

# The Lord of the Rings: The Third Age Idrial FAQ

by Ploo21

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**This walkthrough was originally written for The Lord of the Rings: The Third Age on the GC, but the walkthrough is still applicable to the GBA version of the game.**

The Lord of the Rings, The Third Age  
Character Specific Guide -- Idrial

In the game The Lord of the Rings, The Third age, you play as many different characters, and choose a party of three to fight the enemies you face. I am writing this character FAQ for one of my favorite characters, whom I always choose, no matter who the other two are. The Elf of Lothlorien, Idrial.

~~~~~Version History~~~~~

Version .25 - June 22, 2006  
Did all FAQ up to Armor, and did about half of armor

Version .50 - June 23, 2006  
Finished Armor, and started on Weapons

Version .75 - June 24, 2006  
Finished Weapons

Version 1.0 - June 25, 2006  
Finished Copyright and Credits

Final Version - Version 1.0 - June 25, 2006

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\*\*\*\*\*1 Introduction 1\*\*\*\*\*

Idrial is my absolute favorite character in this game for a lot of reasons. She keeps everyone alive in battle, she's very smart all of the time, she's an elf, and she looks cool in some of her armor sets. Idrial uses a combination of sword skills and spirit skills to damage the enemy's status, and heal and enhance her companions.

^^^^^2 Description 2^^^^^

It's possible to pull Idrial in two different directions. You can make

her a Sword Craft warrior, making her capable of dealing status effects to the enemy, and doing moderate damage, or you can focus on her Spirit Powers, and have her ready to heal anyone in your party, enhance your companions to make them better, and hit the enemies with unblockable spirit attacks.

Me? I chose a little of both, so I'm sure many Idrial's are stronger, and can heal better than mine, but mine can do both, damage and heal, which I think is valuable, because I can adapt her to the situation.

What happened is I chose to make her a spirit caster, and quickly learned all of her spirit skills near the end of the game. That's when I focused on her sword craft, and learned all of those.

One of Idrial's passive skills (skills you learn as you grow levels) is Frenzy. Frenzy is an awesome skill to have, especially for Idrial. Frenzy costs 200 AP (action points) and lets her cast 2 spirit powers in the same turn. The cost of a Frenzy is what usually makes it risky for other characters, but Idrial will have so much AP, she can use a Frenzy without worrying about AP.

The only bad thing about Idrial is that her defence might not be the best, so make sure she learns Passive skills like Mallorn Armor and Fortunes Mastery soon.

~~~~~3 Sword Skills 3~~~~~

Fluid Strike:

A more powerful sword strike

AP: 20

Weakening Slash:

A sword slash that lowers the strength of your foe

AP: 25

Wounding Strike:

A sword strike that continues to damage an enemy for a short period of time

AP: 25

Elven Rage:

A sword attack that allows Idrial to strike two times

AP: 75

Stunning Strike:

A sword strike that delays the foes next attack

AP: 45

Leech Inspiration:

A sword attack that drains AP from the foe over time

AP: 15

Destined Strike:

A sword strike that always hits, but does less damage and costs more  
AP: 50

Gil-Galad Rampage:

A sword attack that allows Idrial to strike three times  
AP: 75

-----4 Spirit Skills 4-----

Gift of Elrond:

Restores some HP to one party member  
AP: 15

Loudwater Fury:

Idrial shoots a beam of water at one enemy  
AP: 50

Haste of the Elves:

Increases one party member's rate of attack for the rest of the battle  
AP: 30

Drain Inspiration:

Drains AP from an enemy  
AP: 10

Galadriel's Gift:

Restores a larger amount of HP to one party member  
AP: 40

Cleanse Shadow:

Removes all negative status effects from a single party member  
AP: 25

Aura of the Valar:

Automatically revives a party member when they die.  
AP: 50

Power of the Valar:

Revives a fallen ally  
AP: 40

Valinor Endurance:

Grants Idrial only full immunity for a short time, but she cannot do anything until the spell wears off  
AP: 50

Valorous Haste:

Causes one party member to take their turn next  
AP: 75

Cleansing Waters:

Removes all negative status effects from the entire party

AP: 30

Gift of Great Haven:

Restores a very large amount of HP to the entire group

AP: 200

Water Stallion:

Idrial summons a water horse to damage all enemies

AP: 250

\*\*\*\*\*5 Passive Skills 5\*\*\*\*\*

(Note: Passive skills happen automatically, they do not require AP, with the exception of Frenzy.)

Elven Evade:

Gives Idrial a chance to automatically dodge a foe's attack

Full Gift of Lorien:

Increases the amount of HP Idrial restores with healing spells

Fury of the Valar:

Increases the amount of damage Idrial's damaging Spirit Powers cause

Mallorn Armor:

Increases Idrial's armor protection

Fortunes Mastery:

Greatly adds to Idrial's ability to dodge enemy attacks

Elven Inspiration:

Increases Idrial's maximum AP

Haste of the Valar:

Adds to the effectiveness of Idrial's Haste of the Elves Spirit skill

Endure Shadow:

Increases Idrial's resistance to Shadow spells

Frenzy:

Lets Idrial immediately take two more Spirit actions on her turn

AP: 200

Grace of the Eldar:

Gives Idrial the ability to automatically regain AP

^^^^^^^^^^^^^^^^^^^^6 Armor 6^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Helmet/Tiara--

2nd Age Elven Silver Tiara of Eriador:

Armor: 8

An ancient tiara with its origin in the vast area of Arnor

Found in the Elven Outpost

Resistant to Fire and Water

Vulnerable to nothing

2nd Age Elven Golden Tiara of Earendil

Armor: 15

A device that holds light from a beloved Elf star

Found in the fourth Elf Altar Battle

Resistant to Shadow

Vulnerable to nothing

(Dexterity +1)

3rd Age Elven Gold Plated Battle Helm

Armor: 42

A gold-plated steel helm built for increased visibility

Found at the bridge of Khazad-dum

Resistant to nothing

Vulnerable to nothing

(Strength +1 Dexterity +1)

3rd Age Elven Silver Tiara of the Galadhrim

Armor: 21

A finely crafted circlet that grants power to the wearer

Found defending Helm's Deep

Resistant to Earth

Vulnerable to nothing

(Spirit +2 Constitution +1 Speed +2)

2nd Age Elven Crystal Tiara of Nenyra

Armor: 23

A glittering circlet bound with the watery spirit of Nenyra

Found in Osgiliath

Resistant to Water

Vulnerable to nothing

(Speed +3 Dexterity +4)

2nd Age Elven Steel Battle Helm of Lorien

Armor: 55

A swan shaped, open faced helm with excellent visibility

Found in Snowbourne Village

Resistant to nothing

Vulnerable to nothing

(Strength +1 Constitution +1 Speed +1 Dexterity +2)

3rd Age Elven Silver Tiara of Caras Galadhon

Armor: 24

A finely wrought gift from the Elf Tree City

Found in Pelennor Fields: Siege Line

Resistant to Air

Vulnerable to nothing

(Spirit +2 Constitution +2 Speed +4)

Pauldrons--

3rd Age Elven Silver Pauldrons

Armor: 22

Articulated shoulder protection faced with fine silver

Found in the West Moria Throne Room

Resistant to nothing

Vulnerable to nothing

3rd Age Elven Gold Plated Pauldrons

Armor:31

Gold-plated steel pauldrons with a broad range of motion

Found in the Helm's Deep Stockade

Resistant to nothing

Vulnerable to nothing

(Strength +1)

2nd Age Elven Steel Pauldrons

Armor: 38

Hardened steel paulrons forged for battles won long ago

Found in the Osgiliath ruins

Resistant to nothing

Vulnerable to nothing

(Strength +2)

2nd Age Elven Mithril Pauldrons

Armor: 44

Legendary Mithril-plated hardened steel pauldrons

Found in the Minis Tirith Throne Room

Resistant to nothing

Vulnerable to nothing

(Strength +3)

Bracers--

Elven Steel Scouting Vambraces

Armor: 9

Fine steel forearm protection crafted by Lothlorien Elves

West Moria Necropolis

Resistant to nothing

Vulnerable to nothing

3rd Age Elven Gold Plated Vambraces

Armor: 15

Glittering gold plated vambraces decorated with great care

Found in the Helm's Deep Stockade

Resistant to nothing

Vulnerable to nothing  
(Strength +1)

#### 2nd Age Elven Steel Vambraces

Armor: 19

Forearm protection made with steel plates over leather

Found in the Helm's Deep Armory

Resistant to nothing

Vulnerable to nothing

#### 2nd Age Elven Mithril Vambraces

Armor: 22

Legendary Mithril-plated vambraces from an earlier age

Found at the Minis Tirith Third Gate

Resistant to nothing

Vulnerable to nothing

#### Upper Body--

##### Elven Leather Traveling Jerkin

Armor: 14

A traveling surcoat for Elves made of fine leather and cloth

(Starting equipment)

Resistant to Blunt

Vulnerable to Slash and Pierce

##### 3rd Age Elven Gold Plated Chestplate

Armor: 71

Gold plated chest armor designed by Lothlorien crafters

Found at the 3rd Healing Alter Battle

Resistant to Pierce

Vulnerable to Blunt

(Strength +1)

##### 2nd Age Elven Steel Chestplate

Armor: 101

An ancient chestplate build with interlacing steel lames

Found in Rohan

Resistant to Pierce

Vulnerable to Blunt

(Strength +2 Spirit +2 Dexterity +1)

##### 2nd Age Elven Mithril Chestplate

Armor: 130

A legendary mithril-plated chestplate crafted for Elven Lords

Found in Minis Tirith

Resistant to Pierce

Vulnerable to nothing

(Strength +5 Speed +2 Dexterity +2)

#### Lower Body--

##### Elven Leather Traveling Breeches

Armor: 8

Leather pants worn by elves under traveling coats of jerkins  
(Starting equipment)

Resistant to Blunt

Vulnerable to Slash and Pierce

3rd Age Elven Gold Plated Fauld

Armor: 34

Lower portion of Elf armor, uncluding a skirt over chain-mail  
Found in the Orc Lesser Captain Battle

Resistant to Pierce

Vulnerable to blunt

(Dexterity +2)

2nd Age Elven Steel Fauld

Armor: 51

Ancient lower Elf armor build with interlocking lames  
Found in Osgiliath

Resistant to Pierce

Vulnerable to Blunt

(Dexterity +2)

2nd Age Elven Mithril Fauld

Armor: 74

Legendary lower body armor constructed with Mithril plates  
Found in the Osgiliath Ruins

Resistant to Pierce

Vulnerable to nothing

(Constitution +4 Dexterity +5)

Greaves--

3rd Age Elven Silver Greaves

Armor: 9

Ceremonial greaves crafted by Elven silversmiths  
Found in the West Moria Mausoleum

Resistant to nothing

Vulnerable to nothing

(Speed +1)

2rd Age Elven Gold Plated Greaves

Armor: 14

Gold plated steel greaves built to protect Elven archers  
Found at the East Moria Mausololeum

Resistant to nothing

Vulnerable to nothing

(Speed +1)

2nd Age Elven Steel Greaves

Armor: 20

Curved plate leg guards forged long ago in an age of conflict  
Found in the Warg Hive

Resistant to nothing

Vulnerable to nothing



(Speed +2)

2nd Age Elven Mithril Greaves

Armor: 22

Legendary greaves plated in Mithril worn in ancient wards

Found in the Osgiliath Sewers

Resistant to nothing

Vulnerable to nothing

(Speed +3)

Chokers--

1st Age Galadhrim Spirit Warding Pendant

Armor: 7

A pendant given to the kin of ancient Woodland Elves

Found at the Elven Outpost

Resistant to Fire

Vulnerable to nothing

(Strength +2 Constitution +1 Speed +3 Dexterity +4)

3rd Age Lothlorien Spirit Calling Pendant

Armor: 5

A pendant crafted by the master silversmiths of Lothlorien

Found at the Dark Alter Crossroads

Resistant to Air and Shadow

Vulnerable to nothing

(Spirit +3 Constitution +2 Speed +9)

3rd Age Silverlode Raging Waters Pendant

Armor: 7

A pendant charged with the power of river spirits through Elven craft

Found in Dwarrowdelf

Resistant to Water

Vulnerable to nothing

(Strength +2 Constitution +5)

1st Age Eregion Weapon Warding Pendant

Armor: 6

A pendant crafted forgotten ages ago for use by Elven lords

Found in the East Emnet Gullies

Resistant to Slash, Pierce, and Blunt

Vulnerable to nothing

(Spirit +7 Speed +3)

3rd Age Galadhrim Pendant of Restoration

Armor: 11

A gift from Lothlorien, given to weary travelers

Found in Snowbourne Village

Resistant to Earth

Vulnerable to nothing

(Spirit +4 Constitution +3 Speed +2 Dexterity +2)

3rd Age Lothlorien Flaming Might Pendant

Armor: 19

A device symbolizing the might of the Flame of Udun  
Found in the Helm Deep Armory  
Resistant to Fire and Shadow  
Vulnerable to nothing  
(Strength +19 Constitution +4 Dexterity +3)

2nd Age Elven Pendant of Wrath

Armor: 8

A pendant made to be borne into combat against the Dark Lord  
Found in the Osgiliath Plaza  
Resistant to Shadow and Blunt  
Vulnerable to nothing  
(Strength +6 Spirit +4 Constitution +4 Constitution +5 Speed +16  
Dexterity +5)

2nd Age Numenorian Command Pendant

Armor: 9

A token of another age, with power granted through ancient craft  
Found in the Osgiliath Sewers  
Resistant to Slash, Pierce, and Blunt  
Vulnerable to nothing  
(Strength +9 Constitution +3 Speed +9 Dexterity +16)

3rd Age Fangorn Binding Pendant

Armor: 16

A fancy pendant filled with the slow, silent power of the forest  
Found at the Minis Tirith Outer Wall  
Resistant to Water, Earth, and Air  
Vulnerable to Fire  
(Strength +6 Spirit +5 Constitution +11 Speed -3 Dexterity +8)

2nd Age Rivendell Pendant of Sanctuary

Armor: 11

A decoration imbued with ancient Elven power and wisdom  
Found in the Minis Tirith throne room  
Resistant to Shadow, Slash, Pierce, and Blunt  
Vulnerable to nothing  
(Spirit +14 Speed +11 Dexterity +9)

^^7 Weapons 7^^

3rd Age Steel Elven Long Sword

Damage: 10

This well balanced sword can be used with one or two hands  
(Starting equipment)

3rd Age Havens Steel Long Sword

Damage: 12

A sword forged by the shipwrights of the Grey Havens  
Fond in the warg pack battle

3rd Age Woodland Steel Falchion

Damage: 15

A massive Elf sword that can topple foes with a single blow  
Found in Dwarrowdelf  
(Strength +1)

3rd Age Rohan Steel Long Sword  
Damage: 25  
A powerful weapon designed for striking from horseback  
Found in the east Moria Mausoleum  
(Strength +1)

3rd Age Easterling Steel Scimitar  
Damage: 27  
The secondary weapon of an Easterling soldier  
Found near the Warg Cave  
(Strength +1 Constitution +1)

3rd Age Morannon Obsidian Long Sword  
Damage: 34  
A blade carefully crafted of Black Gate volcanic rock  
Found at the Bridge to Edoras  
(Strength +1 Dexterity +1)

3rd Age Fangorn Steel Falchion  
Damage: 31  
A huge cleaver bound in bark and root  
Found in the Warg Cave  
(Strength +4 Spirit +1 Speed -1 Dexterity -1)

3rd Age Steel Long Sword of Eomer's House  
Damage: 45  
A well-honed sword of the court of Rohan  
Found at the Sharku Battle  
(Strength +1 Dexterity +1)

3rd Age Iron Cutlass of Isengard  
Damage: 61  
A fierce blade crafted in the forges of Orthanc  
Found defending Helm's Deep  
(Strength +1 Constitution +4 Dexterity -1)

2nd Age Steel Elven War Sword  
Damage: 115  
An ancient sword. Lost for ages, now recovered  
Found at the Witch-king battle  
(Strength +1 Spirit +3 Speed +1 Dexterity +1)

2nd Age Lune Silver Scimitar  
Damage: 125  
A blade of unique Elven design that bites deeply  
Found in the Minis Tirith Courtyard  
(Spirit +1 Speed +6 Dexterity +3)

2nd Age Eriador Iron Falchion

Damage: 165

A sword spoken of in tales of Second Age battles

Found at the Minis Tirith third gate

(Strength +6 Spirit +1)

2nd Age Forlindon Mithril Falchion

Damage: 189

A broad-bladed, slightly curved Elven sword

Found in the Pelennor Fields front line

(Strength +4 Spirit +8 Speed +1 Dexterity +1)

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