

The Lord Of The Rings: The Two Towers Character Upgrade Guide

by JustinLH2004

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

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====Lord of the Rings: The Two Towers====
 \ ==Character Upgrade Guide== /
==Copyright 2004 by Justin L.H.==
 \ ==a.k.a. JustinLH04== /
 \   ==Version 1.05== /
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==1. Legal==

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and if you do want to post this guide on your own site you must first contact me through e-mail, my e-mail address is SolarisCI@hotmail.com. If you have any questions regarding the game, do e-mail me, I will try to give as thorough an answer as possible.

==2. Introduction==

Hello, and welcome to my second pile of work. This guide is here to tell you everything you need to know about all the upgrades in the game (upgrades, referring to the ones you can purchase yourself, therefore excluding all level 1 moves). I will also be giving my own expert advice for each upgrade, each bit of info different per character, for the characters themselves vary, and one character could benefit more from an upgrade more so then another (ex: Legolas would benefit more from the A A Y combo upgrade then would Gimli, as Legolas is quite faster and would use it more effectively). Also, do take note this is for the GameCube version.

==3. Character Upgrade List==

NOTE: For the linked moves, you have to parry the enemy's attack with B and follow it by pressing A and R simultaneously.

a. Aragorn\

--Level 2--

-Name-	-Requirements-	-Price-	-Usefulness-
Rush Attack	none	3000	. .

A X	/		

-Description: Charge forward and drive unshielded enemies to the ground.

-Author's Notes

I myself found that I never needed this one. I hardly ever used it, and for it to just knock people down, damage or not...just stick with the X Knockback attack.

-Name-	-Requirements-	-Price-	-Usefulness-
Rising Attack	none	8000

A/Y	/		

-Description: Attack as you regain your feet, taking enemies by surprise.

-Author's Notes

This is one of the most useful level 2 moves there is. Use it, and it'll knock down multiple enemies, shielded or not. Great attack.

-Name-	-Requirements-	-Price-	-Usefulness-
Isildurs Swift	none	5000
Terror			-----
A A Y	/		

-Description: A very effective combo for taking out unshielded foes.

-Author's Notes

This is really the only level 2 combo I found myself using as Aragorn. For one, if you use this on someone, block anyone else's attack, and use it again thereafter, it should be enough to get you to Perfect.

-Name-	-Requirements-	-Price-	-Usefulness-
Isildurs War	none	5000
Rush			-----
A X R	/		

-Description: Wound, knock down, then finish off powerful foes with this combo.

-Author's Notes

While I myself never really used this much, make no mistake that it is indeed a good combo...just one I never needed.

-Name-	-Requirements-	-Price-	-Usefulness-
Ranger Fury	none	2000	. . .

Y	/		

-Description: A Devastating attack (hold Y to use).

-Author's Notes

Devastating...not really. I never used this one much, but I got it just the same, so I could eventually get Wilderness Rage.

-Name-	-Requirements-	-Price-	-Usefulness-
Strength of	none	10000

|the Stewards | |-----|

| /

-Description: Permanently increase your health.

-Author's Notes

This adds a little shield meter, thus giving you more health...and more health is a good thing no matter who you are.

--Level 4--

|-----|

|Name- |Requirements- |Price-|Usefulness- |

|Goblin Bane |none | 4000 |. |

| | |-----|

|B A&R /

-Description: Instantly kill an attacking Goblin (linked move).

-Author's Notes

This attack is definitely worth getting as soon as possible. Even though Aragorn hardly needs it to take out goblins, it insures that you'll get at least a 'good' for that kill.

|-----|

|Name- |Requirements- |Price-|Usefulness- |

|Charge Attack |Rush Attack | 4000 |. . |

| | |-----|

|A X /

-Description: Charge Forward from long range and drive unshielded enemies to the ground.

-Author's Notes

Again, I found I never really needed this one. best to just ignore it for the most part of game.

|-----|

|Name- |Requirements- |Price-|Usefulness- |

|Isildurs Death|none | 5000 |. |

|Charge | |-----|

|A X Y /

-Description: Wound, knock down, and strike your enemy with this combination attack.

-Author's Notes

Now here's a good combo worth getting. Almost an 'upgraded' Isildur's War Rush. I definitely suggest this over the other.

|-----|

|Name- |Requirements- |Price-|Usefulness- |

|Isildurs |none | 5000 |. |

|Gambit | |-----|

|A Y A A /

-Description: Use this combo to strike an unshielded foe, dispatch him, and quickly strike another.

-Author's Notes

Ohhh yeah, that one's good, all right...but does that make it worth getting? Perhaps...but when you find yourself in a position where you need a good combo fast, its usually around shielded foes. Good one nonetheless, however.

|-----|

|Name- |Requirements- |Price-|Usefulness- |

|Rohan Bow |none | 4000 |. |

| | |-----|

| /

-Description: Fired like the Dunedain bow, the barbed

arrows of the Rohirrim do serious damage.

-Author's Notes

Aragorn hardly needs this one, and in fact you may hardly notice a difference if you get it, but the other bow upgrades require it, so its a good choice anyway.

-Name-	-Requirements-	-Price-	-Usefulness-
Strength of Isildur	Strength of the Stewards	10000

/			

-Description: Permanently increase your health.

-Author's Notes

Again, more health is always good, but I'd rather get a good combo attack first, such as Isildur's Gambit, assuming you already have Strength of the Stewards.

--Level 6--

-Name-	-Requirements-	-Price-	-Usefulness-
Orc Bane	none	6000

B A&R /			

-Description: Instantly kill an attacking Orc (linked move).

-Author's Notes

This is definitely more useful then Goblin Bane, considering there are plenty of orcs out there with shields, and the ones with shields give you Excellent kill ratings.

-Name-	-Requirements-	-Price-	-Usefulness-
Isildurs Deliverance	none	5000

Y A A Y /			

-Description: Very effective for dispatching shielded foes as rapidly as possible

-Author's Notes

Hmmmm.....Good attack, good damage...but I never found myself needing it. Its still a good attack though, but by now you most likely have Bane moves, so I suggest sticking with them.

-Name-	-Requirements-	-Price-	-Usefulness-
Strength of Elendil	Strength of Isildur	10000

/			

-Description: Permanently increase your health.

-Author's Notes

More health, good thing.

-Name-	-Requirements-	-Price-	-Usefulness-
Wilderness Rage	Ranger Fury	4000	. . .

Y /			

-Description: An even more devastating attack (hold Y to use).

-Author's Notes

<sigh>....oh well, I suppose its a good thing to get this move whether you need it or not, because then you can get the next one up.

-Name-	-Requirements-	-Price-	-Usefulness-
Master	none	10000
Swordsman			-----
	/		

-Description: Increase the damage of your Speed attack.

-Author's Notes

Yes, yes yes. A must-have. That is, if you have any spare xp points, say, 20000. If not, don't even bother. I hardly ever really used my Speed attacks after I turned level 6, because I didn't like the fact it only gives a Fair kill rating (on average).

--Level 8--

-Name-	-Requirements-	-Price-	-Usefulness-
Bane of	none	8000
Saruman			-----
B A&R	/		

-Description: Instantly kill an attack Uruk-hai (linked move).

-Author's Notes

No matter what else you can purchase, no matter if you only have 8000 exactly, GET THIS MOVE. It's the most useful new upgrade you can get right now, so get it.

-Name-	-Requirements-	-Price-	-Usefulness-
Isildurs	none	5000
Judgment			-----
Y Y X Y	/		

-Description: Use against a powerful foe to smash his shield, knock him to the ground, and strike him.

-Author's Notes

This doesn't seem to bad an attack, and it isn't. I didn't really get it for the damage, or even the fact it kills most shielded orcs in one hit; I got it because one good hit with it and you're up to Perfect. Take advantage of it.

-Name-	-Requirements-	-Price-	-Usefulness-
Strength of	Strength of Elendil	10000
Argonath			-----
	/		

-Description: Permanently increase your health.

-Author's Notes

More health = a good thing.

-Name-	-Requirements-	-Price-	-Usefulness-
Wrath of	Wilderness Rage	6000
Numenor			-----
Y	/		

-Description: This devastating attack sets fire to multiple foes (hold Y to use).

-Author's Notes

Ah, here's what we get, now that we spent points on the other two nearly-worthless moves. Nearly, as in it just now paid off. This move is definitely worth getting, as it'll serve a great deal in the Breached Wall.

-Name-	-Requirements-	-Price-	-Usefulness-
--------	----------------	---------	--------------

Gondor Bow	Rohan Bow	6000

	/		

-Description: The iron arrows of Gondor do terrible damage.

-Author's Notes

Get it. That's all I say. Well, almost; get it if you already spent points on some of the other level 8 moves. This bow comes in handy very much so in the Breach Wall and Hornburg Courtyard.

Legolas\

-Name-	-Requirements-	-Price-	-Usefulness-
Rush Attack	none	3000

A X	/		

-Description: Charge forward and drive unshielded enemies to the ground.

-Author's Notes

For Legolas this attack is slightly more useful, as he can have a hard time with large groups. Still, I suggest you get some combo upgrades first.

-Name-	-Requirements-	-Price-	-Usefulness-
Elronds Swift	none	5000
Terror		-----	
A A Y	/		

-Description: A very effective combo for taking out unshielded foes.

-Author's Notes

This is the character who could best use this, whether for points, Perfects, or to live, Legolas DEFINITELY needs this one.

-Name-	-Requirements-	-Price-	-Usefulness-
Elronds War	none	5000
Rush		-----	
A X R	/		

-Description: Wound, knock down, then finish off powerful foes with this combo.

Legolas could use this, it'd finish off powerful foes, true...but right now just stick with Elrond's Swift Terror.

-Name-	-Requirements-	-Price-	-Usefulness-
Elven Fury	none	2000	...

Y	/		

-Description: A devastating attack (hold Y to use)

-Author's Notes

No. No, no no, you don't need this. As useful as some may say it is, you really shouldn't use it, as it doesn't give very high of a kill rating (usually Fair).

-Name-	-Requirements-	-Price-	-Usefulness-
Force of	none	10000
Celeborn		-----	
	/		

-Description: Permanently increase your health.

-Author's Notes

A must have. Legolas needs more health more then anyone. Without this, you're going to have a tough time with some of the levels.

-Name-	-Requirements-	-Price-	-Usefulness-
Rivendell	none	4000
Longbow		-----	
	/		

-Description: Fired like the Mirkwood longbow, the ash arrows of Rivendell do even more damage.

-Author's Notes

Considering his specialty when it comes to the bow, this is a good thing to have, for even if you don't notice extra damage yet, this gets you ever so closer to getting the Mithril Arrows.

=Level 4=

-Name-	-Requirements-	-Price-	-Usefulness-
Goblin Bane	none	4000

B A&R	/		

-Description: Instantly kill an attacking goblin (linked move).

-Author's Notes

However easy goblins may be, Legolas could definitely use this. A one-hit-kills move for Legolas is VERY beneficial.

-Name-	-Requirements-	-Price-	-Usefulness-
Rising Attack	none	8000

A/Y	/		

-Description: Attack as you regain your feet, taking enemies by surprise.

-Author's Notes

Of all the upgrades in all the worlds, get this one. Every character could use this, and Legolas could use it more.

-Name-	-Requirements-	-Price-	-Usefulness-
Charge Attack	Rush Attack	4000	. . .

A Y	/		

-Description: Charge forward from long range to drive unshielded foes to the ground.

-Author's Notes

Now, although Aragorn does not need this whatsoever, I suppose that Legolas COULD use this...not very needy of it, but he could still use it. Don't waste your points if you can get other stuff, however.

-Name-	-Requirements-	-Price-	-Usefulness-
Elronds Death	none	5000
Charge		-----	
A X Y	/		

-Description: Wound, knock down, and strike an enemy with this combination attack.

-Author's Notes

Quite useful. Must be against unshielded foes, but its

still a great attack.

-Name-	-Requirements-	-Price-	-Usefulness-
Elronds	none	4000
Gambit		-----	
A Y A A	/		

-Description: Use this combo to strike an unshielded foe, dispatch him, and quickly strike another.

-Author's Notes

Slightly more useful then Elrond's Death Charge, Elrond's Gambit can only be used against the unshielded as well, yet it's still a great attack...though I don't know if you'll ever really be needing it.

-Name-	-Requirements-	-Price-	-Usefulness-
Lorthlorien	Rivendell Longbow	6000
Longbow		-----	
	/		

-Description: The enchanted arrows of Lorthlorien do ghastly damage.

-Author's Notes

I wouldn't say ghastly...but get this upgrade soon nonetheless, as Legolas sure could use it.

=Level 6=

-Name-	-Requirements-	-Price-	-Usefulness-
Orc Bane	none	6000

B A&R	/		

-Description: Instantly kill an attacking orc (linked move).

-Author's Notes

One of the best moves Legolas could ask for. You'll find that this is way more useful then Goblin Bane.

-Name-	-Requirements-	-Price-	-Usefulness-
Elronds	none	5000
Deliverance		-----	
Y A A Y	/		

-Description: Very effective for dispatching shielded enemies as rapidly as possible.

-Author's Notes

Well...as good a move as it may be, I usually find that its better to break shields with Y Y, as a Y A usually doesn't do the job perfectly.

-Name-	-Requirements-	-Price-	-Usefulness-
Dragonfire	Lorthlorien Longbow	8000
Arrows		-----	
	/		

-Description: These magical arrows will set your enemies on fire.

-Author's Notes

As with all arrow and bow upgrades, Legolas definitely should have this, more so then most as these set fire to anything they want.

-Name-	-Requirements-	-Price-	-Usefulness-
Force of	none	10000

|Galadriel | |-----|

| /

-Description: Permanently increase your health.

-Author's Notes

Since Legolas does have less stamina then the other two, he desperately needs more. After all, we all know that more health = a good thing.

-----|

| -Name- | -Requirements- | -Price- | -Usefulness- |

| Gil-Galads | none | 4000 | |

| Rage | | |-----|

| Y /

-Description: A more devastating attack (hold Y to use).

-Author's Notes

While the damage it does is good, it won't give you a whole lot of xp. I suggest sticking with A A Y or maybe Y Y X Y, when/if you get it.

=Level 8=

-----|

| -Name- | -Requirements- | -Price- | -Usefulness- |

| Bane of | none | 8000 | |

| Saruman | | |-----|

| B A&R /

-Description: Instantly kill an attacking Uruk-hai (linked move).

-Author's Notes

THE BEST move Legolas could ever ask for. Enough said.

-----|

| -Name- | -Requirements- | -Price- | -Usefulness- |

| Elronds | none | 5000 | |

| Judgment | | |-----|

| Y Y X Y /

-Description: Use against a powerful foe to smash his shield, knock him to the ground, and strike him.

-Author's Notes

Right now, your probably thinking, 'Y Y X Y? when the heck am I ever gonna get a chance to pull THAT off?', and I was thinking the same thing first time I got it, so naturally, being the curious guy I am, I got it anyway. It's a lot better then some people may realize, and Legolas could use this.

-----|

| -Name- | -Requirements- | -Price- | -Usefulness- |

| Mithril Arrows | Dragonfire Arrows | 10000 | |

| | | |-----|

| /

-Description: These arrows penetrate and damage all enemies in their path.

-Author's Notes

Ohhhhh yes, get this. get this even before you get the Elven Bow. Trust me its worth it, you wouldn't believe how many orcs Uruk-hai and the like got in my way in the last two levels.

-----|

| -Name- | -Requirements- | -Price- | -Usefulness- |

| Elven Bow | none | 10000 | |

| | | |-----|

| /

-Description: Increase the damage of each arrow fired.

-Author's Notes

Get this after the Mithril Arrows, if you have points to spare. If not, after the next level get it immediately.

Gimli\

=Level 2=

-Name-	-Requirements-	-Price-	-Usefulness-
Rush Attack	none	3000	. .
A X	/		

-Description: Charge forward and drive unshielded enemies to the ground.

-Author's Notes

Gimli hardly needs this to knock enemies down, and this never was a great attack anyway.

-Name-	-Requirements-	-Price-	-Usefulness-
Balins Swift	none	5000
Terror			
A A Y	/		

-Description: A very effective combo for taking out unshielded foes.

-Author's Notes

While the others could use this for fast Perfects, Gimli doesn't always have time for it, with how slow he can be, but this is a good combo anyway.

-Name-	-Requirements-	-Price-	-Usefulness-
Balins War	none	5000
Rush			
A X R	/		

-Description: Wound, knock down, then finish off powerful foes with this combo.

-Author's Notes

The wound, knock down, then finish moves are OK, but Gimli doesn't need this. Not hardly. It's good, yes, but Gimli's a tank as it is.

-Name-	-Requirements-	-Price-	-Usefulness-
Dwarven Fury	none	2000	. . .
Y	/		

-Description: A devastating attack (hold Y to use).

-Author's Notes

Big note: do not get this. Well, okay, get it, but don't use it a whole lot. You need this and another one for the Wrath of Moria attack, which is very helpful in the last level.

-Name-	-Requirements-	-Price-	-Usefulness-
Might of Rock	none	10000	. . .
	/		

-Description: Permanently increase your health.

-Author's Notes

Gimli hardly needs it, but more health is always a good thing.

-Name-	-Requirements-	-Price-	-Usefulness-
Might of Iron	Might of Rock	10000

	/		

-Description: Permanently increase your health.

-Author's Notes

Like I said, Gimli hardly needs it, as in the levels you may need it in there will be plenty of potions. But, again, more health = a good thing.

=Level 4=

-Name-	-Requirements-	-Price-	-Usefulness-
Goblin Bane	none	4000

B A&R	/		

-Description: Instantly kill an attacking goblin (linked move).

-Author's Notes

Gimli hardly needs this, cause by the time you can get it, Gimli will be able to bash through Goblins like the tank he is or else you won't have very many more Goblins to kill, but it's good nonetheless, just wait to get it later.

-Name-	-Requirements-	-Price-	-Usefulness-
Charge Attack	Rush Attack	4000	. . .

A X	/		

-Description: Charge forward from long range to drive unshielded enemies to the ground.

-Author's Notes

Not an attack Gimli needs. A few mere Fierce attacks and your foe goes flying...enough said.

-Name-	-Requirements-	-Price-	-Usefulness-
Rising Attack	none	8000

A/Y	/		

-Description: Attack as you regain your feet, taking enemies by surprise.

-Author's Notes

However powerful Gimli may be, you'll find that you can very well use this, as much as any other character.

-Name-	-Requirements-	-Price-	-Usefulness-
Balins Death	none	5000
Charge			-----
A X Y	/		

-Description: Wound, knock down, and strike your enemy with this combination attack.

-Author's Notes

This is a good combo for taking out/mortally wounding your enemies.

-Name-	-Requirements-	-Price-	-Usefulness-
Balins Gambit	none	5000

|A Y A A /

-Description: Use this combo to strike an unshielded foe, dispatch him, and quickly strike another.

-Author's Notes

Gimli says "I love this combo." I says "Gimli doesn't always NEED this combo." It's a great attack, and Gimli knows best how to execute it. Just remember it works only on UNshielded foes.

-Name-	-Requirements-	-Price-	-Usefulness-
Rune of Protection	Might of Iron	10000

-Description: Permanently increase your health.

-Author's Notes

More health always helps, and Gimli just so happens to be chock full of health upgrades. Which is a good thing.

=Level 6=

-Name-	-Requirements-	-Price-	-Usefulness-
Orc Bane	none	6000

B A&R			

-Description: Instantly kill an attacking orc (linked move).

-Author's Notes

The reason I only gave this a 5 instead of a 6 rating is because sure this is GREAT against orcs, but sometimes Gimli just likes Fierce attacks...but don't take that the wrong way, be sure to get this as soon as you can.

-Name-	-Requirements-	-Price-	-Usefulness-
Balins Deliverance	none	5000

Y A A Y			

-Description: Very effective for dispatching shielded enemies as rapidly as possible.

-Author's Notes

A perfect move for the perfect character. Gimli loves combos that start with Y (Fierce), as its his specialty.

-Name-	-Requirements-	-Price-	-Usefulness-
Might of Balin	Might of Iron	10000

-Description: Permanently increase your health.

-Author's Notes

By now you may not need more health, but its a good thing to have anyway. just make sure you have the combos you need first.

-Name-	-Requirements-	-Price-	-Usefulness-
Might of Gloin	Might of Balin	10000

-Description: Permanently increase your health.

-Author's Notes

This will give you A TON of health. YES. GET IT.

-Name-	-Requirements-	-Price-	-Usefulness-
Moria Axes	none	4000

	/		

-Description: Thrown like Erebor axes, the razor-sharp Moria axes do even more damage.

-Author's Notes
Considering Gimli could definitely use upgraded throwing axes, this is a must have.

-Name-	-Requirements-	-Price-	-Usefulness-
Mountain Rage	Dwarven Fury	6000

Y	/		

-Description: A more devastating attack (hold Y to use).

-Author's Notes
Gimli will make good use if this and its upgrade to come.

=Level 8=

-Name-	-Requirements-	-Price-	-Usefulness-
Bane of Saruman	none	8000

B A&R	/		

-Description: Instantly kill an attacking Uruk-hai (linked move).

-Author's Notes
No matter who you are, this is the best move you can get at level 8. Well, one of them. The other is Wrath of Moria.

-Name-	-Requirements-	-Price-	-Usefulness-
Balins Judgment	none	5000

Y Y X Y	/		

-Description: Use against a powerful foe to smash his shield, knock him to the ground, and strike him.

-Author's Notes
Considering Gimli's bad luck with Balin's Swift Terror, this makes a great substitute. Use it to charge up the meter to Perfect. It's great.

-Name-	-Requirements-	-Price-	-Usefulness-
Might of Khazad-Dum	Might of Gloin	10000

	/		

-Description: Permanently increase your health.

-Author's Notes
More health...get it, if you have spare points (after getting Wrath of Moria and Misty Mountain Axes)

-Name-	-Requirements-	-Price-	-Usefulness-
Wrath of Moria	Mountain Rage	6000

Y	/		

-Description: This devastating attack sets fire to multiple foes (hold Y to use).

-Author's Notes
You'll find this VERY useful in the Breached Wall level,

but not many other places.

-Name-	-Requirements-	-Price-	-Usefulness-
Misty Mountain Axes	Moria Axes	6000
Axes			-----
	/		

-Description: These Mithril-edged blades cause terrible damage.

-Author's Notes

You'll need this if you hope to use your tomahawks effectively in the last two levels.

-Name-	-Requirements-	-Price-	-Usefulness-
Axe Mastery of Kings	none	10000

	/		

-Description: Increase the damage of your Fierce attack.

-Author's Notes

As good as this may be, don't get it until you have the other 'best buys' of level 8, as Gimli's Fierce attacks are good enough as they are.

==4. End Credits==

I would like to first thank Fable12 and his LotR: TTT Walkthrough, it really helped me on my first run through the game.

I'd also like to shout out to the staff at Nintendo, I'm with ya all the way!

And thanx to Peter Jackson, for making a perfect replica of the LotR trilogy.

And of course to anybody who took the time to read this guide, I'm always glad for your support.

And the biggest thanx to J.R.R. Tolkien, for giving us the best work of art in the world of literature.

Well good by to all and to all a good bye, until our next meeting.

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