Eventually you will have to stop. At that point, go down until you reach the last kid:

Cutscene-

Eowyn: Quickly, child, stay out of sight and return to Morwen.

---

Eowyn: All the children have been found. I must hurry to Helm's Deep.

Go up again, until you have to go to the left. Continue going left until you can exit the level at the top of the screen.

-----  
Level 13 - Gap of Rohan - North Road  
-----

Difficulty: Medium

Quick Hint: Exit the level

Starting Location: SW corner

Ending Location: Top

Shrines: None

Detailed Guide:

Another level, another opening cutscene:

Cutscene-

Eowyn: We've made it over the pass. This road runs straight to Helm's Deep.

Villager: The people are tired and hungry, Lady.

Eowyn: I know, Morwen. I wish I could do something, but our only hope lies to the north. We must press on.

This level can be pretty easy. From the very beginning of the level you want to follow the path. You will weave around and pass through two fences. Continue on along the path until it seems that your path is blocked. It really isn't though, because the three grey plants can be destroyed in only two hits each. If you go left before reaching the three plants and then go up, you will reach a red pool. Continue up the path to the end.

Alternate Route: Go up from the beginning, carefully following the West wall. Go up until you reach a wall (which will take a while). Turn right there and you will eventually reach the place with three breakable plants.

---

#### Level 14 - Gap of Rohan - Vale

---

Difficulty: Medium

Quick Hint: Follow the paths

Starting Location: SE corner

Ending Location:

Shrines: None

#### Detailed Guide:

Start off by following the path upwards. Eventually it will split off into two separate paths. If you want to go the exploding chest in the northwest corner of this level then you will want to take the left path. Follow the left path until it ends and then just go up until you reach the shrine. If or when you go onto the right path, you will reach another split in the path. Unfortunately, both of the paths are not the ones to take, as they both lead to dead ends. You have to start going left until you reach a tree barrier. Go up and then right from there. If you continue going to the right you should be on the other side of the barrier blocking the path before. Go up to finish the level.

---

#### Level 15: Helm's Deep - Hornsberg

---

Difficulty: Easy

Quick Hint: Enter Hornsberg

Starting Location: SE corner

Ending Location: NW corner

Shrines: Top (Near bridge) Forge

#### Detailed Guide:

Welcome to Helm's Deep. Follow the darker paved path to the northwest. You will eventually see a bridge and two guards and enter a cutscene:

Cutscene-

Guard: Lady Eowyn, you are safe!

Eowyn: I am indeed. Has my Uncle arrived?

Guard: Yes. You are to meet him on the terrace level. He is waiting.

Eowyn: Thank you, soldier.

Continue towards the building and go across the bridge, into the door.

Cutscene-

Theoden: These past few days have indeed been difficult, my neice... but we are stronger for it.

Eowyn: Our people have not suffered so badly for decades.

Theoden: If only Eomer had not lost his faith in me. We

might have had an even chance.

Eowyn: Uncle...?

Theoden: Bah, dwelling on my fears will not aid us. Go to the battlements... Aragorn wishes to speak to you.

Eowyn: Be safe, Uncle.

---

#### Level 16 - Helm's Deep - Battlements

---

Difficulty: Very Easy

Quick Hint: Exit the level

Starting Location: NW corner

Ending Location: n/a

Shrines: None

Detailed Guide:

Go down the stairs and talk to Aragorn:

Cutscene-

Aragorn: So little time has passed since we began this quest, but so much has transpired. I have the strength to fight still, but I sometimes lack the conviction.

Eowyn: If you do, you hide it well.

Aragorn: But I do not have enough strength for every soldier!

Eowyn: Your men fight by your side because they see your strength, Aragorn - They will not part with you.

Aragorn: Thank you, Eowyn. I must speak with your Uncle now. Be safe.

Eowyn: I will...

(Legolas runs up)

Legolas: Aragorn! Orcs from Isengard - approaching from the east. Hurry!

Aragorn: Hurry Eowyn! Take your sword and go to your people!

---

#### Level 17: Helm's Deep - Gorge

---

Difficulty: Medium

Quick Hint: Cross the river

Starting Location: SE corner

Ending Location: NW corner

Shrines: Top (Shrine)

Detailed Guide:

Upon entering this level go left. You will pass some stairs, and it is wise to go up them even though they don't lead to the end of the level. Up the stairs is a room full of enemies, allies, a shrine, chests, and breakable containers. After you loot the room to your satisfaction, go back down the stairs. If you go up you enter a huge area with a white pool. It's better to go left from the stairs and reach the river. If you go down, you will see a path across the river. Cross the river. If you want to immediately go to the next level just follow



the edge of the river all the way to the end. Along the side of the river there is also a red pool you will want to use.

---

Level 18: Helm's Deep - Valley

---

Difficulty: Medium

Quick Hint: Go west young man/or lady to be PC

Starting Location: SE corner

Ending Location: NW corner

Shrines: None

Detailed Guide:

Start going to the left. Find the bridge and cross the river unless you are low in health. If you are low in health continue going left (without crossing the river) until you reach the red pool. Either way, you will have to eventually cross the bridge. Go left from there. The exit of the level looks like a cave entrance. It looks a little hidden, but it's just a cave.

---

Level 19: Helm's Deep - Glittering Caves

---

Difficulty: Medium

Quick Hint: Explore around

Starting Location: NE corner

Ending Location: SW corner

Shrines: Middle

Detailed Guide:

You are now in the Glittering Caves. Go down and to the left until you reach a bridge. You have to cross the bridge. Go southwest from the end of the bridge until you reach another. Cross that one also. You will now have 3 paths to choose from. SW, NE, and SE. To the southwest is a white pool, so I would recommend going there first. The NE path is just a dead end with no special features and only normal enemies. Obviously you have to go to the southeast to beat the level. Go that direction until you see two walls structured like this: --- ---. There will be a shrine (Forge) in front of the second wall. Use the shrine if you want to, either way, go down until you pass a wall. Go southwest from that point on, until you reach a wall. Go west from here, and you will eventually exit the level.

---

Level 20 - Helm's Deep - Glittering Tunnels

---

Difficulty: Medium

Quick Hint: Go where you can

Starting Location: NW corner

Ending Location: NE corner

Shrines: East edge (Shrine)

Detailed Guide:

Upon entering the level go west. You'll eventually have to reach a bridge. Cross the bridge. At the end of the bridge go left until you reach the western edge of the level. When you reach it, go down until you reach another bridge. Cross the bridge. After crossing the bridge, go in a southwest direction until you can't, then go south until you reach a wall. Go right and continue in that direction until you pass between two large pillars. If you want to use a red pool, go left, but you will have to fight a total of four wildmen. Otherwise, to continue you have to go down to the bottom wall and then turn right. You will eventually reach a diagonal wall slanted like this: /. Go up from this point until you reach a shrine. Go left until you can go up. Go up until you hit a wall. Go left along the wall until you can enter a gap. Go up through the gap and go right until you can go southeast. When you can, go southeast to the end of the level.

-----  
Level 21 - Helm's Deep - Glittering Darkness  
-----

Difficulty: Medium

Quick Hint: Explore

Starting Location: NW corner

Ending Location: W edge

Shrines: Middle (Forge)

Detailed Guide:

Upon entering the level, you can go up and use a red pool located at the top edge of the level. If you want to use a forge, follow the top wall to the right until you reach the very far away east edge of the level. Go down until you reach a slanted wall like this: /. Go through the passage there and go left until you reach the shrine. Alternate Path: From the beginning of the level, walk along the bottom wall until you reach the passage. If you want to beat the level, from the Forge go down until you reach a gap. Go down the gap and go to the right. For now, treat the lighter grey floor as a path. Follow it downwards. Eventually it will end but there will be two dots of it leading in a direction. Enter the passage that those two dots point to. Go left through the passage. Go left until you reach the very west edge of the level. Go up along the western edge until you reach a red pool. Go right until you can go up. Go up a little and then go left to the end of the level.

-----  
Level 22 - Helm's Deep - Deep Caves  
-----

Difficulty: Medium

Quick Hint: Explore a bit and follow the red pools!

Starting Location: NE corner

Ending Location: E edge

Shrines: None

Detailed Guide:

From the beginning of the level follow the top wall to the left until you reach a red pool. Use the red pool and go down and to the left until you hit the western edge. Go down until you reach another red pool. Use the red pool if you want to. Go down from this red pool, walking around pillars etc... until you see a little gap with a red pool on the other side. Go through the gap, use the red pool if you want, and then go directly east from the red pool until you hit a small wall. Go up through a thin gap. From the gap, go up until you see another red pool! Use it if you want to, and go east from the pool until you hit a pillar or wall. Go southeast to the end of the level.

-----  
Level 23 - Helm's Deep - Cavern Rebuff  
-----

Difficulty: Medium --- BOSS level

Quick Hint: Destroy the eggs then kill the boss

Starting Location: NW corner

Ending Location: NW corner

Shrines: None

Detailed Guide:

At the opening of the level, use the red pool if you want to. Go southeast across the bridge and destroy the strange egg looking thing you come across. Go northeast and then go east until you reach another egg. Destroy that one. Circle around the pool destroying the strange containers. Keep going around until you kill enough of the eggs for the boss to come out. The boss is similar to Lurtz, the captain of the Urak Hai. Look to the Bosses section for more help and hints. When you have defeated the boss, exit the level from the same place you entered it.

Cutscene-

Theoden: Eowyn, the battle is won. Are my people well?

Eowyn: The refugees are quite safe, Uncle.

Theoden: As is Rohan, for the time being.

Eowyn: The people are eager to return to their homes. What will we do now?

Aragorn: While Saruman rules Isengard, Eowyn, we cannot pause.

Theoden: Then we ride to Isengard now... I hope to sleep in people this evening. Gather your men, Aragorn.

(Eowyn and Aragorn runs to the side)

Eowyn: Where will you go, once Isengard is defeated?

Aragorn: There is still much to do in the East. Gondor will soon be assaulted by Sauron's own forces.

Eowyn: Will you fight with them?

Aragorn: I must. They are my people.

Eowyn: I see...

(Aragorn walks away and turns around)

Aragorn: You fought bravely today, Eowyn. May you always be as strong.

Eowyn: It is not difficult to fight when you are fighting for people you love.

Aragorn: Farewell for now, Eowyn.

(Eowyn runs to the side)

-----  
CONGRATULATIONS! You just beat the game with Eowyn!

\*Ending movie\* (Shows scenes from second movie)

Save your game.

Enjoy the credits music (directly from the movies!)

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THE END

\*\*\*\*\*  
\* 12. General Tips & Hints \*

#####  
# Gimli Character Guide # (Contributed by: Aznsmarty07)  
#####

Gimli is a bonus character that is unlocked when you beat the game with two or more characters. Unfortunately, he is only playable in multi-player mode.

Gimli is the son of Gloin. His strengths are his hearty strength and skill with an axe. Also, he has the ability to find extra gems, an extra plus, and regenerate Spirit like Legolas. He basically mirrors Aragorn but with some variations.

#### Starting Stats and Skills

-----

##### Primary Stats

Strength: 28

Accuracy: 22

Health: 21

Defense: 21

Courage: 20

##### Starting Skills

Healing Salves (1)

##### Active Skills

-----

##### 1st Tree:

Axe Throw (Level 2)-Gimli throws his axe for +1 damage / level. 3 Spirit

-Not the best ability, though a long-range attack is helpful. Basically a waste, unless you go for a Berserker Gimli.

Whirlwind Attack (Level 6)-A massive spin attack that

does +1 damage / level. 6 Spirit

-Hey, just think Aragorn's Spin attack. Gimli's slashes hurts lots of melee enemies. Not my favorite, some people may like it though.

Berserk Fury (Level 10)-Increase Toughness and damage by +1 / level. 10 Spirit. Corrupt

-Probably Gimli's best active skill. Again, it mirrors Aragorn's Rage of the North, except Gimli's defense increases as well as his damage. Also, beware of corruption.

2nd Tree:

Healing Salves (Level 1)- Heals 25 hit points +7/level. 8 Spirit +2 / level.

-Gimli's healing. Surprisingly, Gimli's healing actually increases the amount of hit points recovered per Spirit as you raise its level, but you need more to heal. Here's some more math:

Level 0: 8sp for 25 hp, 3.125 hp/sp

Level 1: 10sp for 32 hp, 3.2 hp/sp

Level 2: 12 sp for 39 hp, 3.25 hp/sp

Level 3: 14 sp for 49 hp, 3.5 hp/sp

Neat huh? This is the only character whose sp/hp increases, though you have to admit it isn't that great of an increase. I personally think it's a waste, but then again there is the Spirit of the Forge which regenerates Spirit, so you decide. Don't level it up too high or you will be caught without healing abilities in the middle of a battle.

Battle Cry (Level 5)-A fierce scream that stuns enemies around Gimli. 12 Spirit +1 / level

-Again, think Aragorn's commanding presence. I don't think the stun is that good for the Spirit required. Avoid this ability, unless you have some crazy extra points to waste.

Passive

-----

1st Tree:

Strength of Beard (Level 2)- +10 hit point bonus / level.

-Alright, a couple of extra HP. Better than leveling up the Health stat, but then again it costs more for a Skill point. I recommend to just use it to unlock the other two, or dump a couple of extra points in if you want.

Orcslayer (Level 3)- +2 damage to orcs / level

-Yeah, extra damage. Orcs are common, so put some but not too many points into this skill. Or, just get better weapons and ignore this one.

Headsplitter (Level 5)-Increases chance of critical hits 10% + 3% / level.

-This seems so much like Critical shot for Legolas. Dump at least 3-5 points into this guy, more if you level up a bunch.

2nd Tree:

Gemfinder (Level 2)-Gimli finds 1 extra gem / level  
-Great, who doesn't need gems? Doesn't seem like a lot, but think of all the guys you kill and each dropping one extra gem. Tedious work, but it adds up. I recommend only a few points into this one.

Dwarven Resilience (Level 7)-10% chance +2% / level of blows glancing off.  
-Nice little extra defense. A quick fix if Gimli seems to be dying too fast. Put maybe 3-5 points into this one.

Spirit of the Forge (Level 10)- While still, Gimli recharges Spirit.  
-Hooray! Gimli's ultimate ability, stand around and recharge extra Spirit like Legolas recharges health. Pretty nice, plug maybe 1-3 points in depending on how much Spirit and spells you like to cast.

#### Tips

Primary Stat: Strength

Other important Stat(s): Health, Defence, Courage (?)

Least Important Stat(s): Accuracy, Courage (?)

Playing Strategies

Gimli has mainly two paths, either no spells or minimal active Skills, or Berserker. Going minimal skills reduces the amount needed for Spirit of the Forge, which you unlock pretty late anyway, and allows you to put more stuff into things like Headsplitter, Strength of Beard, Gemfinder, etc. If you go Berserker, watch out for the corruption, and Spirit of the Forge will become a little more important. Actually, they aren't very different, it just depends on if you want to take 5 or more points out of your Passive Skills and stick them into your Active skills to make Berserker worthwhile. Just be careful, that corruption can catch up and Gimli has no way of reducing corruption except at its normal, slow rate. Gimli has no Single Player Campaign.

^ The above Gimli Guide was written by Aznsmarty07

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#####  
# Contributed (from others) #  
#####
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This section is for strategies or tips and hints that I don't already have in the FAQ. Email these to:  
zephyrmaster@yahoo.com

Leveling Up in Moria (Moeloe of the Shire)  
-----

Leveling Up - I haven't played as Eowyn yet, but I know she doesn't use the Moria scenes, so this won't work for her. However, all the other characters do go through Moria, and this is where you can easily level up your character - although it takes much patience and sore fingers to do it.

Once you've split up in the first section of the Moria caves,

look for the section called the "Mazes". The best way to identify a section if you don't know it is to save every time the scene fades to a new area. As you save the game, you'll see the title of the section you are now in. When it says "Moria Mazes", you're in the right place.

At the beginning of this section, you're in a room all the way at the left side of the play area. Clear the orcs from this section and proceed to the right. About halfway down the long hall, you'll see a shrine. This is where you can sell items for gems and purchase skill or attribute points, and it will become very important in this section.

Just beyond the shrine there is a doorway to another room. There are plenty more orcs here, and what looks like a small stage at the front. Look closely on the right side of that stage, and you'll see your first glimpse of Gollum (hunkered down and looking to the right). Gollum doesn't do or say anything to you, he just watches - but what he's looking at is what you're looking for...

There are two important things in this area. One is a switch on the floor, on the right side of the wall that ends just before Gollum's stage. You'll have to walk over that at some point to open the doors below.

The second, and most important part of this section (to those who want to level up their character), is just to the right of where Gollum sits, where there is a hole in the wall. Orcs will come out of this hole one or two at a time. THIS is where you can gain all the experience you want, if you have lots of patience and time. All you have to do is stand in front of that hole and kill every orc that comes out (there seems to be a limitless amount of them). In my current game as Frodo, I entered this room at Level 8, and am now at Level 20. I've also been able to purchase 8 skill points and 5 attribute points. As my levels increased, I also found many useful items.

This is how you can increase your level. Depending on your patience and finger strength :- ) you can level up as much as you want. As your backpack fills with items, just go back to the shrine and sell off what you don't want for more gems, and then go back to the crack and kill more orcs. Keep buying skill and attribute points each time you have enough gems. I've concentrated mostly on skill points, since they are more expensive, and I wanted to make Frodo as skilled as possible. Also, I find that the passive skills are much more useful because they are always active. Sometimes in a battle it is hard to switch between active skills quickly (I've often accidentally used the Ring when I really wanted to throw a knife at someone).

\*\*Remember to save your game every time you reach a new level, just in case your batteries run low or something.

---

"If you kill the hero creatures at the beginning several

times you will get absolutely great gear from them. I recommend killing them and saving your game right afterwards and quitting and coming back for another round. I received all my unique (green colored) gear from there, and some awesome swords, and even a few red (rare) items."

--- Jarin White

\*\*\*\*\*  
\* 13. Story of Middle Earth \*  
\*\*\*\*\*

Story

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The best way to learn the story in Lord of the Rings: The Two Towers for the Gameboy Advance is to read the first two novels of the Lord of the Rings series (written by J.R.R Tolkien) or by watching the first two movies. If you haven't read or seen any of those, this is the basic story of Middle-Earth (based on the first two movies, which the game is based on):

\*\*\* If you haven't seen the movies or seen the books \*\*\*  
\*\*\* then you may not want to read this summary \*\*\*

\*\*\* \* SPOILERS \* \*\*\*

(Not a copy from anywhere this is an original summary)

---

"One ring to rule them all..."

- Incription on the One Ring

Long ago in Middle-Earth the great rings where formed. The Elves were given three rings, the dwarf lords were given seven rings, and nine rings were given to the race of Men. These rings where supposed to have to power to rule and govern each race but they were all decieved. The Dark Lord Sauron from the land of Mordor created a ring that could control the others, the One Ring. Sauron began slowly conquering the other races of Middle-Earth using the power of the One Ring.

The humans and elves formed a last-ditch army to defeat Sauron but futilely attacked the vicious Sauron. Sauron knocked the king of men, to the ground, and when he did his son rushed to help his father. As Sauron came to kill the son, he grabbed what was remaining of Isildur's sword (Narsil) and cut the finger of Sauron which had the ring. Sauron was defeated...

Unfortunately for the whole land of Middle-Earth, Men are weak and the king's son could not bring himself to destroy the ring when he had the chance at Mt. Doom. He was eventually killed and the ring was lost for a very long time...

The ring was found by a creature named Gollum, who was



corrupted by the ring. He eventually lost the ring and it was found by the small hobbit Bilbo Baggins. Bilbo took the ring and kept it. The ring lengthened his life and Bilbo slowly became corrupted and obsessed by the ring. After his 111th birthday Bilbo decided that he wanted to adventure and Gandalf was able to persuade Bilbo to leave the Ring behind with Frodo (he was already leaving everything else to him). Frodo was Bilbo's favorite nephew and had no idea what he was getting into.

Gandalf, worried with Bilbo's obsession with the ring, searched to find out what the ring was. After reading old texts, he found out that the ring was the legendary One Ring. Gandalf rushed to Frodo and told him to flee, for the Dark Lord Sauron was gaining power and knew who had the ring. Frodo, with the help of Sam (his gardener), Merry (a hobbit), Pippin (another hobbit), and Aragorn (a ranger) fled to Rivendell, the land of the Elves.

There a "Fellowship of the Ring" was formed with the goal of destroying the One Ring. Frodo, who had shown an uncanny resistance to the Ring's evil, was charged with holding the Ring throughout the adventure. His fellow adventures were Sam, Merry, Pippin, Aragorn, Legolas, Gimli, Gandalf, and Boromir.

The Fellowship had to travel far to reach Mount Doom (the only place where the ring could be destroyed), and one of their first obstacles was the Mines of Moria. There they found out that the Mines had been ransacked and all of the Dwarves had been killed. They had to fight a cave troll after accidentally making too much noise. When they thought that nothing could be worse, a gigantic creature called the Balrog chased them. Gandalf sacrificed himself to save the others... or so everyone thought...

The Fellowship continued on, disheartened but persevering. In a forest Boromir attacked Frodo for the ring, and Frodo fled. At that moment a unit of orcs attacked. Aragorn defeated the Orc leader, but Boromir fell trying to redeem himself. Aragorn told Frodo to continue on to Mt. Doom alone, so Frodo left. After defeating the Orcs, Aragorn, Gimli, and Legolas decided to pursue the remaining Orcs who had captured Pippin and Merry. Frodo left and Sam followed him.

Aragorn, Gimli, and Legolas followed the Orcs all the way to the Fangorn forest, where they reunited with Gandalf, who had really not died. They went to help the land of Rohan, which was the first area that Sauron concentrated his forces on. The people of Rohan, guided by their King and his niece Eowyn fled to Helmsdeep. There they stood strong against 10,000's of Orcs due to a little luck, skill, and timely help from unexpected sources (The elves came to help). The second movie ended after the battle.

Meanwhile, Frodo and Sam continued their journey toward Mount Doom. One night, Gollum surprised them and tried to steal the ring back. Restrained, Gollum agreed to help lead the hobbits to Mordor. After being temporarily

waylaid because of Gondor's king they found themselves within sight of Mordor. The second movie ended with Gollum deciding that he was going to betray Frodo and Sam in order to recover the ring.

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This is a basic retelling of what occurs during this game. My summary doesn't evenly remotely do justice to either the books or the movies, so I would recommend reading or watching those if you want to know more of the story. This is a summary of the movie because the game is based on the movies, not the books.

\*\*\*\*\*  
\* 14. Credits, Extras, etc... \*  
\*\*\*\*\*

#### Full Version History:

- 2.08 (5/19/03)
  - Fixed a little mistake
  - Added a few omissions
- 2.07 (03/25/03)
  - Added a Gimli Character Guide by Aznsmarty07
- 2.06 (03/17/03)
  - Fixed a few minor mistakes
  - Updated item info w/info from Numbers (w/ permission)
  - Added to bug list
- 2.05 (02/24/03)
  - More item data (egolas, Justin)
  - Other contributions (Unknown Knight, poffy)
  - Other minor changes
- 2.04 (02/05/03)
  - Minor changes and additions
- 2.03 (01/30/03)
  - Fixed a few minor errors in walkthrough (spelling)
  - Added a few things
- 2.02 (01/27/03)
  - Fixed a few misspellings
- 2.01 (01/26/03)
  - Added a few more item suffixes (Lord Ragnoroks)
  - Fixed a few mistakes
- 2.00 (01/26/03)
  - The FAQ is now a FAQ/Walkthrough!
  - Added Frodo Walkthrough
  - Added Legolas Walkthrough
  - Added Gandalf Walkthrough
- 1.40 (01/24/03)
  - Hint from Lord Ragnoroks
  - Added Eowyn Walkthrough
  - Fixed some embarrassing mistakes
- 1.30 (01/19/03)
  - Item data (M. Coy)
  - Fixes: Aznsmarty07
- 1.29 (01/15/03)
  - HUGE contribution (Moeloe of the Shire)
  - Item data (littlemonster02)
- 1.28 (01/14/03)
  - Contribution (Hot Karl)

- 1.27 (01/12/03)
  - Minor changes (fixed some misspellings)
- 1.26 (01/12/03)
  - Aragorn Walkthrough added! (Others coming later)
- 1.16 (01/10/03)
  - Contributions: (metallica9819)
  - Minor Updates
- 1.15 (01/09/03)
  - Contributions: (Henry Osterbrink)
  - Added Bugs section (saihttamoy, TNTxko)
- 1.14 (01/08/03)
  - Minor changes
  - More contributions (Hamilton9900)
- 1.13 (01/07/03)
  - Other minor changes
  - More item data (Eales88)
  - Added Story Overview section (\*\*SPOILERS\*\*)
  - Added ASCII title (My first)
- 1.03 (01/06/03)
  - More contributions (From: Garyn, Ninneo, Matthew Lewis  
Eales88)
- 1.02 (01/05/03)
  - Added a few more item descriptions  
(Contributions: Archangel267, Chet Martin, Garrett)
  - Added more FAQs, added to some
  - Updated prefixes
  - Various tweaks in sections
- 1.01 (01/03/03)
  - Reorganized uniques by type
  - Added several more prefixes
  - Added a few more item descriptions
  - Added more FAQ questions
  - Added Difficulty, Liquid Pools, and Stuck in a Level  
sections

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Email me!:

```
#####  
#                zephyrmaster@yahoo.com                #  
#####
```

-----  
Thank you for reading my FAQ and guide. I hope you enjoyed  
it and can take something useful from it.

-----  
This FAQ and game guide was created by Zephyrmaster.  
Please don't use information found in this FAQ without  
asking (unless you are just helping someone). The following  
sites can use this FAQ:

www.gamefaqs.com  
www.neoseeker.com  
www.gbaworld.net  
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If you want to use this FAQ on your website, please ASK  
me at: zephyrmaster@yahoo.com.

-----  
Do you have something to say? Please email me!

Email me with:

Comments (Good, bad, noncommittal, I don't really care)  
Corrections  
Item Information  
Uniques Data  
Different character strategies  
Your opinions  
Walkthrough Information  
Gimli Info

Anyone who submits will get credit, no matter how little you provide. Thanks.

Email me!:

```
#####  
# zephyrmaster@yahoo.com #  
#####
```

-----  
Contributors: (If I made an error or you don't want your real name here tell me please.)

Archangel267 - Item data  
Azns smarty07- Data, ALL of the Gimli Data!!  
Chet Martin - Item data  
Count Olaf- Artifact data  
Crinfanti- Information  
Eales88- Item data  
egolas- Suffixes, Prefixes, Item data  
Garret- Item data  
Garyn- Item data  
Gerome- Information  
Kamakiri- Information  
Hamilton9900- Item data  
Henry Osterbrink- Item data, corrections, prefix data  
Hot Karl- Item data  
Jarín White- Hint  
Justin- Item data  
littlemonster02- Item data, Information  
Lord Eagle- Suffixes/Prefixes  
Lord Ragnoroks- Hints, Item suffixes/prefixes/data, Info.  
M. Coy- Item data  
Matthew Lewis- Item data, Corrections, Gimli Information  
metallica9819- Boss info, other information  
Moeloe of the Shire- Item data, hints, tips  
Ninneó- Item data  
Orin- Item data  
poffy- Suffix information, general information  
RaptorN2- Information  
Read Leatzow- Item data  
saihttamoy- Bug information  
Temujin1004- Prefix information  
TNTxko- Bug Information

Unknown Knight- Information  
YamiExodia- information  
Zach Velasco- Item Suffixes

Numbers- All of the item data  
Shylarah- A "boat load" of corrections...

Contributers to current artifact data:

CyberEvil  
Dark Mirage  
Invisible  
Psycorey  
Salasar Elerital  
skaven  
TALKING MONKEY NO2  
TNTxko  
YamiExodia

And to everyone on the LotR: The Two Towers message board  
who give me feedback, suggestions, and fixes for my FAQ.  
If I forgot your name here, I apologize.

-----  
Special Thanks to:

You, for reading this guide, or at least browsing through  
it.

CJayC - Mastermind of Gamefaqs if you didn't know  
Gamefaqs.com - For obvious reasons  
Griptonite Games - For making this game  
EA Games - For releasing this game  
Future and current contributers - For contributions  
Numbers - For the item data

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The End

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