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DEVELOPING YOUR HEROES

You will form a fellowship of six heroes as you quest through Middle-earth, and though you cannot change their roles in the story, you have a great deal of flexibility in determining their strengths and abilities in combat.

GAINING EXPERIENCE

There are two ways to gain experience points in Lord of the Rings: The Third Age:

COMBAT

Characters who do not participate in the battle (or who are dead at the end) get only half the experience of other characters, so make sure everyone gets in at least one action! Besides, you're battling Sauron here... you're supposed to do some damage!

QUESTS

Each chapter has between two and 10 separate quest objectives. For most, your lead character gains an experience bonus upon completion. Since only the party leader gets the experience, you might want your weakest—or strongest—character in the lead, depending on your preferred strategy.

CHARACTER STATS

When you gain enough experience to go up a level, you'll usually earn two stat points to spend on any of the character's stats. Each character's stats increase automatically, as well, so although you can help direct their growth, many of the decisions are made automatically. Hadhod's Constitution, for example, will always grow whether you spent points on it or not. The five stats are:

STRENGTH

Strength determines how much damage you deal on a successful weapon hit. It also has a slight influence on your hit points and your accuracy with both types of weapons.

DEXTERITY

Dexterity is the largest factor in determining your odds of successfully hitting a foe with a melee or ranged weapon, and also slightly improves the damage you deal with ranged weapons. Additionally, it improves your chances of dodging enemy attacks.

SPEED

Speed improves your character's Initiative, allowing him or her to act more often. It also improves the odds of dodging a melee attack. Trust us, it's a very good thing.

CONSTITUTION

Constitution is the primary factor in determining your character's Hit Points. It also significantly increases Spirit Defense, and is worth a few Ability Points, as well.

SPIRIT

Spirit boosts the efficacy of your Spirit Skills by a huge margin. It's worth a bunch of Action Points and even a few Hit Points, and makes a significant difference in your ability to resist enemies' Spirit Skills.
LEARNING NEW SKILLS

Each character has three skill trees, usually representing Weapon Skills, Spirit Skills, and Passive Skills. Each character also learns Perfect Mode Skills (which are the same for every character), and can unlock up to three other skill trees by equipping special Elfstones.

Most skills can only be gained by using skills higher (i.e., weaker) on the skill tree. So if you use your Weapon Skills more than your Spirit Skills, your character will end up with a wide variety of Weapon Skills and relatively few Spirit Skills. Each time you use a skill, you gain one Skill Point for that skill tree; the point is applied toward learning whatever skill you’ve selected in the Skills menu. Passive Skills and Perfect Mode Skills are the exceptions; instead of gaining SP by using these in combat, you gain one SP for their skill trees every time you gain a level. Typically, you will learn a new skill in these trees every five levels.

A few tips for learning skills:

- Use your skills at every possible opportunity! It almost never makes sense to just attack when you can use an offensive skill and gain a point for that skill tree.
- Every time you learn a new skill, check your skill tree and select the next skill you want to learn. If you don’t choose one, the game will select one for you. You should always make the decision yourself, because the game will usually choose a skill on the same level or a weaker level of the tree, and the better skills tend to be at the bottom. (You can unlock these higher quality skills only by learning a skill on the level above it.)
- Skills that deal damage or heal wounds are always useful, but you often have to force yourself to use other kinds of skills. To gain improved skills in Craft Item, Leadership, or certain characters’ Spirit Skills, simply go up against a pack of easy enemies, kill all but one, and use the skills over and over again until you run out.

COMBAT

As you might expect, combat will be a major aspect to your sojourn through Middle Earth. The forces of evil (or good, if you’re playing in Evil Mode) are assembled in your path, but the following primer should get you up to speed with the finer points of foe killing....

ENEMY ENCOUNTERS

There are three types of encounters in Lord of the Rings: The Third Age:

FIXED ENCOUNTERS

The most common are fixed encounters, which occur at specific places in your journey. A blue sphere will appear in the corner of the screen when you approach one of these encounters, and it will grow more distinct as you get closer. Since you can always see these battles coming, you have plenty of time to heal wounded characters. You cannot retreat from fixed encounters, but once you clear a battle, it will not occur again.

RANDOM ENCOUNTERS

At certain areas in the game, the red Eye of Sauron will appear on your screen. As you move, the eye gets brighter; when it’s at its zenith, a random encounter will occur. These are usually with the same enemies you battle regularly in fixed encounters, but in some areas you may run into wandering Nazgul. If you’re hoping to avoid random encounters, you can sometimes “reset” the eye by ducking through a door into a different area.

CHEST ENCOUNTERS

Some treasure chests are guarded by foes who will strike when you try to open the chest. These are like fixed encounters, but there is no blue sphere to warn you!
The enemies you encounter in *Lord of the Rings: The Third Age* may be difficult, but the battle queue always gives your party an advantage. By seeing the order in which each character acts in combat, you can plan a long-term strategy that will lead to victory with a minimum amount of wasted effort.

**THE BATTLE QUEUE**

- When choosing your targets, try to focus your attacks on an enemy whose turn is coming up. Don’t always pick the first target; instead **pick the first one you can kill**. If you’re fighting Orcs that take two characters’ worth of damage to kill, and the queue has characters acting in **Berethor–Orc 1–Idrial–Orc 2** order, there is no point attacking Orc 1, since you won’t be able to kill him before he has his turn, and that guarantees Orc 2 will be alive to attack you as well. But if both of your characters attack Orc 2, he will die before his turn and you will have both killed a foe and prevented an attack.

- Before you press the button to confirm a choice of skills, look to the battle queue to see how it will affect your character’s future turns. For example, it is usually better to use skills than normal attacks, since using skills helps you earn future skills. But if an enemy is at the brink of death, using a quick normal attack might allow you to kill him and then act again before the next enemy’s turn. By watching the battle queue as you scroll through your options, you’ll see when this is the case.

**SWITCHING CHARACTERS**

Your battle lineup is limited to three characters (plus a fourth guest character at times), but you can switch between characters in combat by pressing the left trigger button. Switching characters costs no AP and does not affect that battle queue, so there is no penalty. In fact, there are many advantages to switching often.

**EXPERIENCE**

Since characters who don’t contribute to combat gain only half the standard experience, it is a good idea to switch in every character for at least one move.

**PINCH HITTING**

When an enemy who is on the brink of death has a turn coming up, you could hope that Berethor can make the kill, or you can switch him out for characters like Elegost or Idrial, who have attacks that never miss.

**ACCESSIBILITY**

Often, the best place for a valuable character is in the back. If Idrial is in combat, for example, you can use her healing abilities only when her turn comes around. But if she’s in the back row, you can use her abilities by switching to her on anyone’s turn.

**PROTECTION**

Lightly armored characters like Morwen can do a lot of damage, but can be slain easily if enemies focus their attacks on them. By starting difficult fights with your toughest characters, you can safely even the odds by killing one or two foes in the first few turns, then switch them out for fresh back-row characters.
Most characters are capable of using both weapon attacks and Spirit Powers. Although both can damage foes, they have very different properties. For one, weapon attacks hit or miss depending on your Dexterity, and the amount of damage they do is based on your Strength and your opponent’s Armor value. Spirit attacks, on the other hand, always hit. This makes them ideal against difficult-to-hit enemies, but they usually do less damage. The exact damage they inflict is determined by your Spirit score and your target’s Spirit Defense.

Some enemies have specific vulnerabilities and resistances to various skill types, so your attacks are even more effective if you match the right attack type with the right enemy. You can see an enemy’s vulnerabilities by using Elegost’s Examine command or checking the Enemies section in the back of this book.

**SKILL TYPES**

**WEAPON SUBTYPES**

**Slashing**—The swords used by Berethor and Idrial and the axes used by Hadhod and Morwen are all slashing weapons. As a general rule, lightly armored foes are vulnerable to slashing attacks.

**Piercing**—Elegost’s arrows and Eaoden’s spears are piercing weapons. There are many exceptions, but unusually large enemies tend to be weak to well-placed piercing strikes.

**Blunt**—Hadhod’s warhammers are the only blunt weapons available to your party. Blunt weapons are typically effective against heavily armored foes, so have Hadhod switch to hammers when such enemies abound.

**SPIRIT SUBTYPES**

**Air**—Air-type attacks are very rare. The only one your party will typically be able to use is the Spirit of Gwaihir Perfect-mode skill.

**Earth**—Hadhod has many Earth-type spirit powers you can exploit if you focus on developing his spiritual side.

**Fire**—Hadhod is also your primary source of Fire-type skills. He begins the game with Flaming Fury, so your party will always have this skill at your disposal.

**Water**—Idrial is a specialist in Water magic. As the character that is typically your strongest Spirit user, she is a great asset against foes with a weakness to Water.

**Light**—Light attacks are rare, but the Elfstone of Pure Light will allow any character to learn a few if you invest some time.

**Shadow**—Many of your deadliest foes use Shadow-type attacks, so accessories that provide resistance to Shadow are extremely useful. You can learn a few Shadow skills yourself with the Elfstone of Fell Shadow.

**STATUS CONDITIONS**

There is a wide variety of status conditions that your enemies can inflict on you, and that your characters can inflict on their foes. Most negative status conditions can be removed by items or Idrial’s Cleanse Shadow skill (which is also available through the Elfstone of Pure Light), but it’s usually easier to just swap out an afflicted character for a fresh one from your bench. All status conditions are cleared at the end of combat.

Many enemies are immune to certain conditions, and you can tell which foe is immune to what by using Elegost’s Examine skill or by checking the Enemies section of this book. In addition to the status conditions listed here, there are many that raise or lower a particular stat of an ally or enemy.
Sleep is one of the most effective conditions you can exploit, thanks to Elegost’s Arrows of Sleep skill and its many complementary Passive Skills. A sleeping foe can take no action until it is hit or it awakens naturally after several turns. A few enemies can put your characters to sleep, but since foes will often awaken your sleeping characters with subsequent attacks, it usually isn’t a problem.

Various skills can bind a character’s ability to use melee attacks, ranged attacks, or Spirit attacks. Since many enemies have attacks of only one type, this effectively takes them out of combat. When one of your characters is bound, he or she can usually use effective skills of another type, or you can switch to a different character. Bind Melee skills always have Paralyzing in their names; Bind Spirit attacks have Silence in their names; and Elegost’s Arrow Splinters is the one and only Bind Ranged attack.

A stunned character can do nothing, and does not get a turn. The duration of Stun is short, but since it cuts your roster by one-third, it is usually a good idea to Cleanse the condition or remove it with Dwarven Ale. You can also prevent Stun effects with Berethor’s Stand Fast skill.

The Root condition occurs very rarely in the game. (Elegost can inflict it with Fangorn Roots, for example.) It effectively binds all three skill types indefinitely.

A poisoned or wounded character takes damage from the initial attack and continues to take damage for turns to come. The amount of damage and duration depends on the attack that inflicts it, and an enemy can be wounded from many different attacks for a cumulative
Each character has three personal skill trees (see Learning New Skills). In addition, characters can acquire three new skill trees by equipping the Elfstone of Nimble Crafting, the Elfstone of Fell Shadow, and the Elfstone of Pure Light, each of which you will acquire on your journeys.

**PARTY SKILLS**

**Kingsfoil**
- Item: [Image]
- SP: 1
- AP: 5
- Restores some health (HP) to one character

**Restores some health (HP) to one character**

**Old Toby**
- Item: [Image]
- SP: 65
- AP: 10
- Restores some HP and AP to any character

**Valar Guidance**
- Item: [Image]
- SP: 30
- AP: 15
- Temporarily increases Initiative

**Elf Medicine**
- Item: [Image]
- SP: 50
- AP: 5
- Restores some health (HP) to one character

**Revives a single character who has been knocked out**

**Orthanc Fire**
- Item: [Image]
- SP: 20
- AP: 15
- Makes the affected weapon cause additional Fire Spirit damage for the full battle

**Rhudaur Roots**
- Item: [Image]
- SP: 20
- AP: 15
- Causes additional Earth Spirit damage

**Nimrodel Air**
- Item: [Image]
- SP: 20
- AP: 15
- Causes additional Air Spirit damage

**Sauron Blood**
- Item: [Image]
- SP: 20
- AP: 15
- Create this item that causes additional Shadow Spirit damage

**Maiar Embers**
- Item: [Image]
- SP: 20
- AP: 15
- Makes the affected weapon cause additional Light Spirit damage for the full battle

**Thengal Stone**
- Item: [Image]
- SP: 30
- AP: 10
- Increases slashing damage

**Haunted Dust**
- Item: [Image]
- SP: 30
- AP: 10
- Increases blunt damage.

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(Skill tree continued on the following page.)
**INTRO**

**BASIC TRAINING**

**DISPEL**
Removes all enemy enhancements from all enemies

**SILENCE**
Prevents an enemy from using any Spirit Power attacks for a short time

**DRAIN HEALTH**
Drains health (HP) from an enemy and grants it to the caster

**FEAR**
Paralyzes a single enemy with Fear for a short time

---

**SHADOWCRAFT SKILLS**

**SIMBELMYNE PETALS**
Doubles the health (HP) of the beneficiary for the entire battle

**MUSHROOMS**
Doubles the Action Points (AP) of the beneficiary for the entire battle

**WHIP OF THE MASTER**
Protects a party member against slowing effects

**Crippling**
Slows the attack rate of an enemy

**BLACK SPEECH**
A powerful Spirit attack

**WHEEL OF FIRE**
A powerful area-effect Spirit attack that does tremendous damage over time

---

**LIGHTCRAFT SKILLS**

**GIFT OF GALADRIEL**
Restores some health (HP) to one character

**AURA OF LIFE**
Increases one party member’s health (HP) pool

**HASTE OF THE ELVES**
Increases one party member’s rate of attack for the remainder of the battle

**POWER OF THE VALAR**
Revives a fallen party member

**SLEEP**
Puts a foe to sleep for a short time

**DRAIN SPIRIT**
Drains Action Points (AP) from the target and grants them to the caster

**SUFFOCATE EVIL**
Immobilizes an enemy and does damage to them over time

**BINDING SPIRIT**
A powerful Spirit attack

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**PERFECT MODE SKILLS**

As you dish out damage like a hungry Warg, you build up Attack Momentum—this is a very good thing. When the bar in the lower-right corner of the combat screen fills up, you can unleash it in a powerful Perfect Mode Skill; these are epic skills worthy of the Middle-earth realm. Your characters gain these skills automatically as you level up, so characters at different levels may have access to different skills.

It’s worth noting that there’s more to Perfect mode than just Perfect Mode Skills. If you learn the right Passive Skills, Morwen and Hadhod will always score critical hits and Berethor will enjoy a 25% discount on his AP cost. You’ll receive those benefits only when your Attack Momentum bar is full, so you may find it more useful to not use the skills, but rather to keep your bar full at all times!
Arrow Volley
Signals a deadly volley of arrows from allies

Fangorn Bash
The Ent smashes all foes with his limb.

Lethal Clawing
These claws will tear great wounds.

Fell Clawing
These claws slash with deadly effect.

Terrible Bite
These Warg jaws often pierce the jugular.

Earth Barrage
Thrown rocks cause big damage and stun foes.

Roots of Rath
Earth Spirits unleash smashing Ent roots on all.

Spirit of Gwaihir
This Air Spirit attacks all enemies for you.

Banner of Elendil
A damaging Light Spirit attack that hurts and stuns all enemies.
At the start of the game, Berethor’s power only hints at the incredible strength he shows in melee combat later on. His Sword Craft skills are fairly cheap, and when he gains two-, three-, and even five-hit combos (from Citadel Rage, Ecthelion Wrath, and Gondor Rampage respectively) he can end up doing more damage than the rest of your characters combined!

Berethor’s attack skills focus primarily on melee strikes, and he lacks the ability to directly heal himself or attack foes at long range. This makes him an ideal candidate to equip the Elfstone of Fell Shadow. It will take a bit of work to develop the higher-level Shadowcraft skills, but skills like Dispel, Drain Health, and Black Speech are exactly what Berethor needs when sword attacks just don’t do the job.

In addition to his Sword Craft skills, Berethor’s Leadership skills can grant all sorts of bonuses to your frontline fighters. These skills are really useful only in long fights, but if you use Leadership only when you need it, you’ll never get enough skill points to gain the better skills. For that reason, whenever you’re facing easy foes or you have a few free turns before your enemy’s next attack, it’s a good idea to practice your Leadership skills. The sooner you learn skills like Fellowship Grace, Shield of Courage, and Last Gasp, the better you’ll do against the game’s bosses (Last Gasp in particular can make all the difference in later boss fights). Since Leadership skills are fairly difficult to develop, carefully pick and choose which limbs of the skill tree are worth learning. Skills like War Call are fairly redundant with ones like Ecthelion Wrath.

Berethor’s most interesting Passive Skill is Challenge of Gondor, which makes him stronger while using his built-in Taunt Foe ability. Taunt Foe is one of Berethor’s natural abilities, and it combines well with his natural strength and Counter Attack ability, especially if you devote a lot of your free skill points to Constitution and Dexterity. With Challenge of Gondor completing the combo, Berethor can be a boss’s worst nightmare as he attacks for heavy damage while simultaneously pro-
**Levels, Outfits, Visuals, & Skills**

**Guardian Strike**
- **Type:** Sword
- **SP:** 5
- **AP:** 20
- A more powerful melee attack

**Orc Bane**
- **Type:** Sword
- **SP:** 5
- **AP:** 30
- A melee attack that causes more damage to Orcs than a regular melee attack

**Shattering Strike**
- **Type:** Sword
- **SP:** 5
- **AP:** 30
- A melee attack that lowers the armor value of an enemy

**Counter Attack**
- **Type:** Sword
- **SP:** 10
- **AP:** 20
- Gives Berethor a chance to automatically counterattack a foe who attacks him

**Citadel Rage**
- **Type:** Sword
- **SP:** 20
- **AP:** 25
- An attack that allows Berethor to strike twice

**Uruk-hai Bane**
- **Type:** Sword
- **SP:** 35
- **AP:** 30
- A melee attack that causes more damage to all types of Uruk-hai than a regular melee attack

**Ecthelion Wrath**
- **Type:** Sword
- **SP:** 20
- **AP:** 65
- A melee attack that allows Berethor to strike three times

**Defensive Strike**
- **Type:** Sword
- **SP:** 20
- **AP:** 20
- A melee attack that cannot be counterattacked

**Targeted Strike**
- **Type:** Sword
- **SP:** 65
- **AP:** 30
- A melee attack that ignores enemy armor

**Stunning Strike**
- **Type:** Sword
- **SP:** 95
- **AP:** 30
- A melee attack that delays an enemy's next attack

**Gondor Rampage**
- **Type:** Sword
- **SP:** 100
- **AP:** 100
- A melee attack that allows Berethor to strike five times

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**In Action**

**Skills**

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**Levels, Outfits, Visuals, & Skills**

**Gondor Scout**
- **1**

**Gondor Warrior**
- **2**

**Gondor Captain**
- **3**

**Gondor Commander**
- **4**

**Citadel Guard**
- **5**

**Citadel Captain**
- **6**

**Citadel Commander**
- **7**

**Fountain Guard**
- **8**

**Fountain Captain**
- **9**

**Fountain Commander**
- **10**
<table>
<thead>
<tr>
<th>Skill</th>
<th>Type</th>
<th>Leader</th>
<th>SP</th>
<th>AP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Company Might</td>
<td>Lead</td>
<td></td>
<td>5</td>
<td>20</td>
</tr>
<tr>
<td>Temporary enhances the Strength of your party, so each does more damage</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fellowship Grace</td>
<td>Lead</td>
<td></td>
<td>120</td>
<td>120</td>
</tr>
<tr>
<td>Restores the Action Points (AP) of your group by a small amount each round</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>War Call</td>
<td>Lead</td>
<td></td>
<td>10</td>
<td>10</td>
</tr>
<tr>
<td>Gives two of your party members an immediate free attack against your foes</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Company Valor</td>
<td>Lead</td>
<td></td>
<td>30</td>
<td>50</td>
</tr>
<tr>
<td>Briefly raises group Dexterity, Constitution, and Speed, upping accuracy, HP, and melee defense</td>
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<tr>
<td>Stand Fast</td>
<td>Lead</td>
<td></td>
<td>5</td>
<td>30</td>
</tr>
<tr>
<td>Grants the party immunity to all stunning effects for the full duration of the fight</td>
<td></td>
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<tr>
<td>Royal Grace</td>
<td>Lead</td>
<td></td>
<td>0</td>
<td>50</td>
</tr>
<tr>
<td>Restores the health (HP) of your group by a small amount each round</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Last Gasp</td>
<td>Lead</td>
<td></td>
<td>150</td>
<td>0</td>
</tr>
<tr>
<td>Allows the party to fall back out of combat</td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>War Cry</td>
<td>Lead</td>
<td></td>
<td>20</td>
<td>150</td>
</tr>
<tr>
<td>Gives Berethor and two party members an immediate free attack against your foes</td>
<td></td>
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<td></td>
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</tr>
<tr>
<td>Company Rally</td>
<td>Lead</td>
<td></td>
<td>50</td>
<td>50</td>
</tr>
<tr>
<td>Enhances the Attack Momentum of your group for a short time</td>
<td></td>
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</tr>
<tr>
<td>Shield of Courage</td>
<td>Lead</td>
<td></td>
<td>40</td>
<td>40</td>
</tr>
<tr>
<td>Gives immunity to fear and cures all negative effects</td>
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<tr>
<td>All Retreat</td>
<td>Lead</td>
<td></td>
<td>65</td>
<td>100</td>
</tr>
<tr>
<td>Allows the party to fall back out of combat</td>
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<td></td>
</tr>
<tr>
<td>Company Power</td>
<td>Lead</td>
<td></td>
<td>80</td>
<td>200</td>
</tr>
<tr>
<td>Improves the probability your group will cause critical hits for a short time</td>
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<tr>
<td>Citadel Might</td>
<td>Passive</td>
<td></td>
<td>5</td>
<td>10</td>
</tr>
<tr>
<td>Increases Berethor’s Strength, which improves his melee damage</td>
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<tr>
<td>Ithilien Inspiration</td>
<td>Passive</td>
<td></td>
<td>5</td>
<td>-</td>
</tr>
<tr>
<td>25% reduction in Action Points (AP) of all Berethor’s actions while in Perfect mode</td>
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</tr>
<tr>
<td>Rising Valor</td>
<td>Passive</td>
<td></td>
<td>5</td>
<td>-</td>
</tr>
<tr>
<td>Increases Berethor’s Action Point (AP) pool</td>
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</tr>
<tr>
<td>Challenge of Gondor</td>
<td>Passive</td>
<td></td>
<td>5</td>
<td>-</td>
</tr>
<tr>
<td>Increases Berethor’s melee damage when taunting a foe</td>
<td></td>
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</tr>
<tr>
<td>Immune to Fear</td>
<td>Passive</td>
<td></td>
<td>5</td>
<td>-</td>
</tr>
<tr>
<td>Makes Berethor immune to fear</td>
<td></td>
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</tr>
<tr>
<td>Double Attack</td>
<td>Passive</td>
<td></td>
<td>5</td>
<td>200</td>
</tr>
<tr>
<td>Allows Berethor to immediately take two additional actions in his turn</td>
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</tr>
<tr>
<td>Gondorian Evade</td>
<td>Passive</td>
<td></td>
<td>5</td>
<td>-</td>
</tr>
<tr>
<td>Gives Berethor a chance to automatically dodge an enemy attack</td>
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<td></td>
</tr>
<tr>
<td>Increased Armor</td>
<td>Passive</td>
<td></td>
<td>5</td>
<td>-</td>
</tr>
<tr>
<td>Increases the armor value of Berethor’s equipment</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Citadel Evasion</td>
<td>Passive</td>
<td></td>
<td>5</td>
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<td>2ND AGE NUMENORIAN RING OF COMMAND</td>
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NOTE: See the Weapons & Armor appendix for the data—and location—of each item.
You can develop Idrial in two distinctly different ways. You can focus on her Sword Crafts, making her a versatile warrior capable of doing both moderate damage and stunning, wounding, or weakening foes as the situation demands. Or you can focus on her Spirit Powers, constantly strengthening her ability to heal her comrades and hit foes with the unblockable Spirit attack Loudwater Fury.

You may want to make her a jack-of-all-trades, but there just aren’t enough stat points to go around. To make Idrial truly powerful, you need to either dump all her stat points into Spirit, ensuring she has enough AP to cast spells every turn and that their effect is maximized, or distribute them to combat skills like Strength and Dexterity that otherwise develop very slowly. Both styles of play have their benefits, but since your party already has several strong melee fighters, it’s usually best to focus on Spirit and try to learn key healing and revival spells like Galadriel’s Gift, Cleanse Shadow, and the Valar skills as soon as possible. Idrial’s sword skills will diminish considerably, but Loudwater Fury is usually a more-than-adequate replacement when you want to do some damage, especially if you learn the Fury of the Valar Passive Skill.

Idrial’s other key Passive Skill is Frenzy. This skill is great for every character, but Idrial alone has enough AP to use it regularly without risk of running out of juice. A well-timed Frenzy can turn a battle around, giving you a chance to revive a character and heal him in the same turn, or cast Aura of the Valar on everyone at the beginning of a boss fight. Make sure Idrial also learns her defensive skills early, like Mallorn Armor and Fortunes Mastery, as her natural defenses are the weakest in your fellowship.
LEVELS, OUTFITS, VISUALS, & SKILLS

PRIMAGAMES.COM 19

Fluid Strike
- Sword
- SP 5
- AP 20
- A more powerful melee attack

Weakening Slash
- Sword
- SP 15
- AP 25
- A melee attack that lowers the Strength of an enemy

Wounding Strike
- Sword
- SP 15
- AP 25
- A melee attack that continues to damage an enemy for a short time

Elven Rage
- Sword
- SP 30
- AP 75
- A melee attack that allows Idrial to strike twice

Stunning Strike
- Sword
- SP 30
- AP 45
- A melee attack that delays an enemy's next attack

Leech Inspiration
- Sword
- SP 45
- AP 15
- A melee attack that also drains Action Points (AP) over time

Destined Strike
- Sword
- SP 60
- AP 50
- A melee attack that always hits, but does less damage

Gil-galad Rampage
- Sword
- SP 75
- AP 75
- A melee attack that allows Idrial to strike three times

IN ACTION

SKILLS

LEVELS, OUTFITS, VISUALS, & SKILLS
### IDRIAL

**Aura of the Valar**
- **Type:** SPIRIT
- **Cost:** SP 40, AP 50
- Protects one ally, automatically reviving them if they are struck down.

**Power of the Valar**
- **Type:** SPIRIT
- **Cost:** SP 50, AP 40
- Revives a fallen party member.

**Valinor Endurance**
- **Type:** SPIRIT
- **Cost:** SP 55, AP 50
- Full immunity for a short time, but the caster cannot take any action until the spell ends.

**Valorous Haste**
- **Type:** SPIRIT
- **Cost:** SP 65, AP 75
- Lets one party member automatically act next in the battle queue.

**Cleansing Waters**
- **Type:** SPIRIT
- **Cost:** SP 70, AP 30
- Removes all negative effects from entire group.

**Gift of Great Haven**
- **Type:** SPIRIT
- **Cost:** SP 95, AP 200
- Restores a great amount of health (HP) to all party members.

**Fury of the Valar**
- **Type:** PASSIVE
- **Cost:** SP 5
- Increases the amount of damage Idrial’s direct-damage Spirit Power attacks deliver.

**Mallorn Armor**
- **Type:** PASSIVE
- **Cost:** SP 5
- Increases Idrial’s Armor protection.

**Fortunes Mastery**
- **Type:** PASSIVE
- **Cost:** SP 5
- Greatly increases Idrial’s ability to dodge enemy attacks.

**Haste of the Elves**
- **Type:** PASSIVE
- **Cost:** SP 5
- Increases Idrial’s ability to hasten members of the party.

**Frenzy**
- **Type:** PASSIVE
- **Cost:** SP 5
- Lets Idrial immediately take two additional Spirit actions on her turn.

**Elven Evade**
- **Type:** PASSIVE
- **Cost:** SP 10
- Gives Idrial a chance to automatically dodge an enemy attack.

**Full Gift of Lorien**
- **Type:** PASSIVE
- **Cost:** SP 5
- Increases the amount of health (HP) Idrial restores when healing.

**Grace of the Eldar**
- **Type:** PASSIVE
- **Cost:** SP 5
- Gives Idrial the ability to automatically regenerate Action Points (AP).
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<tr>
<th>HELM</th>
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<tr>
<td>2nd Age Elven Silver Tiara of Eriador</td>
<td>2nd Age Elven Gold Tiara of Earendil</td>
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<tr>
<td>3rd Age Elven Gold Plated Battle Helm</td>
<td>3rd Age Elven Silver Tiara of the Galadhrim</td>
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<td>2nd Age Elven Crystal Tiara of Nenya</td>
<td>2nd Age Elven Steel Battle Helm of Lorien</td>
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<td>3rd Age Elven Silver Tiara of Caras Galadhon</td>
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<td>3rd Age Woodland Steel Falchion</td>
<td>3rd Age Rohan Steel Long Sword</td>
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<td>3rd Age Easterling Steel Scimitar</td>
<td>3rd Age Morannon Obsidian Long Sword</td>
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<td>3rd Age Fangorn Steel Falchion</td>
<td>3rd Age Steel Long Sword of Eomer's House</td>
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<tr>
<td>3rd Age Iron Cutlass of Isengard</td>
<td>2nd Age Steel Elven War Sword</td>
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**NOTE:** See the Weapons & Armor appendix for the data—and location—of each item.
Elegost starts as a powerhouse fighter, but will come to lag behind the other fighters in terms of damage-dealing potential. He is far from useless, however; as he's the party's most versatile character and a key to any strategic victory. Elegost's strength comes from the diversity of his skills, and it is important to decide which ones you intend to learn early. His best Bow Craft skills are Arrow Flurry (which can hit two targets), Draining Shot (which allows him to heal himself), and Crippling Shot (which knocks enemies back on the Initiative queue). They are all fantastic, but his most important skill is a Spirit Power called Arrows of Sleep; successful hit will put an enemy to sleep, taking the target out of the fight for several turns (or until someone hits it again). Arrows of Sleep is strong by itself, but when in combination with Passive Skills like Sleep Volley, Crippling Volley, Lingering Sleep, you can take Elegost in other directions, of course; Paralyzing Shot and Arrow Splinters are even better than Arrows of Sleep against the right enemy, and late-game Spirit Powers like Northern Storm and Fangorn Roots are nice to have.

No character has a more diverse selection of abilities than Elegost. In fact, his very first Spirit Power—Aimed Shot—is useful throughout the game for administering can't-miss killing shots to weakened enemies who are about to get their turn. But none of Elegost's fancy added effects do you any good if they miss, so prepare to allocate some stat points to Dexterity. Spirit is important too; he can't learn all of his late skills if he can't use their predecessors freely.
LEVELS

1  RANGER SCOUT  6  ARNOR CAPTAIN
2  RANGER WARRIOR  7  ARNOR COMMANDER
3  RANGER CAPTAIN  8  DUNEDAIN GUARD
4  RANGER COMMANDER  9  DUNEDAIN CAPTAIN
5  ARNOR GUARD  10  DUNEDAIN COMMANDER

SKILLS

**CREATURE BANE**
A ranged attack that does increased damage to animals

**ARROW FLURRY**
A ranged attack that targets two foes

**BLINDING SHOT**
A ranged attack that lowers the accuracy of an enemy

**DRAINING SHOT**
A ranged attack that gives Elegost health (HP) equal to damage done

**CRIPPLING SHOT**
A ranged attack that also slows the enemy

**PINNING SHOT**
A ranged attack that also prevents enemies from counterattacking

**TRUE SHOT**
A deadly ranged attack that causes tremendous damage to an enemy
**Elegost**

- **Aimed Shot**
  - RANGER
  - SP: 0
  - AP: 50
  - A more powerful ranged attack

- **Cursed Arrow**
  - RANGER
  - SP: 5
  - AP: 15
  - A ranged attack that also weakens a foe's ranged attacks for a short time

- **Flash Arrow**
  - RANGER
  - SP: 50
  - AP: 100
  - A ranged attack that blinds all enemies, reducing their melee and ranged accuracy

- **Grace of Athelas**
  - RANGER
  - SP: 50
  - AP: 50
  - Grants the entire party health regeneration

- **Northern Storm**
  - RANGER
  - SP: 65
  - AP: 200
  - Summons a lightning storm that strikes all foes for heavy damage over time

- **Ranger Evade**
  - PASSIVE
  - SP: 10
  - AP: -
  - Gives Elegost a chance to automatically dodge an enemy attack

- **Dunedain Evasion**
  - PASSIVE
  - SP: 5
  - AP: -
  - Increases Elegost's ability to dodge an enemy attack

- **Hands of the Bowman**
  - PASSIVE
  - SP: 5
  - AP: -
  - Increases Elegost's Dexterity, which improves his accuracy

- **Spirit of the North**
  - PASSIVE
  - SP: 5
  - AP: -
  - Increases Elegost's Action Point (AP) pool

- **Blessing of Haste**
  - PASSIVE
  - SP: 5
  - AP: -
  - Allows Elegost to take actions more often during combat

- **Lingering Sleep**
  - PASSIVE
  - SP: 5
  - AP: -
  - Makes Arrows of Sleep attack last for the duration of the fight

- **Sleep Volley**
  - PASSIVE
  - SP: 5
  - AP: -
  - Makes Arrows of Sleep attack affect all enemies

- **Frenzy**
  - PASSIVE
  - SP: 5
  - AP: -
  - Allows Elegost to immediately take two additional actions on his turn

- **Fangorn Roots**
  - PASSIVE
  - SP: 100
  - AP: 75
  - A ranged attack that also completely immobilizes a foe for a short time

- **Kingsfoil Grace**
  - RANGER
  - SP: 35
  - AP: 100
  - Restores some health (HP) to one party member over time

- **Paralyzing Shot**
  - RANGER
  - SP: 20
  - AP: 75
  - A ranged attack that also prevents a foe from using any melee attacks for a short time

- **Cursed Arrow**
  - RANGER
  - SP: 35
  - AP: 35
  - A ranged attack that also weakens a foe's ranged attacks for a short time

- **Arrow Splinters**
  - RANGER
  - SP: 50
  - AP: 75
  - A ranged attack that also prevents a foe from attacking from range for a short time

- **Pierce Spirit**
  - RANGER
  - SP: 50
  - AP: 75
  - A ranged attack that also lowers the magic damage caused by an enemy for a short time

- **Blessing of Haste**
  - PASSIVE
  - SP: 5
  - AP: -
  - Increases effectiveness of Crippling Shot

- **Pierce Will**
  - RANGER
  - SP: 10
  - AP: -
  - A ranged attack that lowers the Spirit defense of an enemy
## Item Checklist

NOTE: See the Weapons & Armor appendix for the data—and location—of each item.

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<td>Dunedain Wool Captain's Hood</td>
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<td>Minas Tirith Mithril Vambraces</td>
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<td>Dunedain Suede Leather Jerkin</td>
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<td>Dunedain Chain-Mail Hauberk</td>
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<td>Dunedain Scale-Mail Hauberk</td>
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<tr>
<td>3rd Age Ithilien Ash Longbow</td>
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<tr>
<td>3rd Age Moria Goblin Shortbow</td>
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<td>3rd Age Rohan Shortbow</td>
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<td>3rd Age Gondorian Shortbow</td>
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<td>2nd Age Numenorian Longbow</td>
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<td>3rd Age Mirkwood Bow</td>
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<td>2nd Age Numenorian Brooch of Command</td>
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Hadhod, like Eaoden, allows different players to take him in drastically different directions. One thing tends to be constant, however—a combination of naturally high Constitution, good defensive skills, and solid armor make Hadhod the hardest member of your party to kill.

As a fighter, Hadhod can deal solid amounts of damage, and is the only party member who can switch between slashing and blunt weapons to take advantage of particular enemies' weaknesses. He is the first party member that can learn a Crippling attack (Crippling Smash), which is incredibly strong against bosses or any slow, powerful enemy. By repeatedly scoring with this technique, Hadhod can prevent your enemy from ever getting a turn. Hadhod has several strong melee strikes in his Axe Craft tree (including powerful multi-hit attacks like Durin Wrath), in addition to some very cool Earth-type Spirit attacks. However, his greatest asset as a fighter may come from his Passive Skills tree. If you tend not to use Perfect-mode skills often, and you frequently find yourself playing with a full Momentum bar, then learn Overwhelming Axes as soon as possible and enjoy Hadhod's ability to dish out double damage all of the time!

If Hadhod has a potential weakness, it's his dwarven dexterity. Early in the game, he's fantastic, but if you don't spend most of his discretionary stat points on Dexterity, he'll have trouble hitting reliably later in the game. That's why focusing on his Spirit Skills is an appealing option—they always hit. Unfortunately, to get the offensive skills at the end of his Spirit Skill tree, you'll need to use a lot of his defensive skills early in the game, when you rarely need them. Many of them are quite good, however; Stone Shield combines nicely with Hadhod's Taunt Foe ability, Endure Flame is useful in the Mines of Moria, and Mountain Shield is strong tactic against certain bosses. But if your idea of a good defense is an axe in the head, you'll want to develop Hadhod as a fighter first and a Spirit-user second.
### Levels

<table>
<thead>
<tr>
<th>1</th>
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<tr>
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<td>EREBOR CAPTAIN</td>
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<td>KING'S WARRIOR</td>
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<td>EREBOR COMMANDER</td>
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<td>KING'S CAPTAIN</td>
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<td>5</td>
<td>MORIA WARRIOR</td>
<td>10</td>
<td>KING'S COMMANDER</td>
</tr>
</tbody>
</table>

### Skills

#### Dwarf Cleave
- Type: Axe
- SP: 0
- AP: 25
- Description: A more powerful melee attack

#### Goblin Bane
- Type: Axe
- SP: 0
- AP: 30
- Description: A melee attack that causes more damage to Goblins than a regular melee attack

#### Cleave Wound
- Type: Axe
- SP: 5
- AP: 30
- Description: A melee attack that continues to damage an enemy for a short time

#### Crippling Smash
- Type: Axe
- SP: 20
- AP: 40
- Description: A melee attack that slows the attack rate of an enemy

#### Stone Hewer
- Type: Axe
- SP: 35
- AP: 50
- Description: Powerful axes rock the very earth, creating a damaging Spirit attack.

#### Durin Wrath
- Type: Axe
- SP: 50
- AP: 100
- Description: A two-strike combination attack that also stuns the target

#### Berserk
- Type: Axe
- SP: 65
- AP: 20
- Description: A powerful melee attack that lowers all of the target's stats by 10 percent

#### Hew Armor
- Type: Axe
- SP: 25
- AP: 10
- Description: A melee attack that lowers the Armor rating of an enemy

#### Mountain Rage
- Type: Axe
- SP: 35
- AP: 80
- Description: A melee attack that allows Hadhod to strike twice

#### Counter Attack
- Type: Axe
- SP: 50
- AP: 80
- Description: Gives Hadhod a chance to automatically counterattack a foe who attacks him

#### Spirit Cleave
- Type: Axe
- SP: 65
- AP: 55
- Description: A melee attack that lowers the Defensive Spirit Power of an enemy in combat

(Skill tree continued on the following page.)
### Hadhod

**Stone Shield**
- **Type**: Spirit
- **Cost**: 0 SP
- **AP**: 75
- Creates a shield around an ally that must be broken before that character takes damage.

**Flaming Fury**
- **Type**: Spirit
- **Cost**: 0 SP
- **AP**: 60
- The power of the Fire Spirits attacks a single enemy, causing variable damage.

**Endure Flame**
- **Type**: Spirit
- **Cost**: 15 SP
- **AP**: 35
- Reduces the damage your group takes from flame attacks in the next round.

**Damaging Shield**
- **Type**: Spirit
- **Cost**: 30 SP
- **AP**: 35
- Creates a shield around one party member that damages enemies who strike it.

**Flames of Ruin**
- **Type**: Spirit
- **Cost**: 45 SP
- **AP**: 200
- An attack that causes fire damage, and continues to damage an enemy for a short time.

**Mountain Shield**
- **Type**: Spirit
- **Cost**: 30 SP
- **AP**: 200
- Creates a shield for the party that must be broken before damage is taken.

**Devastating Shield**
- **Type**: Spirit
- **Cost**: 95 SP
- **AP**: 150
- Creates a shield around the party that damages enemies who strike it.

**Dragon Calling**
- **Type**: Spirit
- **Cost**: 100 SP
- **AP**: 200
- Summons a great Dragon Fire Spirit who attacks all enemies.

**Dwarven Evade**
- **Type**: Passive
- **Cost**: 10 SP
- **AP**: -
- Gives Hadhod a chance to automatically dodge an enemy attack.

**Dwarven Rally**
- **Type**: Passive
- **Cost**: 5 SP
- **AP**: -
- Increases Hadhod’s Attack Momentum.

**Lordly Might**
- **Type**: Passive
- **Cost**: 5 SP
- **AP**: -
- Increases Hadhod’s Strength, which improves his melee damage.

**Battle Hardened Armor**
- **Type**: Passive
- **Cost**: 5 SP
- **AP**: -
- Increases Hadhod’s Armor value.

**Might of Balin**
- **Type**: Passive
- **Cost**: 5 SP
- **AP**: -
- Increases Hadhod’s health (HP).

**Dwarven Haste**
- **Type**: Passive
- **Cost**: 5 SP
- **AP**: -
- Allows Hadhod to take actions more often during combat.

**Dwarven Challenge**
- **Type**: Passive
- **Cost**: 5 SP
- **AP**: -
- Increases Hadhod’s melee damage when taunting a foe.

**Overwhelming Axes**
- **Type**: Passive
- **Cost**: 5 SP
- **AP**: -
- While in Perfect mode, Hadhod’s attacks will always give critical hits.

**Evasion of Gloin**
- **Type**: Passive
- **Cost**: 5 SP
- **AP**: -
- Increases Hadhod’s ability to dodge enemy attacks.

**Double Attack**
- **Type**: Passive
- **Cost**: 5 SP
- **AP**: 150
- Allows Hadhod to immediately take two additional actions on his turn.

**Smite**
- **Type**: Axe
- **Position**: 8th Row—Left
- **Cost**: 80 SP
- **AP**: 60
- A melee attack that always causes a critical hit.

**Rampage of Durin**
- **Type**: Axe
- **Position**: 8th Row—Right
- **Cost**: 95 SP
- **AP**: 100
- A melee attack that allows Hadhod to strike four times.

**Mountain Hewer**
- **Type**: Axe
- **Position**: 8th Row—Left
- **Cost**: 100 SP
- **AP**: 100
- Powerful axes rock the very earth, creating a damaging Spirit attack that hurts all enemies.
### HELMS
- Dwarven Black Iron Helm
- Dwarven Steel Helm
- 2nd Age Dwarven Dragon Helm
- Dwarven Mithril Helm

### PAULDRONS
- Dwarven Boiled Leather Pauldrons
- Dwarven Steel Pauldrons
- Dwarven Black Iron Pauldrons
- Dwarven Mithril Pauldrons

### BRACERS
- Dwarven Boiled Leather Vambraces
- Dwarven Black Iron Vambraces
- Dwarven Steel Plate Vambraces
- Dwarven Mithril Vambraces

### UPPER BODY
- Dwarven Iron Studded Leather Hauberk
- Dwarven Velvet Hauberk
- Dwarven Steel Scale-Mail Hauberk
- Dwarven Mithril Scale-Mail Hauberk

### LOWER BODY
- Dwarven Boiled Leather Tabard
- Dwarven Velvet Tabard
- Dwarven Steel Scale-Mail Tabard
- Dwarven Mithril Scale-Mail Tabard

### GREAVES
- Dwarven Boiled Leather Greaves
- Dwarven Black Iron Greaves
- Dwarven Steel Greaves
- Dwarven Mithril Greaves

### AXES
- 3rd Age Dwarven Steel Broad Axe
- 3rd Age Dwarven Black Iron Walking Axe
- 3rd Age Dwarven Steel Battle Axe
- 3rd Age Dwarven Steel Walking Axe
- 3rd Age Steel Dwarven War Hammer
- 3rd Age Dwarven Steel Mortising Axe
- 2nd Age Dwarven Steel Battle Axe
- 3rd Age Mithril Dwarven War Hammer
- 2nd Age Steel Dwarven War Hammer
- 2nd Age Dwarven Mithril Double-Bit Axe
- 2nd Age Dwarven Mithril Piercing Axe
- 2nd Age Mithril Dwarven War Hammer

### BUCKLES
- 3rd Age Dwarven Belt Buckle of Quicksilver
- 3rd Age Dwarven Belt Buckle of Moria Iron
- 3rd Age Dwarven Belt Buckle of Moria Steel
- 3rd Age Dwarven Belt Buckle of Moria Silver
- 3rd Age Dwarven Belt Buckle of Moria Gold
- 2nd Age Dwarven Belt Buckle of the Miners
- 2nd Age Dwarven Belt Buckle of the Smiths
- 3rd Age Dwarven Belt Buckle of Moria Mithril
- 2nd Age Dwarven Belt Buckle of the Lords
- 1st Age Golden Belt Buckle of the Lords
- 1st Age Mithril Belt Buckle of the Fathers

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**Note:** See the Weapons & Armor appendix for the data—and location—of each item.
When Morwen joins your party in Rohan, she won’t qualify as one of your strongest fighters. But if you diligently build her skills and level her up for a while, she’ll transform into a fighter who can deal nearly as much damage as Berethor, and a thief with a wide variety of useful skills.

Morwen’s greatest assets are her 5th tier Dual-Axe Craft attacks. Skip over Rage of the Maiden and immediately begin learning Poisoned Wounds or Twin Wounds, both of which do the damage of a normal attack and cause a lingering condition that continues to damage its target every turn. The effect is far more powerful than similar skills Idrial and Hadhod can learn, and no enemy in the game has immunity to wounds or poison. Learning both Poisoned Wounds and Twin Wounds sounds redundant, but since enemies can be both wounded and poisoned at the same time, it’s actually not a bad idea. Or you can move on and begin learning Morwen’s other powerful late-game attacks, like Paralyzing Wound and Wrath of Penmark.

Morwen’s Steal Item skill quickly pays for itself, as her ability to steal from bosses usually results in her gaining powerful weapon upgrades. The stuff you can lift from normal enemies may not seem exciting, but recovery items can be precious, especially if you’re not a fan of the Craft skill. Other thief skills are limited in scope, since you can’t steal significant amounts of stat points or experience, but they can be quite strong when used at the beginning of long battles. Of course, effects like Steal Health and Steal Action are always useful.

Due to light armor and naturally low Constitution, Morwen is not as resilient as your other fighters. Her natural Dexterity will allow her to dodge a lot of killing blows, but you’ll need to put some points toward Constitution to keep her alive, and she may require a lot of attention from your party healers. It’s not a bad idea to give her the Elfstone of Pure Light so she can take care of herself, and with her natural speed and Battle Haste skill, she can heal, steal, and still make a major contribution to your party’s offensive line.
**LEVELS, OUTFITS, VISUALS, & SKILLS**

1. ROHAN VILLAGER
2. ROHAN SCOUT
3. ROHAN RIDER
4. ROHAN CAPTAIN
5. ROHAN MARSHAL
6. ROYAL GUARD RIDER
7. ROYAL GUARD CAPTAIN
8. ROYAL GUARD MARSHAL
9. THIRD MARSHAL OF THE MARK
10. SECOND MARSHAL OF THE MARK

**SKILLS**

**DOUBLE CLEAVE**
A more-damaging melee attack

**WARG BANE**
A melee attack that is more damaging to Wargs

**BATTLE HASTE**
Hastens Morwen’s attacks during combat

**URUK BANE**
A melee attack that is more damaging to Uruk-hai

**POISONED WOUNDS**
A melee attack that poisons a foe, doing increasing damage over time

**SNEAK ATTACK**
A fierce melee attack that cannot be counterattacked

**WRATH OF PENMARK**
A melee attack that allows Morwen to strike four times

**RAGE OF THE MAIDEN**
A melee attack that does a lot of damage

**TWIN WOUNDS**
A fierce melee attack that cannot be counterattacked

**PARALYZING WOUND**
An attack that briefly stops a foe from making melee attacks and causes damage over time

**STUNNING CLEAVE**
A melee attack that delays an enemy’s next attack

(Skill tree continued on the following page.)
**VALOROUS CLEAVE**
A melee attack that always hits
Position: 8th Row—Left
**SP 80** **AP 40**

**ROHIRRIC RAMPAGE**
A melee attack that allows Morwen to strike six times
**SP 95** **AP 85**

**SEIZE SKILL**
Allows Morwen to attempt to seize Skill Points (SP) from a foe
**SP 0** **AP 5**

**CLOAK OF THE PLAINS**
Allows Morwen to hide for a short time, protecting her from being attacked
**SP 75** **AP 250**

**SEIZE DEXTERITY**
Allows Morwen to attempt to drain Dexterity from an enemy, and add it to her own
**SP 45** **AP 20**

**SNOWBOURNE SLEEP**
Gives Morwen a chance to automatically dodge an enemy attack
**SP 10** **AP -**

**EORLINGAS RALLY**
Increases the rate at which Morwen gains Momentum from her actions
**SP 5** **AP -**

**STEAL ITEM**
Allows Morwen to attempt to steal an item from an enemy
**SP 0** **AP 5**

**STEAL ACTION**
Allows Morwen to try to drain Action Points (AP)
**SP 30** **AP 20**

**STEAL HEALTH**
Allows Morwen to attempt to drain health (HP) from an enemy, and add it to her own
**SP 15** **AP 20**

**STEAL EXPERIENCE**
Allows Morwen to attempt to steal permanent experience points from an enemy
**SP 60** **AP 40**

**OCC BANE**
A melee attack that is more damaging to Orcs
Position: 8th Row—Right
**SP 80** **AP 30**

**CAPTURE STRENGTH**
Allows Morwen to attempt to drain Strength from a foe, and add it to her own
**SP 15** **AP 20**

**STEAL EXPERIENCE**
Allows Morwen to attempt to steal permanent experience points from an enemy
**SP 60** **AP 40**

**INSPIRE CRAFTING**
Lowers Morwen’s Action Point (AP) cost for crafting items
**SP 5** **AP -**

**MEARAS GOOD FORTUNE**
Increases Morwen’s Strength, improving her melee damage
**SP 5** **AP -**

**OVERWHELMING BLOWS**
While in Perfect mode, Morwen’s attacks will always give critical hits
**SP 5** **AP -**

**DOUBLE ATTACK**
Allows Morwen to immediately take two additional actions on her turn
**SP 5** **AP 100**

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**HANDS OF ROHAN**
Increases Morwen’s Dexterity, improving her ability to hit more powerful melee attack
**SP 5** **AP -**

**JUSTICE OF BALIN**
Gives Morwen a chance to automatically counterattack a foe who attacks her
**SP 5** **AP -**

**BLESSING OF MIGHT**
Lowers Morwen’s health (HP) cost for crafting items
**SP 5** **AP -**

**POTION HASTENING**
Reduces the amount of time Morwen requires to craft potions
**SP 5** **AP -**

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**Justice of Balin**
Gives Morwen a chance to automatically counterattack a foe who attacks her
**SP 5** **AP -**

**Inspire Crafting**
Lowers Morwen’s Action Point (AP) cost for crafting items
**SP 5** **AP -**

**Overwhelming Blows**
While in Perfect mode, Morwen’s attacks will always give critical hits
**SP 5** **AP -**

**Double Attack**
Allows Morwen to immediately take two additional actions on her turn
**SP 5** **AP 100**
## HELMS
- Rohirric Scouting Helm
- Rohirric Steel Helm
- Rohirrim Heavy Steel Helm
- Helm of the Great Hall

## PAULDRONS
- Rohirrim Boiled Leather Pauldrons
- Rohirrim Iron Pauldrons
- Rohirrim Steel Pauldrons
- Rohirrim Steel Captain’s Pauldrons

## BRACERS
- Rohirrim Soft Leather Vambraces
- Rohirrim Boiled Leather Vambraces
- Rohirrim Steel Vambraces
- Rohirrim Steel Royal Guard Vambraces

## UPPER BODY
- Rohirrim Slashed Leather Jerkin
- Rohirrim Boiled Leather Jerkin
- Rohirrim Steel Chain-Mail Hauberk
- Rohirrim Steel Scale-Mail Hauberk

## LOWER BODY
- Rohirrim Leather Scouting Breeches
- Rohirrim Leather Tassets
- Rohirrim Steel Chain-Mail Skirt
- Rohirrim Steel Tassets

## GREAVES
- Rohirrim Boiled Leather Greaves
- Rohirrim Iron Greaves
- Rohirrim Steel Greaves
- Rohirrim Steel Captain’s Greaves

## AXES
- 3rd Age Rohirric Steel Mortising Axe
- 3rd Age Morgul Iron Piercing Axe
- 3rd Age Rohirric Bronze Felling Axe
- 3rd Age Rohirric Gold Mortising Axe
- 3rd Age Battle Axe of Khazad-Dum
- 3rd Age Rohirric Iron Battle Axe
- 3rd Age Rohirric Double-Bit Axe
- 3rd Age Rohirric Silver Battle Axe
- 3rd Age Iron Mordor Battle Axe
- 3rd Age Easterling Iron Broad Axe
- 3rd Age Rohirric Gold Felling Axe
- 3rd Age Dwarven Mithril Walking Axe
- 2nd Age Easterling Steel Piercing Axe

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## CUISSES
- 3rd Age Leather Cuisse of Wrath
- 3rd Age Gold Cuisse of Sanctuary
- 2nd Age Elven Cuisse of Spirit Warding
- 3rd Age Gondorian Cuisse of Haven
- 3rd Age Bronze Cuisse of Fortification
- 3rd Age Leather Cuisse of Haste
- 2nd Age Mithril Cuisse of Might
- 3rd Age Steel Cuisse of Battle
- 3rd Age Bronze Cuisse of Battle
- 3rd Age Gold Cuisse of Battle

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NOTE: See the Weapons & Armor appendix for the data—and location—of each item.
Eaoden is a unique character with a wide variety of abilities. On one hand, since you get him late in the game, it will take careful planning to develop him to his full potential. On the other hand, you have total freedom to customize him in any direction you like, as he comes with a huge number of stat points you can distribute any way you like. If you want a heavy hitter that can put Berethor to shame, dump the points into Strength and Dexterity. If you want a versatile spell-caster, put them into Speed and Spirit. But whichever route you take, don’t forget to pad his Constitution, since his armor is fairly light.

Eaoden’s Spear Craft skills focus on quality over quantity. Developing these core skills will allow you to advance his combat effectiveness quickly, and you’ll get a shot at his best skills sooner than you might with other characters. Rupture Armor is a fantastic skill that is useful throughout the game, so it’s easy to use it a bunch of times and earn Wrath of Edoras, a three-hit attack that can easily kill an Orc in one move if you’ve been focusing on Eaoden’s Strength. When you learn Rampage of Helm, Eaoden will become a boss-fighting machine.

It’s nearly impossible to learn all of Eaoden’s Spirit Skills unless you do a lot of backtracking. But that’s okay, since the best ones are free and the other good ones are in the middle. Dispel is a great ability, especially against foes who have skills that damage you when you damage them. Drain Health and Drain Spirit ensure that Eaoden needs no items or help from other characters to stay alive and active, and they make it easy for him to build Spirit Skill SP. Silence Evil is a good skill to aim for, since it can shut down a spell-focused enemy in a single action. Shatter Armor and Absorption are a lot of fun, and late-game skills like Scatter Health and Leech Essence give Eaoden access to a variety of interesting abilities.
### Levels

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<th>Outfit</th>
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<td>Rohan Rider</td>
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<td>Rohan Captain</td>
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<td>4</td>
<td>Rohan Marshal</td>
</tr>
<tr>
<td>5</td>
<td>Royal Guard Rider</td>
</tr>
<tr>
<td>6</td>
<td>Royal Guard Captain</td>
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<td>Royal Guard Marshal</td>
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<td>First Marshal of the Mark</td>
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<tr>
<td>10</td>
<td>Chief Marshal of the Mark</td>
</tr>
</tbody>
</table>

### Skills

**Rupture Armor**  
Spear  
This battle skill allows melee attacks to ignore the enemy Armor rating.  
SP 0 AP 55

**Horse Lord Skewer**  
Spear  
A more-powerful skewer.  
SP 0 AP 50

**Enraging Blow**  
Spear  
A damaging attack that converts some damage into Action Points (AP) for the enemy.  
SP 0 AP 75

**Wrath of Edoras**  
Spear  
A melee attack that allows Eaoden to strike three times.  
SP 30 AP 150

**Rampage of Helm**  
Spear  
A melee attack that allows Eaoden to strike five times.  
SP 60 AP 100

**Drain Health**  
Spirit  
Drains health (HP) from an enemy and heals Eaoden.  
SP 0 AP 100

**Drain Spirit**  
Spirit  
Drains Action Points (AP) from an enemy.  
SP 0 AP 5

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(Skill tree continued on the following page.)
<table>
<thead>
<tr>
<th>Skill Name</th>
<th>Type</th>
<th>Position</th>
<th>SP</th>
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<td>Spirit</td>
<td>5th Row—Left</td>
<td>0</td>
<td>50</td>
</tr>
<tr>
<td><strong>Silence Evil</strong></td>
<td>Spirit</td>
<td>5th Row—Left</td>
<td>50</td>
<td>125</td>
</tr>
<tr>
<td><strong>Absorption</strong></td>
<td>Spirit</td>
<td>7th Row—Left</td>
<td>65</td>
<td>200</td>
</tr>
<tr>
<td><strong>Battle Mirror</strong></td>
<td>Spirit</td>
<td>7th Row—Left</td>
<td>80</td>
<td>200</td>
</tr>
<tr>
<td><strong>Leech Essence</strong></td>
<td>Spirit</td>
<td>9th Row—Center</td>
<td>95</td>
<td>150</td>
</tr>
<tr>
<td><strong>Tap Reserve</strong></td>
<td>Spirit</td>
<td>3rd Row—Right</td>
<td>0</td>
<td>5</td>
</tr>
<tr>
<td><strong>Spirit Drought</strong></td>
<td>Spirit</td>
<td>4th Row—Right</td>
<td>35</td>
<td>75</td>
</tr>
<tr>
<td><strong>Channel Defense</strong></td>
<td>Spirit</td>
<td>5th Row—Right</td>
<td>35</td>
<td>10</td>
</tr>
<tr>
<td><strong>Shatter Armor</strong></td>
<td>Spirit</td>
<td>6th Row—Right</td>
<td>65</td>
<td>100</td>
</tr>
<tr>
<td><strong>Sacrifice Reserves</strong></td>
<td>Spirit</td>
<td>7th Row—Right</td>
<td>80</td>
<td>40</td>
</tr>
<tr>
<td><strong>Scatter Health</strong></td>
<td>Spirit</td>
<td>8th Row—Right</td>
<td>95</td>
<td>100</td>
</tr>
<tr>
<td><strong>Might of Helm</strong></td>
<td>Passive</td>
<td>Top Row—Center</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td><strong>Rohan Evasion</strong></td>
<td>Passive</td>
<td>2nd Row—Center</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td><strong>Grace of the Mearas</strong></td>
<td>Passive</td>
<td>3rd Row—Left</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td><strong>Focus Defense</strong></td>
<td>Passive</td>
<td>4th Row—Left</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td><strong>Focus Health</strong></td>
<td>Passive</td>
<td>4th Row—Left</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td><strong>Frenzy</strong></td>
<td>Passive</td>
<td>6th Row—Left</td>
<td>5</td>
<td>75</td>
</tr>
</tbody>
</table>

(Skill tree continued from the previous page.)
## Item Checklist

NOTE: See the Weapons & Armor appendix for the data—and location—of each item.

### Helm
- **Rohirrim Banded Leather Helm**
- **Rohirrim Steel Helm**
- **Rohirrim Plumed Steel Royal Guard Helm**
- **Rohirrim Banded Iron Helm**

### Cloaks
- **Rohirrim Wool Riding Cloak**
- **Rohirrim Velvet Overcloak**

### Pauldrons
- **Rohirrim Boiled Leather Pauldrons**
- **Rohirrim Iron Pauldrons**
- **Rohirrim Steel Pauldrons**
- **Rohirrim Steel Captain’s Pauldrons**

### Bracers
- **Rohirrim Soft Leather Vambraces**
- **Rohirrim Boiled Leather Vambraces**
- **Rohirrim Steel Vambraces**
- **Rohirrim Steel Royal Guard Vambraces**

### Upper Body
- **Rohirrim Boiled Leather Jerkin**
- **Rohirrim Steel Chain-Mail Hauberk**
- **Rohirrim Steel Scale-Mail Hauberk**

### Lower Body
- **Rohirrim Leather Scouting Breeches**
- **Rohirrim Leather Tassets**
- **Rohirrim Steel Chain-Mail Skirt**

### Greaves
- **Rohirrim Boiled Leather Greaves**
- **Rohirrim Iron Greaves**
- **Rohirrim Steel Greaves**
- **Rohirrim Steel Captain’s Greaves**

### Spears
- **3rd Age Royal Guard Spear**
- **3rd Age Iron Uruk-Hai Pike**
- **3rd Age Iron Goblin Spear of Moria**
- **3rd Age Gondorian Steel Infantry Spear**
- **3rd Age Royal Court Gold Spear**
- **3rd Age Easterling Polearm**
- **3rd Age Citadel Guard Gold Spear**
- **3rd Age Ash Spear of the Royal Guard**
- **3rd Age Rohirric Steel Spear**
- **3rd Age Rohirric Ash Spear**
- **3rd Age Citadel Guard Bronze Spear**
- **3rd Age Orc Crescent Spear of Mordor**

### Shields
- **3rd Age Rohan Infantry Shield**
- **3rd Age Rohirrim Battle Shield**
- **3rd Age Rohirrim Shield of the Royal Court**
- **3rd Age Rohirrim Royal Guard Shield**
- **3rd Age Rohirrim Shield of Kings**

### Pins
- **3rd Age Rohirrim Pin of Edoras**
- **3rd Age Silverlode Raging Waters Pin**
- **3rd Age Mearas Pin of Haven**
- **3rd Age Hammerhand Pin of Might**
- **3rd Age Emnet Pin of Fortification**
- **2nd Age Isildur’s Pin of Wrath**
- **2nd Age Rivendell Pin of Sanctuary**
- **2nd Age Numenorian Pin of Command**
- **1st Age Galadhrim Pin of Spirit Warding**
- **1st Age Eregion Pin of Weapon Warding**
You can help Gandalf defeat the Balrog in the Mines of Moria, although with his stunningly powerful abilities, it's not like he needs you.

- DESCRIPTION -

GUEST: GANDALF THE GREY
LOCATION: EAST MORIA MINES

- SKILLS -

<table>
<thead>
<tr>
<th>NAME</th>
<th>AP</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wizards</td>
<td>0</td>
<td>Drains Spirit from enemies.</td>
</tr>
<tr>
<td>Drain</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Endure</td>
<td>100</td>
<td>Reduces Shadow damage done to party</td>
</tr>
<tr>
<td>Shadow</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bolt of the Valar</td>
<td>150</td>
<td>Unleashes a powerful bolt of pure energy</td>
</tr>
</tbody>
</table>

Idrial’s brother Aranel guards the perimeters of Galadriel’s realm. Idrial has asked him to help protect her companions, and he will appear to help you battle the rampant Uruk-hai in East Emnet.

- DESCRIPTION -

GUEST: ARANEL OF LOTHLORIEN
LOCATION: EAST EMNET GULLIES

- SKILLS -

<table>
<thead>
<tr>
<th>NAME</th>
<th>AP</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aimed</td>
<td>0</td>
<td>Powerful, accurate shot</td>
</tr>
<tr>
<td>Shot</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Elf Eyes</td>
<td>75</td>
<td>Increases the accuracy and health of your party</td>
</tr>
<tr>
<td>Mirkwood</td>
<td>50</td>
<td>Lowers power and enemy’s ranged accuracy</td>
</tr>
<tr>
<td>Mist</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Arrow</td>
<td>150</td>
<td>Calls a volley from hidden Elf archers</td>
</tr>
<tr>
<td>Storm</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
**GUEST: LEGOLAS OF THE WOODLAND REALM**

**LOCATION:** HELM’S DEEP

- **DESCRIPTION:**
  You’ll have a chance to fight along side Legolas when you meet him on the walls of Helm’s Deep. Perhaps you’ll learn a thing or two from this legendary fighter?

- **SKILLS:*

<table>
<thead>
<tr>
<th>NAME</th>
<th>AP</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Woodland Strike</td>
<td>0</td>
<td>A dual slashing sword attack</td>
</tr>
<tr>
<td>Lorien Wrath</td>
<td>60</td>
<td>Legolas's most powerful sword attack</td>
</tr>
<tr>
<td>Swift Justice</td>
<td>45</td>
<td>A whirling double-blade attack</td>
</tr>
<tr>
<td>Uruk Hewer</td>
<td>50</td>
<td>A three-strike slashing melee attack</td>
</tr>
</tbody>
</table>

**GUEST: GIMLI**

**LOCATION:** HELM’S DEEP

- **DESCRIPTION:**
  Gimli plays a lot like Hadhod, and his crippling Balrog’s Gambit strikes will prove just as useful when he helps you defend the breach at the walls of Helm’s Deep.

- **SKILLS:*

<table>
<thead>
<tr>
<th>NAME</th>
<th>AP</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Axe Cleave</td>
<td>0</td>
<td>Disabling slash with a heavy axe</td>
</tr>
<tr>
<td>Erebor Rage</td>
<td>60</td>
<td>More-deadly axe slash, but slower</td>
</tr>
<tr>
<td>Wrath of Moria</td>
<td>55</td>
<td>The son of Gloin’s most deadly slashing strike</td>
</tr>
<tr>
<td>Balrog’s Gambit</td>
<td>65</td>
<td>A slow, slashing blow that stuns the enemy</td>
</tr>
</tbody>
</table>
The Lord of the Rings: The Third Age

**GUEST: ARAGORN, DUNEDAIN RANGER**
**LOCATION: HELM'S DEEP**

**DESCRIPTION:**
Aragorn is the mightiest of the fellowship trio that joins you at Helm's Deep, and his Bane of Sauron combo attack is capable of killing most enemies in a single action.

**SKILLS:**

<table>
<thead>
<tr>
<th>NAME</th>
<th>AP</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kingmaker</td>
<td>0</td>
<td>A slower attack that does more damage</td>
</tr>
<tr>
<td>Rage of Elessar</td>
<td>30</td>
<td>A powerful slashing attack with greater dexterity</td>
</tr>
<tr>
<td>Numenor Wrath</td>
<td>45</td>
<td>A more-powerful sword attack</td>
</tr>
<tr>
<td>Bane of Sauron</td>
<td>55</td>
<td>This ferocious combination does the most damage</td>
</tr>
</tbody>
</table>

**GUEST: FARAMIR, CAPTAIN OF GONDOR**
**LOCATION: OSGLIAITH**

**DESCRIPTION:**
Faramir is the son of Denethor, steward of Gondor, leading operations in the doomed city of Osgiliath. He is the most unique guest character, with bow attacks that are capable of hitting every enemy on the battlefield.

**SKILLS:**

<table>
<thead>
<tr>
<th>NAME</th>
<th>AP</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ithilien Flurry</td>
<td>50</td>
<td>An attack that can hit multiple targets</td>
</tr>
<tr>
<td>Captain's Volley</td>
<td>80</td>
<td>Calls a flurry from Gondorian archers</td>
</tr>
<tr>
<td>Steward's Armor</td>
<td>60</td>
<td>Increases all allies' armor rating</td>
</tr>
<tr>
<td>Faramir's Quality</td>
<td>35</td>
<td>Faramir will counter attacks for the ally</td>
</tr>
</tbody>
</table>
GUEST: GANDALF THE WHITE  
LOCATION: MINAS TIRITH  
- DESCRIPTION -  
After he’s reborn as the White Wizard, you’ll meet Gandalf several times in your journeys. But he won’t fight by your side until you join forces to defeat the Witch-king at Minas Tirith.

- SKILLS -

<table>
<thead>
<tr>
<th>NAME</th>
<th>AP</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wizards Drain</td>
<td>0</td>
<td>Drains Spirit from enemies</td>
</tr>
<tr>
<td>Endure Shadow</td>
<td>100</td>
<td>Reduces Shadow damage done to party</td>
</tr>
<tr>
<td>Bolt of the Valar</td>
<td>150</td>
<td>Unleashes a powerful bolt of pure energy</td>
</tr>
<tr>
<td>Flame of Armor</td>
<td>70</td>
<td>A bolt of the sacred fire</td>
</tr>
</tbody>
</table>

GUEST: EOWYN, ROHAN SHIELD MAIDEN  
LOCATION: PELENNOR FIELDS  
- DESCRIPTION -  
You’ll find Theoden’s daughter, Eowyn, locked in combat with the Witch-king at Pelennor Fields. With your help, this mighty Nazgul can be slain once and for all.

- SKILLS -

<table>
<thead>
<tr>
<th>NAME</th>
<th>AP</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Maiden Slash</td>
<td>0</td>
<td>A basic sword attack</td>
</tr>
<tr>
<td>Brave Strike</td>
<td>50</td>
<td>A melee attack that does extensive damage</td>
</tr>
<tr>
<td>Westfold Rage</td>
<td>75</td>
<td>A combo sword attack</td>
</tr>
<tr>
<td>Edoras Wrath</td>
<td>100</td>
<td>A more-powerful combo attack</td>
</tr>
</tbody>
</table>

GUEST: ARAGORN, KING OF GONDOR  
LOCATION: PELENNOR FIELDS  
- DESCRIPTION -  
When you meet Aragorn in the game’s final chapter, he’ll have the ability to summon an army of undead spirits to overrun his foes. With this power, the several battles you fight with him are sure to be brief.

- SKILLS -

<table>
<thead>
<tr>
<th>NAME</th>
<th>AP</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rage of Elessar</td>
<td>30</td>
<td>A powerful slashing attack with greater dexterity</td>
</tr>
<tr>
<td>Numenor Wrath</td>
<td>45</td>
<td>A more-powerful sword attack</td>
</tr>
<tr>
<td>Bane of Sauron</td>
<td>55</td>
<td>This ferocious combination does the best damage.</td>
</tr>
<tr>
<td>Call the Dead</td>
<td>255</td>
<td>None but the King can summon this army.</td>
</tr>
</tbody>
</table>
# Walkthrough

<table>
<thead>
<tr>
<th>Episode</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Episode I</td>
<td>44</td>
</tr>
<tr>
<td>Episode II</td>
<td>66</td>
</tr>
<tr>
<td>Episode III</td>
<td>88</td>
</tr>
<tr>
<td>Evil Mode</td>
<td>104</td>
</tr>
</tbody>
</table>
Note: The elf artifacts from quest number 8 are at points 4, 5, and 10.
Your quest begins with lone hero Berethor battling two Nazgul. It’s an inauspicious beginning, and your odds of victory are nil no matter what you do. Fortunately, Idrial will appear just in time to save your life, and a new fellowship will be born.

Your first objective is **Journey of the Elf Outpost**, which will lead you to the east along a clear path. On the way you’ll find an unguarded chest that contains Berethor’s 3rd Age Gondorian Scouting Shield, and a second chest in the detour by the waterfalls that holds both Idrial’s 1st Age Galadhrim Spirit Warding Pendant and a Kingsfoil potion. A third chest back on the path contains a piece of Lembas, but you’ll be in for a fight with a pair of Orcs if you approach it.

Shortly after passing the stone Troll (who guards a chest containing a Longbottom Leaf), you’ll be jumped by a trio of Orcs in a fixed battle. Use Idrial’s Loudwater Fury to even the odds (it should be able to take out an archer in one hit) while Berethor beefs up your party with his Company Might Leadership skill. Don’t be stingy with your skill points; this battle should put you up a level.

That should be the last fight before you reach the Elf outpost and find a save spot at the end of the path. A door to your right opens into the gatehouse, but if you head to the west first you can find an unguarded chest that contains Slime of Orthanc, a combat item.

**HARK!**

There are only two varieties of Orc in the first part of this area: Archer Rabble and Sword Warriors. The Archer Rabble have far fewer hit points, so as a general rule you should hit them first and hardest to take them out of the fight before you focus in on their stronger comrades. You’ll gain a level after roughly every other fight in the early part of the game, and going up a level always refills your Action Points, so use your skills as much as you can. It’s particularly important to use Berethor’s Sword Craft so he can learn Orc Bane as soon as possible.
The chests in the Outpost contain Berethor’s Gondorian Steel Citadel Guard Pauldrons, as well as several useful recovery items. When you step through the door on the opposite side, you’ll receive your next two quests: **Defend the Elf Caravan** and **Collect Elf Artifacts**.

In their zeal to save the caravan, Berethor and Idrial will dash forward a short distance, but if you turn back around you can find chests on this side of the gate and behind the other gatehouse, and enter that gatehouse for still more loot (including Idrial’s 2nd Age Elven Silver Tiara of Eriador).

There’s a new type of Orc among the party that is terrorizing the caravan: a Lesser Captain. This banner-wielding boss Orc can beef up his allies and summon a murder of crows to strike your party. With over 400 HP, he won’t be falling anytime soon, so eliminate the henchmen before you focus your strongest skills on the boss. Victory will earn you a new item for each character: Idrial’s 3rd Age Elven Gold Plated Fauld and Berethor’s 3rd Age Steel Ithilien Long Sword.

---

**Q DEFEND THE ELF CARAVAN**

<table>
<thead>
<tr>
<th>DIFFICULTY: 5</th>
<th>EXP: 830</th>
</tr>
</thead>
</table>

The chests in the Outpost contain Berethor’s Gondorian Steel Citadel Guard Pauldrons, as well as several useful recovery items. When you step through the door on the opposite side, you’ll receive your next two quests: **Defend the Elf Caravan** and **Collect Elf Artifacts**.

Following the battle to save the caravanners, take a look to the north to find a short detour that leads to a pair of chests. The chests contain Ent Bark and Leaves of Lembas. Fortunately, it’s the enemies that guard the chests that interest us. Wild Men are tough and relentless melee fighters with about 300 HP each, and the white-haired Sword Warriors to come are even stronger. If you have trouble with these fights, you can come back and beat them more easily when you’ve found your third character.

A second detour to the south forks in two directions, each leading to chests guarded by progressively challenging Wild Men war bands. These chests also contain simple items, but when you kill the final war band you’ll earn a huge amount of experience for your party leader. Make sure your weakest character is in the lead so those points go where you need them most!
Several chests and a save point are waiting at the Caradhras Bridge area, but there are no fixed encounters here. There may be a random encounter or two on the trail, but the first real battle begins when you find Elegost hunting in the pass, and a Starving Lesser Warg strikes. It has over 600 hit points, but it doesn’t stand a chance against Elegost’s deadly Creature Bane skill.

Saving Elegost marks the end of the Rescue at Caradhras Pass quest, and the beginning of the optional Hunt All Warg Packs in the Area quest.

If you head to the right (south) at the fork where you met Elegost, you’ll come to a dark cave where the first Warg pack awaits. The cave exits to the bridge over the lower part of the pass, and the second pack is waiting on the other side of the Caradhras Bridge. You’ll find Idrial’s 3rd Age Havens Steel Long Sword among the loot they leave behind.

When the road forks again, turn right, heading south toward a chest in a snowy ravine. You’ll find the third and final Warg pack there.
When you're ready to proceed, take the left fork from the bridge, heading due north. On the way, Elegost will update your journal with the **Find an Elf Healing Altar** quest. If you take either path through the stones to your right you'll find a save spot at the Fellowship Camp and complete the Follow Fellowship to Moria quest. This will earn you 170 experience and only Elegost (or Idrial using Loudwater Fury) can hit the archer lurking atop the ruins. To get through the ruins, you'll need to take the stairs to the left of the save point, then cut right through the center of the basement and go up the stairs on the other side. A fixed encounter awaits you shortly after the stairs, where you can earn Elegost's Dunedain Tan Leather Underbraces by killing a few easy Orcs. The Elf Healing Altar is just beyond, beneath the lone sunbeam in this area’s stormy sky. On the altar lies the Cracked Elfstone of Shadow Protection—an item any member of your party can equip and the first of the four Elf artifacts in this episode.

After an uneventful journey down the path to the west, your party will make camp and discuss their next objective: Reclaiming Elegost’s lost map and the Dwarf who held it. A magnificent Elven structure lies in the grassy area beyond your camp, where you'll find the next Elven healing altar. First look for the hidden path near the entrance that leads to two stone trolls and two chests, one of which contains Berethor’s Battered Steel Helm—a nice little pickup. Afterward, circle around the structure itself to find a chest with a Defy Shadow Phial.
Inside the structure, clear away the Orcs to finish the first half of the **Defend Elf Healing Altars** quest and earn Berethor a pair of Gondorian Steel Greaves. The altar holds a Cracked Elfstone of Armor Enhancement.

The path that continues west leads you to the top of the outpost you crossed under at the beginning of the game, where you can find Elegost’s 3rd Age Dunedain Brooch of Arnor among the chests. It makes a fine addition to your stock.

The final healing altar is at the beginning of the next area, guarded always by a small army of Orcs that includes new Orc Sword Veteran and Orc Shadow Chieftain foes. The chieftain should be your primary target, as he can cast Murder of Crows, which is probably the group’s most dangerous attack. Fortunately, the trouble the chieftain and his lackeys might give you comes with a tidy pay-off if you’re successful against them. Slay them to earn Idrial’s 3rd Age Elven Gold Plated Chestplate and complete the **Defend Elf Healing Altars** quest. The altar contains a Cracked Elfstone of Water Protection.

The winding maze beyond the waterfalls leads to the Dark Altar Crossroads. To your right is a pier with many treasure chests, including Idrial’s 3rd Age Lothlorien Spirit Calling Pendant and Elegost’s Dunedain Wool Ranger Cloak. A path heads east from the shore toward Moria.

First, however, you need to head straight past the save point, following the red dot to the fourth Elf artifact. In a fixed encounter here, you can win Idrial’s 2nd Age Elven Golden Tiara of Earendil and Elrond’s missing map. The altar holds a Cracked Elfstone of Health Enhancement, the last of the artifacts. This completes the **Reclaim Elrond’s Map** and **Collect Elf Artifact** quests, and leaves you with only one unfinished objective: Finding Hadhod the Dwarf.
The last remaining path leads to the Eregion Moria Crossroads. Hang a quick left at the save point to find Hadhod locked in mortal combat with a Cave Troll. He’ll prove an invaluable ally in your journeys ahead, so don’t stand there and watch—leap into the fray and show him how it’s done!

Hadhod comes with the Stone Shield Spirit Power built in, and that makes for a fantastic combo with the Taunt Foe ability. Cast the shield on Berethor and have him taunt the Troll. With the shield, Berethor’s pretty much unstoppable here, and it will be nearly impossible for the Troll to break through your defenses. Among the Troll’s belongings are Hadhod’s Dwarven Boiled Leather Pauldrons and Dwarven Black Iron Helm.

**BOSS!**

Dim-witted Cave Trolls will wander into all lands, seeking refuge in dim places by day and feeding by night.

<table>
<thead>
<tr>
<th>ATTRIBUTE</th>
<th>VALUE</th>
</tr>
</thead>
<tbody>
<tr>
<td>HIT POINTS</td>
<td>2,993</td>
</tr>
<tr>
<td>ACTION POINTS</td>
<td>139</td>
</tr>
</tbody>
</table>

**CAVE TROLL RABBLE**

Pierce Fragile

ALL OTHERS NORMAL

**DIFFICULTY: 9**

**EXP: 3,300**
At the end of the crossroads is a long path with a few random encounters, and then the final save spot before Moria, where you’ll complete the Open Moria’s West Gate quest. After an intermission, your party will find itself locked in combat with the Watcher in the Water, the many-tentacled monster that guards the entrance to the mines.

You can hit the Watcher only with ranged attacks, which restricts you to Elegost’s attacks (Creature Bane is best) and Idrial and Hadhod’s spells. But rather than using Hadhod as an attacker, you may want to cast Stone Shield to protect your MVPs. Since he lacks long-range attacks, Berethor will have to play a support role here; a bit of Leadership at the beginning of the fight will do some good for the party.

You get only one piece of equipment for killing the Watcher, but it’s a good one: The Elfstone of Nimble Crafting will open

The Watcher in the Water is a foul creature that has lived long ages in the deep places beneath the Misty Mountains.

**Open Moria’s West Gate**

**Difficulty: 1**  
**Exp: 170**

---

**Boss!**

**The Watcher in the Water**

**Attribute**

| HIT POINTS | 3,112 |
| ACTION POINTS | 242 |
| AIR | NORMAL |
| EARTH | NORMAL |
| FIRE | FRAGILE |
| WATER | VERY STOUT |
| LIGHT | NORMAL |
| SHADOW | NORMAL |

**Attribute**

| BLUNT | NORMAL |
| SLASH | NORMAL |
| PIERCE | NORMAL |
| ROOT | NORMAL |
| SLEEP | IMMUNE |
| BIND MELEE | IMMUNE |
| BIND RANGED | NORMAL |
| BIND MAGIC | NORMAL |
EPISODE 1 - CHAPTER 2 - WESTERN MORIA

TITLE DIFF. EXP.
(1) Confront the Watcher in the Water 6 1,980
(2) Find Seven Dwarf Runes 3 1,490
(3) Locate Moria's Great Pit 6 2,970
(4) Find the Book of Secrets 8 3,960
(5) Find the Chamber of Records 6 4,950

ENEMY HP / AC
Watcher in the Water 3,096 / 242
Albino Cave Warg 1,460 / 193
Moria Goblin Archer Rabble 891 / 141
Moria Goblin Sword Warrior 852 / 140
Moria Goblin Sword Veteran 921 / 146
Moria Goblin Shadow Chieftain 1,200 / 391
You haven't seen the last of the Watcher in the Water, so prepare your party for an encore performance. First hit the chest on the right side of the stairs to find Hadhod's Dwarven Boiled Leather Vembraces, then follow the shattered pathway down to where the path meets the water.

The Watcher will strike again, and its stats and tactics remain the same. If Idrial has learned Haste of the Elves, you may find that the Watcher fight goes more quickly if you cast it on Elegost, since his Creature Bane is your party's most effective attack. Make sure Hadhod is busyly casting Spirit Powers of some sort; you want to learn his Endure Flame skill as soon as possible.

The treasure trove of items you get for killing the second Watcher makes it well worth the trouble: Elegost's Dunedain Layered Leather Overbraces and 1st Age Eregion Brooch of Weapon Warding, plus a Cracked Elfstone of Armor Enhancement that will give a defensive boost to your least-armored character (probably Elegost).

**HARK!**

Now that you've completed the first chapter, you can quit the game after you save and attempt Evil mode. In Evil mode you play as the enemies trying to kill your heroes in memorable battles from the previous chapter. In the first chapter, there is also a new fight in which the full party battles a Nazgul.

It's a lot of fun to use what you know of your party's weaknesses against them, like the fact that Idrial is the easiest to kill, and Hadhod the hardest. If you win the series of four battles in Chapter 1, you can choose a saved file and put Cracked Elfstones of Armor, Health, and Action Enhancement into that party's inventory.
There are plenty of chests in Moria, but the ones that hold runes are marked with red dots on your map, making them easy to find. After the chest with the Cracked Elfstone of Health Enhancement, the first rune will be just ahead. It’s well guarded by two Albino Cave Wargs with over 1,400 hit points each. Once again, Eregost’s Creature Bane will come in handy, but the Wargs’ weakness to Water makes Idrial the party’s true MVP.

Farther on, at the left fork past the save point, you’ll find another chest guarded by two Goblins. There’s no rune here, but the chest does contain Berethor’s Battered Steel Vambraces, which finally completes his first suit of patchwork armor.

Another Goblin awaits on the bridge in the right fork, and this is one you’ll want to pay special attention to. Shadow Chieftains have 1,200 hit points, are great at dodging, and can heal 600-plus hit points with a single spell. They’re also completely immune to sleep and fire effects. Fortunately, they have one weakness: All of their attacks are fire-based, so when Hadhod learns the Endure Flame Spirit Skill, your party will be nearly invulnerable.

The next two runes are a short distance away, in a wide crumbling stairway. On the way there you’ll encounter a fixed battle with a Warg and a lesser Goblin, which is noteworthy for the prize you’ll receive: Berethor’s 3rd Age Iron Cutlass of Isengard. Beyond that, a Cracked Elfstone of Health Enhancement is in a chest just to your right.

When you reach the stairs, you’ll notice that rubble has created several small nooks on either side of the stairway. The two runes are in these small cavities, but so are plenty of other items, if you’re willing to battle the Wargs and Goblins that guard the chests. In the first alcove you’ll discover Idrial’s Elven Steel Scouting Vambraces, and...
in the next alcove on the right you’ll find a Cracked Elfstone of Fire Protection, which will compensate somewhat for her natural Elven weakness to fire. In the second-to-last alcove on the right you’ll uncover Berethor’s Gondorian Steel Citadel Guard Helm, which is a significant improvement over his old Battered Steel Helm.

**Rune 4**

The save spot at the top of the stairs marks a four-way crossroads, and each of the new paths leads to at least one rune. The easiest way is through the first door on your left, which leads to the West Moria Crypt Room. You’ll snag Rune 4 without a fight, and can then search the rest of the room for items or come back later when you’re a bit stronger.

The fixed encounters here are pretty fierce, beginning with a three-pack of Albino Wargs from which you can win Elegost’s Dunedain Suede Leather Jerkin. If you have your Perfect mode Arrow Volley charged up, now is the time to use it! If not, make sure Elegost has the AP to use Creature Bane five or six times in a row, and cast Haste of the Elves to turn him into a Warg-killing machine.

Three more Wargs guard a chest in the south-west corner that contains Berethor’s 3rd Age Steel Long Sword of Arnor. Even better items await in the sarcophagus at the center of the room, but you can’t open that until your rune collection is complete.

When you return to the crossroads, skip the door immediately to your left and take the last of the four paths instead. This leads to the Balrog Pit Overlook, where you’ll find the rune you seek in the very first chest. But you’re not done here yet! Hang a quick left at the save point (heading east) and follow the path to the end. There are a few chests on the way, which contain combat and recovery items. When you reach the wide-open area with all the ladders and scaffolding, heal up before you approach the chest to the right.

When you near the chest, an intermission will occur in which you discover the Key to the Book of Secrets on a Goblin’s corpse. Immediately after finding it, you’ll be jumped by no less than six Goblin Sword Warriors, who will completely surround your party. When surrounded, you lose the ability to switch characters, so you won’t be able to tag in your fourth party member. Further complicating things is the fact that each character can target only the two Goblins in front of him or her.

Fortunately, every character has gained the Wheel
About ability, a free action that rotates the whole group.

If Berethor is in the group, have him give the party a boost with Company Valor, a great Leadership skill that helps on both offense and defense. Hadhod should focus on making Stone Might Shields for any wounded party member, while Elegost should use Arrow Flurry to take out his pair of Goblins as quickly as possible. Idrial can probably kill a Goblin with a single casting of Loudwater Fury, but she should be ready to cast Gift of Elrond on anyone who becomes wounded. You'll win a ton of items for this fight, including Hadhod's 3rd Age Dwarven Steel Battle Axe and Berethor's Gondorian Steel Citadel Guard Chestplate. You'll also complete the Locate Moria's Great Pit quest, earning 2,970 experience for your party leader.

Heal up if you need to, as you'll have to fight through an arduous series of fixed encounters on your way back to the crossroads.

Take the first door to your right when you return to the crossroads, into the path that leads directly north. The first fixed encounter on the bridge beyond is with a determined Shadow Chieftain, but you'll be rewarded for your victory with Hadhod's 3rd Age Dwarf Belt Buckle of Moria Iron and a new movie scene.

At the second segment of the bridge you'll find chests to your right and left. Among the items to the right is a Cracked Elfstone of Armor Enhancement, and to the left you'll find Berethor's 2nd Age Dwarven Shield of the Lords. Even better, you'll win Elegost's 3rd Age Ithilien Ash Longbow by defeating the enemies who guard the chest. Revel while you can, because things will get a lot less fun when you have to fight three Albino Wargs at the end of the bridge.

There are chests in each of the four rooms of the Necropolis at the end of the bridge, and you'll find Rune 6 in the second room. In the third room, you'll have to fight a trio of Goblins led by a Shadow Chieftain who will rapidly heal anyone you successfully damage. Have Berethor beef up the party with a little Leadership, and then focus all your might on the chieftain. Your victory will be rewarded with a pair of Idrial's 3rd Age Elven Silver Greaves, and the chests in this room contain 3rd Age Elven Silver Pauldrons (also for Idrial) and a Dwarven Steel Helm for Hadhod.

In the final room you'll discover Hadhod's 3rd Age Dwarven Steel Walking Axe, which will greatly aid his ability to deal damage for your party. Rune 7 is
If you got the key from the Balrog Pit Overlook, you’ll see an intermission in the throne room where you open the Book of Secrets. Hadhod shoves the throne aside, unlocking the sealed door in the Crypt Room, where you found rune 4.

Before Idrial unseals the door, check the sarcophagus in the center of the Crypt Room. It opens if you have all seven runes, revealing a Dwarven Velvet Hauberk and Dwarven Velvet Tabard for Hadhod, and a new Scene from Middle-

As you enter Dwarrowdelf, you’ll spot a chest to your right that contains Idrial’s 3rd Age Silverlode Raging Waters Pendant. You can see the influence this item will have on your stats by selecting “View Details” in your equip screen. Another chest along the left wall contains a few combat items, but this area is largely vacant.

Completing the Find the Chambers of Records quest is as easy as approaching the door on the opposite end of the room.

When you enter the door, however, you’ll find an ambush: Five Goblins lead by a Shadow Chieftain. You’ve come a long way since the beginning of the chapter, however, and it should now be possible to kill the chieftain in just one or two actions. With him out of the game, killing the grunts is just a formality.

Rewards for your victory include Idrial’s 3rd Age Woodland Steel Falchion, Berethor’s 2nd Age Elven Ring of Wrath, and Elegost’s Dunedain Wool.
**EPISODE 1 - CHAPTER 3 - EASTERN MORIA**

### QUESTS

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<thead>
<tr>
<th>Title</th>
<th>Diff.</th>
<th>EXP</th>
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<tbody>
<tr>
<td>(1) Find Balin's War Axe</td>
<td>3</td>
<td>2,970</td>
</tr>
<tr>
<td>(2) Find the Dwarf Lord Statue</td>
<td>4</td>
<td>3,950</td>
</tr>
<tr>
<td>(3) Slay Goblin Spirit Wielder</td>
<td>5</td>
<td>4,950</td>
</tr>
<tr>
<td>(4) Stop the Goblin Drummer</td>
<td>6</td>
<td>5,940</td>
</tr>
<tr>
<td>(5) Find Dwarfen Dragon Armor</td>
<td>5</td>
<td>5,940</td>
</tr>
<tr>
<td>(6) Kill the Goblin Chieftain</td>
<td>5</td>
<td>4,950</td>
</tr>
<tr>
<td>(7) Find the Goblin Bow</td>
<td>5</td>
<td>4,950</td>
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<tr>
<td>(8) Reach the Bridge of Khazad-Dum</td>
<td>10</td>
<td>19,800</td>
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<tr>
<td>(9) Kill Nine Trolls of Moria</td>
<td>8</td>
<td>7,920</td>
</tr>
<tr>
<td>(10) Find Lorien's Golden Helm</td>
<td>5</td>
<td>4,950</td>
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### ENEMIES

<table>
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<tr>
<th>Enemy</th>
<th>HP / AC</th>
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<tr>
<td>Moria Goblin Archer Rabble</td>
<td>1,448 / 207</td>
</tr>
<tr>
<td>Moria Goblin Sword Warrior</td>
<td>1,532 / 151</td>
</tr>
<tr>
<td>Moria Goblin Sword Veteran</td>
<td>1,953 / 193</td>
</tr>
<tr>
<td>Moria Goblin Shadow Chieftain</td>
<td>1,200 / 391</td>
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<tr>
<td>Moria Goblin Shadow Chieftain (boss)</td>
<td>2,541 / 499</td>
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<tr>
<td>Moria Goblin Drummer</td>
<td>2,131 / 479</td>
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<tr>
<td>Cave Troll Rabble</td>
<td>3,626 / 254</td>
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<tr>
<td>Cave Troll Shadow Chieftain</td>
<td>3,409 / 679</td>
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When you search the body of the Troll, you’ll find Berethor’s Gondorian Steel Captain’s Guard Pauldrons, and a new movie scene. There’s nothing else to find in this room, so return to the now-smoldering Dwarrowdelf and update your journal with three new quests: **Reach the Bridge of Khazad-dum**, **Find Balin’s War Axe**, and **Find the Dwarf Lord Statue**.

The Balrog’s rampage has uncovered several chests, including one with Ithilien Ranger Leather Overbraces for Elegost (at the alcove in the map’s northernmost point), and another with Hadhod’s 3rd Age Dwarf Belt Buckle of Moria Steel (toward the southeast). However, expect to run into a great deal of opposition if you go treasure hunting, as the Goblin Archers, Sword Warrior, and Sword Veterans that you vanquished in the last chapter have received a power upgrade.

A pack of six Goblins will surround you in a fixed encounter as you proceed east, so keep your hit points up and be ready for a difficult fight. Victorious players will win Berethor’s Gondorian Wool Fountain Guard Cloak.

Your next fixed battle is with a Cave Troll that can do a pulverizing 600 HP worth of damage in a single standard hit. Hadhod’s Stone Might Shields are still effective, but they won’t last long. The Troll holds the 3rd Age Dwarven Black Iron Walking Axe, which completes the **Find Balin’s War Axe** quest, although it isn’t as good a weapon as the axe you found near the West Moria Throne Room. Judging from the name of your newest quest, **Kill Nine Trolls of Moria**, there may be a few more Troll battles to come.…

Before you rush through the door to the next area, raid the chest to the left of the doorway; it contains a Cracked Elfstone of Blunt Defense. It should give one character a smidgen of defense against Troll beatings.
A murderous onslaught of Goblins awaits you on the Chasm Stairway, with only a few chests of recovery items to provide respite from the gauntlet of battles. When you reach the large open area at the end, you'll find the Dwarf Lord Statue at the first red dot, and you'll be immediately rushed by the second Troll and his pet Goblin Archer. The Dwarven Steel Pauldrons you'll recover from these monsters may not make up for the desecration of Hadhod's lord, but it will come in handy. The hefty experience bonus for completing the quest doesn't hurt either. You'll also find Berethor's Gondorian Steel Citadel Guard Greaves in a chest by the statue.

When you enter the East Moria Balrog Altar area, you'll receive two new quests: Find Dwarven Dragon Armor and Slay Goblin Spirit Wielder. You won't have far to look for the Spirit Wielder; this super-powered Shadow Chieftain is leading a pair of Sword Veterans at the bottom of the pit just in front of you. Use Hadhod's Endure Flame if you have it, and try to take out the chieftain before his healing gets out of control. Avoid using fire attacks yourself, as this chieftain can actually absorb them as hit points.

Among the treasure you'll find Elegost's Dunedain Suede Leather Skirt of Arnor and Berethor's 3rd Age Goblin Shield of Moria. You can also find Elegost's 3rd Age Gondorian Brooch of Spirit Warding in
The Goblins of Moria are often led by those of their kind who have stolen tokens filled with Shadow Spirit Powers.

**ATTRIBUTE VALUE**

- **Hit Points**: 2,532
- **Action Points**: 499
- **Fire**: Heroic
- **Pierce**: Fragile

When you come up to the other side of the altar area, a Goblin drummer will begin drumming to alert his horde of your presence. To complete the Stop the Goblin Drummer quest, rush straight for him, and you'll only need to fight two battles (including one with the third of the nine Trolls) before you catch a glimpse of him. On the third fight, you'll see the drummer, but you won't be able to target him until you slay the row of Goblins between you and him. Even when you accomplish that, he'll quickly summon more, so use skills like Company Might early on to ensure that you can do heavy damage to the drummer when the time comes. You'll earn Berethor's Gondorian Steel Citadel Guard Fauld for your hard-fought victory.

**Stop the Goblin Drummer**

**Difficulty: 6**  **Exp: 5,940**

Some elite Goblins within the great halls man huge signal drums to warn their horde of approaching foes.

**ATTRIBUTE VALUE**

- **Hit Points**: 2,131
- **Action Points**: 479
- **Root**: Immune
- **Sleep**: Immune
- **Bind Melee**: Immune
- **Bind Ranged**: Immune
- **Bind Spirit**: Immune

**BOSS!**

**Moria Goblin Shadow Chieftain**

**BOSS!**

**Moria Goblin Drummer**

**BOSS!**

**Moria Goblin Shadow Chieftain**
A downward slanting passage in the southwest side of the Goblin Drummer's map will lead to the East Moria Goblin Catwalks, and the beginning of the **Kill the Goblin Chieftain** quest. Before you cross the makeshift bridge, head north along the west wall to find a chest on a ledge that contains Hadhod's 3rd Age Dwarf Belt Buckle of Moria Gold.

The fourth Troll is waiting at the end of the second bridge, with his Shadow Chieftain companion. Victory in this battle will earn you Hadhod's 3rd Age Dwarf Belt Buckle of Moria Silver. If you hang a left, heading south, you'll find a chest with Hadhod's 3rd Age Steel Dwarven War Hammer. Then head up the massive staircase to the mausoleum, where you can battle another Troll for Berethor's 3rd Age Steel Broad Sword of Gondor and 3rd Age Ithilien Band of Fortification, and Hadhod's 2nd Age Dwarven Dragon Helm. They're all strong upgrades that you're certain to find helpful. This completes the **Find Dwarven Dragon Armor** quest and marks the start of the **Find the Goblin Bow** quest.

**Find Dwarven Dragon Armor**
DIFFICULTY: 6
EXP: 5,940

Continuing south you'll find an altar holding an enticing find: Idrial's 3rd Age Rohan Steel Long Sword. Sadly (or not, depending on your outlook), it lies guarded by a trio of rather unpleasant Shadow Chieftains. Also take note of the small passage beside sword; the passage leads beneath the mausoleum entrance and up to the mausoleum's eastern wing, but not before it stops at a broken sarcophagus where you'll fight a pack of Goblin tomb raiders that includes your target in the **Kill the Goblin Chieftain** quest.

When you search the broken sarcophagus you'll find 3rd Age Elven Gold Plated Greaves for Idrial, and Elegost's 3rd Age Moria Goblin Shortbow, which completes the **Find the Goblin Bow** quest and earns you another 4,950 experience points. At this point, the **Find Lorien's Golden Helm** quest will be added to your journal—sally forth!

**Kill the Goblin Chieftain**
DIFFICULTY: 5
EXP: 4,950
Continue up the pile of rubble to return to the mausoleum's top floor, proceeding south and then east in your pursuit of the final quest objective. On the way you'll find a few chests with recovery and combat items and several standard Goblin battles, but things really get interesting when you near the end of the area, where you fight the next two Trolls... at the same time!

Use your Perfect mode if you have it, or rely on skills with Crippling in the name, or ones that cause sleep or paralysis effects to distract one Troll while you concentrate on the other. When you pass through the door you'll arrive at the Bridge of Khazad-dum, completing this chapter's primary quest and earning a whopping 19,800 exp.
Here you’ll see Gandalf, but before you can reach him, the final two Trolls will jump you. One is a Cave Troll Shadow Chieftain, a magic-using, drum-playing Troll that knows spells that can damage your whole party. He’s the one to target with sleep, paralysis, or attacks like Crippling Smash or Stunning Strike, which prevent an enemy from acting. When you emerge triumphant, you’ll collect a Polished Elfstone of Water Protection and complete the Kill Nine Trolls of Moria quest.

Since Gandalf seems to be holding his own against the Balrog, you have time to raid the chests for Berethor’s 3rd Age Dwarven Battle Shield of Moria and Idrial’s 3rd Age Elven Gold Plated Battle Helm, which completes the Find Lorien’s Golden Helm quest.
The Balrog has 10 times as many hit points as the strongest enemy you've fought thus far. Luckily, you have a new ally for this fight—the mighty Gandalf, who can thrash 6,000 hit points out of the Balrog with each use of his Bolt of the Valar skill. He'll need your party's help to do it, however, so don't think you're just along for the ride.

Your first few turns should be all about preparation: Hadhod's Endure Flame, Gandalf's Endure Shadow, Berethor's Leadership skills and Idrial's Haste of the Elves (on Gandalf, of course) are a good place to start. The Balrog may be immune to a lot of things, but it isn't immune to all status effects: Elegost's Blinding Shot will take its toll (there's nothing more satisfying than watching the Balrog miss), as will effects like Piercing Might and Shattering Strike.

The Balrog's nastiest tricks are Pillar of Wrath and Bellowing Inferno, which burn away both hit points and Action Points in large amounts. Fortunately, Gandalf can steal AP from the Balrog and distribute them to the whole party with Wizard Drain.

Don't think your party can't get their lumps in too. Idrial can chip in with Loudwater Fury, which can do a good amount of damage (especially when enhanced with the Brunien Water combat item). It's hard to hit the Balrog with melee attacks, but if Hadhod can get in a Crippling Smash, you can cost it a turn or two.

The Dwarves delved too deeply and freed this ancient creature of shadow and flame who now rules Moria.

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<th>STATISTIC</th>
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<tr>
<td>Action Points</td>
<td>4,335</td>
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**Fire Absorb**

**Water Fragile**

**Light Fragile**

**Stun Immune**

**Root Immune**

**Sleep Immune**

**Bind Melee Immune**

**Bind Ranged Immune**

**Bind Spirit Immune**
### Episode 2 - Chapter 1 - East Emnet

**Title Differences and Experience Points**

1. **Find an Elf Near the River** - 6 - 9,900
2. **Liberate the Stockade** - 7 - 11,550
3. **Locate the Rohan Outpost** - 7 - 11,550
4. **Everybody's Grudge** - 10 - 16,500
5. **Find Two Elves in the Cave** - 8 - 13,200
6. **Find an Elf in the Gullies** - 8 - 13,200
7. **Find an Elf Near the Cave** - 7 - 11,550
8. **Save the Rohan Soldier** - 9 - 14,850

**Enemy HP / AC**

- **Uruk-Hai Scout Warrior** - 2,135 / 295
- **Uruk-Hai Scout Veteran** - 2,061 / 295
- **Uruk-Hai Scout Captain** - 2,421 / 480
- **Orc Veteran** - 1,867 / 264
- **Armored Orc Sword Warrior** - 1,728 / 253
- **Armored Orc Archer** - 1,236 / 273
- **Armored Orc Shadow Chieftain** - 2,557 / 373
- **Armored Orc Greater Captain** - 2,683 / 338
- **Hardened Greater Warg** - 2,186 / 305
- **Grizzled Greater Warg** - 2,240 / 315
- **Ringwraith Shadow Captain** - 9,468 / 335
A modest gift of an Ithilien Wool Ranger Cloak is waiting for Elegost at the water’s edge, so grab that before you proceed north down the path. When you’re ready to move on, you’ll meet a new guest character, Aranel, who will join you in your first battle against the Uruk-hai. Aranel is an unfailingly accurate archer, and can boost both hit points and Accuracy for the party with his Elf Eyes skill.

After your victory, Aranel will update your journal with no less than five quests: Everybody's Grudge, Find Two Elves in the Cave, Find an Elf in the Gullies, Find an Elf Near the Cave, and Find an Elf Near the River. It seems we have some Elves to find!

If you investigate the nearest blinking red dot, in the loop just to the north, you’ll find not an Elf but another new quest: Locate the Rohan Outpost. Shortly after the intermission, you’ll battle a few easy Orcs in a fixed encounter, and claim Berethor’s Gondorian Steel Captain’s Guard Helm as a prize.

The nearest Elf is the “near the river” one, at the blinking dot northwest of the loop. As you approach what looks like a dead end, he’ll come running down the path with four Uruk-hai at his heels. Uruk-hai are similar to normal Orcs, but with deadlier skills that can stun or wound their targets. However, these small groups should pose no threat to a party that beat a Balrog, especially with Berethor’s Uruk-hai Bane skill at your disposal.
You'll discover a cave down the long path to the west of where you found the first Elf. There are no Elves here, but the **Liberate the Stockade** quest will reward you with a stunning view and a half-dozen armament upgrades.

A trio of Uruk-hai Scout Warriors will meet you near the entrance, with Idrial's 3rd Age Elven Gold Plated Pauldrons in their possession. Before you reach the cave's save point and a chest containing Elegost's 3rd Age Rohirrim Brooch of Fortification, you'll face two more fixed encounters that introduce Uruk-hai Captain enemies. The captain's crossbow is far deadlier than his minions' blades, so he should always be your primary target. Watch out for his Power of the Brood skill, which makes your characters share in the damage when they attack his minions.

Two more Captain-led Uruk-hai bands are blocking the way to the red dot at the end of the cave, but both carry items you'll appreciate: Berethor's Gondorian Steel Citadel Guard Vambraces and Hadhod's 3rd Age Dwarf Belt Buckle of Moria Mithril. The chests in the stockade contain Berethor's 3rd Age Steel Fountain Guard Long Sword and Idrial's 3rd Age Elven Gold Plated Vambraces.
The large, empty detour north of the cave entrance has a single chest guarded by a powerful Uruk-hai brigade. But Idrial’s 3rd Age Easterling Steel Scimitar is certainly worth a little bloodshed. From here, head east, where you’ll run into an old friend. Then move to the blinking dot toward the south, where you’ll discover the Rohan Outpost and a save point. There’s only one item in the small cavern, but it’s a good one: Berethor’s 3rd Age Rohan Infantry Shield.

In this wide-open area you’ll encounter enemies frequently. They’re usually a mix of Orcs and Uruk-hai, with the occasional Warg in the caves, but every now and then you’ll run into three Ringwraith Shadow Captains instead.

If you happen to run into this deadly trio, don’t panic! You’ve come a long way since your last battle with a Ringwraith, and these wraiths are no longer immune to your attacks. While each Ringwraith has 9,468 hit points, their strikes typically do only 200 hit points worth of damage. That means that although this fight will be a long one, it is quite possible to win. The Ringwraiths hold the Sauron Blood combat item (which enhances Shadow attacks), and are worth enough experience to boost all your characters by a level or two!

Sauron recalls his Ringwraiths to Mordor, where they grow in power to again lead his armies.

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Continuing east, you'll come upon a cave entrance set high into the cliffs. Before you go spelunking, search the base of the cliff opposite them to discover Hadhod's 3rd Age Dwarven Steel Mortising Axe.

You won't get far into the cave before its occupant shows up to enforce his no-trespassing policy. This giant Warg has about 5,000 hit points and can typically knock 1,000 points off your life bars in a single hit. Set up a good defensive position with the combination of Stone Shield and Taunt Foe, and try to prevent the Warg's attacks with Crippling skills that knock him back a few places in attack-initiation order.

You'll earn Idrial's 3rd Age Fangorn Steel Falchion and a Cracked Elfstone of Action Enhancement for the victory, and that's only the beginning. There are no chests here, but the sparkling orbs over long-dead skeletons indicate good grave-robbing opportunities. The dead won't miss Berethor's 3rd Age Gold Ithilien Long Sword, Idrial's 2nd Age Elven Steel Fauld, nor the scores of recovery and combat items that clearly
If you proceed south after defeating the Warg, you'll find one of the Elves you sought. Although you can never make it in time to save him, you can honor his memory by looting the corpses nearby, scoring yourself Cracked Elfstones of Piercing Defense and Action Enhancement.

The longer northern passage leads to a happier ending, as well as a fixed encounter with Greater Wargs that hold Hadhod's Dwarven Black Iron Vambraces. A chest nearby holds Idrial's 1st Age Eregion Weapon Warding Pendant.

The only way to reach the north end of this map is through the thin gully north of where you met Gandalf the White. You can't avoid combat in this tight passage, but you wouldn't want to: the first Uruk-hai band holds Elegost's 3rd Age Rohan Shortbow. Gandalf meets you at the end of the gully to update your journal with quests for the next area (Rohan).

If you head west (left) after clearing the gully, you'll find a save point and a ramp to a plateau where the gully Elf waits. He isn't under attack like the others, but he'll quickly draft you into helping
him fight a pack of Orcs below. Only ranged attacks will work in this fight, but every member of your party should have one of those by now—except Berethor (though he can get a ranged attack through Shadowcraft). Target the Uruk-hai Captain first, then the Shadow Chieftain for a relatively painless victory that will be rewarded with a 3rd Age Gondorian Shortbow for Elegost.

If you go south from here, through what looks like a cave, you'll end up on a ledge overlooking the Rohan Stockade. You'll find a chest in the cave, but the better item is in the hands of the Orcs who guard it: Elegost's Minas Tirith Captain's Leather Overbraces. On the high road beyond the cave, you'll face a difficult pack of Uruk-hai and discover chests with Berethor's Gondorian Steel Captain's Guard Greaves and Elegost's Dunedain Chain-Mail Skirt.
Find an Elf Near the Cave

Weave your way east through the crags, aiming for the last red dot. The Greater Wargs that have the last Elf surrounded should be easy pickings for your heroes. The grateful Elf will tell your party of the Save the Rohan Soldier quest, but you won't be able to attempt it if you haven't saved all of the Elves.

There are a few chests nestled amongst the crags in this area; they contain various recovery and combat items for your group.

Save the Rohan Soldier

You'll find the fallen soldier of Rohan in the north end of the map. He is being attacked by seven Uruk-hai. Fortunately, you won't have it quite so rough, because you only have to fight three at a time. When one of the Uruk-hai falls, one behind it will take its place. Stun the captain (on the right) or put him to sleep; he's the one with the deep bench of two guys behind him. Then take out the two guys on the left, and their replacements. That will allow you to fight the last three one-on-one for an easy victory.
**EPISODE 2 - CHAPTER 2 - PLAINS OF ROHAN**

### QUESTS

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<td>(3) Riders on the East Side of the Warg Hive</td>
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<td>(5) Riders near Edge of Fangorn</td>
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### ENEMIES

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You begin this chapter with three quests: Riders in the Village, Riders on the West Side of the Warg Hive, and Riders on the East Side of the Warg Hive. A fourth quest will open as soon as you travel a short distance to the south, where you’ll be run down by a villager fleeing a pack of Orcs. These are not the usual Orcs that you can defeat in two solid hits, mind you, but a special elite breed with over 6,000 HP apiece! That makes for a grueling fight, but at least Berethor will score a 3rd Age Rohan Steel Long Sword for his troubles.

The villager will give you the Save the Warrior quest, which takes place in the small village that is just ahead. Once again you’ll find yourself in a fixed encounter with Elite Orcs, but this time you’ll have a stranger fighting by your side. This battle is quite difficult, and—at this stage in the game—Morwen’s constitution might make her vulnerable, so it’s a good idea to cast Stone Shield on her as soon as possible. Among the prizes for this fight is the Rohirric Scouting Helm, Morwen’s first item. In the ensuing intermission, you will receive the Morwen’s Family
Completing the Riders in the Village quest is as simple as approaching the cavalrymen to the east and talking to them. The "Rider" quests are all free experience, so you may want to put Morwen in the lead to get it. There are also three treasure chests in town, so set your sites on those as you go about your duties.

If you leave the village heading west, you'll end up in the Warg Hive, a series of tunnels that connects this area to a larger village in the north. If you leave the village through the southeast exit, you'll end up at the other side of the Warg Hive, but will have to fight through several random encounters to get there. Since you have to warn the riders on both sides of the hive, the best plan is to head east.

Once again, the riders will be easy to find and it won't take much to convince them to head to Helm's Deep. You can cut directly through the hive to reach the riders on the east side, but if you'd like to find some armor and weapon upgrades for your party, you'll want to take some time to explore.

If you head left (north) at the fork in the center of the hive, you'll find an Ithilien Wool Captain's Cloak for Elegost at the end of the winding path. It's easy to get, as there are no fixed encounters on this side of the map.

The southern fork is significantly more challenging. One of its branches leads to a whole other floor of the hive, where three Orcs and three Wargs have conspired to set a six-on-three ambush. You'll be surrounded once again, so as you head up the ramp, make sure your top three characters are in fighting shape. This is a difficult battle, but you have a lot more tricks up your sleeve than you did the last time you were surrounded. For example, Elegost's Frenzy followed by two Sleep Arrows is a great first move. Your prize for this fight is Berethor's 3rd Age Jagged Scimitar of Dunland.

The path to the left leads to Idrial's 2nd Age Elven Steel Greaves. The chest in the path to the right contains only Waters of Gladden, a combat item. That leaves the path in the middle, which winds outside of the hive and ends in a treasure room that contains several supply chests and a Cracked Elfstone of Slashing Defense.
At the other end of the hive you’ll find the last group of riders… or so you think. The Riders Near Edge of Fangorn quest will be added to your journal at this point, and the men at the gate to the north won’t let you through the gate without that last group of stragglers.

To find them you’ll have to backtrack to where you began this chapter. You can either return the way you came, or make a loop by heading west from the gate. Either way you choose, don’t miss the chests on either side of the stairs to the gate. The one to the right contains Berethor’s 3rd Age Dwarven Band of Might.

After alerting the last riders, you’ll be ordered to the Snowbourne Village. First you’ll need to return to the Bridge to Edoras, and once again you can either cut through the Warg Hive or take the direct route through the village and face a few extra encounters. But be aware that with each random encounter in the Morwen’s Village area, there is a slight chance you’ll run into a Ringwraith.

A series of fixed encounters awaits on the bridge, starting with a battalion of Elite Orc Sword Warriors. Two more will join the initial pair after the battle begins, and each one of those has a replacement waiting in the wings. As before, the best strategy is to immobilize two of them (especially easy if Elegost has learned both Frenzy and Sleep Arrow), and then kill the other two and their replacements while half your enemies snooze. You’ll win Idrial’s 2nd Age Elven Steel Chestplate for this fight.

A similar battle awaits on the other end of the bridge, except this time there’s a Shadow Chieftain in the mix. Both he and the Sword Veteran who replaces him are immune to Sleep, so save that for the weaker Sword Warriors. Prizes for this challenge include Elegost’s 3rd Age Uruk-hai Scout Bow and Berethor’s Gondorian Steel Warrior Battle Helm.

There’s still one more fight waiting for you at the very end of the bridge. At first you’ll be facing two Uruk-hai Scout...
Veterans and two Elite Orc Archers, but don’t use your Perfect-mode attack yet; two Elite Orc Sword Veterans will join the battle in a turn or two. Fortunately, there are no reinforcements this time, so hit the weaker targets with your most powerful attacks to even the odds as quickly as you can. This fight’s prizes are both for Berethor: a Gondorian Steel Captain’s Guard Chestplate and 3rd Age Gondorian Ring of the Citadel. Idrial can find a 3rd Age Morannon Obsidian Long Sword if

**REACH THE GREAT HALL**

Snowbourne’s great hall is near the north end of the map, and you’ll need to open a series of locked gates to reach it. After you enter the town, grab Elegost’s 3rd Age Rohirrim Brooch of Haven from a chest just ahead, then turn right and make your way up a winding ramp to the southeast hill. Scour all the nooks and crannies of the hill to reveal three chests (including one that contains Berethor’s 3rd Age Rohirrim Royal Guard Shield) and a crank that will open a gate on the eastern side of the village. You can also win Idrial’s 2nd Age Elven Steel Battle Helm of Lorien from a fixed encounter in the center part of the village. Ignore the gate you just opened and head instead to the west, and up the hill that’s to the left of the entrance. Here you’ll be greeted by a pack of Uruk-hai that hold Berethor’s Gondorian Wool Captain’s Guard Cloak, and you can find him a pair of Gondorian Steel Captain’s Guard Vambraces, as well. There are two cranks to turn on this hill; don’t miss either!
Continue north along the west wall until you find the ramp up the northwest hill. There are two cranks to turn here, and you can win Hadhod’s 2nd Age Dwarf Belt Buckle of the Miners from the fixed encounter between them.

You can now cut through the center of town and reach the last hill, in the northeast section. But first hit the chest by the house at the base of the ramp for a long-awaited Morwen weapon upgrade, the 3rd Age Morgul Iron Piercing Axe. Before you reach the final crank, you’ll have to fight a mixed group of Wild Men and Uruk-hai that possesses Idril’s 3rd Age Galadhrim Pendant of Restoration. Also, one of the chests on the hill contains Morwen’s Rohirrim Iron Greaves.

Cut east from the center of town, and head north along the east wall to reach the Great Hall unchallenged and complete this quest.
Wormtongue has twice as many hit points as his Uruk-hai henchmen, but they’re so heavily armored that he’s still the easiest in the group to kill. The Uruk-hai can’t be put to sleep, but they can be stunned, crippled, weakened, or poisoned (by Morwen’s excellent Poison Wounds skill). Do whatever you can to slow them down so you can concentrate on the far more dangerous Wormtongue without their interference. Since both Wormtongue and his henchmen are strong against Slashing attacks, Hadhod should switch to his hammer for the duration of this fight.

If you focus on Wormtongue, he’ll go down fairly quickly. Poison or wound him early so you can get some damage in while you focus on your defense; you absolutely can’t let anyone’s HP drop below 1,000, lest his Black Speech attack wipe out a character. Make sure you use Morwen’s Steal Item on Wormtongue before he dies; the 3rd Age Rohirric Gold Mortising Axe in his pocket is so good it’s worth wasting a turn to have Morwen equip it in the middle of the fight.

When Wormtongue falls and it’s time to deal with the Uruk-hai, switch to a magic-oriented group that can circumvent their heavy armor with spell attacks and continual damage from wounds and poison.

You’ll get a ton of loot from this fight: Berethor’s 3rd Age Rohan Steel Royal Court Long Sword, Elegost’s Dunedain Chain-Mail Hauberk, Morwen’s 3rd Age Gold Cuisse of Sanctuary, and the Elfstone of Pure Light that will unlock the Light Crafting Skill Tree for your party. You’ll also find Rohirrim Iron Pauldrons for your next character, Eaoden, in a chest by the door.

**Liberate Snowbourne**

**Difficulty: 6**

**EXP: 14,930**

Rohan’s trusted advisor Grima never rests, weakening Rohan so Saruman can destroy it.

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Turn the crank in the great hall to open the gate out of town, and head east through a Warg-infested tunnel. The left fork leads to a supply cache where you can nab a bunch of Loudwater Mists items (which awaken a sleeping character) and a 3rd Age Rohirric Bronze Felling Axe for Morwen. The right fork leads to the end of the level.

At the exit to the cave, you’ll spot the long-awaited Eaoden just as he’s about to fall prey to a pack of Wargs. Slay them to win his trust, as well as his Rohirrim Banded Leather Helm and Berethor’s 3rd Age Dread Orc Blade of Mordor.

Continuing east, you’ll soon run into the remnants of Morwen’s family, an event immediately followed by a second boss battle. Sharku, Warg-Raider Commander may not hit especially hard, but his constant castings of Paralyzing Flash will repeatedly Bind Melee your fighters, forcing you to constantly clear them with Idrial’s Cleanse Shadow or defeat him exclusively with Spirit Skills. Once again, make sure Morwen can successfully pull off a steal so you can grab Elegost’s 3rd Age Rohirrim Brooch of Might from Sharku. When you finally overwhelm him, you’ll also find Idrial’s 3rd Age Steel Long Sword of Eomer’s House, Hadhod’s Dwarven Boiled Leather Greaves, and Berethor’s 3rd Age Rohirrim Shield of Kings.

<table>
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<th>Boss! Sharku, Warg-Rider Captain</th>
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<td>Sharku’s Warg Riders are used by many Dark Forces to scout ahead of the main army, creating terror and havoc wherever they roam.</td>
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**MORWEN’S FAMILY**

**DIFFICULTY:** 7  
**EXP:** 17,330

**SHARKU, WARG-RIDER CAPTAIN**

Sharku’s Warg Riders are used by many Dark Forces to scout ahead of the main army, creating terror and havoc wherever they roam.

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**EPISODE 2 - CHAPTER 3 - HELM'S DEEP**

- **QUESTS**
  - (1) SPEAK WITH GAMLING 5 17,300
  - (2) SPEAK WITH GIMLI 5 17,300
  - (3) SPEAK WITH THEODEN 5 3,470
  - (4) RETRIEVE HELM'S HAMMER 7 24,260
  - (5) SPEAK WITH LEGOLAS 5 17,300
  - (6) SPEAK WITH ARAGORN 5 17,330
  - (7) RETURN TO GAMLING 3 10,400
  - (8) DEFEND HELM'S DEEP 8 34,650
  - (9) AID ARAGORN AT THE GATE 8 27,720

- **ENEMIES**
  - Uruk-Hai Berserker 10,086 / 377
  - Uruk-Hai Sword Warrior 6,549 / 360
  - Uruk-Hai Sword Veteran 6,045 / 465
  - Uruk-Hai Archer 5,033 / 346
  - Uruk-Hai Sapper 6,904 / 745
  - Uruk-Hai Shadow Chieftain 6,136 / 966
  - Attack Troll Veteran 14,311 / 397
  - Attack Troll Captain 17,643 / 442
Helm’s Deep provides a welcome respite from the constant battles of Rohan, but you don’t need to be a Lord of the Rings buff to guess that this night ends in bloodshed. Still, enjoy the tranquility while you can, accomplishing your combat-free slate of quests: **Speak with Gamling**, **Speak with Theoden**, and **Retrieve Helm’s Hammer**. These quests can be accomplished in any order, but we’ll start with Gamling. Head north from the stables, stopping to save your game and pick up Morwen’s delightfully revealing Rohirrim Boiled Leather Jerkin. Hang a right at the top of the winding staircase and go through the dim passage before you to find Gamling’s armory. Gamling himself will present Morwen with a 3rd Age Iron Mordor Battle Axe, and update your journal with the **Speak with Legolas**, **Speak with Gimli**, and **Speak with Aragorn** quests. You can then raid the weapon racks wherever you see a white ball of light, scoring Berethor’s Gondorian Steel Fountain Guard Greaves, Elegost’s 2nd Age Numenorian Longbow, Idril’s 2nd Age Elven Steel Vambraces, and a Polished Elfstone of Action Enhancement.

**Speak with Gamling**

**DIFFICULTY: 5 **

**EXP: 17,300**

Take a sharp left outside the armory, then continue up the stairs to Helm’s Deep’s Great Hall. Chests outside the hall contain Elegost’s Dunedain Wool Riding Hood and Morwen’s 3rd Age Rohirric Iron Battle Axe. (The Rohirric Iron Battle Axe is not as powerful as the Iron Mordor Battle Axe you just found in the armory, but it won’t slow you down as much.) You’ll find Gimli waiting inside the hall, where you’ll be rewarded an experience bonus in honor of the hero’s appearance. You may want to put Eaoden at the fore so he can reap the rewards.

**Speak with Gimli**

**DIFFICULTY: 5 **

**EXP: 17,300**

It does my heart good to be so close to the mountains... This is good quality rock.
Head up the thin staircase outside the Great Hall, and up to the inner wall. Here you'll find Theoden and a small experience bonus for your party leader. You can reach the outer wall by passing through an arch in the inner wall, and there you'll find a chest with Morwen's 2nd Age Elven Cuisse of Spirit Warding.

There's an archway just east of the entrance to the Great Hall, which leads to the fortified area on the southeast side of your map. You'll find a chest with Hadhod's 3rd Age Mithril Dwarven War Hammer just to the left of the door, the weapon wielded by Helm Hammerhand himself. This completes the Retrieve Helm's Hammer quest, and gives your party an excellent weapon versus the heavily armored Uruk-hai and Trolls in the battles to come, as both tend to be weak to Blunt attacks.

A long staircase has been hewn into the rock on the east side of this area, and you'll spot a chest near the top that holds Morwen's Rohirrim Iron Pauldrons. The stairs lead to a sort of inner courtyard where you'll discover Elegost's 2nd Age Elven Brooch of Wrath in a chest behind a tent.

Several staircases lead from the courtyard to Helm's Deep's east wall, where you'll find a chest containing Hadhod's 2nd Age Dwarf Belt Buckle of The Smiths at one end, and Legolas at the other.
Head up the stairs beyond Legolas, and turn right to return to the stables from which you entered Helm's Deep. There you'll find Aragorn with one of the horses, completing the final precombat quest and earning Eaoden his last experience bonus. Your journal will be updated with the Return to Gamling quest, at which point your respite from combat ends.

After you speak with Gamling and agree to his request, you'll be sent to the Deeping Wall to begin the battle for Helm's Deep. Make sure you've equipped all your characters with their new toys before you agree to join the fight, because this is one brutal melee!

For the first few battles of Helm's Deep, you'll have the mighty Legolas at your side. Uruk Hewer is his most powerful attack, and you should use it freely, since Legolas's AP (as well as his HP) will be refilled between battles.

Your enemies here are not just the three Uruk-hai Berserkers you see before you, but the three ladders behind them as well. If you don't destroy each ladder as soon as the enemy before it falls, that enemy will promptly be replaced by an Uruk-hai Sword Warrior. The ladders are surprisingly hearty (each has over 12,000 HP), and it may take multiple attacks from even your strongest fighters to topple them. The lightly armored Berserkers aren't very tough, but they do a ton of damage. Weaker characters like Morwen are unlikely to survive a second hit, so you may want to use Idrial's Aura of the Valar as a precautionary measure.

You'll receive a treasure trove of items for your victory, including Elegost's Minas Tirith Bronze Vambraces and Berethor's 2nd Age Numenorian Long Sword. You won't get a chance to equip them, so if you're itching to try out Berethor's new equipment, you'll have to use the Change Weapon command in battle to make the switch.

You'll have to fight this same battle three times before Round 2 begins, with the only difference being the difficulty of the foes that climb up the ladders. For the second fight, you'll win Berethor's 3rd Age Isengard Uruk-hai Battle Shield, and Idrial's 3rd Age Iron Cutlass of Isengard. For the third, you can win Eaoden's Rohirrim Steel Helm and Berethor's Gondorian Steel Fountain Guard Fauld.

NOTE: The experience value given above represents the total experience reward for defending Helm's Gate. We've broken this quest into subsections
The four Uruk-hai Sword Warriors and Archers you see at the beginning of this battle are just the front line of a 12-man Uruk-hai army. Each row is between three and five Orcs deep, so this is guaranteed to be a long fight. To ensure you can use your skills without running out of AP, Berethor should keep your active fighters under Fellowship Grace at all times.

Gimli will replace Legolas as your guest warrior, and although he doesn't do as much damage, his 12,000 hit points will ensure you never need to intervene to keep him alive. Like Hadhod's Crippling Smash, Gimli's Balrog's Gambit can knock its target back a few steps in Initiative order, making it his most useful attack. With Idrial's Haste of the Elves speeding Gimli up, his attack will be one of the keys to victory. The other key is that all of the frontline Uruk-hai are vulnerable to Sleep attacks, so it should be Elegost's role to immediately put three of the enemy columns asleep while everyone else focuses their attacks on the fourth.

Among the replacements, you'll discover new Uruk-hai Sapper enemies with bombs strapped to their backs. These suicide bombers light the bombs on their first turn and then charge at a character to blow him or her to smithereens. It's a deadly attack, but the Sappers are so slow that you have plenty of time to kill them first.

The rewards for this battle include Eaoden's 3rd Age Iron Uruk-hai Pike and Rohirrim Boiled Leather Vambraces. The pike is the upgrade Eaoden needs to become a powerhouse in combat, and you'll be able to equip it immediately, as you're given a break from the action following this fight.
Aragorn has moved on to bigger and better things, leaving you to fight an Attack Troll and two Berserkers without assistance. The enemies will not be replaced when they die, making this fight less dangerous than the greater challenge that awaits. Poison the Attack Troll early, then focus your attacks on the softer Berserkers. Powerful slashing attacks like Berethor's Ecthelion Wrath will show them the folly of running off to battle with only a loincloth for protection. Since the far-harder battle happens immediately after this, be sure to heal your characters and refill their AP before this battle ends. You'll win a 3rd Age Elven Silver Tiara of the Galadhrim for Idrial and a 3rd Age Silverlode Raging Waters Pin for Eaoden.

The next battle is a nightmare: Three Berserkers and an Attack Troll, each of which has three or four reinforcements waiting. This may be the hardest battle in the game, since Berserkers are fast and furious attackers, and often get to take several turns in a row, which allows them to shred even parties that are at full health. Use your first several turns to set up your defenses; Idrial should try to cast Haste of the Elves on herself and anyone else she can, and use Aura of Valar on herself and other key players if possible. Berethor should use his Stand Fast Leadership skill (since the Troll has a stunning attack), as well as Company Valar. If you've learned Last Gasp already, this is definitely the time to use it. Focus all your attacks on one column of Uruk-hai so you can even the odds as quickly as possible. Keep an eye on the Battle queue; when you can tell your enemies will get several turns in a row, use your Perfect-mode attack to wipe the board in hopes that their replacements will be slower to act. You'll earn Hadhod's Dwarven Mithril Scale-Mail Hauberk and Berethor's 3rd Age Rohirrim Shield of the Royal Court to win this challenging fight.

If you can't win this fight, strengthen yourself by getting in a random encounter after your last saved file. Kill all the enemies but one, and use Berethor's Leadership skill repeatedly until you learn Last Gasp. This skill buys you an extra turn when you're on the receiving end of a lethal blow; instead of dying, your HP merely drops to 1. The extra turn it provides often makes all the difference.
### Quests

<table>
<thead>
<tr>
<th>Title</th>
<th>Diff.</th>
<th>Exp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>(1) Save the Defenders</td>
<td>8</td>
<td>27,720</td>
</tr>
<tr>
<td>(2) To the Bridge!</td>
<td>10</td>
<td>46,200</td>
</tr>
<tr>
<td>(3) Rescue Idrial!</td>
<td>10</td>
<td>46,200</td>
</tr>
<tr>
<td>(4) Spoils of War</td>
<td>5</td>
<td>23,100</td>
</tr>
<tr>
<td>(5) Hands of Healing</td>
<td>5</td>
<td>23,100</td>
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</tbody>
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### Enemies

<table>
<thead>
<tr>
<th>Enemy</th>
<th>HP</th>
<th>AC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mordor Orc Archer</td>
<td>8,877</td>
<td>486</td>
</tr>
<tr>
<td>Mordor Orc Warrior</td>
<td>7,900</td>
<td>496</td>
</tr>
<tr>
<td>Mordor Orc Veteran</td>
<td>8,742</td>
<td>527</td>
</tr>
<tr>
<td>Mordor Orc Shadow Chieftain</td>
<td>6,174</td>
<td>928</td>
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<tr>
<td>Mordor Orc Captain</td>
<td>8,775</td>
<td>532</td>
</tr>
<tr>
<td>Grizzled Warg</td>
<td>?</td>
<td>?</td>
</tr>
<tr>
<td>Attack Troll Veteran</td>
<td>17,498</td>
<td>458</td>
</tr>
<tr>
<td>Attack Troll Captain</td>
<td>18,928</td>
<td>468</td>
</tr>
<tr>
<td>Cave Troll Shadow Chieftain</td>
<td>13,674</td>
<td>961</td>
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<tr>
<td>Ringwraith Shadow Chieftain</td>
<td>?</td>
<td>?</td>
</tr>
<tr>
<td>Ringwraith Fell Beast Captain</td>
<td>91,932</td>
<td>447</td>
</tr>
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</table>
After saving your game, you can hit a chest behind you to find Eaoden’s 3rd Age Hammerhand Pin of Might. When you approach any of the other chests, however, you’ll be sucked into the battle of Osgiliath, a series of fixed encounters with no breaks in between.

The first four rounds are against simple Mordor Orc enemies. Typically, archers are weaker than warriors, but that’s not so of Mordor Orcs—their archers’ Morgul Shot attack has a Bind Melee effect, which leaves your characters unable to use anything but Spirit and Ranged attacks. This is a nightmare for heavy hitters like Morwen and Berethor, so it’s crucial to target the archers first. If necessary, you can remove the effect with Cleanse Shadow or the Waters of Gladden item.

After four rounds of fighting alone (in which your party will win Morwen’s Rohirrim Steel Greaves and Berethor’s 3rd Age Silverlode Ring of Haven), Faramir will join you for a final battle with Gothmog, Orc Army Commander. Faramir’s first several turns should be spent using Faramir’s Quality on each active party member. This skill allows Faramir to deliver a counterattack each time one of his teammates is attacked (he also has Counter himself). There is no limit to the number of counterattacks you can do, so when Gothmog uses his Curse of Barad-dur attack to hit every party member, he’ll be facing four counterattacks to the tune of 4,000 HP.

If you can’t clear away Gothmog’s henchmen with a perfect attack, you can at least take the archers out of the battle with Elegost’s Arrows of Sleep. If you do this, however, you won’t be able to use Faramir to attack, since his wide-range assaults would wake the enemies. It’s best to pick off the henchmen quickly, as Gothmog is quite easy to beat when he’s alone, especially when each of his attacks provokes a deadly response from Faramir. Don’t forget to have Morwen lighten his pockets before he dies; he’s carrying the 3rd Age Battleaxe of Khazad-dum.

You’ll score Berethor’s 2nd Age Steel Long Sword of Minas Tirith and Gondorian Steel Fountain Guard Chestplate from the battle, and Faramir will update your journal with the chapter’s first quest: Save the Defenders.
After besting Gothmog, you’ll be free to raid the nearby chests. To the left of the entrance are Morwen’s Rohirrim Steel Vambraces, to the right are Hadhod’s 1st Age Golden Belt Buckle of The Lords and Morwain’s 3rd Age Rohirric Double-Bit Axe. None of these items will come without a fight, but the Orcs and Trolls who guard them shouldn’t provide much challenge with your current degree of expertise.

When you’ve saved all of Faramir’s men in this area, head to the north, where the battle still rages. Help out the guy to your right as you enter, and you can win Hadhod’s 2nd Age Dwarf Belt Buckle of the Lords. There’s an interesting twist in the battles to the left, where a wall in the middle of the field splits the fight, preventing melee fighters from hitting foes on the other side of the battlefield. Your long-range attacks will continue to be effective, however, and the difficulty of the battle is certainly worth the prizes of Morwen’s 3rd Age Gondorian Cuisse of Haven and Eaoden’s 3rd Age Gondorian Steel Infantry Spear. If that particular spear doesn’t suit your tastes for Eaoden, he can pick up the awesome 3rd Age Rohirric Steel Spear in a chest nearby.

You’ll run into more and more Mordor Orc Captains as you proceed farther north. These Orcs can use the Morgul Mirror skill to set up shields that reflect half your party’s melee damage back at you—a very powerful effect. Either work around it by using Spirit skills and ranged attacks exclusively, or use Dispel to remove it (Dispel is available to Eaoden and whoever has the Elfstone of Fell Shadow).

Near the north end of the second map you’ll see two of Faramir’s men fighting in a side alley that contains a save point and two chests. One contains a 3rd Age Mirkwood Bow and Dunedain Wool Ranger Hood for Elegost, while the other holds Eaoden’s Rohirrim Plumed Steel Royal Guard Helm and a Polished Elfstone of Spirit Enhancement.

On your way out, you’ll fight three more battles in which your party is split by rubble on the battlefield. The first will reward you with Hadhod’s Dwarven Steel Greaves (a great armament you’ve no doubt been hoping for) and Eaoden’s 3rd Age Mearas Pin of Haven, and you’ll score Idrial’s 2nd Age Elven Mithril Chestplate and Morwen’s Rohirrim Steel Helm for another. The chest contains Idrial’s 2nd Age Elven Steel Pauldrons.

The plaza beyond is where Faramir’s last few men remain locked in combat, this time with Wargs as well as Orcs. In addition to completing the quest, saving every last one of Faramir’s men will win you a great many valuable items. Between the combat loot and the five chests in the plaza, you can obtain nine armaments in the plaza alone: Berethor’s 3rd Age Rohirrim Battle Shield, Idrial’s 2nd Age Elven Pendant of Wrath and 2nd Age Elven Crystal Tiara of Nenya, Elegost’s 2nd Age Rivendell Brooch of Sanctuary, Hadhod’s Dwarven Steel Plate Vambraces, Morwen’s Rohirrim Steel Chain-Mail Hauberak and 3rd Age Leather Cuisse of Haste, and Eaoden’s 3rd Age Easterling Polearm and 3rd Age Rohirrim Battle Shield.
Gothmog has moved up to the rooftops across the plaza, where he is waiting to do battle again. Head up the wooden plank at the north end of the map, where you’ll have to fight your way past four rows of Goblins in two battles (earning Berethor’s 2nd Age Steel Numenorian Battle Helm in the process).

At the top, Faramir will join you again, and Gothmog will be accompanied by a pair of Shadow Chieftains and an Orc Captain. If you kill any of his friends, Gothmog will use his new Black Gate skill to summon more immediately, so the key is to keep them out of the fight without killing them. Elegost’s Crippling Shot is an ideal solution. (Crippling attacks are also quite effective against Gothmog.) Since your only hope of victory is to focus your assault on Gothmog, you’ll need to make sure to Dispel any Morgul Mirrors cast by his Orc Captain friend as soon as he casts them, and spend the big AP on power attacks like Berethor’s Ecthelion Wrath and Eaoden’s Wrath of Edoras.

The prizes for Gothmog’s final reckoning include Hadhod’s Dwarven Steel Scale-Mail Tabard and Elegost’s Dunedain Scale-Mail Hauberk.

**Gothmog**

Gothmog is the incredibly tough commander who leads the Orc armies. He’s immune to most powers; few are brave enough to face him in combat.

**Attribute Values**

- Hit Points: 40,859
- Action Points: 593
- Fire: Weak
- Light: Weak
- Blunt: Strong
- Stun: Immune
- Root: Immune
- Sleep: Immune
- Bind Melee: Immune
- Bind Ranged: Immune
- Bind Spirit: Immune
- Slow: Immune

**To the Bridge!**

**Primagames.com**
When Gothmog falls, the gates to the east will open, but you’ll be only a few steps through them when Idrial is taken by a Nazgul. You’ll spend this quest alternating between Idrial fighting solo, and the rest of your party raiding the sewers in search of a passage to the island where she’s been taken.

Idrial shouldn’t have too much trouble in her solo fights if you’ve been pushing her Spirit Skills. A good Wounding Strike or two will go a long way, but the Mordor Orc Archers she has to fight will bind her melee skills after the first turn or two, forcing her to rely on Loudwater Fury to protect herself. Your first action should always be Haste of the Elves, then an Aura of the Valar, just in case.

Meanwhile, Berethor’s group will have their hands full with a Ringwraith Fell Beast Captain. The best strategy whenever you’re fighting a single, strong foe is a combination of Morwen’s Poisoned Wounds and a series of Crippling attacks that prevent your enemy from striking back. Should you ever fail to prevent the Ringwraith’s actions, you can expect each party member to take 1,500 damage, and you may even lose a party member entirely due to Fear. With no Idrial to heal you or cast Cleanse Shadow, neither option is much fun.

After the first such fight, you can hang a left or continue straight. You don’t need to go straight, but for the price of another Ringwraith battle, you can win Morwen’s Rohirrim Steel Pauldrons and hit a pair of chests that contain Hadhod’s 2nd Age Dwarven Steel Battle Axe and a Polished Elfstone of Blunt Defense.

Heading east, you’ll find a save point just before the entrance to the sewers, and will do battle with the Ringwraith both before and after the save point. The second time, you’ll win Rohirrim Leather Tassets and a 3rd Age Royal Court path has two chests; they bear Eaoden’s Rohirrim Steel Vambraces, Berethor’s Gondorian Wool Warrior Cloak, and Idrial’s 2nd Age Numenorian Command Pendant. The last path’s chest contains Hadhod’s awesomely powerful 2nd Age Dwarven Mithril Double-Bit Axe. To the right of the entrance to the southern dead end, you’ll find a chest containing Idrial’s 2nd Age Elven Mithril Greaves and Berethor’s Gondorian Steel Fountain Guard Pauldrons.

Upon entering the sewers, you’ll receive the Spoils of War quest. To fulfill it, go straight at the first fork instead of turning right toward the red dot. After the path turns left, you’ll find a rickety bridge over a puddle of water. The prize you seek is in the water itself: Berethor’s 3rd Age Easterling Battle Shield.

As you explore the sewers, you’ll be challenged by a series of random encounters that could include anything from Trolls to Ringwraiths. The most dangerous encounters are the ones Idrial has to face alone, however, don’t spend any more time in the sewers than you have to.

Heading east from the save point, you’ll find a detour to your right where you can get Eaoden’s Rohirrim Steel Pauldrons from a chest. When you reach the large pool on the eastern side of the map, your journal will be updated with the Hands of Healing quest. The item you seek is down the dead-end passage to the northeast—the one in between the two tunnels that loop together. The same chest also contains Eaoden’s 3rd Age Ash Spear of the Royal Guard and Berethor’s 2nd Age Imladris Ring of Sanctuary. The only way out of the sewers is through the curving tunnel to the left of that one, which connects to the western exit (the direct route is blocked by rubble).

Before you leave the sewers, you can search the other three branching paths for treasure. Going clockwise, the left path’s chest contains a Polished Elfstone of Earth Protection; the curving path has two chests; they bear Eaoden’s Rohirrim Steel Vambraces, Berethor’s Gondorian Wool Warrior Cloak, and Idrial’s 2nd Age Numenorian Command Pendant. The last path’s chest contains Hadhod’s awesomely powerful 2nd Age Dwarven Mithril Double-Bit Axe. To the right of the entrance to the southern dead end, you’ll find a chest containing Idrial’s 2nd Age Elven Mithril Greaves and Berethor’s Gondorian Steel Fountain Guard Pauldrons.
Only Berethor can reach Idrial in time to help her fight off a pair of Ringwraiths. This fight is just practice for a tougher bout ahead, so keep your hit points high. The next fight is against the Witch-king of Angmar, but don’t waste a bunch of AP on Leadership and enhancement skills yet. The first few turns are just to show you that Berethor can’t hurt this foe with conventional weapons, a situation that will be remedied in a brief event scene. But any enchantments you cast before the scene will be lost when the battle begins in earnest.

After Berethor draws his new sword, use your Double Attack and Frenzy skills to lay down some Leadership, and have Idrial cast Haste of the Elves on Berethor and Aura of the Valar on herself. As long as you can keep Berethor’s HP and AP up and have him using Ecthelion Wrath every turn, he should finally get his revenge against the most powerful Nazgul. You’ll win Eaoden’s 3rd Age Emnet Pin of Fortification for slaying the Ringwraiths, and receive Berethor’s 2nd Age Mithril Long Sword of Minas Tirith and Idrial’s 2nd Age Steel Elven War Sword for besting the Witch-king.
EPISODE 3 - CHAPTER 2 - MINAS TIRITH

QUESTS

(1) DEFEND THE COURTYARD 5 35,640
(2) SLAY THE RAMPAGING TROLL 4 23,760
(3) DEFEAT AN OUTER WALL TROLL 4 23,760
(4) SAVE TROOPS FROM A TROLL 4 23,760
(5) DEFEND THE THIRD GATE 4 29,700
(6) STOP NAGSUL AND FELL BEAST 7 41,580
(7) AID GANDALF VS. WITCH-KING 8 47,520
(8) RECOVER BANNER OF ELENDIL 6 35,640

ENEMIES

MORDOR ORC ARCHER 11,134 / 413
MORDOR ORC WARRIOR 12,744 / 366
MORDOR ORC SHADOW CHIEFTAIN 12,082 / 823
MORDOR ORC VETERAN 14,402 / 407
MORDOR ORC CAPTAIN 15,573 / 652
ATTACK TROLL VETERAN 25,584 / 648
CAVE TROLL SHADOW CHIEFTAIN 23,557 / 907
ATTACK TROLL CAPTAIN 33,284 / 778
EASTERLING WARRIOR 19,495 / 507
EASTERLING VETERAN WARRIOR 20,069 / 797
RINGWRAITH FELL BEAST CAPTAIN 91,932 / 447
As in Osgiliath, there are several small pockets of fighting in the Minas Tirith Courtyard. You'll run into a few Orcs as soon as the level begins, and you can complete the Defend the Courtyard quest by intervening in the three battles in the corners of the courtyard. Your foes are Mordor Orcs, a slightly stronger breed than the Orc vermin that infested Osgiliath, but little threat to your high-level warriors. The first fixed encounter will net you Eaoden’s Rohirrim Steel Chain-Mail Skirt and Elegost’s 3rd Age Mordor Orc Shortbow, and the ensuing courtyard battles have Berethor’s 3rd Age Gondorian Battle Shield, Eaoden’s 3rd Age Rohirrim Shield of the Royal Court, and Elegost’s Dunedain Scale-Mail Skirt as prizes. The chests in the courtyard hold mostly combat items, but the one in the southwest corner holds Berethor’s Gondorian Mithril Fountain Guard Helm.

With the courtyard clear, all that’s left is to charge the Trolls blocking the southern exit. There are three Attack Troll Captains here, and several more waiting in the wings. But before the Troll reinforcements hit the field, a series of lowly Mordor Orcs will rush in to replace the starting lineup. Mordor Orcs are vulnerable to Sleep, so kill all three of the initial Trolls and then have Elegost fire a volley of Arrows of Sleep to keep the other two Orcs out of the fight while you clear the rows one at a time.

Take a moment to heal and save, then follow Gandalf through the passage, where you’ll be met with a rapid-fire succession of Orc battles. These are fairly easy fights, but Mordor Orcs are ruthlessly quick and can often take a dozen turns in a row if you don’t kill one or two of them before their turns come around. Hit them hard and fast, and you’ll earn Elegost’s Dunedain Wool Captain’s Hood without much trouble. When you’re free to move again, go up the stairs to the left to hit a chest with Hadhod’s last and best buckle, the 1st Age Mithril Belt Buckle of the Fathers.

The rampaging troll should be easy to spot amidst the flaming debris to your right. Slay the Troll and his companion will earn you Hadhod’s Dwarven Black Iron Pauldrons, and grab Eaoden’s 3rd Age Citadel Guard Bronze Spear from a chest in the flames. A chest at the south end of this map contains Idrial’s 2nd Age Lune Silver Scimitar and Morwen’s 3rd Age Bronze Cuisse of Fortification.
As before, there’s nothing easier to spot than an angry Troll. You’ll see him to the left at the fork, and when you rush in to save the beleagured soldier, you’ll end up in another battle versus an Attack Troll Captain and Attack Troll Veteran duo. A movie scene and experience points are your rewards for victory, and you can pick up Berethor’s Gondorian Steel Warrior Greaves from a chest in the corner.

Defeat an Outer Wall Troll

**DIFFICULTY: 4**  **EXP: 27,760**

Next head south past the save point and up the stairs, after raiding a nearby chest for Berethor’s 2nd Age Numenorian Ring of Command. The second Troll is on the wall and to the left. You can score Idrial’s 3rd Age Fangorn Binding Pendant from the battle. Head south through the archway to a region with better looting opportunities.

As soon as you pass through that archway, your party will be forced to split up. Morwen, Eaoden, and Hadhod have the easier job of battling a trio of Mordor Orc Veterans. They aren’t difficult foes, but you’ll need to deal with them fast. If you can’t kill the Orcs within three turns, the survivors will break through to challenge the party of Elegost, Berethor, and Idrial, and those three have enough problems without having to deal with Hadhod’s leftovers. Elegost’s company gets a bit more time to kill their foe, a Ringwraith Fell Beast Captain, but if they can’t win the fight in a few turns, you’ll have to start over against different, full-health foes. So hit the Ringwraith with absolutely everything you have: A Perfect-mode attack, Idrial’s Haste on your best fighters, Berethor’s best attacks delivered twice with Double Strike, and Elegost’s Frenzied Creature Bane or True Shot (if you have it). If the Ringwraith manages to cast Fear on someone, erase it with a dose of Dwarven Ale or Idrial’s Cleanse Shadow immediately.

If Elegost’s team can beat the Ringwraith in time, Hadhod’s party will be able to use the catapult before the next wave of Mordor Orc Veterans strike. Then, for a second time, Elegost’s party will need to beat the Ringwraith. There’s no time limit this time, though, just a normal life-or-death battle that concludes this difficult series.
Chests litter the Minas Tirith Second Gate area. The two in the central area collectively contain Elegost’s Minas Tirith Mithril Vambraces, Hadhod’s 2nd Age Dwarven Mithril Piercing Axe, and a Polished Elfstone of Action Enhancement. There isn’t an armament in the chest in the northeast corner, but you can win Morwen’s Rohirrim Steel Chain-Mail Skirt from the enemies who guard it. More first-class loot waits in the hands of the Troll tag team at the western gate; they hold Berethor’s Sword of the Stewards of Minas Tirith and Eaoden’s Wild Man Spear of Dunland.

There are several easy-to-reach chests on the stretch of road beyond that gate. In the first you’ll find Berethor’s Numenorian Steel Pauldrons, and the third contains both Morwen’s 2nd Age Mithril Cuisse of Might and Eaoden’s 2nd Age Rivendell Pin of Sanctuary. You’ll find Idrial’s 2nd Age Elven Mithril Fauld in a chest by the save spot, and after a long trip up the ramp to the third level, you can win Idrial’s 2nd Age Eriador Iron Falchion from the Orcs.

As you head west through the street, you’ll see what looks like an easy, unguarded chest at the end of the road. But when you approach, you’ll be jumped by four Easterling Warriors, powerful new foes that will make you nostalgic for Mordor Orcs. The Warriors are capable of only simple sword attacks, and although it will take a while to cut through their defenses (skills like Pierce Armor are good here), they aren’t unusually dangerous. The pike-wielding Warrior Veterans, however, can be brutal; they can put your guys to sleep, erect Morgul Mirror–like shields, and speed up their comrades. You absolutely must kill them first. The chest contain’s Idrial’s 2nd Age Elven Mithril Vambraces and a Polished Elfstone of Shadow Protection.

You’ll receive your new quest, Stop Nazgul and Fell Beast, when you head north.
There are plenty more chests in the road that follows. The first has Berethor's 1st Age Eregion Ring of Weapon Warding, and the next contains a Rohirrim Heavy Steel Helm for Morwen and a Rohirrim Velvet Overcloak for Eaoden. The streak of incredible items continues with Berethor's Gondorian Steel Warrior Vambraces in the chest near the far gate.

But enough with the looting; it's time to get down to business. Your journal will be updated with the Aid Gandalf vs. Witch-King quest, an event that occurs as soon as you pass through the door. Gandalf the White joins your party this time, and while he has a new skill for you to play with (Flame of Arnor), it can't top the power of Bolt of the Valar. The Witch-king is basically a more intense, powerful Ringwraith Fell Beast Captain, and your usual tactics (Crippling moves and powerful attacks) are as good as ever. With a Hastened Gandalf fighting by your side, the Witch-king doesn't stand much of a chance.

You'll win Berethor's 2nd Age Gold Elven Battle Shield for your victory, and can search the citadel area for chests that contain Eaoden's 2nd Age Isildur Pin of Wrath and Rohirrim Steel Captain's Greaves. Don't miss another chest in the alcove near the exit, which holds Hadhod's 2nd Age Steel Dwarven War.
The Witch-king personally directs the battle inside Minas Tirith, flying to key positions and slaying all defenders.

**ATTRIBUTE VALUE**

- **Hit Points**: 172,492
- **Action Points**: 487
- **Light**: **Weak**
- **Shadow**: **Strong**
- **Blunt**: **Weak**
- **Stun**: **Immune**
- **Pierce**: **Immune**
- **Root**: **Immune**
- **Sleep**: **Immune**
- **Bind Melee**: **Immune**
- **Bind Ranged**: **Immune**
- **Bind Spirit**: **Vulnerable**
- **Slow**: **Immune**

The Witch-king personally directs the battle inside Minas Tirith, flying to key positions and slaying all defenders.

**RECOVER BANNER OF ELENDEL**

There is a massive brawl in the throne room, but before you join in the fun turn back the way you came and hit the two chests by the door to reveal Morwen's Rohirrim Steel Royal Guard Vambraces, Eaoden's 2nd Age Numenorian Pin of Command, and Hadhod's Dwarven Mithril Helm.

Your goal here is to approach the throne, but you don't want to miss a chance to help out your fellow Gondorians on the way. After all, each battle with Mordor Orcs and Easterlings (usually the easier Warrior variety) will net you a worthwhile prize. The rewards include Berethor's 1st Age Steel Long Sword of Eriador, Idrial's 2nd Age Elven Mithril Pauldron, and Berethor's Gondorian Steel Warrior Chestplate.

After the last battle, go no farther toward the throne! Simply approaching it will end this level, and there are tons of chests to grab here, some well-hidden among the columns on either side of the room. Before you move on to your final challenge, make sure you've collected Eaoden's Rohirrim Mithril Helm of the Great Hall and Rohirrim Steel Captain's Pauldrons, Elegost's 2nd Age Numenorian Brooch of Command, and Idrial's 2nd Age Rivendell Pendant of Sanctuary. The battle at the throne is an easy one; just a bunch of Mordor Orcs who are holding onto Hadhod's Dwarven Mithril Scale-Mail Tabard.
**Title**

<table>
<thead>
<tr>
<th>Quest</th>
<th>Difficulty</th>
<th>Experience</th>
</tr>
</thead>
<tbody>
<tr>
<td>(1) Ride to Ruin</td>
<td>10</td>
<td>69,000</td>
</tr>
<tr>
<td>(2) Fight for the King</td>
<td>10</td>
<td>74,250</td>
</tr>
</tbody>
</table>

**Enemy HP / AC**

<table>
<thead>
<tr>
<th>Enemy Type</th>
<th>HP</th>
<th>AC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elite Mordor Orc Archer</td>
<td>14,890</td>
<td>448</td>
</tr>
<tr>
<td>Elite Mordor Orc Warrior</td>
<td>17,680</td>
<td>416</td>
</tr>
<tr>
<td>Elite Mordor Orc Veteran</td>
<td>20,589</td>
<td>467</td>
</tr>
<tr>
<td>Elite Mordor Orc Captain</td>
<td>22,374</td>
<td>732</td>
</tr>
<tr>
<td>Elite Mordor Orc Shadow Chieftain</td>
<td>16,428</td>
<td>908</td>
</tr>
<tr>
<td>Elite Easterling Warrior</td>
<td>26,414</td>
<td>627</td>
</tr>
<tr>
<td>Elite Easterling Veteran</td>
<td>38,891</td>
<td>852</td>
</tr>
<tr>
<td>Elite Troll Captain</td>
<td>48,104</td>
<td>778</td>
</tr>
<tr>
<td>Elite Troll Shadow Chieftain</td>
<td>38,938</td>
<td>1,001</td>
</tr>
<tr>
<td>Ringwraith Fell Beast Captain</td>
<td>?</td>
<td>?</td>
</tr>
<tr>
<td>Ringwraith Shadow Captain</td>
<td>101,563</td>
<td>50,933</td>
</tr>
<tr>
<td>Mumakil of Harad</td>
<td>256,288</td>
<td>738</td>
</tr>
</tbody>
</table>
The game’s final chapter is heavy on combat; the chapter’s two quests are trials of combat that will force you to hone your strategic skills. You need only walk as your map directs you to proceed. Despite the straightforward map, it is easy to get disoriented in this chapter, since you won’t always end battles exactly where you began them. To avoid getting lost, try to remember in which cardinal direction you were moving. There are encounters every step of the way, so if you’re not seeing any enemies, you’re probably headed in the wrong direction.

Your quest may be nearing its end, but there are still scores of items to find: You’ll win Eaoden’s 3rd Age Rohirrim Royal Guard Shield from the Elite Mordor Orcs in the battle that begins this chapter, and a chest by the nearby save point contains Morwen’s Rohirrim Steel Captain’s Pauldrons. Chests are fairly rare in this chapter, but you’ll find another just ahead and to the left. It contains Elegost’s Gondorian Wool Fountain Guard Hood and Eaoden’s 1st Age Galadhrim Pin of Spirit Warding. A fixed encounter with Elite Mordor Orcs occurs when you take a few steps east of the chest, and the bested Orcs will give up Berethor’s 1st Age Mithril Long Sword of the Valar and Eaoden’s 2nd Age Elven Gold Spear of Amon Hen.

After the path turns south, you’ll find yourself at a fork in the road. Your destiny is to the east, but farther south you’ll find a dead end with a chest that contains Eaoden’s 2nd Age Fountain Guard Bronze Spear, and an encounter with an Orc-and-Troll combo that holds Idrial’s 2nd Age Forlindon Mithril Falchion and Berethor’s 3rd Age Shield of the Stewards.

Continuing east, the path forks again. The dot beckons on the eastern horizon, but treasure hunters should turn north, where they can win Hadhod’s Dwarven Mithril Pauldrons and Morwen’s Rohirrim Steel Tassets from a band of Orcs, and raid a chest for Hadhod’s 3rd Age Dwarven Mithril Walking Axe. A chest at the end of the path holds Idrial’s 3rd Age Elven Silver Tiara of Caras Galadhon. Back on the main path, you’ll fight a Ringwraith Fell Beast Captain for Eaoden’s Rohirrim Steel Scale-Mail Hauberk and Berethor’s 2nd Age Earendil Mithril Battle Shield. Look around after the fight, or you might miss the save spot behind you.

Going forward, you’ll face Elite Easterling Warriors. They’re far heartier than the Easterlings in Minas Tirith, but they have basically the same moves. Easterlings are immune to all your fancy tricks, so your best bet is to lay into the Veteran with your strongest attacks.

If you head south at the next fork, you’ll find the last in a series of lucrative dead ends. A mixed group of Orcs and Easterlings will bequeath Hadhod a set of Dwarven Mithril Vambraces and Greaves, and a chest behind their shattered war machine holds Elegost’s 1st Age Galadhrim Brooch of Spirit Warding and Eaoden’s 1st Age Galadhrim Brooch of Spirit Warding.

When you’re ready to get back on track, head east at the fork and brace yourself for the first Mumakil battle. Mumakils have over 250,000 hit points, but at least they’re easy to hit. They’re immune to many things, but Crippling attacks remain effective (although the Mumakil will always counter with a painful volley of arrows), and Piercing attacks do heavy damage. Since this is going to be a long fight, it pays to use early turns for Leadership, defensive shields, poison and wounding attacks, and skills that lower the Mumakil’s stats (Weaking Slash or Flash Arrow, for example). When the Mumakil has a page worth of negative stats on the Player Status screen, begin your offense in earnest.
As difficult as they are, the Mumakils are no more than the Witch-king’s opening act. Fortunately, guest character Eowyn will appear to help you battle this super-Nazgul. Her skills aren’t fancy, but the damage from the five-hit Edoras Wrath will be crucial against this difficult boss.

By far, the Witch-king’s deadliest attack is Devour Flesh, a Spirit attack that does heavy damage to all of your party members and restores the sum of the damage in health for the king. Surprisingly, despite his many immunities, the Witch-king has no defense against Bind Spirit. So the Shadowcraft Silence skill or Eaoden’s Silence Evil will prevent his best attack (as well as his troublesome Fear spells), and force the Witch-king to fight with weaker melee attacks. More than anything else, Silence is the key to this victory, but be aware that no Bind Spirit effect lasts forever, and you’ll need to keep an eye on his stats and reuse your skill as soon as it fades.

If you use Steal Item against the Witch-king, Morwen will snag her 3rd Age Rohirric Silver Battle Axe. If you emerge triumphant, your party will earn Morwen’s Helm of the Great Hall and Eaoden’s 2nd Age Silver Spear of the Queen of Lorien. You will also complete the Ride to Ruin quest, earning 69,000 experience points and a 50% completion on your Quests screen.

Head north after beating the Witch-king, and you’ll find a save point and a chest that holds Morwen’s 3rd Age Easterling Iron Broad Axe. Your next two battles will be against Mumakils, but you’ll at least get Berethor’s 2nd Age Fell Numenorian Battle Helm and Eaoden’s 3rd Age Rohan Infantry Shield for surviving the first. When the road forks again, head east to find a chest with Drops of Healing, or continue north and fight two Mumakils... at the same time! Seek comfort in the fact that those are the last two Mumakils you’ll ever see.

King Aragorn will join you for the next several battles, and his new Call the Dead skill will prove to be a devastatingly powerful asset against the trolls and orcs that stand against you. The prize for this victory is a save point, and for the next one (a Ringwraith), you’ll win Morwen’s 3rd Age Bronze Cuisse of Battle. After the fourth encounter, you’ll complete the Fight for the King quest, and find yourself at the game’s final save point.

But the fields aren’t done with you yet; after fighting three Elite Troll Captains, you’ll have to contend with the eight remaining Nazgul, who attack in groups of four. Fortunately, Aragorn will be there to help, along with his undead buddies. The battle is still some-
what difficult, but with Aragorn to rely on, you can focus primarily on defense. Nazgul are difficult to hit, so if you'd like to contribute to the offense, your best bets are spells and can't-miss attacks like Elegost's True Shot. The final battle against Sauron is just ahead!

Characters will die often in this fight, but it isn't a disaster. In fact, sometimes you'll be happy to see someone die so they'll be free of Paralysis of Light for a turn or two.

Sauron has unbelievable Dexterity, and it is phenomenally difficult to hit him. You could use lots of Dwarven Ale to free your Spirit attackers and beat him that way, but the most reliable path to victory is with guaranteed-accurate attacks like Elegost's Aimed Shot, Morwen's Valorous Cleave, and Idrial's Destined Strike. Elegost should have Frenzy and Morwen should have Double Attack by now, making each capable of dealing 20,000 to 40,000 damage per turn. With those two on offense and Idrial and Berethor protecting them with Aura and Last Gasp (when they can), you can achieve ultimate victory.
EVIL MODE

Eregion

Eregion may be the hardest area of Evil mode, which sort of makes sense, as it was the easiest area for the Fellowship. There are four rounds here, culminating in a bonus Nazgul battle that lets Sauron’s servants strike back. The first is probably the hardest since your Orcs are pretty fragile.

Eregion Prizes
- Cracked Elfstone of Health Enhancement
- Cracked Elfstone of Action Enhancement
- Cracked Elfstone of Armor Enhancement

Western Moria

There are only two battles in this area: the second Watcher in the Water fight and the Goblins at Balin’s Tomb. The Goblins may have a difficult time with this one if the Fellowship can focus on taking them out, but the Watcher should be in for an solid win, so it won’t take long to get back to the second fight if you do lose.

Western Moria Prizes
- Berethor’s 3rd Age Mordor Orc Battle Shield
- Cracked Elfstone of Shadow Protection

Eastern Moria

If you focus on defeating the weakest characters (Idrial or Elegost), the advantage should be yours in the two Troll fights that are the first and third battles in this area. The Goblins in between have a harder battle on their hands, but if you can keep the Shadow Chieftain alive, his healing skills will win the day.

Eastern Moria Prizes
- Berethor’s 3rd Age Foul Blade of Morgul
- Cracked Elfstone of Spirit Enhancement

East Emnet Gully

In the first two fights, using Power of the Pit on your Uruk Captains isn’t a bad idea, since they’re your best fighters by far. In the first battle, the presence of Berethor (who has no ranged attacks) might give you numerical superiority, and with it a big advantage. In the third and final fight, instead of focusing your attacks on a single target, spread the Stunning Bites around in hopes of preventing as much damage as possible.

East Emnet Prizes
- Polished Elfstone of Blunt Defense
- Polished Elfstone of Slashing Defense
- Polished Elfstone of Piercing Defense

General Tips

After beating a level (or saving at the end, in the case of Pelennor Fields), you can replay the level as the villains in Evil mode. Doing so will earn you exclusive weapons and items, and can be a strangely cathartic experience, as well. At times, the battles might seem dauntingly difficult, but there’s quite a bit of variation in how they play out. If you find yourself face down in the dirt after your first attempt, rethink your strategy and take another shot at it—Hadhod can’t nail you with his Triple Critical every time!

The best general strategy is to focus your early attacks on relatively weak (but dangerous) heroes. That means Idrial and Morwen, usually. Elegost is also a good target, but he tends to be less dangerous than heavy hitters like Eaoden and Berethor.

Tough-as-gristle Hadhod is
**HELM'S DEEP PRIZES**

Polished Elfstone of Armor Enhancement  
Berethor's Numenorian Dark Battle Plate  
Vambraces

These battles will make you wonder how the bad guys ever lost in the first place! Sure, the Fellowship has you beat in the quality department, but you have a limitless supply of reinforcements to throw at them. With lots of staggering and silencing effects to play with, even Gimli and Legolas don't have much of a chance. There are only two rounds to this stage, so—sadly—Aragorn is able to escape your clutches.

**MINAS TIRITH PRIZES**

Hadhod's 2nd Age Mithril Dwarven War Hammer  
Eaoden's 2nd Age Golden Glaive of Eregion  
Eaoden's 2nd Age Steel Glaive of the High-King  
Berethor's Numenorian Dark Battle Plate Fauld  
Morwen's 2nd Age Easterling Steel Piercing Axe  
Berethor's Numenorian Wool Shadow Cloak

Here, you get to experience a surrounding battle from the outside! You can't focus your attacks on one target, but between Thunder Hammer and Stunning Blades, do you really need to? After another Troll fight, you'll get to control a group of Easterlings, and enjoy being on the right side of the Disturbing Sleep skill. The matchup of the Witch-king vs. Gandalf looks like it might be the only one to pose a real challenge, until you realize that Fear can take out anyone but Berethor—even Gandalf! If Fear fails you, Consume Life won't; against four characters, it's fantastic.

**PLAINS OF ROHAN PRIZES**

Berethor's 3rd Age Easterling Steel Scimitar  
Eaoden's 3rd Age Iron Goblin Spear of Moria  
Polished Elfstone of Action Enhancement

In the first fight, victory will come if you keep your Shadow Chieftain alive and destroy the Fellowship with Foul Sleep. On the bridge fight, focus your attacks on Elegost, and hopefully your archers will be able to finish off the others long after your front line is gone. You shouldn't need much help to win as Grima Wormtongue, but the Sharku fight is a lot tougher. You'll just have to hope they leave your minions alive so you can slowly whittle them down with a variety of persistent attacks.

**PELENNOR FIELDS PRIZES**

Ancient Elfstone of Action Enhancement  
Ancient Elfstone of Armor Enhancement  
Ancient Elfstone of Health Enhancement  
Ancient Elfstone of Spirit Enhancement

The Mumakil fight is a tough one, but your massive HP total should give you enough time to wipe out your foes' AP with a few swings of Sweeping Tusks. As long as you can prevent the Fellowship from doing anything more than standard attacks, you stand a chance. The Witch-king fight should be much easier; any damage they do to you can be recouped with Devour Flesh. Finally, there's Sauron. Opening with Paralysis of Light and picking the heroes off one-by-one with Darkest Fear is extremely effective, and will ensure Sauron's reign of darkness for ages to come.

**OSGILIATH PRIZES**

Polished Elfstone of Shadow Protection  
Berethor's Gondorian Steel Warrior Fauld  
Gothmog's Barad-dur Curse

Gothmog's Barad-dur Curse is pretty strong in the first battle, but Rage of Sauron isn't as effective. Focus instead on killing the softer targets before they can eliminate your minions. Faramir is tougher than he looks, and should be the last to go. After a vicious sewer Troll battle, you'll play the Witch-king against Idrial and Berethor. Berethor tends to be immune to Fear, so cast it on Idrial and, just this once, take out Berethor.
<table>
<thead>
<tr>
<th>ARMAMENTS</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>BERETHOR</td>
<td>108</td>
</tr>
<tr>
<td>IDRIAL</td>
<td>115</td>
</tr>
<tr>
<td>ELEGOST</td>
<td>119</td>
</tr>
<tr>
<td>HADHOD</td>
<td>123</td>
</tr>
<tr>
<td>MORWEN</td>
<td>127</td>
</tr>
<tr>
<td>EAODEN</td>
<td>131</td>
</tr>
</tbody>
</table>
**Gondorian Steel Captain's Guard Pauldrons**

**Armor: 19**
Description: Hardened steel pauldrons of Citadel Guard Captains
Found: 1/3 Balin's Tomb

<table>
<thead>
<tr>
<th>STR</th>
<th>SPRT</th>
<th>CON</th>
<th>SPD</th>
<th>DEX</th>
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</thead>
<tbody>
<tr>
<td>+1</td>
<td>+1</td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

Resistant to: None
Vulnerable to: None

**Gondorian Steel Fountain Guard Pauldrons**

**Armor: 27**
Description: Pauldrons of the finest steel, worn by the Fountain Guard
Found: 3/1 Osgiliath Sewers

<table>
<thead>
<tr>
<th>STR</th>
<th>SPRT</th>
<th>CON</th>
<th>SPD</th>
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<tr>
<td>+1</td>
<td>0</td>
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</table>

Resistant to: None
Vulnerable to: None

**Numenorian Steel Pauldrons**

**Armor: 44**
Description: Darkened Numenorian steel provides the best defense
Found: 3/2 Minas Tirith Third Gate

<table>
<thead>
<tr>
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<th>CON</th>
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<tr>
<td>0</td>
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</table>

Resistant to: None
Vulnerable to: None

**Battered Steel Vambraces**

**Armor: 4**
Description: Plate forearm protection from travel-worn Gondorian battle gear
Found: 1/2 West Moria Mine Gallery

<table>
<thead>
<tr>
<th>STR</th>
<th>SPRT</th>
<th>CON</th>
<th>SPD</th>
<th>DEX</th>
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<tr>
<td>0</td>
<td>0</td>
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<td>0</td>
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</table>

Resistant to: None
Vulnerable to: None

**Gondorian Steel Citadel Guard Vambraces**

**Armor: 10**
Description: Steel forearm protection for a Citadel Guard
Found: 2/1 Stockade

<table>
<thead>
<tr>
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<th>SPRT</th>
<th>CON</th>
<th>SPD</th>
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<tr>
<td>+1</td>
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</table>

Resistant to: None
Vulnerable to: None

**Gondorian Steel Captain's Guard Vambraces**

**Armor: 12**
Description: Hardened steel vambraces of a Citadel Guard Captain
Found: 2/2 Snowbourne Village

<table>
<thead>
<tr>
<th>STR</th>
<th>SPRT</th>
<th>CON</th>
<th>SPD</th>
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<tbody>
<tr>
<td>+1</td>
<td>+1</td>
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</tbody>
</table>

Resistant to: None
Vulnerable to: None

**Gondorian Steel Fountain Guard Vambraces**

**Armor: 14**
Description: Fountain Guard forearm vambraces, of the finest steel
Found: 2/3 Defending Helm's Deep

<table>
<thead>
<tr>
<th>STR</th>
<th>SPRT</th>
<th>CON</th>
<th>SPD</th>
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<tr>
<td>+1</td>
<td>+1</td>
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</tbody>
</table>

Resistant to: None
Vulnerable to: None

**Numenorian Dark Battle Plate Vambraces**

**Armor: 22**
Description: Darkened Numenorian steel provides the best arm defense
Found: Helm's Deep Evil Mode

<table>
<thead>
<tr>
<th>STR</th>
<th>SPRT</th>
<th>CON</th>
<th>SPD</th>
<th>DEX</th>
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</thead>
<tbody>
<tr>
<td>+2</td>
<td>+2</td>
<td>+1</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Resistant to: None
Vulnerable to: None

**Battered Steel Chestplate**

**Armor: 18**
Description: Chestplate for a suit of travel-worn Gondorian armor
Found: 0/0 Starting Equipment

<table>
<thead>
<tr>
<th>STR</th>
<th>SPRT</th>
<th>CON</th>
<th>SPD</th>
<th>DEX</th>
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</thead>
<tbody>
<tr>
<td>+1</td>
<td>0</td>
<td></td>
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</tbody>
</table>

Resistant to: None
Vulnerable to: Blunt

**Gondorian Steel Citadel Guard Chestplate**

**Armor: 40**
Description: Chestplate of the Minas Tirith Citadel Guard
Found: 1/2 Balrog Pit Overlook

<table>
<thead>
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<th>CON</th>
<th>SPD</th>
<th>DEX</th>
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</thead>
<tbody>
<tr>
<td>+1</td>
<td>+1</td>
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</tbody>
</table>

Resistant to: Pierce
Vulnerable to: Blunt

**Gondorian Steel Captain's Guard Chestplate**

**Armor: 70**
Description: Hardened steel chestplate of the Citadel Guard Captains
Found: 2/2 Bridge to Edoras

<table>
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<th>CON</th>
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<tbody>
<tr>
<td>+1</td>
<td>+1</td>
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</tr>
</tbody>
</table>

Resistant to: Pierce
Vulnerable to: Blunt

**Gondorian Steel Fountain Guard Chestplate**

**Armor: 90**
Description: Fountain Guard Chestplate boldly bearing the White Tree
Found: 2/3 Gothmog Battle

<table>
<thead>
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<th>SPD</th>
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<td>+2</td>
<td>+2</td>
<td>+1</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Resistant to: Pierce
Vulnerable to: Blunt

**Gondorian Steel Warrior Chestplate**

**Armor: 105**
Description: Gondor's warriors use hardened steel for upper-body protection.
Found: 3/1 Throne Room

<table>
<thead>
<tr>
<th>STR</th>
<th>SPRT</th>
<th>CON</th>
<th>SPD</th>
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</tr>
</thead>
<tbody>
<tr>
<td>+3</td>
<td>+3</td>
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<td></td>
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</table>

Resistant to: Pierce
Vulnerable to: Blunt
<table>
<thead>
<tr>
<th>Armor</th>
<th>Description</th>
<th>Found</th>
<th>Resistant to</th>
<th>Vulnerable to</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Battered Plate Fauld</strong></td>
<td>Lower piece of travel-worn Gondorian armor</td>
<td>0/0 Starting Equipment</td>
<td>Pierce</td>
<td>Blunt</td>
</tr>
<tr>
<td><strong>Gondorian Steel Citadel Guard Fauld</strong></td>
<td>Lower piece of Citadel Guard armor</td>
<td>1/3 East Moria Balrog Altar</td>
<td>Pierce</td>
<td>Blunt</td>
</tr>
<tr>
<td><strong>Gondorian Steel Fountain Guard Fauld</strong></td>
<td>Fountain Guard plate lames and mail give the best lower body defense</td>
<td>2/3 Defending Helm's Deep</td>
<td>Pierce</td>
<td>Blunt</td>
</tr>
<tr>
<td><strong>Gondorian Steel Warrior Fauld</strong></td>
<td>The lower portion of all Gondorian Armor has plate and chain-mail.</td>
<td>Osgiliath Evil Mode</td>
<td>Pierce</td>
<td>Blunt</td>
</tr>
<tr>
<td><strong>Numenorian Dark Battle Plate Fauld</strong></td>
<td>Darkened Numenorian steel provides the best possible armor.</td>
<td>1/1 Second Elf Healing Altar</td>
<td>Pierce</td>
<td>Blunt</td>
</tr>
<tr>
<td><strong>Gondorian Steel Greaves</strong></td>
<td>Travel-worn steel riding greaves</td>
<td>2/3 Helm's Deep Armory</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td><strong>Gondorian Steel Citadel Guard Greaves</strong></td>
<td>Steel plate leg guards of the Citadel Guard</td>
<td>East Moria Chasm Stairway</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td><strong>Gondorian Steel Captain's Guard Greaves</strong></td>
<td>Hardened steel leg protection for a Citadel Guard Captain</td>
<td>High Road</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td><strong>Gondorian Steel Fountain Guard Greaves</strong></td>
<td>The finest Fountain Guard greaves, braced with chain-mail</td>
<td>1/3 East Moria Chasm Stairway</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Weapon Type</td>
<td>Description</td>
<td>Damage</td>
<td>Vulnerable to</td>
<td>Resist to</td>
</tr>
<tr>
<td>-------------</td>
<td>-------------</td>
<td>--------</td>
<td>---------------</td>
<td>-----------</td>
</tr>
<tr>
<td>2nd Age Steel Numenorian Long Sword</td>
<td>A Numenorian blade, forged long ago in a lost kingdom</td>
<td>71</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>2nd Age Steel Long Sword of Minas Tirith</td>
<td>A blade used by Gondor's court during the Second Alliance</td>
<td>94</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>2nd Age Mithril Long Sword of Minas Tirith</td>
<td>A kingly weapon, ancient, and said to possess great power</td>
<td>112</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>2nd Age Long Sword of the Accursed</td>
<td>A dangerous, shadowed blade from an age long past</td>
<td>137</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Sword of the Stewards of Minas Tirith</td>
<td>A ceremonial sword of Minas Tirith that holds ancient power</td>
<td>175</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Sword of Isildur, High King of Gondor</td>
<td>Numenorian long sword, used in the Last Alliance's final battle</td>
<td>204</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>1st Age Steel Long Sword of Eriador</td>
<td>A blade full of ancient power from the dawn of Middle-earth</td>
<td>220</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>1st Age Mithril Long Sword of the Valar</td>
<td>A blade wielded by the most ancient beings of Middle-earth</td>
<td>250</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>3rd Age Gondorian Scouting Shield</td>
<td>A light, circular shield designed for use from horseback</td>
<td>5</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>2nd Age Dwarven Shield of the Lords</td>
<td>An ancient Dwarven shield built for tunnel combat</td>
<td>11</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>3rd Age Goblin Shield of Moria</td>
<td>Crafted by Goblins into cruel shapes from Dwarven steel</td>
<td>13</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>3rd Age Dwarven Battle Shield of Moria</td>
<td>Dwarven hardwood shield, banded in steel and bronze</td>
<td>14</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>3rd Age Mordor Orc Battle Shield</td>
<td>Crude but strong Orc shield, built with layers on top of layers</td>
<td>19</td>
<td>Water</td>
<td>slash</td>
</tr>
<tr>
<td>3rd Age Rohan Infantry Shield</td>
<td>Large Rohan shield of wood and leather, edged in steel</td>
<td>21</td>
<td>None</td>
<td>None</td>
</tr>
</tbody>
</table>
3rd Age Rohirrim Royal Guard Shield
Armor: 23
Description: Wooden shield of the elite Royal Guard, reinforced in brass
Found: 2/2 Snowbourne Village
Resistant to: None
Vulnerable to: None

3rd Age Rohirrim Battle Shield
Armor: 25
Description: Light but sturdy shield of wood and leather
Found: 2/2 Plains of Rohan
Resistant to: None
Vulnerable to: None

3rd Age Rohirrim Shield of Kings
Armor: 31
Description: A large shield of wood faced with reflective bronze
Found: 3/1 Osgiliath
Resistant to: None
Vulnerable to: None

3rd Age Easterling Battle Shield
Armor: 33
Description: Concave weapon trapping shield clad in bronze and iron
Found: 3/1 Osgiliath Sewers
Resistant to: Slash
Vulnerable to: None

3rd Age Gondorian Battle Shield
Armor: 35
Description: This shield is built of layered wood, faced with leather and edged in steel
Found: 3/2 Minas Tithrith Courtyard
Resistant to: None
Vulnerable to: None

3rd Age Shield of the Stewards
Armor: 36
Description: A ceremonial shield, crafted of leather, steel, and wood
Found: 3/3 Pelennor Fields Front Line
Resistant to: None
Vulnerable to: None

2nd Age Gondorian Battle Shield
Armor: 38
Description: A broad steel-edged shield, wielded by Numenoreans
Found: 3/2 Sharku Battle
Resistant to: Water, Earth
Vulnerable to: None

2nd Age Gold Elven Battle Shield
Armor: 39
Description: A mastercraft shield built of hardened tapered metal
Found: 3/2 Near Citadel
Resistant to: None
Vulnerable to: None

2nd Age Earendil Mithril Battle Shield
Armor: 41
Description: Filled with Elven power, this shield can withstand all but the mightiest strikes.
Found: 3/3 Pelennor Nazgul Vanguard
Resistant to: None
Vulnerable to: None

3rd Age Lothlorien Ring of Spirit Warding
Armor: 1
Description: A gift of the Woodland Elves often given to travelers
Found: 1/1 Fellowship Camp
Resistant to: Air
Vulnerable to: None

2nd Age Elven Ring of Wrath
Armor: 3
Description: An Elven ring, crafted to be a weapon against Sauron
Found: 1/2 West Moria Dwarrowdelf
Resistant to: Shadow, Blunt
Vulnerable to: None

3rd Age Dwarven Band of Might
Armor: 9
Description: An iron Dwarven ring, shaped in the forges of Moria
Found: 2/2 Bridge to Edoras
Resistant to: None
Vulnerable to: None

3rd Age Ithilien Band of Fortification
Armor: 2
Description: A ring containing ancient Gondorian power
Found: 1/3 East Moria Mausoleum
Resistant to: Fire, Water, Earth
Vulnerable to: None
**3rd Age Gondorian Ring of the Citadel**

- **Armor:** 8
- **Description:** Shaped by Men to honor the guardians of Gondor
- **Found:** 2/4 Bridge to Edoras
- **Resistant to:** Slash, Pierce
- **Vulnerable to:** None

**Attributes:**
- STR: +4
- SPR: +1
- CON: +2
- SPD: +8
- DEX: +8

**2nd Age Imladris Ring of Sanctuary**

- **Armor:** 2
- **Description:** An ancient Elven ring, crafted at Elrond's hidden refuge
- **Found:** 3/1 Osgiliath Sewers
- **Resistant to:** Earth
- **Vulnerable to:** None

**Attributes:**
- STR: +3
- SPR: +3
- CON: +3
- SPD: +23
- DEX: +7

**3rd Age Silverlode Ring of Haven**

- **Armor:** 5
- **Description:** A protective ring crafted by Elf River Guardians
- **Found:** 3/1 Gothmog Battle
- **Resistant to:** Water
- **Vulnerable to:** None

**Attributes:**
- STR: 0
- SPR: +1
- CON: 0
- SPD: +9
- DEX: +0

**1st Age Eregion Ring of Weapon Warding**

- **Armor:** 8
- **Description:** A powerful Elven ring from a long-forgotten time
- **Found:** 3/2 Near Citadel
- **Resistant to:** Slash, Pierce, Blunt
- **Vulnerable to:** None

**Attributes:**
- STR: 0
- SPR: +9
- CON: 0
- SPD: +22
- DEX: +0

**2nd Age Numenorian Ring of Command**

- **Armor:** 3
- **Description:** An ancient ring from the lost kingdom of Numenor
- **Found:** 3/2 Minas Tirith Courtyard
- **Resistant to:** Fire, Air
- **Vulnerable to:** None

**Attributes:**
- STR: +5
- SPR: +9
- CON: +4
- SPD: +11
- DEX: +5
2nd Age Elven Silver Tiara of Eriador
Armor: 8
Description: An ancient tiara with its origin in the vast area of Arnor
Found: 1/4 Elven Outpost
Resistant to: Fire, Water
Vulnerable to: None

3rd Age Elven Silver Pauldrons
Armor: 12
Description: Articulated shoulder protection faced with fine silver
Found: 1/2 West Moria Throne Room
Resistant to: None
Vulnerable to: None

2nd Age Elven Golden Tiara of Earendil
Armor: 15
Description: A device that holds light from a beloved Elf star
Found: 1/4 4th Elf Altar Battle
Resistant to: Shadow
Vulnerable to: None

3rd Age Elven Gold Plated Pauldrons
Armor: 24
Description: Gold-plated steel pauldrons with a broad range of motion
Found: 2/1 Stockade
Resistant to: None
Vulnerable to: None

3rd Age Elven Gold Plated Battle Helm
Armor: 42
Description: A gold-plated steel helm built for increased visibility
Found: 1/3 Bridge of Khazad-dum
Resistant to: None
Vulnerable to: None

2nd Age Elven Steel Pauldrons
Armor: 28
Description: Hardened steel pauldrons forged for battles won long ago
Found: 3/1 Osogiliath Ruins
Resistant to: None
Vulnerable to: None

3rd Age Elven Silver Tiara of the Galadhrim
Armor: 21
Description: A finely crafted circlet that grants power to the wearer
Found: 2/3 Defending Helm’s Deep
Resistant to: Earth
Vulnerable to: None

2nd Age Elven Mithril Pauldrons
Armor: 44
Description: Legendary Mithril-plated hardened steel pauldrons
Found: 3/2 Throne Room
Resistant to: None
Vulnerable to: None

2nd Age Elven Crystal Tiara of Nenya
Armor: 23
Description: A glittering circlet, bound with the watery spirit of Nenya
Found: 3/1 Osogiliath
Resistant to: Water
Vulnerable to: None

Elven Steel Scouting Vambraces
Armor: 9
Description: Fine steel forearm protection crafted by Lothlorien Elves
Found: 1/2 West Moria Necropolis
Resistant to: None
Vulnerable to: None

2nd Age Elven Steel Battle Helm of Lorien
Armor: 55
Description: A swan-shaped, open-faced helm with excellent visibility
Found: 2/3 Snowbourne Village
Resistant to: None
Vulnerable to: None

3rd Age Elven Gold Plated Vambraces
Armor: 15
Description: Glittering gold plated vambraces decorated with great care
Found: 1/2 Stockade
Resistant to: None
Vulnerable to: None

3rd Age Elven Silver Tiara of Caras Galadhon
Armor: 24
Description: A finely wrought gift from the Elf Tree City
Found: 3/3 Pelennor Fields Siege Line
Resistant to: Air
Vulnerable to: None

2nd Age Elven Steel Vambraces
Armor: 19
Description: Forearm protection made with steel plates over leather
Found: 2/3 Helm’s Deep Armory
Resistant to: None
Vulnerable to: None
### Weapons & Armor

#### 2nd Age Elven Mithril Vambraces
- **Armor:** 22
- **Description:** Legendary Mithril-plated vambraces from an earlier age
- Found: 3/2 Minas Tirith Third Gate
- Resistant to: None
- Vulnerable to: None
- **STR:** +2  **Dexterity:** +2

#### Elven Leather Traveling Jerkin
- **Armor:** 14
- **Description:** A traveling surcoat for Elves made of fine leather and cloth
- Found: 0/0 Starting Equipment
- Resistant to: Blunt
- Vulnerable to: Slash, Pierce
- **STR:**  **Dexterity:** +2

#### 3rd Age Elven Gold Plated Chestplate
- **Armor:** 71
- **Description:** Gold plated chest armor designed by Lothlorien crafters
- Found: 1/1 3rd Healing Altar Battle
- Resistant to: Pierce
- Vulnerable to: Blunt
- **STR:** +1  **Constitution:** +2  **Dexterity:** +5

#### 2nd Age Elven Steel Chestplate
- **Armor:** 101
- **Description:** An ancient chestplate built with interlacing steel lames
- Found: 2/1 Rohan
- Resistant to: Pierce
- Vulnerable to: Blunt
- **STR:** +2  **Strength:** +2  **Constitution:** +1  **Dexterity:** +1

#### 2nd Age Elven Mithril Greaves
- **Armor:** 22
- **Description:** Legendary greaves plated in Mithril worn in ancient wars
- Found: 3/1 Osgiliath Sewers
- Resistant to: None
- Vulnerable to: None
- **STR:**  **Dexterity:** +2

#### 3rd Age Elven Silver Greaves
- **Armor:** 14
- **Description:** Ceremonial greaves crafted by Elven silversmiths
- Found: 1/2 West Moria Throne Room
- Resistant to: None
- Vulnerable to: None
- **STR:**  **Constitution:** +2  **Dexterity:** +1

#### 2nd Age Elven Steel Greaves
- **Armor:** 34
- **Description:** Curved plate leg guards forged long ago in an age of conflict
- Found: 2/2 Warg Hive
- Resistant to: None
- Vulnerable to: None
- **STR:**  **Constitution:** +2  **Dexterity:** +2

#### 3rd Age Elven Gold Plated Greaves
- **Armor:** 20
- **Description:** Curved plate leg guards forged long ago in an age of conflict
- Found: 2/1 Warg Hive
- Resistant to: None
- Vulnerable to: None
- **STR:**  **Constitution:** +2  **Dexterity:** +2

#### Elven Leather Traveling Breeches
- **Armor:** 8
- **Description:** Leather pants worn by Elves under traveling coats or jerkins
- Found: 0/0 Starting Equipment
- Resistant to: Blunt
- Vulnerable to: Slash, Pierce
- **STR:**  **Dexterity:** +2

#### 3rd Age Elven Gold Plated Fald
- **Armor:** 34
- **Description:** Lower portion of Elf armor, including a skirt over chain-mail
- Found: 1/1 Orc Lesser Captain Battle
- Resistant to: Pierce
- Vulnerable to: Blunt
- **STR:**  **Constitution:** +2  **Dexterity:** +2

#### 3rd Age Elven Silver Greaves
- **Armor:** 9
- **Description:** This well balanced sword can be used with one or two hands.
- Found: 0/0 Starting Equipment
- Resistant to: None
- Vulnerable to: None
- **STR:**  **Constitution:** +2  **Dexterity:** +2

#### 3rd Age Steel Elven Long Sword
- **Damage:** 10
- **Description:** A well balanced sword crafted by Elven smiths
- Found: 0/0 Starting Equipment
- Resistant to: None
- Vulnerable to: None
- **STR:**  **Constitution:** +2  **Dexterity:** +2
<table>
<thead>
<tr>
<th>Sword Name</th>
<th>Damage</th>
<th>Description</th>
<th>Found</th>
<th>Resistant to</th>
<th>Vulnerable to</th>
<th>STR</th>
<th>SPRT</th>
<th>CON</th>
<th>SPD</th>
<th>DEX</th>
</tr>
</thead>
<tbody>
<tr>
<td>3rd Age Havens Steel Long Sword</td>
<td>12</td>
<td>A sword forged by the shipwrights of the Grey Havens</td>
<td>1/1 Warg Pack Battle</td>
<td>None</td>
<td>None</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3rd Age Woodland Steel Falchion</td>
<td>15</td>
<td>A massive Elf sword that can topple foes with a single blow</td>
<td>1/2 Dwarrowdelf</td>
<td>None</td>
<td>None</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3rd Age Rohan Steel Long Sword</td>
<td>15</td>
<td>A powerful weapon designed for striking from horseback</td>
<td>1/3 East Moria Mausoleum</td>
<td>None</td>
<td>None</td>
<td>+1</td>
<td>+1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3rd Age Easterling Steel Scimitar</td>
<td>27</td>
<td>The secondary weapon of an Easterling soldier</td>
<td>2/1 Near Warg Cave</td>
<td>None</td>
<td>None</td>
<td></td>
<td></td>
<td>+1</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>3rd Age Morannon Obsidian Long Sword</td>
<td>34</td>
<td>A blade carefully crafted of Black Gate volcanic rock</td>
<td>2/2 Bridge to Edoras</td>
<td>None</td>
<td>None</td>
<td>+1</td>
<td>+1</td>
<td></td>
<td></td>
<td>+1</td>
</tr>
<tr>
<td>3rd Age Fangorn Steel Falchion</td>
<td>31</td>
<td>A huge cleaver bound in bark and root</td>
<td>2/3 Warg Cave</td>
<td>None</td>
<td>None</td>
<td>+4</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>-2</td>
</tr>
<tr>
<td>3rd Age Steel Long Sword of Eomer's House</td>
<td>45</td>
<td>A well-honed sword of the court of Rohan</td>
<td>2/2 Sharkul Battle</td>
<td>None</td>
<td>None</td>
<td>+1</td>
<td></td>
<td>+1</td>
<td></td>
<td>+1</td>
</tr>
<tr>
<td>3rd Age Iron Cutlass of Isengard</td>
<td>61</td>
<td>A fierce blade crafted in the forges of Orthanc</td>
<td>1/3 Defending Helm's Deep</td>
<td>None</td>
<td>None</td>
<td></td>
<td></td>
<td>+4</td>
<td>-1</td>
<td>+1</td>
</tr>
<tr>
<td>2nd Age Steel Elven War Sword</td>
<td>155</td>
<td>An ancient sword. Lost for ages, now recovered</td>
<td>3/1 Warg-pack Battle</td>
<td>None</td>
<td>None</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2nd Age Eriador Iron Falchion</td>
<td>165</td>
<td>A sword spoken of in tales of Second Age battles</td>
<td>3/2 Minas Tirith Third Gate</td>
<td>None</td>
<td>None</td>
<td></td>
<td></td>
<td>+1</td>
<td>+6</td>
<td>+3</td>
</tr>
<tr>
<td>2nd Age Forlindon Mithril Falchion</td>
<td>189</td>
<td>A broad-bladed, slightly curved Elven sword</td>
<td>3/3 Pelennor Fields Front Line</td>
<td>None</td>
<td>None</td>
<td>+1</td>
<td></td>
<td>+8</td>
<td>+8</td>
<td>-1</td>
</tr>
<tr>
<td>1st Age Galadhrim Spirit Warding Pendant</td>
<td>7</td>
<td>A pendant given to the kin of ancient Woodland Elves</td>
<td>1/1 Elven Outpost</td>
<td>None</td>
<td>Fire</td>
<td>+2</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>-1</td>
</tr>
<tr>
<td>3rd Age Lothlorien Spirit Calling Pendant</td>
<td>5</td>
<td>A pendant crafted by the master silversmiths of Lothlorien</td>
<td>Dark Altar Crossroads</td>
<td>Air, Shadow</td>
<td>None</td>
<td>+1</td>
<td>+3</td>
<td>+2</td>
<td>+9</td>
<td>+1</td>
</tr>
</tbody>
</table>
### 3rd Age Silverlode Raging Waters Pendant
- **Armor:** 7
- **Description:** A pendant charged with the power of river spirits through Elven craft
- **Found:** 2/3 Dwarrowdelf
- **Resistant to:** Water
- **Vulnerable to:** None
- **STR:** +2 **SPRT:** +5 **CON:** +5 **SPD:** +5 **DEX:** +5

### 1st Age Eregion Weapon Warding Pendant
- **Armor:** 6
- **Description:** A pendant crafted forgotten ages ago for use by Elven Lords
- **Found:** 2/1 East Emnet Gullies
- **Resistant to:** Slash, Pierce, Blunt
- **Vulnerable to:** None
- **STR:** +1 **SPRT:** +7 **CON:** +5 **SPD:** +5 **DEX:** +5

### 3rd Age Galadhrim Pendant of Restoration
- **Armor:** 11
- **Description:** A gift from Lothlorien, given to weary travelers
- **Found:** 2/4 Snowbourne Village
- **Resistant to:** Earth
- **Vulnerable to:** None
- **STR:** +4 **SPRT:** +7 **CON:** +5 **SPD:** +5 **DEX:** +5

### 3rd Age Lothlorien Flaming Might Pendant
- **Armor:** 19
- **Description:** A device symbolizing the might of the Flame of Udun
- **Found:** 2/3 Helm's Deep Armory
- **Resistant to:** Fire, Shadow
- **Vulnerable to:** None
- **STR:** +19 **SPRT:** +7 **CON:** +5 **SPD:** +9 **DEX:** +9

### 2nd Age Elven Pendant of Wrath
- **Armor:** 8
- **Description:** A pendant made to be borne into combat against the Dark Lord
- **Found:** 3/1 Osgiliath Plaza
- **Resistant to:** Shadow, Blunt
- **Vulnerable to:** None
- **STR:** +6 **SPRT:** +4 **CON:** +5 **SPD:** +16 **DEX:** +5

### 2nd Age Numenorian Command Pendant
- **Armor:** 9
- **Description:** A token of another age, with power granted through ancient craft
- **Found:** 3/4 Osgiliath Sewers
- **Resistant to:** Slash, Pierce, Blunt
- **Vulnerable to:** None
- **STR:** +9 **SPRT:** +4 **CON:** +5 **SPD:** +9 **DEX:** +16

### 3rd Age Fangorn Binding Pendant
- **Armor:** 16
- **Description:** A fancy pendant filled with the slow, silent power of the forest
- **Found:** 3/2 Minas Tirith Outer Wall
- **Resistant to:** Water, Earth, Air
- **Vulnerable to:** Fire
- **STR:** +6 **SPRT:** +5 **CON:** +11 **SPD:** -3 **DEX:** +8

### 2nd Age Rivendell Pendant of Sanctuary
- **Armor:** 11
- **Description:** A decoration imbued with ancient Elven power and wisdom
- **Found:** 3/2 Throne Room
- **Resistant to:** Shadow, Slash, Pierce, Blunt
- **Vulnerable to:** None
- **STR:** +1 **SPRT:** +7 **CON:** +5 **SPD:** +11 **DEX:** +9
Dunedain Wool Riding Cloak

Armor: 5
Description: A light cloak made to break up the wearer's outline in battle
Found: 0/0 Starting Equipment
Resistant to: None
Vulnerable to: None

Dunedain Wool Ranger Cloak

Armor: 6
Description: A light cloak designed to entangle enemy weapons
Found: 1/1 Dark Altar Crossroads
Resistant to: None
Vulnerable to: None

Dunedain Wool Captain's Cloak

Armor: 8
Description: A light cloak with ancient Elven protections woven into its lining
Found: 1/2 Dwarrowdelf
Resistant to: Fire, Water, Earth Air
Vulnerable to: None

Ithilien Wool Ranger Cloak

Armor: 8
Description: A cloak made to protect against both the elements and foes
Found: 2/1 East Emnet Cullies
Resistant to: None
Vulnerable to: None

Ithilien Wool Captain's Cloak

Armor: 10
Description: A thick wool cloak lined with leather, given to Ithilien Captains
Found: 2/1 Warg Hive
Resistant to: None
Vulnerable to: None

Dunedain Wool Riding Hood

Armor: 12
Description: A travel-soiled cloak made for travel over long distances
Found: 1/3 Helm's Deep
Resistant to: None
Vulnerable to: None

Dunedain Wool Ranger Hood

Armor: 13
Description: A Dunedain cloak designed to help hide Rangers in battle
Found: 3/2 Minas Tirith Courtyard
Resistant to: None
Vulnerable to: None

Minas Tirith Captain's Leather Overbraces

Armor: 3
Description: Bracers that incorporate layers of boiled leather
Found: 1/2 Watcher in the Water Battle
Resistant to: None
Vulnerable to: None

Minas Tirith Bronze Vambraces

Armor: 17
Description: Forearm protection crafted in bronze by Minas Tirith smiths
Found: 2/3 Defending Helm's Deep
Resistant to: None
Vulnerable to: None

Gondorian Wool Fountain Guard Hood

Armor: 19
Description: A leather-lined cloak given to the bravest Ithilien Captains
Found: 3/3 Pelennor Fields Front Line
Resistant to: None
Vulnerable to: None
<table>
<thead>
<tr>
<th>Armor</th>
<th>Description</th>
<th>Found</th>
<th>Resistant to</th>
<th>Vulnerable to</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minas Tirith Mithril Vambraces</td>
<td>The finest forearm vambraces of Middle-earth</td>
<td>Minas Tirith Second Gate</td>
<td>Slash, Pierce, Blunt</td>
<td>None</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>STR: +2</td>
<td>SPD: +2 DEX: +5</td>
</tr>
<tr>
<td>Dunedain Boiled Leather Jerkin</td>
<td>A leather tunic, crafted in Arnor for travel in the wilds</td>
<td>0/0 Starting Equipment</td>
<td>Blunt</td>
<td>Slash, Pierce</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>STR: , SPD: , DEX:</td>
<td></td>
</tr>
<tr>
<td>Dunedain Suede Leather Jerkin</td>
<td>A reinforced leather jerkin, tailored to the needs of the Ranger</td>
<td>1/2 West Moria Crypt Room</td>
<td>Blunt</td>
<td>Slash, Pierce</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>STR: SPD: DEX:</td>
<td></td>
</tr>
<tr>
<td>Dunedain Chain-Mail Hauberk</td>
<td>Heavy leather armor, crafted by the Dunedain for times of war</td>
<td>2/2 Wormtongue Battle</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>STR: +2 SPD: +4 DEX: +2</td>
<td></td>
</tr>
<tr>
<td>Dunedain Scale-Mail Hauberk</td>
<td>Meticulously crafted armor, unrivaled in protection and mobility</td>
<td>3/1 2nd Gothmog Battle</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>STR: SPD: DEX:</td>
<td></td>
</tr>
<tr>
<td>Dunedain Chain-Mail Skirt of Arnor</td>
<td>Lower skirt of Ranger armor, designed to not hinder the wearer</td>
<td>1/3 East Moria Balrog Altar</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>STR: SPD: DEX:</td>
<td></td>
</tr>
<tr>
<td>Dunedain Scale-Mail Skirt of Arnor</td>
<td>Finely crafted lower armor from the ancient Numenorian past</td>
<td>3/1 Minas Tirith Courtyard</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>STR: SPD: DEX:</td>
<td></td>
</tr>
<tr>
<td>3rd Age Dunedain Hunting Bow</td>
<td>A bow crafted by the Dunedain for stealth and accuracy</td>
<td>0/0 Starting Equipment</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>STR: SPD: DEX:</td>
<td></td>
</tr>
</tbody>
</table>
### 2nd Age Elven Brooch of Wrath
- **Armor:** 41
- **Description:** A pin crafted by Elves and worn during the Last Alliance battles
- **Found:** 2/2 Eastern Courtyard
- **Resistant to:** Shadow
- **Vulnerable to:** None

### 1st Age Galdhrim Brooch of Spirit Warding
- **Armor:** 47
- **Description:** An ancient token given by the first Elves to Men they trusted
- **Found:** 3/3 Among the Mumakil
- **Resistant to:** Fire, Water, Earth, Air
- **Vulnerable to:** None

### 2nd Age Numenorian Brooch of Command
- **Armor:** 33
- **Description:** An ancient brooch from Numenor, passed down by the Dunedain
- **Found:** 3/2 Throne Room
- **Resistant to:** Shadow
- **Vulnerable to:** None

### 2nd Age Rivendell Brooch of Sanctuary
- **Armor:** 68
- **Description:** An ancient Elven heirloom, given power by Elrond's smiths
- **Found:** 3/1 Osgiliath Plaza
- **Resistant to:** Shadow, Slash, Fierce, Blunt
- **Vulnerable to:** None
### Dwarven Black Iron Helm

- **Armor:** 26
- **Description:** A barbut-style helm hammered out of black Dwarven iron
- **Found:** 1/1 Cave Troll Battle
- **Resistant to:** None
- **Vulnerable to:** None

### Dwarven Steel Helm

- **Armor:** 46
- **Description:** A Dwarven helmet crafted out of hardened steel
- **Found:** 1/2 West Moria Throne Room
- **Resistant to:** None
- **Vulnerable to:** None

### 2nd Age Dwarven Dragon Helm

- **Armor:** 60
- **Description:** An ancient Mithril and bronze helm, made with craft long lost
- **Found:** 1/3 East Moria Balrog Altar
- **Resistant to:** Fire
- **Vulnerable to:** None

### Dwarven Mithril Helm

- **Armor:** 64
- **Description:** A helm that shows the great achievement of Dwarven armorcraft
- **Found:** 3/1 Throne Room
- **Resistant to:** Slash, Pierce, Blunt
- **Vulnerable to:** None

### Dwarven Boiled Leather Pauldrons

- **Armor:** 6
- **Description:** Dwarf mail shoulder protection beneath a leather tunic
- **Found:** 1/1 Cave Troll Battle
- **Resistant to:** None
- **Vulnerable to:** None

### Dwarven Steel Pauldrons

- **Armor:** 16
- **Description:** Hardened steel pauldrons forged to protect front-line warriors
- **Found:** 1/4 Chasm Stairway Area
- **Resistant to:** None
- **Vulnerable to:** None

### Dwarven Black Iron Pauldrons

- **Armor:** 32
- **Description:** Blackened iron pauldrons worn when a full Dwarven host is called
- **Found:** 3/2 Minas Tirith Courtyard
- **Resistant to:** None
- **Vulnerable to:** None

### Dwarven Mithril Pauldrons

- **Armor:** 40
- **Description:** Rare treasures, pauldrons crafted of Dwarven Mithril
- **Found:** 3/3 Pelennor Fields Siege Line
- **Resistant to:** None
- **Vulnerable to:** None

### Dwarven Boiled Leather Vambraces

- **Armor:** 3
- **Description:** Travel-worn forearm protection for Dwarves
- **Found:** 1/2 West Moria entrance
- **Resistant to:** None
- **Vulnerable to:** None

### Dwarven Iron Studded Leather Hauberk

- **Armor:** 26
- **Description:** A travel-worn, boiled leather iron-studded Dwarven shirt
- **Found:** 0/0 Starting Equipment
- **Resistant to:** None
- **Vulnerable to:** None

### Dwarven Velvet Hauberk

- **Armor:** 34
- **Description:** A velvet overshirt lined with sturdy chain-mail
- **Found:** 1/2 West Moria Crypt Room
- **Resistant to:** None
- **Vulnerable to:** None

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DWARVEN STEEL SCALE-MAIL HAUBERK
Arm: 71
Description: A shirt crafted of overlapping hardened steel scales
Resistant to: Slash
Vulnerable to: Pierce
STR +4 SPRT +2 CON +2 SPD -1 DEX +2

DWARVEN MITHRIL SCALE-MAIL HAUBERK
Arm: 128
Description: A mail shirt crafted from unbreakable Mithril scales
Resistant to: Slash, Pierce
Vulnerable to: None
STR +6 SPRT +1 CON +2 SPD +1 DEX +1

DWARVEN BOILED LEATHER TABARD
Arm: 14
Description: A loose surcoat that covers a Dwarf's lower body
Resistant to: Blunt
Vulnerable to: Slash
STR +2 SPRT +2 CON +2 SPD -1 DEX +2

DWARVEN VELVET TABARD
Arm: 18
Description: A velvet surcoat over a chain-mail skirt
Resistant to: Slash
Vulnerable to: Pierce
STR +1 SPRT +1 CON +2 SPD +1 DEX +1

DWARVEN STEEL SCALE-MAIL TABARD
Arm: 22
Description: A steel scale-mail skirt built for stout Dwarf warriors
Resistant to: Slash
Vulnerable to: Pierce
STR +2 SPRT +2 CON +2 SPD -1 DEX +2

DWARVEN MITHRIL SCALE-MAIL TABARD
Arm: 77
Description: A Mithril skirt made for the greatest of Dwarf heroes
Resistant to: Slash, Blunt
Vulnerable to: None
STR +2 SPRT +2 CON +3 SPD +1 DEX +3

DWARVEN BOILED LEATHER GREAVES
Arm: 3
Description: Travel-worn leather Dwarf greaves
Resistant to: None
Vulnerable to: None
STR +1 SPRT +1 CON +1 SPD +1 DEX +1

DWARVEN BLACK IRON GREAVES
Arm: 11
Description: Iron plate leg guards crafted by the Dwarves of Moria
Resistant to: None
Vulnerable to: None
STR +1 SPRT +1 CON +1 SPD +1 DEX +1

DWARVEN STEEL GREAVES
Arm: 16
Description: Hardened steel leg guards built for ancient Dwarf wars
Resistant to: None
Vulnerable to: None
STR +1 SPRT +1 CON +2 SPD +2 DEX +2

DWARVEN MITHRIL GREAVES
Arm: 21
Description: A set of Mithril greaves, used by Lords and heroes
Resistant to: None
Vulnerable to: None
STR +2 SPRT +2 CON +3 SPD +3 DEX +3

3RD AGE DWARVEN STEEL BROAD AXE
Damage: 11
Description: An axe with a wider blade forged for a more powerful strike
Resistant to: None
Vulnerable to: None
STR +1 SPRT +1 CON +2 SPD +2 DEX +2

3RD AGE DWARVEN BLACK IRON WALKING AXE
Damage: 25
Description: This walking axe from Moria has a long handle for added damage
Resistant to: None
Vulnerable to: None
STR +2 SPRT +2 CON +3 SPD +3 DEX +3

3RD AGE DWARVEN STEEL BATTLE AXE
Damage: 43
Description: A traditional Moria weapon, the result of generations of craft
Resistant to: None
Vulnerable to: None
STR +3 SPRT +3 CON +4 SPD +4 DEX +4

3RD AGE DWARVEN STEEL WALKING AXE
Damage: 31
Description: Erebor walking axes are both weapons and walking sticks.
Resistant to: None
Vulnerable to: None
STR +2 SPRT +2 CON +3 SPD +3 DEX +3

DWARVEN STEEL BROAD AXE
Damage: 11
Description: An axe with a wider blade forged for a more powerful strike
Resistant to: None
Vulnerable to: None
STR +1 SPRT +1 CON +2 SPD +2 DEX +2

DWARVEN BLACK IRON WALKING AXE
Damage: 25
Description: This walking axe from Moria has a long handle for added damage
Resistant to: None
Vulnerable to: None
STR +2 SPRT +2 CON +3 SPD +3 DEX +3

DWARVEN STEEL BATTLE AXE
Damage: 43
Description: A traditional Moria weapon, the result of generations of craft
Resistant to: None
Vulnerable to: None
STR +3 SPRT +3 CON +4 SPD +4 DEX +4

DWARVEN STEEL WALKING AXE
Damage: 31
Description: Erebor walking axes are both weapons and walking sticks.
Resistant to: None
Vulnerable to: None
STR +2 SPRT +2 CON +3 SPD +3 DEX +3
### 3rd Age Steel Dwarven War Hammer
- **Damage:** 59
- **Description:** A steel hammer forged to shatter rock and cripple huge foes.
- **Found:** 2/3 East Moria Goblin Catwalks
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:** +7
- **SPRT:** +2
- **CON:** -2
- **SPD:** -2
- **DEX:** -1
- **Damage:** 59
- **Description:** A steel hammer forged to shatter rock and cripple huge foes.
- **Found:** 2/3 East Moria Goblin Catwalks
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:** +7
- **SPRT:** +2
- **CON:** -2
- **SPD:** -2
- **DEX:** -1

### 3rd Age Dwarven Steel Mortising Axe
- **Damage:** 75
- **Description:** A weapon with a head used for wood crafting as well as battle.
- **Found:** 2/1 Near Warg Cave
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:** +4
- **SPRT:** +2
- **CON:** +2
- **SPD:** +2
- **DEX:** +2
- **Damage:** 75
- **Description:** A weapon with a head used for wood crafting as well as battle.
- **Found:** 2/1 Near Warg Cave
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:** +4
- **SPRT:** +2
- **CON:** +2
- **SPD:** +2
- **DEX:** +2

### 2nd Age Dwarven Steel Battle Axe
- **Damage:** 93
- **Description:** A heavy Dwarven weapon from ancient Moria.
- **Found:** 2/1 Osgiliath Rooftops
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:** +3
- **SPRT:** +3
- **CON:** +2
- **SPD:** -3
- **DEX:** -2
- **Damage:** 93
- **Description:** A heavy Dwarven weapon from ancient Moria.
- **Found:** 2/1 Osgiliath Rooftops
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:** +3
- **SPRT:** +3
- **CON:** +2
- **SPD:** -3
- **DEX:** -2

### 3rd Age Mithril Dwarven War Hammer
- **Damage:** 88
- **Description:** A rare artifact of Dwarven heritage, powerful and deadly.
- **Found:** 2/3 Helm's Deep Rear Wall
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:** +4
- **SPRT:** +1
- **CON:** +1
- **SPD:** -3
- **DEX:** +2
- **Damage:** 88
- **Description:** A rare artifact of Dwarven heritage, powerful and deadly.
- **Found:** 2/3 Helm's Deep Rear Wall
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:** +4
- **SPRT:** +1
- **CON:** +1
- **SPD:** -3
- **DEX:** +2

### 2nd Age Mithril Dwarven War Hammer
- **Damage:** 115
- **Description:** A hammer from an earlier age that evokes the power of Lords.
- **Found:** 3/2 Near Citadel
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:** +1
- **SPRT:** +1
- **CON:** +1
- **SPD:** +1
- **DEX:** +2
- **Damage:** 115
- **Description:** A hammer from an earlier age that evokes the power of Lords.
- **Found:** 3/2 Near Citadel
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:** +1
- **SPRT:** +1
- **CON:** +1
- **SPD:** +1
- **DEX:** +2

### 2nd Age Dwarven Mithril Double-Bit Axe
- **Damage:** 160
- **Description:** A rare dual-bladed axe made to clear wide hallways in ages past.
- **Found:** 3/1 Osgiliath Sewers
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:** +3
- **SPRT:** +1
- **CON:** +1
- **SPD:** +1
- **DEX:** +1
- **Damage:** 160
- **Description:** A rare dual-bladed axe made to clear wide hallways in ages past.
- **Found:** 3/1 Osgiliath Sewers
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:** +3
- **SPRT:** +1
- **CON:** +1
- **SPD:** +1
- **DEX:** +1

### 2nd Age Dwarven Mithril Piercing Axe
- **Damage:** 196
- **Description:** An axe using a rare design for tunnels too narrow to swing in.
- **Found:** 3/2 Minas Tirith Second Gate
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:** +2
- **SPRT:** +2
- **CON:** +2
- **SPD:** +2
- **DEX:** +2
- **Damage:** 196
- **Description:** An axe using a rare design for tunnels too narrow to swing in.
- **Found:** 3/2 Minas Tirith Second Gate
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:** +2
- **SPRT:** +2
- **CON:** +2
- **SPD:** +2
- **DEX:** +2

### 2nd Age Mithril Dwarven War Hammer
- **Damage:** 220
- **Description:** A terribly powerful Dwarven weapon of dim ages past.
- **Found:** Minas Tirith Evil Mode
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:** +4
- **SPRT:** +1
- **CON:** +1
- **SPD:** -3
- **DEX:** +4
- **Damage:** 220
- **Description:** A terribly powerful Dwarven weapon of dim ages past.
- **Found:** Minas Tirith Evil Mode
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:** +4
- **SPRT:** +1
- **CON:** +1
- **SPD:** -3
- **DEX:** +4

### 3rd Age Dwarf Belt Buckle of Quicksilver
- **Armor:** 17
- **Description:** A buckle crafted from flowing metal with ancient lore.
- **Found:** 0/0 Starting Equipment
- **Resistant to:** Air
- **Vulnerable to:** None
- **STR:** +1
- **SPRT:** +1
- **CON:** +1
- **SPD:** +3
- **DEX:** +2
- **Armor:** 17
- **Description:** A buckle crafted from flowing metal with ancient lore.
- **Found:** 0/0 Starting Equipment
- **Resistant to:** Air
- **Vulnerable to:** None
- **STR:** +1
- **SPRT:** +1
- **CON:** +1
- **SPD:** +3
- **DEX:** +2

### 3rd Age Dwarf Belt Buckle of Moria Iron
- **Armor:** 27
- **Description:** An iron clasp forged in the fires of Moria.
- **Found:** 1/2 West Moria Necropolis Bridge
- **Resistant to:** Water
- **Vulnerable to:** Earth
- **STR:** +3
- **SPRT:** +1
- **CON:** +1
- **SPD:** +2
- **DEX:** +5
- **Armor:** 27
- **Description:** An iron clasp forged in the fires of Moria.
- **Found:** 1/2 West Moria Necropolis Bridge
- **Resistant to:** Water
- **Vulnerable to:** Earth
- **STR:** +3
- **SPRT:** +1
- **CON:** +1
- **SPD:** +2
- **DEX:** +5

### 3rd Age Dwarf Belt Buckle of Moria Steel
- **Armor:** 28
- **Description:** A buckle crafted in the fires of Moria's forges.
- **Found:** 1/3 Dwarrowdelf
- **Resistant to:** Earth
- **Vulnerable to:** None
- **STR:** +5
- **SPRT:** +3
- **CON:** +1
- **SPD:** +2
- **DEX:** +5
- **Armor:** 28
- **Description:** A buckle crafted in the fires of Moria's forges.
- **Found:** 1/3 Dwarrowdelf
- **Resistant to:** Earth
- **Vulnerable to:** None
- **STR:** +5
- **SPRT:** +3
- **CON:** +1
- **SPD:** +2
- **DEX:** +5

### 3rd Age Dwarf Belt Buckle of Moria Silver
- **Armor:** 16
- **Description:** A buckle crafted with care by Moria's goldsmiths.
- **Found:** 1/3 East Moria Goblin Catwalks
- **Resistant to:** Slash, Pierce, Blunt
- **Vulnerable to:** None
- **STR:** +1
- **SPRT:** +1
- **CON:** +2
- **SPD:** +1
- **DEX:** +4
- **Armor:** 16
- **Description:** A buckle crafted with care by Moria's goldsmiths.
- **Found:** 1/3 East Moria Goblin Catwalks
- **Resistant to:** Slash, Pierce, Blunt
- **Vulnerable to:** None
- **STR:** +1
- **SPRT:** +1
- **CON:** +2
- **SPD:** +1
- **DEX:** +4

### 3rd Age Dwarf Belt Buckle of Moria Gold
- **Armor:** 13
- **Description:** A buckle crafted with care by Moria's goldsmiths.
- **Found:** 1/3 East Moria Goblin Catwalks
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:** +1
- **SPRT:** +1
- **CON:** +2
- **SPD:** +2
- **DEX:** +4
- **Armor:** 13
- **Description:** A buckle crafted with care by Moria's goldsmiths.
- **Found:** 1/3 East Moria Goblin Catwalks
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:** +1
- **SPRT:** +1
- **CON:** +2
- **SPD:** +2
- **DEX:** +4

### 2nd Age Dwarf Belt Buckle of the Miners
- **Armor:** 23
- **Description:** Ancient power courses through this artifact.
- **Found:** 2/2 Snowbourne Village
- **Resistant to:** Fire, Water, Earth, Air
- **Vulnerable to:** None
- **STR:** +6
- **SPRT:** +2
- **CON:** +4
- **SPD:** +5
- **DEX:** +7
- **Armor:** 23
- **Description:** Ancient power courses through this artifact.
- **Found:** 2/2 Snowbourne Village
- **Resistant to:** Fire, Water, Earth, Air
- **Vulnerable to:** None
- **STR:** +6
- **SPRT:** +2
- **CON:** +4
- **SPD:** +5
- **DEX:** +7
2nd Age Dwarf Belt Buckle of the Smiths
Armor: 38
Description: A buckle forged for the greatest of Dwarven craftsmen
Found: 2/1 Helm's Deep East Wall
Resistant to: None
Vulnerable to: None
STR +9  SPR +3  CON +3  SPD +4  DEX +15

3rd Age Dwarf Belt Buckle of Moria Mithril
Armor: 49
Description: A buckle forged of precious Mithril for the Dwarf Lords
Found: 2/1 Stockade
Resistant to: None
Vulnerable to: None
STR +14  SPR +8  CON +8  SPD +8  DEX +8

2nd Age Dwarf Belt Buckle of the Lords
Armor: 46
Description: An artifact of an earlier age, crafted for Dwarven Lords
Found: 3/1 Osgiliath Ruins
Resistant to: Shadow
Vulnerable to: None
STR +11  SPR +7  CON +7  SPD +11  DEX +9

1st Age Golden Belt Buckle of the Lords
Armor: 51
Description: A golden buckle from a long-forgotten era
Found: 3/1 Osgiliath Landing
Resistant to: Slash, Pierce, Blunt
Vulnerable to: None
STR +5  SPR +3  CON +3  SPD +11  DEX +9

1st Age Mithril Belt Buckle of the Fathers
Armor: 47
Description: An ancient Dwarf heirloom linked to powers of earlier ages
Found: 3/1 Minas Tirith Courtyard
Resistant to: Fire, Water, Earth
Vulnerable to: None
STR +16  SPR +16  CON +16  SPD +16  DEX +16
Rohirric Scouting Helm
Armor: 13
Description: A sallet helm of steel faced in leather with steel lames
Found: 2/1 Village
Resistant to: None
Vulnerable to: None

Rohirric Steel Helm
Armor: 39
Description: A steel helmet of Rohan with extra steel banding
Found: 3/1 Osgiliath Ruins
Resistant to: None
Vulnerable to: None

Rohirric Heavy Steel Helm
Armor: 43
Description: A helm with wide cheek guards and a chain-mail aventail
Found: 3/2 Near Citadel
Resistant to: None
Vulnerable to: None

Helm of the Great Hall
Armor: 62
Description: Ornate steel and bronze helmet decorated with copper
Found: 3/3 Witch-King Battle
Resistant to: None
Vulnerable to: None

Rohirric Boiled Leather Pauldrons
Armor: 6
Description: Shoulder protection made from bands of hard leather
Found: 0/0 Starting Equipment
Resistant to: None
Vulnerable to: None

Rohirric Iron Pauldrons
Armor: 14
Description: Segmented iron pauldrons for the Rohirric host
Found: 3/4 Minas Tirith
Resistant to: None
Vulnerable to: None

Rohirric Steel Pauldrons
Armor: 27
Description: Rare steel pauldrons, given as a badge of honor
Found: 3/1 Osgiliath Sewers
Resistant to: None
Vulnerable to: None

Rohirric Steel Captain's Pauldrons
Armor: 34
Description: Leather-faced steel pauldrons for Rohan's finest
Found: 3/3 Pelennor Fields Front Line
Resistant to: None
Vulnerable to: None

Rohirric Soft Leather Vambraces
Armor: 3
Description: Comfortable leather forearm protection
Found: 0/0 Starting Equipment
Resistant to: None
Vulnerable to: None

Rohirric Boiled Leather Vambraces
Armor: 5
Description: Bracers made with layers of boiled leather
Found: 3/1 Osgiliath Landing
Resistant to: None
Vulnerable to: None

Rohirric Steel Vambraces
Armor: 12
Description: Forearm protection made of hardened steel and leather
Found: 3/3 Witch-King Battle
Resistant to: None
Vulnerable to: None

Rohirric Steel Royal Guard Vambraces
Armor: 16
Description: Steel vambraces given to the Rohan Royal Guard
Found: 3/2 Throne Room
Resistant to: None
Vulnerable to: None

Rohirric Slashed Leather Jerkin
Armor: 28
Description: A rough rural jerkin, slashed by crude enemy weapons
Found: 0/0 Starting Equipment
Resistant to: Blunt
Vulnerable to: Slash, Pierce

Rohirric Boiled Leather Jerkin
Armor: 31
Description: A tough leather jerkin for travel and battle in the wilds
Found: 2/3 Helm's Deep Armory
Resistant to: Blunt
Vulnerable to: Slash, Pierce
### Rohirrim Steel Chain-Mail Hauberk
- **Armor:** 66
- **Description:** A heavy chain shirt, part of Rohirrim riding armor
- **Found:** 3/4 Osgiliath Plaza
- **Resistant to:** Slash
- **Vulnerable to:** Pierce
- **STR:** +3
- **SPRT:**
- **CON:**
- **SPD:**
- **DEX:** +1

### Rohirrim Steel Scale-Mail Hauberk
- **Armor:** 94
- **Description:** Hardened scale-mail shirt emblemized with brass
- **Found:** 3/2 Minas Tirith Third Gate
- **Resistant to:** Slash
- **Vulnerable to:** Pierce
- **STR:** +5
- **SPRT:**
- **CON:**
- **SPD:**
- **DEX:** +2

### Rohirrim Leather Scouting Breeches
- **Armor:** 15
- **Description:** Leather pants with mail hauberks, worn for riding
- **Found:** 0/0 Starting Equipment
- **Resistant to:** Blunt
- **Vulnerable to:** Slash, Pierce
- **STR:**
- **SPRT:**
- **CON:**
- **SPD:**
- **DEX:**

### Rohirrim Leather Tassets
- **Armor:** 17
- **Description:** Small leather plates made to protect the body of riders
- **Found:** 2/1 Plains of Rohan
- **Resistant to:** Blunt
- **Vulnerable to:** Slash, Pierce
- **STR:**
- **SPRT:**
- **CON:**
- **SPD:** +4
- **DEX:** +1

### Rohirrim Steel Chain-Mail Skirt
- **Armor:** 31
- **Description:** A chain-mail skirt extended to the thigh
- **Found:** 3/2 Minas Tirith Second Gate
- **Resistant to:** Slash
- **Vulnerable to:** Pierce
- **STR:**
- **SPRT:**
- **CON:** +2
- **SPD:** +3
- **DEX:** +2

### Rohirrim Steel Tassets
- **Armor:** 46
- **Description:** A chain-mail hauberk with leather-faced steel tassets
- **Found:** Pelennor Fields Siege Line
- **Resistant to:** Slash
- **Vulnerable to:** Pierce
- **STR:**
- **SPRT:**
- **CON:**
- **SPD:** +6
- **DEX:** +3

### Rohirrim Boiled Leather Greaves
- **Armor:** 3
- **Description:** Hardened leather leg guards for Rohan’s riders
- **Found:** 0/0 Starting Equipment
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:**
- **SPRT:**
- **CON:**
- **SPD:**
- **DEX:**

### Rohirrim Iron Greaves
- **Armor:** 5
- **Description:** Iron plate greaves forged in Edoras
- **Found:** 2/2 Snowbourne Village
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:**
- **SPRT:**
- **CON:**
- **SPD:**
- **DEX:**

### Rohirrim Steel Greaves
- **Armor:** 11
- **Description:** Hardened steel leg guards for Rohirrim warriors
- **Found:** 3/1 Osgiliath Landing
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:**
- **SPRT:**
- **CON:**
- **SPD:** +2
- **DEX:**

### Rohirrim Steel Captain’s Greaves
- **Armor:** 16
- **Description:** Greaves of the finest steel for the Captain’s Guard
- **Found:** 3/2 Minas Tirith
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:**
- **SPRT:**
- **CON:**
- **SPD:** +3
- **DEX:**

### 3rd Age Rohirric Steel Mortising Axe
- **Damage:** 25
- **Description:** A finely crafted steel axe for skilled work
- **Found:** 0/0 Starting Equipment
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:**
- **SPRT:**
- **CON:**
- **SPD:**
- **DEX:**

### 3rd Age Morgul Iron Piercing Axe
- **Damage:** 29
- **Description:** A jagged black iron axe with a cruel tip
- **Found:** 2/2 Snowbourne Village
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:** +1
- **SPRT:**
- **CON:**
- **SPD:**
- **DEX:**

### 3rd Age Rohirric Bronze Felling Axe
- **Damage:** 33
- **Description:** A rustically crafted axe that is plentiful in Rohan
- **Found:** 2/1 East Cave
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:**
- **SPRT:**
- **CON:**
- **SPD:** +1
- **DEX:**

### 3rd Age Rohirric Gold Mortising Axe
- **Damage:** 49
- **Description:** A steel axe plated in gold for additional heft
- **Found:** 2/2 Steel from Wormtongue
- **Resistant to:** None
- **Vulnerable to:** None
- **STR:**
- **SPRT:**
- **CON:**
- **SPD:** +2
- **DEX:** +2
3rd Age Bronze Cuisses of Battle

Armor: 7
Description: A cuisse that belonged to a former King of Rohan
Found: 3/4 Mumakil Line
Resistant to: None
Vulnerable to: None

3rd Age Gold Cuisses of Battle

Armor: 34
Description: A gold plated hardened steel thigh plate
Found: ?????????
Resistant to: Slash, Pierce, Blunt
Vulnerable to: None
ROHIRRIM BANDED LEATHER HELM
Armor: 12
Description: A sallet helm of steel faced in leather with steel lames
Found: 2/2 White Mountain Plateau
Resistant to None
Vulnerable to None

ROHIRRIM STEEL HELM
Armor: 28
Description: A steel helmet of Rohan with extra steel banding
Found: 2/3 Defending Helm's Deep
Resistant to None
Vulnerable to None

ROHIRRIM PLUMED STEEL ROYAL GUARD HELM
Armor: 52
Description: A helm with wide cheek guards and a chain-mail aventail
Found: 3/1 Osgiliath Ruins
Resistant to None
Vulnerable to None

ROHIRRIM MITHRIL HELM OF THE GREAT HALL
Armor: 70
Description: Ornate steel and bronze helmet decorated with copper
Found: 3/2 Throne Room
Resistant to None
Vulnerable to None

ROHIRRIM WOOL RIDING CLOAK
Armor: 8
Description: A travel-worn cloak made for riding over long distances
Found: 0/0 Starting Equipment
Resistant to None
Vulnerable to None

ROHIRRIM VELVET OVERCLOAK
Armor: 17
Description: A high-quality leather-lined riding cloak
Found: 3/2 Near Citadel
Resistant to None
Vulnerable to None

ROHIRRIM BOILED LEATHER PAULDRONS
Armor: 6
Description: Shoulder protection made from bands of hard leather
Found: 0/0 Starting Equipment
Resistant to None
Vulnerable to None

ROHIRRIM IRON PAULDRONS
Armor: 15
Description: Segmented iron pauldrons for the Rohirric host
Found: 2/2 Great Hall
Resistant to None
Vulnerable to None

ROHIRRIM STEEL PAULDRONS
Armor: 28
Description: Rare steel pauldrons, given as a badge of honor
Found: 3/1 Osgiliath Rooftops
Resistant to None
Vulnerable to None

ROHIRRIM STEEL CAPTAIN'S PAULDRONS
Armor: 35
Description: Leather-faced steel pauldrons for Rohan's finest
Found: 3/2 Throne Room
Resistant to None
Vulnerable to None

ROHIRRIM SOFT LEATHER VAMBRACES
Armor: 3
Description: Comfortable leather forearm protection
Found: 0/0 Starting Equipment
Resistant to None
Vulnerable to None

ROHIRRIM BOILED LEATHER VAMBRACES
Armor: 5
Description: Bracers made with layers of boiled leather
Found: 2/3 Defending Helm's Deep
Resistant to None
Vulnerable to None

ROHIRRIM STEEL VAMBRACES
Armor: 12
Description: Forearm protection made of hardened steel and leather
Found: 3/2 Osgiliath Sewers
Resistant to None
Vulnerable to None

ROHIRRIM BOILED LEATHER JERKIN
Armor: 33
Description: A tough leather jerkin for travel and battle in the wilds
Found: 0/0 Starting Equipment
Resistant to None
Vulnerable to Blunt

PRIMAGAMES.COM
### Rohirrim Steel Chain-Mail Hauberk

**Armor:** 73  
**Description:** This heavy Rohirrim upper armor offers great defense but slows horses  
**Found:** 3/2 Minas Tirith Third Gate

<table>
<thead>
<tr>
<th>STR</th>
<th>SPR</th>
<th>CON</th>
<th>SPD</th>
<th>DEX</th>
</tr>
</thead>
<tbody>
<tr>
<td>+3</td>
<td>-2</td>
<td>+2</td>
<td>-2</td>
<td>-2</td>
</tr>
</tbody>
</table>

Resistant to: Slash  
Vulnerable to: Pierce

### Rohirrim Steel Scale-Mail Hauberk

**Armor:** 99  
**Description:** A heavy chain shirt, part of Rohirrim riding armor  
**Found:** 3/3 Pelennor Nazgul Vanguard

<table>
<thead>
<tr>
<th>STR</th>
<th>SPR</th>
<th>CON</th>
<th>SPD</th>
<th>DEX</th>
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</thead>
<tbody>
<tr>
<td>+5</td>
<td>+2</td>
<td>+2</td>
<td>-2</td>
<td>-2</td>
</tr>
</tbody>
</table>

Resistant to: Slash  
Vulnerable to: Pierce

### Rohirrir Leather Scouting Breeches

**Armor:** 16  
**Description:** Leather pants with mail hauberk worn for riding  
**Found:** 0/0 Starting Equipment

<table>
<thead>
<tr>
<th>STR</th>
<th>SPR</th>
<th>CON</th>
<th>SPD</th>
<th>DEX</th>
</tr>
</thead>
</table>

Resistant to: Blunt  
Vulnerable to: Slash, Pierce

### Rohirrir Leather Tassets

**Armor:** 37  
**Description:** Small leather plates made to protect the body of riders  
**Found:** 3/3 Osgiliath rooftops

<table>
<thead>
<tr>
<th>STR</th>
<th>SPR</th>
<th>CON</th>
<th>SPD</th>
<th>DEX</th>
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</thead>
<tbody>
<tr>
<td>+3</td>
<td>+3</td>
<td>+2</td>
<td>-2</td>
<td>-2</td>
</tr>
</tbody>
</table>

Resistant to: Slash  
Vulnerable to: Pierce

### Rohirrir Steel Chain-Mail Skirt

**Armor:** 51  
**Description:** A chain-mail skirt extended to the thigh  
**Found:** 3/2 Minas Tirith Courtyard

<table>
<thead>
<tr>
<th>STR</th>
<th>SPR</th>
<th>CON</th>
<th>SPD</th>
<th>DEX</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>+4</td>
<td>+3</td>
<td>-2</td>
<td>-2</td>
</tr>
</tbody>
</table>

Resistant to: Slash  
Vulnerable to: Pierce

### Rohirrir Boiled Leather Greaves

**Armor:** 3  
**Description:** Hardened leather leg guards for Rohan's riders  
**Found:** 0/0 Starting Equipment

<table>
<thead>
<tr>
<th>STR</th>
<th>SPR</th>
<th>CON</th>
<th>SPD</th>
<th>DEX</th>
</tr>
</thead>
</table>

Resistant to: None  
Vulnerable to: None

### Rohirrir Iron Greaves

**Armor:** 5  
**Description:** Iron plate greaves forged in Edoras  
**Found:** 2/3 Defending Helm's Deep

<table>
<thead>
<tr>
<th>STR</th>
<th>SPR</th>
<th>CON</th>
<th>SPD</th>
<th>DEX</th>
</tr>
</thead>
</table>

Resistant to: None  
Vulnerable to: None

### Rohirrir Steel Captain's Greaves

**Armor:** 16  
**Description:** Greaves of the finest steel for the Captain's Guard  
**Found:** 3/2 Near Citadel

<table>
<thead>
<tr>
<th>STR</th>
<th>SPR</th>
<th>CON</th>
<th>SPD</th>
<th>DEX</th>
</tr>
</thead>
</table>

Resistant to: None  
Vulnerable to: None
3rd Age Royal Court Gold Spear

**Damage:** 112
**Description:** A ceremonial weapon of the finest materials
**Found:** 3/1 Osgiliath Sewers
**Resistant to:** None
**Vulnerable to:** None

3rd Age Easterling Polearm

**Damage:** 101
**Description:** A defensive polearm with a spiked blade
**Found:** 3/1 Osgiliath Plaza
**Resistant to:** None
**Vulnerable to:** None

3rd Age Ash Spear of the Royal Guard

**Damage:** 106
**Description:** An exceptional spear of Rohirric design
**Found:** 3/1 Osgiliath Sewers
**Resistant to:** None
**Vulnerable to:** None

3rd Age Royal Guard Spear

**Damage:** 45
**Description:** A sturdy steel spear with a red leather grip
**Found:** 0/0 Starting Equipment
**Resistant to:** None
**Vulnerable to:** None

3rd Age Iron Uruk-hai Pike

**Damage:** 70
**Description:** A long hooked pike used to defend against horsemen
**Found:** 2/3 Defending Helm's Deep
**Resistant to:** None
**Vulnerable to:** None

3rd Age Orc Crescent Spear of Mordor

**Damage:** 157
**Description:** A crude, heavy spear with a hammered iron head
**Found:** Evil Mode
**Resistant to:** None
**Vulnerable to:** None

3rd Age Citadel Guard Bronze Spear

**Damage:** 127
**Description:** An excellent steel spear plated in bronze
**Found:** 3/2 Minas Tirith Courtyard
**Resistant to:** None
**Vulnerable to:** None

2nd Age Fountain Guard Bronze Spear

**Damage:** 176
**Description:** A fountain guard spear cast in bronze
**Found:** 3/3 Pelennor Fields Siege Line
**Resistant to:** None
**Vulnerable to:** None

2nd Age Elven Gold Spear of Amón Hen

**Damage:** 191
**Description:** An ancient Elven spear of great power
**Found:** 3/3 Pelennor Fields Front Line
**Resistant to:** None
**Vulnerable to:** None

2nd Age Golden Glaive of Eregion

**Damage:** 222
**Description:** An ancient glaive, lost in the great wars
**Found:** Minas Tirith Evil Mode
**Resistant to:** None
**Vulnerable to:** None
### 2nd Age Steel Glaive of the High-King
- **Damage:** 215
- **Description:** An ancient glaive rumored to be that of the Elven High-King
- **Found:** Minas Tirith Evil Mode

### 3rd Age Rohan Infantry Shield
- **Armor:** 11
- **Description:** Large Rohan shield of wood and leather, edged in steel
- **Found:** 3/3 Mumakil Line

### 3rd Age Rohirrim Battle Shield
- **Armor:** 16
- **Description:** Light but sturdy shield of wood and leather
- **Found:** 3/1 Osgiliath Plaza

### 3rd Age Rohirrim Royal Guard Shield
- **Armor:** 21
- **Description:** Wooden shield of the elite Royal Guard, reinforced in brass
- **Found:** 3/3 Pelennor Fields Front Line

### 3rd Age Rohirrim Pin of Edoras
- **Armor:** 2
- **Description:** An heirloom showing a warrior’s bond to the King
- **Found:** 0/0 Starting Equipment

### 2nd Age Silver Spear of the Queen of Lorien
- **Damage:** 208
- **Description:** A spear crafted long ago for the Lady Galadriel
- **Found:** 3/3 Witch-King Battle

### 3rd Age Silverlode Raging Waters Pin
- **Armor:** 3
- **Description:** A gift given by those wise in Elven lore
- **Found:** 3/1 Near Citadel

### 3rd Age Mearas Pin of Haven
- **Armor:** 3
- **Description:** An heirloom reflecting the strength of the Mearas
- **Found:** 3/1 Osgiliath Ruins

### 3rd Age Hammerhand Pin of Might
- **Armor:** 3
- **Description:** A pin crafted to symbolize Helm’s lost power
- **Found:** 3/3 Osgiliath Landing

### 3rd Age Emnet Pin of Fortification
- **Armor:** 3
- **Description:** A pin crafted to contain woodland earth spirits
- **Found:** 3/1 Ringwraith Battle

### 2nd Age Isildur’s Pin of Wrath
- **Armor:** 3
- **Description:** A pin used in Last Alliance battles against the Dark Lord
- **Found:** 3/2 Near Citadel

### 2nd Age Rivendell Pin of Sanctuary
- **Armor:** 3
- **Description:** An ancient Elven pin imbued with power
- **Found:** 3/2 Minas Tiriath Third Gate

### 2nd Age Numenorian Pin of Command
- **Armor:** 5
- **Description:** An ancient pin that appears to be of Numenorian origin
- **Found:** 3/2 Throne Room
**1st Age Galadhrim Pin of Spirit Warding**

- Armor: 6
- Description: A token given by the first Elves to Men they trusted
- Found: 3/3 Pelennor Fields Front Line
- Resistant to: Air, Shadow
- Vulnerable to: None
- STR: +9, SPR: +6, CON: +6, SPD: +17, DEX: +11

**1st Age Eregion Pin of Weapon Warding**

- Armor: 6
- Description: A device that has held great power for centuries
- Found: 3/3 Among the Mumakil
- Resistant to: Slash, Pierce, Blunt
- Vulnerable to: None
- STR: +15, SPR: +15, CON: +14, SPD: +14, DEX: +14
<table>
<thead>
<tr>
<th>NAME</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arnor Mushrooms</td>
<td>Free use of Action Points for the battle</td>
</tr>
<tr>
<td>Bag of Lembas</td>
<td>Restores full Action Points</td>
</tr>
<tr>
<td>Bag of Old Toby</td>
<td>Restores greater health and Action Points to the party</td>
</tr>
<tr>
<td>Barrel of Old Toby</td>
<td>Restores full health and Action Points</td>
</tr>
<tr>
<td>Bruinen Water</td>
<td>Causes your weapon to deliver increased Water Spirit damage</td>
</tr>
<tr>
<td>Defy Air Phial</td>
<td>Short-duration immunity to Air Spirit Power</td>
</tr>
<tr>
<td>Defy Earth Phial</td>
<td>Short-duration immunity to Earth Spirit Power</td>
</tr>
<tr>
<td>Defy Fire Phial</td>
<td>Short-duration immunity to Fire Spirit Power</td>
</tr>
<tr>
<td>Defy Shadow Phial</td>
<td>Short-duration immunity to Shadow Spirit Power</td>
</tr>
<tr>
<td>Defy Water Phial</td>
<td>Short-duration immunity to Water Spirit Power</td>
</tr>
<tr>
<td>Drops of Healing</td>
<td>Restores health over many rounds</td>
</tr>
<tr>
<td>Drops of Valinor</td>
<td>Temporarily increases Initiative</td>
</tr>
<tr>
<td>Dwarfven Ale</td>
<td>Removes melee, ranged, and spirit immobilization</td>
</tr>
<tr>
<td>Elf Medicine</td>
<td>Revives a knocked-out character</td>
</tr>
<tr>
<td>Ent Bark</td>
<td>Increases armor value</td>
</tr>
<tr>
<td>Ent Draught Flask</td>
<td>Restores greater health to the party</td>
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<td>ITEM</td>
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<td>ENT DRAUGHT PHIAL</td>
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<td>ENTWIFE POLLEN</td>
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<td>PHIAL OF VIGOR</td>
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<td>RUSTS OF MORIA</td>
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<td>SATCHEL OF OLD TOBY</td>
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<tr>
<td>ITEM</td>
<td>SAURON BLOOD</td>
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<tr>
<td>Item</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------</td>
<td>-----------------------------------------------------------------------------</td>
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<tr>
<td>Shelob Slime</td>
<td>Causes your weapon to deliver increased Piercing damage</td>
</tr>
<tr>
<td>Simbelmyne</td>
<td>Doubles health for the battle</td>
</tr>
<tr>
<td>Slime of Orthanc</td>
<td>Reduces Slashing damage</td>
</tr>
<tr>
<td>Thengol Stone</td>
<td>Causes your weapon to deliver increased Slashing damage</td>
</tr>
<tr>
<td>Troll Pit Mud</td>
<td>Reduces Blunt damage</td>
</tr>
<tr>
<td>Valinor Medicine</td>
<td>Revives a knocked-out group</td>
</tr>
<tr>
<td>Venom of Despair</td>
<td>Steals health and Action Points for the attacker</td>
</tr>
<tr>
<td>Venom of Fortitude</td>
<td>Steals health for the attacker</td>
</tr>
<tr>
<td>Venom of Vigor</td>
<td>Steals Action Points for the attacker</td>
</tr>
<tr>
<td>Waters of Gladden</td>
<td>Removes melee immobilization</td>
</tr>
<tr>
<td>Waters of Lorien</td>
<td>Restores full health and Action Points</td>
</tr>
<tr>
<td>Weakening Draught</td>
<td>Drains strength from a single foe over multiple rounds</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
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<td><strong>Elfstone of Action Enhancement</strong></td>
<td>Slightly increases Action Point values</td>
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<td>Slightly increases armor values</td>
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<td><strong>Elfstone of Water Protection</strong></td>
<td>Slightly increases Water Spirit resistance</td>
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<tr>
<td><strong>Elfstone of Nimble Crafting</strong></td>
<td>This ancient stone lets one learn the Item Crafting Skills</td>
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<td><strong>Elfstone of Health Enhancement</strong></td>
<td>Slightly increases health values</td>
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<td>Cracked elfstone of fire protection</td>
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<td>Slightly increases defense against Blunt attacks</td>
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<td>Polished elfstone of water protection</td>
<td>Increases resistance to Water Spirit Powers</td>
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<td>Special: Elfstone of fell shadow</td>
<td>This tainted stone lets one learn Shadow Crafting Skills</td>
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<td>Slightly increases all Spirit Power damage but lowers the user's HP and AP</td>
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<td>Slightly increases defense against Piercing</td>
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<td>This stone allows the learning of Light Crafting Skills</td>
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<td>Increases resistance to Water Spirit Powers</td>
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<td>POLISHED ELFSTONE OF BLUNT DEFENSE</td>
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<td>Ancient Elfstone of Spirit Enhancement</td>
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ENEMIES

EPISODE I ........................................ 150
EPISODE II ........................................ 156
EPISODE III ...................................... 166
**EREGION: RINGWRAITH CAPTAIN**

- **LEVEL**: UNKNOW
- **HP**: UNKNOW
- **AP**: UNKNOW
- **ARMOR**: UNKNOW
- **EXP GAINED**: UNKNOW

- **DESCRIPTION**: Sauron's primary servants in the Third Age were broken at the Ford of Bruinen and are now regrouping their strength.

**VULNERABILITIES**

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**ATTACK**

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<tr>
<th>TYPE</th>
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<tbody>
<tr>
<td>Wraith Slash</td>
<td>A deadly slash with Morgul steel.</td>
</tr>
<tr>
<td>Wraith Thrust</td>
<td>Morgul blades pierce for great damage.</td>
</tr>
<tr>
<td>Nazgul Scream</td>
<td>Nazgul can attack with some of Sauron's power.</td>
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</tbody>
</table>

**EREGION: ORC ARCHER RABBLE**

- **LEVEL**: 2
- **HP**: 125 (65)
- **AP**: 40 (36)
- **ARMOR**: 2 (5)
- **EXP GAINED**: 320

- **DESCRIPTION**: Bred in the pits of Orthanc, Saruman sends his Orc rabble north, armed with crude bows to ambush Elves upon the roads.

**VULNERABILITIES**

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<tr>
<th>TYPE</th>
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<tbody>
<tr>
<td>Orc Shot</td>
<td>A quick piercing attack with an Orc arrow.</td>
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</table>

**EREGION: ORC SWORD WARRIOR**

- **LEVEL**: 3
- **HP**: 124 (102)
- **AP**: 61 (60)
- **ARMOR**: 2 (5)
- **EXP GAINED**: 480

- **DESCRIPTION**: Bred in the pits of Orthanc, Saruman sends his Orc rabble north, armed with crude bows to ambush Elves upon the roads.

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<tr>
<td>Orc Slash</td>
<td>A slashing attack with an Orc sword.</td>
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<tr>
<td>Crippling Slash</td>
<td>An attack that slows the target.</td>
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</table>

**EREGION: ORC SWORD VETERAN**

- **LEVEL**: 5
- **HP**: 3.45 (515)
- **AP**: 55
- **ARMOR**: 2
- **EXP GAINED**: 800

- **DESCRIPTION**: These hardened veterans of Saruman's raids often join small bands of lesser Orcs in coordinated terror attacks.

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<td></td>
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<td></td>
</tr>
</tbody>
</table>

**ATTACK**

<table>
<thead>
<tr>
<th>TYPE</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orc Pincer</td>
<td>A deadly attack with two weapons.</td>
</tr>
<tr>
<td>Fell Blades</td>
<td>A powerful attack known only by Veteran Orcs.</td>
</tr>
</tbody>
</table>

**APPENDICES**
VENGEFUL BARBARIANS FROM Dunland are used by Saruman as expendable shock troops.

**EREGION: ORC LESSER CAPTAIN**

- **LEVEL**: 6
- **HP**: 408
- **AP**: 91
- **ARMOR**: 10
- **EXP. GAINED**: 960

**DESCRIPTION**

Orc commanders are used by Saruman to inspire his unruly Orc horde when far from his controlling voice.

**VULNERABILITIES**

- **AIR**: Normal
- **EARTH**: Normal
- **FIRE**: Normal
- **WATER**: Normal
- **LIGHT**: Normal
- **SHADOW**: Normal
- **BLUNT**: Normal
- **STUN**: Vulner.

**ATTACK TYPE**

- Curse of Orthanc: Shadow
- Rage of Saruman: Shadow
- Murder of Crows: Shadow

**DESCRIPTION**

- Curse of Orthanc: Bring Saruman's wrath on foes, weakening them.
- Rage of Saruman: Unleash Saruman's fury, increasing ally damage.
- Murder of Crows: Call a swarm of Crebain to attack a single.

**EREGION: WILD MAN SWORD RABBLE**

- **LEVEL**: 6
- **HP**: 305
- **AP**: 50
- **ARMOR**: 30
- **EXP. GAINED**: 960

**DESCRIPTION**

Vengeful barbarians from Dunland are used by Saruman as expendable shock troops.

**VULNERABILITIES**

- **AIR**: Normal
- **EARTH**: Normal
- **FIRE**: Normal
- **WATER**: Normal
- **LIGHT**: Normal
- **SHADOW**: Normal
- **BLUNT**: Normal
- **STUN**: Vulner. SLOW

**ATTACK TYPE**

- **Wild Pierce**: Pierce

**DESCRIPTION**

- Wild Pierce: A slashing attack with a heavy pick.

**EREGION: ORC SHADOW CHIEFTAIN**

- **LEVEL**: 6
- **HP**: 514
- **AP**: 206
- **ARMOR**: 10
- **EXP. GAINED**: 960

**DESCRIPTION**

Wielders of deadly Shadow Spirit Powers are used by Saruman to spread Mordor's influence across the north.

**VULNERABILITIES**

- **AIR**: Normal
- **EARTH**: Normal
- **FIRE**: Normal
- **WATER**: Normal
- **LIGHT**: Normal
- **SHADOW**: Normal
- **BLUNT**: Normal
- **STUN**: Vulner. SLOW

**ATTACK TYPE**

- **Orc Bash**: Blunt

**DESCRIPTION**

- Orc Bash: Call a swarm of Crebain to attack a single.

**EREGION: WILD MAN SWORD WARRIOR**

- **LEVEL**: 8
- **HP**: 411
- **AP**: 61
- **ARMOR**: 45
- **EXP. GAINED**: 1,280

**DESCRIPTION**

More-experienced Dunedain fighters sometimes join Wild Man war bands, seeking ruin to Man and Elf alike.

**VULNERABILITIES**

- **AIR**: Normal
- **EARTH**: Normal
- **FIRE**: Normal
- **WATER**: Normal
- **LIGHT**: Normal
- **SHADOW**: Normal
- **BLUNT**: Normal
- **STUN**: Vulner. SLOW

**ATTACK TYPE**

- **Wild Strike**: Slash

**DESCRIPTION**

- Wild Strike: A deadly slash from an aging barbarian.

**Duneland Slash**: Slash

**DESCRIPTION**

- Duneland Slash: A more forceful weapon slash.
**EREGION: STARVING LESSER WARG**

**LEVEL:** 12  
**HP:** 637  
**AP:** 114  
**ARMOR:** 2  
**EXP GAINED:** 1,920

- **DESCRIPTION:** Saruman drives ravaging Wargs north from Isengard where they often hunt in packs.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>ELEMENT</th>
<th>PIERCE</th>
<th>SLASH</th>
<th>SHIFT</th>
<th>SLOW</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AIR</strong></td>
<td>Normal</td>
<td>Weak</td>
<td>Normal</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>EARTH</strong></td>
<td>Normal</td>
<td>Pierce</td>
<td>Normal</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>FIRE</strong></td>
<td>Normal</td>
<td>Root</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>WATER</strong></td>
<td>Normal</td>
<td>Sleep</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>LIGHT</strong></td>
<td>Normal</td>
<td>M.Elee</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>SHADOW</strong></td>
<td>Normal</td>
<td>Ranged</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>BLUNT</strong></td>
<td>Normal</td>
<td>B. Spirit</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>STUN</strong></td>
<td>Vulner.</td>
<td>SLOW</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
</tbody>
</table>

**ATTACK TYPE**

<table>
<thead>
<tr>
<th>TYPE</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quick Clawing Slash</td>
<td>A slashing attack with huge Warg claws.</td>
</tr>
</tbody>
</table>

**EREGION: CAVE TROLL RABBLE**

**LEVEL:** 15  
**HP:** 2,993  
**AP:** 139  
**ARMOR:** 2  
**EXP GAINED:** 4,800

- **DESCRIPTION:** Cave Trolls will wander into all lands, seeking refuge in dim places by day and feeding by night.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>ELEMENT</th>
<th>PIERCE</th>
<th>SLASH</th>
<th>SHIFT</th>
<th>SLOW</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AIR</strong></td>
<td>Normal</td>
<td>Weak</td>
<td>Normal</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>EARTH</strong></td>
<td>Normal</td>
<td>Root</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>FIRE</strong></td>
<td>Normal</td>
<td>Root</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>WATER</strong></td>
<td>Normal</td>
<td>Sleep</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>LIGHT</strong></td>
<td>Normal</td>
<td>M.Elee</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>SHADOW</strong></td>
<td>Normal</td>
<td>Ranged</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>BLUNT</strong></td>
<td>Normal</td>
<td>B. Spirit</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>STUN</strong></td>
<td>Vulner.</td>
<td>SLOW</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
</tbody>
</table>

**ATTACK TYPE**

<table>
<thead>
<tr>
<th>TYPE</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Troll Clubbing Blunt</td>
<td>A terribly powerful blunt strike.</td>
</tr>
</tbody>
</table>

**EREGION: MORIA GOBLIN SHADOW CHIEFTAIN**

**LEVEL:** 15  
**HP:** 602  
**AP:** 238  
**ARMOR:** 30  
**EXP GAINED:** 4,800

- **DESCRIPTION:** The Goblins of Moria are often led by those of their kind who have stolen tokens filled with Shadow Spirit Powers.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>ELEMENT</th>
<th>PIERCE</th>
<th>SLASH</th>
<th>SHIFT</th>
<th>SLOW</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AIR</strong></td>
<td>Normal</td>
<td>Normal</td>
<td>Normal</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>EARTH</strong></td>
<td>Normal</td>
<td>Pierce</td>
<td>Normal</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>FIRE</strong></td>
<td>Immune</td>
<td>Root</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>WATER</strong></td>
<td>Normal</td>
<td>Sleep</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>LIGHT</strong></td>
<td>Normal</td>
<td>M.Elee</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>SHADOW</strong></td>
<td>Normal</td>
<td>Ranged</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>BLUNT</strong></td>
<td>Normal</td>
<td>B. Spirit</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>STUN</strong></td>
<td>Vulner.</td>
<td>SLOW</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
</tbody>
</table>

**ATTACK TYPE**

<table>
<thead>
<tr>
<th>TYPE</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flames of Udun Fire</td>
<td>Call dark flames to burn your foes.</td>
</tr>
<tr>
<td>Dark Escape Fire</td>
<td>A Shadow power inspires allies to dodge.</td>
</tr>
<tr>
<td>Dark Renewal Fire</td>
<td>Restore an ally’s health.</td>
</tr>
</tbody>
</table>

**EREGION: THE WATCHER IN THE WATER**

**LEVEL:** Unknown  
**HP:** Unknown  
**AP:** Unknown  
**ARMOR:** Unknown  
**EXP GAINED:** Unknown

- **DESCRIPTION:** The Watcher in the Water is a foul creature that has lived long ages in the deep places beneath the Misty Mountains.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>ELEMENT</th>
<th>PIERCE</th>
<th>SLASH</th>
<th>SHIFT</th>
<th>SLOW</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AIR</strong></td>
<td>Normal</td>
<td>Normal</td>
<td>Normal</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>EARTH</strong></td>
<td>Normal</td>
<td>Pierce</td>
<td>Normal</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>FIRE</strong></td>
<td>Weak</td>
<td>Root</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>WATER</strong></td>
<td>Weak</td>
<td>Strong</td>
<td>Sleep</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>LIGHT</strong></td>
<td>Normal</td>
<td>M.Elee</td>
<td>Immune</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>SHADOW</strong></td>
<td>Normal</td>
<td>Ranged</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
<tr>
<td><strong>BLUNT</strong></td>
<td>Normal</td>
<td>B. Spirit</td>
<td>Vulner.</td>
<td>Vulner.</td>
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<tr>
<td><strong>STUN</strong></td>
<td>Vulner.</td>
<td>SLOW</td>
<td>Vulner.</td>
<td>Vulner.</td>
</tr>
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</table>

**ATTACK TYPE**

<table>
<thead>
<tr>
<th>TYPE</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tentacle Whip Water</td>
<td>Attack with a writhing tentacle.</td>
</tr>
<tr>
<td>Reeking Spout Water</td>
<td>Blast your foes with a foul jet of water.</td>
</tr>
<tr>
<td>Tentacle Frenzy Water</td>
<td>The stink of evil power spills forth.</td>
</tr>
</tbody>
</table>
**W. MORIA: MORIA GOBLIN ARCHER RABBLE**

**- PRIMARY STATS -**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>AP</th>
<th>Armor</th>
<th>Exp. Gained</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>891</td>
<td>141</td>
<td>2</td>
<td>2,400</td>
</tr>
</tbody>
</table>

**- DESCRIPTION -**

Moria Goblins are often armed with primitive bows that are quite dangerous if they ambush the unwary.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>Element</th>
<th>Normal</th>
<th>Slash</th>
<th>Pierce</th>
<th>Pierce</th>
<th>Root</th>
<th>Sleep</th>
<th>S. Melee</th>
<th>S. Ranged</th>
<th>S. Spirit</th>
<th>S. Slow</th>
<th>Vulner.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Air</td>
<td>Normal</td>
<td></td>
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<td></td>
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<td></td>
<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Earth</td>
<td>Normal</td>
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<td></td>
<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Fire</td>
<td>Strong</td>
<td></td>
<td></td>
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<td></td>
<td></td>
<td></td>
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<td>Vulner.</td>
</tr>
<tr>
<td>Water</td>
<td>Weak</td>
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<td>Vulner.</td>
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<tr>
<td>Light</td>
<td>Normal</td>
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<td></td>
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<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Shadow</td>
<td>Normal</td>
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<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Blunt</td>
<td>Normal</td>
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<td></td>
<td></td>
<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Stun</td>
<td>Vulner.</td>
<td></td>
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<td></td>
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<td></td>
<td>Vulner.</td>
</tr>
</tbody>
</table>

**ATTACK TYPE**

<table>
<thead>
<tr>
<th>Attack</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goblin Arrow</td>
<td>Pierce</td>
<td>A piercing Goblin arrow attack</td>
</tr>
</tbody>
</table>

**W. MORIA: MORIA GOBLIN SWORD WARRIOR**

**- PRIMARY STATS -**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>AP</th>
<th>Armor</th>
<th>Exp. Gained</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>852</td>
<td>140</td>
<td>2</td>
<td>2,560</td>
</tr>
</tbody>
</table>

**- DESCRIPTION -**

Skittering Goblin warriors are armed with crude swords and a variety of makeshift shields and armor.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>Element</th>
<th>Normal</th>
<th>Slash</th>
<th>Pierce</th>
<th>Pierce</th>
<th>Root</th>
<th>Sleep</th>
<th>S. Melee</th>
<th>S. Ranged</th>
<th>S. Spirit</th>
<th>S. Slow</th>
<th>Vulner.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Air</td>
<td>Normal</td>
<td></td>
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<td>Vulner.</td>
</tr>
<tr>
<td>Earth</td>
<td>Normal</td>
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<td></td>
<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Fire</td>
<td>Strong</td>
<td></td>
<td></td>
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<td></td>
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<td></td>
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<td>Vulner.</td>
</tr>
<tr>
<td>Water</td>
<td>Weak</td>
<td></td>
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<td></td>
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<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Light</td>
<td>Normal</td>
<td></td>
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<td></td>
<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Shadow</td>
<td>Normal</td>
<td></td>
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<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Blunt</td>
<td>Normal</td>
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<td></td>
<td></td>
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<td>Vulner.</td>
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<tr>
<td>Stun</td>
<td>Vulner.</td>
<td></td>
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<td></td>
<td></td>
<td></td>
<td>Vulner.</td>
</tr>
</tbody>
</table>

**ATTACK TYPE**

<table>
<thead>
<tr>
<th>Attack</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goblin Slash</td>
<td>Slash</td>
<td>A quick Goblin slash</td>
</tr>
<tr>
<td>Leaping Slash</td>
<td>Critical Slash</td>
<td>A quick Goblin slash</td>
</tr>
</tbody>
</table>

**W. MORIA: MORIA GOBLIN SWORD VETERAN**

**- PRIMARY STATS -**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>AP</th>
<th>Armor</th>
<th>Exp. Gained</th>
</tr>
</thead>
<tbody>
<tr>
<td>17</td>
<td>921</td>
<td>146</td>
<td>2</td>
<td>2,720</td>
</tr>
</tbody>
</table>

**- DESCRIPTION -**

Experienced Goblin warriors in Moria use a combination of weapons to cut down intruders.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>Element</th>
<th>Normal</th>
<th>Slash</th>
<th>Pierce</th>
<th>Pierce</th>
<th>Root</th>
<th>Sleep</th>
<th>S. Melee</th>
<th>S. Ranged</th>
<th>S. Spirit</th>
<th>S. Slow</th>
<th>Vulner.</th>
</tr>
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<tbody>
<tr>
<td>Air</td>
<td>Normal</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Earth</td>
<td>Normal</td>
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<td></td>
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<td></td>
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<td></td>
<td></td>
<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Fire</td>
<td>Strong</td>
<td></td>
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<td></td>
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<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Water</td>
<td>Weak</td>
<td></td>
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<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Light</td>
<td>Normal</td>
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<td></td>
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<td></td>
<td></td>
<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Shadow</td>
<td>Normal</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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<td></td>
<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Blunt</td>
<td>Normal</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Stun</td>
<td>Vulner.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Vulner.</td>
</tr>
</tbody>
</table>

**ATTACK TYPE**

<table>
<thead>
<tr>
<th>Attack</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rending Blades</td>
<td>Slash</td>
<td>A trained slashing attack</td>
</tr>
<tr>
<td>Morlock Slasher</td>
<td>Slash</td>
<td>A slash by a seasoned fighter</td>
</tr>
<tr>
<td>Staggering Strike</td>
<td>Slash</td>
<td>A powerful stun attack</td>
</tr>
<tr>
<td>Goblin Revenge</td>
<td>Slash</td>
<td>A slashing Goblin counterattack</td>
</tr>
</tbody>
</table>

**W. MORIA: MORIA GOBLIN SHADOW CHIEFTAIN**

**- PRIMARY STATS -**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>AP</th>
<th>Armor</th>
<th>Exp. Gained</th>
</tr>
</thead>
<tbody>
<tr>
<td>20</td>
<td>1,200</td>
<td>391</td>
<td>25</td>
<td>3,200</td>
</tr>
</tbody>
</table>

**- DESCRIPTION -**

The Goblins of Moria are often led by those of their kind who have stolen tokens filled with Shadow Spirit Powers.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>Element</th>
<th>Normal</th>
<th>Slash</th>
<th>Pierce</th>
<th>Pierce</th>
<th>Root</th>
<th>Sleep</th>
<th>S. Melee</th>
<th>S. Ranged</th>
<th>S. Spirit</th>
<th>S. Slow</th>
<th>Vulner.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Air</td>
<td>Normal</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Earth</td>
<td>Normal</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Fire</td>
<td>Immune</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Water</td>
<td>Weak</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Light</td>
<td>Normal</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Shadow</td>
<td>Normal</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Blunt</td>
<td>Normal</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Vulner.</td>
</tr>
<tr>
<td>Stun</td>
<td>Vulner.</td>
<td></td>
<td></td>
<td></td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Vulner.</td>
</tr>
</tbody>
</table>

**ATTACK TYPE**

<table>
<thead>
<tr>
<th>Attack</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flames of Udun</td>
<td>Fire</td>
<td>Call dark flames to burn your foes</td>
</tr>
<tr>
<td>Dark Escape</td>
<td>Fire</td>
<td>This Shadow power inspires allies to dodge</td>
</tr>
<tr>
<td>Dark Renewal</td>
<td>Fire</td>
<td>Restore an ally’s health</td>
</tr>
</tbody>
</table>
**W. MORIA: ALBINO CAVE WARG**

- **LEVEL**: 19
- **HP**: 1,460
- **AP**: 193
- **ARMOR**: 2
- **EXP GAINED**: 3,040

**DESCRIPTION**
Feeding upon unwary intruders and dusty tomb remains, Cave Wargs are vicious hunters who adapted to a dark environment.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>ELEMENT</th>
<th>DESCRIPTION</th>
<th>PRIMARY STATS</th>
</tr>
</thead>
<tbody>
<tr>
<td>AIR</td>
<td>Normal</td>
<td>SLASH Normal</td>
</tr>
<tr>
<td>EARTH</td>
<td>Normal</td>
<td>PIERCE Weak</td>
</tr>
<tr>
<td>FIRE</td>
<td>Strong</td>
<td>ROOT Vulner.</td>
</tr>
<tr>
<td>WATER</td>
<td>Weak</td>
<td>SLEEP Vulner.</td>
</tr>
<tr>
<td>LIGHT</td>
<td>Normal</td>
<td>M. MELEE Vulner.</td>
</tr>
<tr>
<td>SHADOW</td>
<td>Normal</td>
<td>R. RANGED Vulner.</td>
</tr>
<tr>
<td>BLUNT</td>
<td>Strong</td>
<td>B. SPIRIT Vulner.</td>
</tr>
<tr>
<td>STUN</td>
<td>Vulner.</td>
<td>SLOW Vulner.</td>
</tr>
</tbody>
</table>

**ATTACK TYPES**

<table>
<thead>
<tr>
<th>ATTACK TYPE</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quick Clawing</td>
<td>Cave Warg claws slash deep.</td>
</tr>
<tr>
<td>Counter Attack</td>
<td>Automatic counterattack</td>
</tr>
</tbody>
</table>

---

**W. MORIA: MORIA GOBLIN SHADOW CHIEFTAIN**

- **LEVEL**: 26
- **HP**: 1,706
- **AP**: 438
- **ARMOR**: 65
- **EXP GAINED**: 8,320

**DESCRIPTION**
The Goblins of Moria are often led by those of their kind who have stolen tokens filled with Shadow Spirit Powers.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>ELEMENT</th>
<th>DESCRIPTION</th>
<th>PRIMARY STATS</th>
</tr>
</thead>
<tbody>
<tr>
<td>AIR</td>
<td>Normal</td>
<td>SLASH Normal</td>
</tr>
<tr>
<td>EARTH</td>
<td>Normal</td>
<td>PIERCE Weak</td>
</tr>
<tr>
<td>FIRE</td>
<td>Strong</td>
<td>ROOT Vulner.</td>
</tr>
<tr>
<td>WATER</td>
<td>Weak</td>
<td>SLEEP Vulner.</td>
</tr>
<tr>
<td>LIGHT</td>
<td>Normal</td>
<td>M. MELEE Vulner.</td>
</tr>
<tr>
<td>SHADOW</td>
<td>Normal</td>
<td>R. RANGED Vulner.</td>
</tr>
<tr>
<td>BLUNT</td>
<td>Normal</td>
<td>B. SPIRIT Vulner.</td>
</tr>
<tr>
<td>STUN</td>
<td>Vulner.</td>
<td>SLOW Vulner.</td>
</tr>
</tbody>
</table>

**ATTACK TYPES**

<table>
<thead>
<tr>
<th>ATTACK TYPE</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goblin Bash</td>
<td>A powerful blunt strike.</td>
</tr>
<tr>
<td>Inferno of Udun</td>
<td>Call dark fire to sear and burn an enemy.</td>
</tr>
<tr>
<td>Endurance of Udun</td>
<td>Call dark power to protect allies against</td>
</tr>
<tr>
<td>Dark Renewal</td>
<td>Fire Restore an ally’s health.</td>
</tr>
</tbody>
</table>

---

**E. MORIA: MORIA GOBLIN ARCHER RABBLE**

- **LEVEL**: 15 (22)
- **HP**: 891 (1,448)
- **AP**: 141 (207)
- **ARMOR**: 2 (45)
- **EXP GAINED**: 2,400

**DESCRIPTION**
Moria Goblins are often armed with primitive bows that are quite dangerous if they ambush the unwary.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>ELEMENT</th>
<th>DESCRIPTION</th>
<th>PRIMARY STATS</th>
</tr>
</thead>
<tbody>
<tr>
<td>AIR</td>
<td>Normal</td>
<td>SLASH Normal</td>
</tr>
<tr>
<td>EARTH</td>
<td>Normal</td>
<td>PIERCE Weak</td>
</tr>
<tr>
<td>FIRE</td>
<td>Strong</td>
<td>ROOT Vulner.</td>
</tr>
<tr>
<td>WATER</td>
<td>Weak</td>
<td>SLEEP Vulner.</td>
</tr>
<tr>
<td>LIGHT</td>
<td>Normal</td>
<td>M. MELEE Vulner.</td>
</tr>
<tr>
<td>SHADOW</td>
<td>Normal</td>
<td>R. RANGED Vulner.</td>
</tr>
<tr>
<td>BLUNT</td>
<td>Normal</td>
<td>B. SPIRIT Vulner.</td>
</tr>
<tr>
<td>STUN</td>
<td>Vulner.</td>
<td>SLOW Vulner.</td>
</tr>
</tbody>
</table>

**ATTACK TYPES**

<table>
<thead>
<tr>
<th>ATTACK TYPE</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goblin Arrow</td>
<td>A piercing Goblin arrow attack.</td>
</tr>
</tbody>
</table>

---

**E. MORIA: MORIA GOBLIN SWORD WARRIOR**

- **LEVEL**: 16 (19)
- **HP**: 1,052 (1,557)
- **AP**: 140 (151)
- **ARMOR**: 2 (55)
- **EXP GAINED**: 2,560

**DESCRIPTION**
Skittering Goblin warriors are armed with crude swords and a variety of makeshift shields and armor.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>ELEMENT</th>
<th>DESCRIPTION</th>
<th>PRIMARY STATS</th>
</tr>
</thead>
<tbody>
<tr>
<td>AIR</td>
<td>Normal</td>
<td>SLASH Normal</td>
</tr>
<tr>
<td>EARTH</td>
<td>Normal</td>
<td>PIERCE Weak</td>
</tr>
<tr>
<td>FIRE</td>
<td>Strong</td>
<td>ROOT Vulner.</td>
</tr>
<tr>
<td>WATER</td>
<td>Weak</td>
<td>SLEEP Vulner.</td>
</tr>
<tr>
<td>LIGHT</td>
<td>Normal</td>
<td>M. MELEE Vulner.</td>
</tr>
<tr>
<td>SHADOW</td>
<td>Normal</td>
<td>R. RANGED Vulner.</td>
</tr>
<tr>
<td>BLUNT</td>
<td>Normal</td>
<td>B. SPIRIT Vulner.</td>
</tr>
<tr>
<td>STUN</td>
<td>Vulner.</td>
<td>SLOW Vulner.</td>
</tr>
</tbody>
</table>

**ATTACK TYPES**

<table>
<thead>
<tr>
<th>ATTACK TYPE</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goblin Bash</td>
<td>A powerful blunt strike.</td>
</tr>
<tr>
<td>Inferno of Udun</td>
<td>Call dark fire to sear and burn an enemy.</td>
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<tr>
<td>Endurance of Udun</td>
<td>Call dark power to protect allies against</td>
</tr>
<tr>
<td>Dark Renewal</td>
<td>Fire Restore an ally’s health.</td>
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---

**ATTACK TYPES**

<table>
<thead>
<tr>
<th>ATTACK TYPE</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goblin Slash</td>
<td>A quick Goblin slash</td>
</tr>
<tr>
<td>Leaping Slash</td>
<td>A quick Goblin slash</td>
</tr>
</tbody>
</table>

---

**APPENDICES**
The Goblins of Moria are often led by those of their kind who have stolen tokens filled with Shadow Spirit Powers.

**ATTACK** | **TYPE** | DESCRIPTION
--- | --- | ---
Rending Blades | Slash | A trained slashing attack.
Triple Slash | Slash | A honed, vicious slashing attack
Stun Strike | Slash | A powerful attack that stuns foes
Goblin Revenge | Slash | A slashing Goblin counterattack

**ATTACK** | **TYPE** | DESCRIPTION
--- | --- | ---
Drums in the Deep | Blunt | Summon Goblins from the deep places of Moria

**ATTACK** | **TYPE** | DESCRIPTION
--- | --- | ---
Goblin Bash | Blunt | A powerful blunt strike.
Flames of Udun | Fire | Call dark flames to burn your foes.
Dark Escape | Fire | This Shadow power inspires allies to dodge.
Dark Renewal | Fire | A quick blow from the Shaman's staff

**ATTACK** | **TYPE** | DESCRIPTION
--- | --- | ---
Troll Clubbing | Blunt | A terribly powerful blunt strike
**E. MORIA: CAVE TROLL SHADOW CHIEFTAIN**

**- PRIMARY STATS -**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>AP</th>
<th>Armor</th>
<th>Exp. Gained</th>
</tr>
</thead>
<tbody>
<tr>
<td>30</td>
<td>3,409</td>
<td>679</td>
<td>55</td>
<td>14,400</td>
</tr>
</tbody>
</table>

**- DESCRIPTION -**

Commanding Cave Trolls are clever and capture items with Dark Spirit Power.

**VULNERABILITIES**

- **Air:** Strong - **Slash:** Strong
- **Earth:** Strong - **Pierce:** Strong
- **Fire:** Strong - **Root:** Vulner.
- **Water:** Strong - **Sleep:** Vulner.
- **Light:** Strong - **B. Melee:** Vulner.
- **Shadow:** Strong - **B. Ranged:** Vulner.
- **Blunt:** Strong - **B. Spirit:** Vulner.
- **Stun:** Vulner. - **SLOW:** Vulner.

**ATTACK TYPE**

- **Sonic Fury** - Earth
- **Battle March** - Earth
- **Darkest Renewal** - Earth

**DESCRIPTION**

- Damage all who hear with thundering drums.
- Hastens actions for a single follower.
- Restore an ally’s health.

---

**GULLIES: ARMORED ORC ARCHER**

**- PRIMARY STATS -**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>AP</th>
<th>Armor</th>
<th>Exp. Gained</th>
</tr>
</thead>
<tbody>
<tr>
<td>28</td>
<td>1,235</td>
<td>273</td>
<td>45</td>
<td>4,480</td>
</tr>
</tbody>
</table>

**- DESCRIPTION -**

Man now sends armored Orcs east with bows to ambush Elves at the river.

**VULNERABILITIES**

- **Air:** Normal - **Slash:** Normal
- **Earth:** Normal - **Pierce:** Normal
- **Fire:** Normal - **Root:** Vulner.
- **Water:** Weak - **Sleep:** Vulner.
- **Light:** Normal - **B. Melee:** Vulner.
- **Shadow:** Normal - **B. Ranged:** Vulner.
- **Blunt:** Weak - **B. Spirit:** Vulner.
- **Stun:** Vulner. - **SLOW:** Vulner.

**ATTACK TYPE**

- **Orc Shot** - Pierce

**DESCRIPTION**

- A quick piercing attack with an Orc arrow.

---

**E. MORIA: THE BALROG OF MORGOTH**

**- PRIMARY STATS -**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>AP</th>
<th>Armor</th>
<th>Exp. Gained</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
</tbody>
</table>

**- DESCRIPTION -**

The Dwarves delved too deeply and freed this ancient creature of shadow and flame who now rules Moria.

**VULNERABILITIES**

- **Air:** Normal - **Slash:** Normal
- **Earth:** Normal - **Pierce:** Normal
- **Fire:** Strong - **Root:** Immune
- **Water:** Weak - **Sleep:** Immune
- **Light:** Weak - **B. Melee:** Immune
- **Shadow:** Normal - **B. Ranged:** Immune
- **Blunt:** Weak - **B. Spirit:** Immune
- **Stun:** Immune - **SLOW:** Vulner.

**ATTACK TYPE**

- **Pillar of Wrath** - Fire

**DESCRIPTION**

- Call a dark pillar of shadow and flame.

---

**GULLIES: ARMORED ORC SWORD WARRIOR**

**- PRIMARY STATS -**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>AP</th>
<th>Armor</th>
<th>Exp. Gained</th>
</tr>
</thead>
<tbody>
<tr>
<td>28</td>
<td>1,428</td>
<td>253</td>
<td>75</td>
<td>4,480</td>
</tr>
</tbody>
</table>

**- DESCRIPTION -**

Isengard’s armored warriors are coming east to raid all Rohan lands, attacking Men and Elves alike.

**VULNERABILITIES**

- **Air:** Normal - **Slash:** Normal
- **Earth:** Normal - **Pierce:** Normal
- **Fire:** Normal - **Root:** Vulner.
- **Water:** Weak - **Sleep:** Vulner.
- **Light:** Normal - **B. Melee:** Vulner.
- **Shadow:** Normal - **B. Ranged:** Vulner.
- **Blunt:** Weak - **B. Spirit:** Vulner.
- **Stun:** Vulner. - **SLOW:** Vulner.

**ATTACK TYPE**

- **Orc Slash** - Slash
  - A slashing attack with an Orc sword
- **Crippling Slash** - Slash
  - An attack that slows the target
- **Counter Attack** - Slash
  - Automatic counterattack
**Gullies: Armored Orc Sword Veteran**

- **Level:** 29
- **HP:** 1,867
- **AP:** 264
- **Armor:** 85
- **Exp. Gained:** 4,640

**Description:**
Saruman sends hardened veterans with additional armor to cut through to the Anduin River.

**Vulnerabilities**

<table>
<thead>
<tr>
<th>Element</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Air</td>
<td>Normal</td>
</tr>
<tr>
<td>Earth</td>
<td>Normal</td>
</tr>
<tr>
<td>Fire</td>
<td>Normal</td>
</tr>
<tr>
<td>Water</td>
<td>Weak</td>
</tr>
<tr>
<td>Light</td>
<td>Normal</td>
</tr>
<tr>
<td>Shadow</td>
<td>Normal</td>
</tr>
<tr>
<td>Blunt</td>
<td>Weak</td>
</tr>
<tr>
<td>Stun</td>
<td>Vulnerable</td>
</tr>
</tbody>
</table>

**Attacks**

<table>
<thead>
<tr>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orc Pincer</td>
<td>A deadly attack with two weapons</td>
</tr>
<tr>
<td>Fell Blades</td>
<td>A powerful attack known only by Veteran Orcs</td>
</tr>
</tbody>
</table>

---

**Gullies: Armored Orc Greater Captain**

- **Level:** 30
- **HP:** 1,683
- **AP:** 338
- **Armor:** 75
- **Exp. Gained:** 4,800

**Description:**
Superior Orc commanders are used by Saruman to inspire unruly Orcs as they fan out across Rohan.

**Vulnerabilities**

<table>
<thead>
<tr>
<th>Element</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Air</td>
<td>Normal</td>
</tr>
<tr>
<td>Earth</td>
<td>Normal</td>
</tr>
<tr>
<td>Fire</td>
<td>Normal</td>
</tr>
<tr>
<td>Water</td>
<td>Weak</td>
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<tr>
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</tr>
<tr>
<td>Shadow</td>
<td>Normal</td>
</tr>
<tr>
<td>Blunt</td>
<td>Weak</td>
</tr>
<tr>
<td>Stun</td>
<td>Vulnerable</td>
</tr>
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</table>

**Attacks**

<table>
<thead>
<tr>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Curse of Orthanc</td>
<td>Bring Saruman’s wrath on foes, weakening them</td>
</tr>
<tr>
<td>Rage of Saruman</td>
<td>Unleash Saruman’s fury, increasing ally damage</td>
</tr>
<tr>
<td>Murder of Crows</td>
<td>Call a swarm of Crebain to attack a single foe</td>
</tr>
</tbody>
</table>

---

**Gullies: Armored Orc Shadow Chieftain**

- **Level:** 29
- **HP:** 2,557
- **AP:** 373
- **Armor:** 50
- **Exp. Gained:** 4,640

**Description:**
Wielders of deadly Shadow Spirit Powers are used by Saruman to spread Mordor’s influence across the north.

**Vulnerabilities**

<table>
<thead>
<tr>
<th>Element</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Air</td>
<td>Normal</td>
</tr>
<tr>
<td>Earth</td>
<td>Normal</td>
</tr>
<tr>
<td>Fire</td>
<td>Normal</td>
</tr>
<tr>
<td>Water</td>
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**Attacks**

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<thead>
<tr>
<th>Type</th>
<th>Description</th>
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<tbody>
<tr>
<td>Orc Bash</td>
<td>A vicious slashing attack with an Orc cleaver</td>
</tr>
<tr>
<td>Murder of Crow</td>
<td>An attack that stuns foes with Saruman’s fury</td>
</tr>
<tr>
<td>Cloud of Renewal</td>
<td>Automatic counterattack</td>
</tr>
</tbody>
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**Gullies: Uruk-Hai Scout Warrior**

- **Level:** 32
- **HP:** 2,135
- **AP:** 295
- **Armor:** 90
- **Exp. Gained:** 5,120

**Description:**
Saruman’s fastest warriors are equipped in leather armor and sent to patrol Rohan’s plains as light infantry.

**Vulnerabilities**

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<th>Element</th>
<th>Description</th>
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<td>Uruk Strike</td>
<td>A vicious slashing attack with an Uruk cleaver</td>
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<td>Staggering Slash</td>
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<tr>
<td>Counter Attack</td>
<td>Automatic counterattack</td>
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The Lord of the Rings: The Third Age
Prima Official Game Guide

Gullies: Uruk-Hai Scout Veteran
- Primary Stats -
Level: 33
HP: 2,061
AP: 295
Armor: 65
Exp. Gained: 5,280

Description: Veteran Uruk-hai scouts lead the war groups as they fan out across Rohan, leading deadly assaults.

Vulnerabilities:
- Air: Normal, Slash: Weak
- Earth: Normal, Pierce: Normal
- Fire: Normal, Root: Vulner.
- Water: Normal, Sleep: Vulner.
- Light: Normal, B. Melee: Vulner.
- Shadow: Weak, B. Ranged: Vulner.
- Blunt: Normal, B. Spirit: Vulner.

Attacks:
- Grave Wounds: Slash
- Blood Strike: Slash
- Uruk Blades: Slash
- Counter Attack: Slash

Gullies: Uruk-Hai Scout Captain
- Primary Stats -
Level: 35
HP: 2,421
AP: 480
Armor: 75
Exp. Gained: 5,600

Description: Commanders of Uruk-hai Scout forces lead through brute force and the power of the Shadow.

Vulnerabilities:
- Air: Normal, Slash: Weak
- Earth: Normal, Pierce: Normal
- Fire: Normal, Root: Vulner.
- Water: Normal, Sleep: Vulner.
- Light: Normal, B. Melee: Vulner.
- Shadow: Weak, B. Ranged: Vulner.
- Blunt: Normal, B. Spirit: Vulner.

Attacks:
- Uruk Bolt: Pierce
- Power of the Pit: Pierce
- Scent of Flesh: Pierce

Gullies: Hardened Greater Warg
- Primary Stats -
Level: 34
HP: 2,186
AP: 305
Armor: 2
Exp. Gained: 5,440

Description: Saruman’s Wargs are spreading east from Isengard, feeding upon Rohan’s people.

Vulnerabilities:
- Air: Normal, Slash: Normal
- Earth: Normal, Pierce: Weak
- Fire: Normal, Root: Vulner.
- Water: Normal, Sleep: Vulner.
- Light: Normal, B. Melee: Vulner.
- Shadow: Normal, B. Ranged: Vulner.
- Blunt: Strong, B. Spirit: Vulner.

Attacks:
- Quick Clawing: Slash

Gullies: Grizzled Greater Warg
- Primary Stats -
Level: 35
HP: 2,240
AP: 315
Armor: 2
Exp. Gained: 5,600

Description: Huge battle-scarred Wargs are wily creatures who can attack many ways.

Vulnerabilities:
- Air: Normal, Slash: Weak
- Earth: Normal, Pierce: Normal
- Fire: Normal, Root: Vulner.
- Water: Normal, Sleep: Vulner.
- Light: Normal, B. Melee: Vulner.
- Shadow: Normal, B. Ranged: Vulner.
- Blunt: Strong, B. Spirit: Vulner.

Attacks:
- Quick Clawing: Slash
- Deep Bite: Pierce
- Double Clawing: Slash
**Gullies: Dominant Greater Warg**

**- Primary Stats -**

- Level: 36
- HP: 5,516
- AP: 340
- Armor: 75
- Exp. Gained: 34,560

**- Description -**

Only the most powerful and dangerous Warg ever survives to dominate the pack.

**Vulnerabilities**

- **Air**: Normal
- **Earth**: Normal, Pierce
- **Fire**: Strong, Root
- **Water**: Strong, Sleep
- **Light**: Normal, B. Melee
- **Shadow**: Normal, B. Ranged
- **Blunt**: Strong, B. Spirit
- **Stun**: Immune, Slow

**Attack Type**

- Quick Clawing: Slash
- Stunning Bite: Pierce
- Double Clawing: Slash
- Lethal Clawing: Slash

**Description**

- **Orc Shot**: A slashing attack with huge Warg claws
- **Stunning Bite**: A powerful bite that leaves the target stunned
- **Double Clawing**: A two-strike attack with Warg claws
- **Lethal Clawing**: A vicious attack with powerful Warg claws

---

**Gullies: Ringwraith Shadow Captain**

**- Primary Stats -**

- Level: Unknown
- HP: Unknown
- AP: Unknown
- Armor: Unknown
- Exp. Gained: Unknown

**- Description -**

The Nazgul dismount to fight the defenders, using their fell blades against those marked by Sauron for destruction.

**Vulnerabilities**

- **Air**: Normal, Slash
- **Earth**: Normal, Pierce
- **Fire**: Normal, Root
- **Water**: Normal, Sleep
- **Light**: Normal, B. Melee
- **Shadow**: Normal, B. Ranged
- **Blunt**: Normal, B. Spirit
- **Stun**: Immune, Slow

**Attack Type**

- Wraith Slash: Slash
- Wraith Thrust: Pierce
- Nazgul Scream: Shadow

**Description**

- **Wraith Slash**: This is a deadly slash with Morgul steel.
- **Wraith Thrust**: Morgul blades pierce for great damage.
- **Nazgul Scream**: Nazgul can attack with some of Sauron’s power.

---

**Rohan: Elite Orc Archer**

**- Primary Stats -**

- Level: 34
- HP: 3,319
- AP: 413
- Armor: 70
- Exp. Gained: 5,440

**- Description -**

Saruman’s best-armored elite Orcs are moving south into Rohan to destroy villages.

**Vulnerabilities**

- **Air**: Normal, Slash
- **Earth**: Normal, Pierce
- **Fire**: Normal, Root
- **Water**: Weak, Sleep
- **Light**: Normal, B. Melee
- **Shadow**: Normal, B. Ranged
- **Blunt**: Weak, B. Spirit
- **Stun**: Vulner., Slow

**Attack Type**

- Orc Shot: Pierce
- Counter Attack: Pierce

**Description**

- **Orc Shot**: A quick piercing attack with an Orc arrow
- **Counter Attack**: Automatic counterattack

---

**Rohan: Elite Orc Sword Warrior**

**- Primary Stats -**

- Level: 35
- HP: 4,652
- AP: 410
- Armor: 85
- Exp. Gained: 5,600

**- Description -**

Isengard’s elite warriors are deadly when fighting in large groups.

**Vulnerabilities**

- **Air**: Normal, Slash
- **Earth**: Normal, Pierce
- **Fire**: Normal, Root
- **Water**: Weak, Sleep
- **Light**: Normal, B. Melee
- **Shadow**: Normal, B. Ranged
- **Blunt**: Weak, B. Spirit
- **Stun**: Vulner., Slow

**Attack Type**

- Orc Slash: Slash
- Crippling Slash: Slash
- Counter Attack: Slash

**Description**

- **Orc Slash**: A slashing attack with an Orc sword
- **Crippling Slash**: An attack that slow the target
- **Counter Attack**: Automatic counterattack
ENEMIES

**ROHAN: ELITE ORC SWORD VETERAN**

- **LEVEL:** 37
- **HP:** 4,893
- **AP:** 420
- **ARMOR:** 85
- **EXP GAINED:** 5,920

- **DESCRIPTION:** Saruman’s elite veterans lead assaults on Rohan’s villages, burning as they go.

**VULNERABILITIES**

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**ATTACK TYPE**

| Orc Pioneer | Slash | A deadly attack with two weapons |
| Fell Blades  | Slash | A powerful attack known only by Veteran |

**ROHAN: WILD MAN SWORD RABBLE**

- **LEVEL:** 39
- **HP:** 5,184
- **AP:** 1,086
- **ARMOR:** 90
- **EXP GAINED:** 6,240

- **DESCRIPTION:** Hateful Dunlending madmen swarm across Rohan, seeking revenge for their own misery.

**VULNERABILITIES**

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**ATTACK TYPE**

| Orc Bash | Blunt | Call a swarm of Crebain to attack a single foe |
| Murder of Crows | Shadow | A blunted attack with an Orc staff |
| Cloud of Renewal | Shadow | Restore health for all allies |
| Foul Sleep | Shadow | Force an enemy into a dark sleep |

**ROHAN: ELITE ORC GREATER CAPTAIN**

- **LEVEL:** 39
- **HP:** 5,184
- **AP:** 1,086
- **ARMOR:** 90
- **EXP GAINED:** 6,240

- **DESCRIPTION:** Orc discipline is maintained by powerful Orc Commanders who inspire their minions.

**VULNERABILITIES**

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**ATTACK TYPE**

| Rage of Saruman | Shadow | Unleash Saruman’s fury, increasing ally damage |
| Murder of Crows | Shadow | Call a swarm of Crebain to attack a single foe |

**ROHAN: ELITE ORC SHADOW CHIEFTAIN**

- **LEVEL:** 38
- **HP:** 6,621
- **AP:** 1,442
- **ARMOR:** 70
- **EXP GAINED:** 6,080

- **DESCRIPTION:** Leaders with Shadow Spirit Powers are the most deadly Orcs who sack Rohan.

**VULNERABILITIES**

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<td>Vulner.</td>
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</tr>
</tbody>
</table>

**ATTACK TYPE**

| Wild Pierce | Pierce | A slashing attack with a heavy pick |
| Wildmelee  | Pierce | A piercing attack with an Orc staff |

**ATTACK TYPE**

| Orc Bash | Blunt | A blunted attack with a heavy pick |
| Murder of Crows | Shadow | A blunted attack with an Orc staff |
| Cloud of Renewal | Shadow | Restore health for all allies |
| Foul Sleep | Shadow | Force an enemy into a dark sleep |
**ROHAN: WILD MAN SWORD WARRIOR**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>AP</th>
<th>Armor</th>
<th>EXP. Gained</th>
</tr>
</thead>
<tbody>
<tr>
<td>39</td>
<td>4,884</td>
<td>416</td>
<td>65</td>
<td>6,240</td>
</tr>
</tbody>
</table>

**DESCRIPTION:**
These Wild Man warriors are hardened from their travels, making them more deadly.

<table>
<thead>
<tr>
<th>Vulnerabilities</th>
<th>Air</th>
<th>Earth</th>
<th>Fire</th>
<th>Water</th>
<th>Light</th>
<th>Shadow</th>
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<th>Stun</th>
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<tr>
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<table>
<thead>
<tr>
<th>Attack</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wild Strike</td>
<td>Slash</td>
<td>A deadly slash from an aging barbarian</td>
</tr>
<tr>
<td>Dunland Slash</td>
<td>Slash</td>
<td>A more forceful weapon slash</td>
</tr>
</tbody>
</table>

**ROHAN: URUK-HAI SCOUT WARRIOR**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>AP</th>
<th>Armor</th>
<th>EXP. Gained</th>
</tr>
</thead>
<tbody>
<tr>
<td>36</td>
<td>5,160</td>
<td>450</td>
<td>80</td>
<td>5,760</td>
</tr>
</tbody>
</table>

**DESCRIPTION:**
Saruman's Scouts are being sent into the Plains of Rohan to burn and disorganize the land.

<table>
<thead>
<tr>
<th>Vulnerabilities</th>
<th>Air</th>
<th>Earth</th>
<th>Fire</th>
<th>Water</th>
<th>Light</th>
<th>Shadow</th>
<th>Blunt</th>
<th>Stun</th>
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<tbody>
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<table>
<thead>
<tr>
<th>Attack</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Uruk Strike</td>
<td>Slash</td>
<td>A vicious slashing attack with an Uruk cleaver</td>
</tr>
<tr>
<td>Staggering Slash</td>
<td>Slash</td>
<td>An attack that stuns foes with Saruman's fury</td>
</tr>
</tbody>
</table>

**ROHAN: URUK-HAI SCOUT VETERAN**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>AP</th>
<th>Armor</th>
<th>EXP. Gained</th>
</tr>
</thead>
<tbody>
<tr>
<td>37</td>
<td>5,723</td>
<td>475</td>
<td>85</td>
<td>5,920</td>
</tr>
</tbody>
</table>

**DESCRIPTION:**
Veteran Uruk-hai scouts are deadly, having mastered Rohan’s defensive techniques.

<table>
<thead>
<tr>
<th>Vulnerabilities</th>
<th>Air</th>
<th>Earth</th>
<th>Fire</th>
<th>Water</th>
<th>Light</th>
<th>Shadow</th>
<th>Blunt</th>
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<td>Normal</td>
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</tbody>
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<table>
<thead>
<tr>
<th>Attack</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grave Wounds</td>
<td>Slash</td>
<td>An attack that bleeds foes with dark power</td>
</tr>
<tr>
<td>Blood Strike</td>
<td>Slash</td>
<td>A multiple-strike attack with an Uruk cleaver</td>
</tr>
<tr>
<td>Uruk Blades</td>
<td>Slash</td>
<td>A deadly slashing attack</td>
</tr>
</tbody>
</table>

**ROHAN: URUK-HAI SCOUT CAPTAIN**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>AP</th>
<th>Armor</th>
<th>EXP. Gained</th>
</tr>
</thead>
<tbody>
<tr>
<td>39</td>
<td>6,196</td>
<td>668</td>
<td>85</td>
<td>6,240</td>
</tr>
</tbody>
</table>

**DESCRIPTION:**
Uruk-hai Scout Commanders in central Rohan have greater skill and cunning.

<table>
<thead>
<tr>
<th>Vulnerabilities</th>
<th>Air</th>
<th>Earth</th>
<th>Fire</th>
<th>Water</th>
<th>Light</th>
<th>Shadow</th>
<th>Blunt</th>
<th>Stun</th>
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<td>Normal</td>
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<table>
<thead>
<tr>
<th>Attack</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Uruk Bolt</td>
<td>Pierce</td>
<td>A ranged piercing attack with an Uruk bolt</td>
</tr>
<tr>
<td>Power of the Pit</td>
<td>Shadow</td>
<td>Shield allies, protecting them from damage</td>
</tr>
<tr>
<td>Scent of Flesh</td>
<td>Shadow</td>
<td>Unleash the frenzy of the Uruk-hai upon your foes</td>
</tr>
<tr>
<td>Counter Attack</td>
<td>Pierce</td>
<td>Automatic counterattack</td>
</tr>
</tbody>
</table>
**ENEMIES**

**Rohan: Hardened Greater Warg**

- **Primary Stats**
  - Level: 36
  - HP: 3,370
  - AP: 395
  - Armor: 50
  - Exp. Gained: 5,760

- **Description**
  
  Huge Wargs are taking over parts of Rohan and creating dens.

**Vulnerabilities**

<table>
<thead>
<tr>
<th>Element</th>
<th>Attack Type</th>
<th>Description</th>
</tr>
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<tbody>
<tr>
<td>Air</td>
<td>Normal</td>
<td>Normal</td>
</tr>
<tr>
<td>Earth</td>
<td>Normal</td>
<td>Piercing</td>
</tr>
<tr>
<td>Fire</td>
<td>Normal</td>
<td>Root</td>
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<tr>
<td>Water</td>
<td>Normal</td>
<td>Sleep</td>
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<tr>
<td>Light</td>
<td>Normal</td>
<td>B. Melee</td>
</tr>
<tr>
<td>Shadow</td>
<td>Normal</td>
<td>B. Ranged</td>
</tr>
<tr>
<td>Blunt</td>
<td>Normal</td>
<td>B. Spirit</td>
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<tr>
<td>Stun</td>
<td>Normal</td>
<td>Slow</td>
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**Attacks**

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<tr>
<th>Attack</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brutal Claws</td>
<td>Slash</td>
<td>A brutal slashing attack</td>
</tr>
</tbody>
</table>

**Rohan: Ringwraith Fell Beast Captain**

- **Primary Stats**
  - Level: Unknown
  - HP: Unknown
  - AP: Unknown
  - Armor: Unknown
  - Exp. Gained: Unknown

- **Description**
  
  These huge, deadly flying creatures are given by Sauron to his Nazgul as new mounts after their defeat at the Ford of Bruinen.

**Vulnerabilities**

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<tr>
<th>Element</th>
<th>Attack Type</th>
<th>Description</th>
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<tbody>
<tr>
<td>Air</td>
<td>Normal</td>
<td>Normal</td>
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<tr>
<td>Earth</td>
<td>Normal</td>
<td>Piercing</td>
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<tr>
<td>Fire</td>
<td>Normal</td>
<td>Root</td>
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<td>Water</td>
<td>Normal</td>
<td>Sleep</td>
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<tr>
<td>Light</td>
<td>Weak</td>
<td>B. Melee</td>
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<td>Shadow</td>
<td>Normal</td>
<td>B. Ranged</td>
</tr>
<tr>
<td>Blunt</td>
<td>Strong</td>
<td>B. Spirit</td>
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<tr>
<td>Stun</td>
<td>Immune</td>
<td>Slow</td>
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**Attacks**

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<tr>
<th>Attack</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brutal Claws</td>
<td>Slash</td>
<td>A brutal slashing attack</td>
</tr>
</tbody>
</table>

**Rohan: Grima Wormtongue**

- **Primary Stats**
  - Level: 44
  - HP: 14,928
  - AP: 2,003
  - Armor: 100
  - Exp. Gained: 42,240

- **Description**
  
  Rohan's trusted advisor Grima never rests, weakening Rohan so Saruman can destroy it.

**Vulnerabilities**

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<tr>
<th>Element</th>
<th>Attack Type</th>
<th>Description</th>
</tr>
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<tbody>
<tr>
<td>Air</td>
<td>Strong</td>
<td>Strong</td>
</tr>
<tr>
<td>Earth</td>
<td>Strong</td>
<td>Piercing</td>
</tr>
<tr>
<td>Fire</td>
<td>Strong</td>
<td>Root</td>
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<td>Water</td>
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<td>Light</td>
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<td>B. Melee</td>
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<tr>
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<tr>
<td>Blunt</td>
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<td>B. Spirit</td>
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<tr>
<td>Stun</td>
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**Attacks**

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<th>Type</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>Black Speech</td>
<td>Shadow</td>
<td>Words of dark malice damage opponent</td>
</tr>
<tr>
<td>Saruman Shadow</td>
<td>Shadow</td>
<td>Steals Action Points from foes</td>
</tr>
<tr>
<td>Morgul Wind</td>
<td>Air</td>
<td>A blast of air from the beast's wings</td>
</tr>
</tbody>
</table>

**Rohan: Grizzled Greater Warg**

- **Primary Stats**
  - Level: 37
  - HP: 3,743
  - AP: 415
  - Armor: 50
  - Exp. Gained: 5,920

- **Description**
  
  Only the most powerful and dangerous Warg ever survives to dominate the pack.

**Vulnerabilities**

<table>
<thead>
<tr>
<th>Element</th>
<th>Attack Type</th>
<th>Description</th>
</tr>
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<tbody>
<tr>
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<td>Normal</td>
<td>Normal</td>
</tr>
<tr>
<td>Earth</td>
<td>Normal</td>
<td>Piercing</td>
</tr>
<tr>
<td>Fire</td>
<td>Normal</td>
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<tr>
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<td>Strong</td>
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<td>Stun</td>
<td>Immune</td>
<td>Slow</td>
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**Attacks**

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<thead>
<tr>
<th>Attack</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brutal Claws</td>
<td>Slash</td>
<td>A brutal slashing attack</td>
</tr>
<tr>
<td>Lethal Bite</td>
<td>Pierce</td>
<td>A powerful piercing attack with fearsome Warg jaws</td>
</tr>
<tr>
<td>Double Claws</td>
<td>Slash</td>
<td>A powerful slashing claw attack</td>
</tr>
<tr>
<td>Counterattack</td>
<td>Slash</td>
<td>Automatic Counterattack</td>
</tr>
</tbody>
</table>
**SHARKU, ORC WARG-RIDER CAPTAIN**

- **Primary Stats:**
  - Level: 44
  - HP: 18,696
  - AP: 627
  - Armor: 100
  - Exp. Gained: 63,360

- **Description:**
  Sharku's Warg Riders are used by many Dark Forces to scout ahead of the main army, creating terror and havoc wherever they roam.

- **Vulnerabilities:**

<table>
<thead>
<tr>
<th>Type</th>
<th>Normal</th>
<th>Slash</th>
<th>Pierce</th>
<th>Root</th>
<th>Vulner.</th>
<th>Immune</th>
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<td>Immune</td>
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<td>Vulner.</td>
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<tr>
<td>Fire</td>
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<td>Immune</td>
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<td>Immune</td>
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<td>Normal</td>
<td>Vulner.</td>
<td>Immune</td>
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<td>Normal</td>
<td>Normal</td>
<td>Normal</td>
<td>Vulner.</td>
<td>Immune</td>
</tr>
</tbody>
</table>

- **Attacks:**
  - **Uruk Slash:** Slash
  - **Silencing Arrow:** Pierce

**RINGWRAITH SHADOW CAPTAIN**

- **Primary Stats:**
  - Level: 38
  - HP: 5,033
  - AP: 346
  - Armor: 140
  - Exp. Gained: 6,080

- **Description:**
  The Nazgul dismount to fight the defenders, using their fell blades against those marked by Sauron for destruction.

- **Vulnerabilities:**

<table>
<thead>
<tr>
<th>Type</th>
<th>Normal</th>
<th>Slash</th>
<th>Pierce</th>
<th>Root</th>
<th>Vulner.</th>
<th>Immune</th>
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<tr>
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<td>Normal</td>
<td>Normal</td>
<td>Normal</td>
<td>Vulner.</td>
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<tr>
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<tr>
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<td>Normal</td>
<td>Normal</td>
<td>Normal</td>
<td>Vulner.</td>
<td>Immune</td>
</tr>
</tbody>
</table>

- **Attacks:**
  - **Wraith Slash:** Slash
  - **Wraith Thrust:** Pierce

**URUK-HAI SWORD WARRIOR**

- **Primary Stats:**
  - Level: 37
  - HP: 6,549
  - AP: 360
  - Armor: 160
  - Exp. Gained: 5,920

- **Description:**
  Saruman has bred thousands of tall Uruk-hai warriors who receive heavy armor and march on Helm's Deep.

- **Vulnerabilities:**

<table>
<thead>
<tr>
<th>Type</th>
<th>Normal</th>
<th>Slash</th>
<th>Pierce</th>
<th>Root</th>
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<th>Immune</th>
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<tr>
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<td>Vulner.</td>
<td>Immune</td>
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<td>Fire</td>
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<td>Immune</td>
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<td>Water</td>
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<td>Immune</td>
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<td>Immune</td>
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<tr>
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<td>Normal</td>
<td>Normal</td>
<td>Normal</td>
<td>Vulner.</td>
<td>Immune</td>
</tr>
</tbody>
</table>

- **Attacks:**
  - **Uruk Slash:** Slash

**URUK-HAI ARCHER**

- **Primary Stats:**
  - Level: 38
  - HP: 5,033
  - AP: 346
  - Armor: 140
  - Exp. Gained: 6,080

- **Description:**
  The Uruk-hai's thick iron plate armor is complemented by specialized weaponry and thick war cleavers capable of smashing open even the finest armor.

- **Vulnerabilities:**

<table>
<thead>
<tr>
<th>Type</th>
<th>Normal</th>
<th>Slash</th>
<th>Pierce</th>
<th>Root</th>
<th>Vulner.</th>
<th>Immune</th>
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<tr>
<td>Air</td>
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<td>Normal</td>
<td>Normal</td>
<td>Vulner.</td>
<td>Immune</td>
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<tr>
<td>Earth</td>
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<td>Vulner.</td>
<td>Immune</td>
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<td>Vulner.</td>
<td>Immune</td>
</tr>
<tr>
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<td>Normal</td>
<td>Normal</td>
<td>Vulner.</td>
<td>Immune</td>
</tr>
<tr>
<td>Shadow</td>
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<td>Normal</td>
<td>Vulner.</td>
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<tr>
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<td>Normal</td>
<td>Vulner.</td>
<td>Immune</td>
</tr>
<tr>
<td>Stun</td>
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<td>Normal</td>
<td>Normal</td>
<td>Normal</td>
<td>Vulner.</td>
<td>Immune</td>
</tr>
</tbody>
</table>

- **Attacks:**
  - **Uruk Bow:** Pierce
  - **Silencing Arrow:** Pierce

**Helm's Deep: Uruk-hai Sword Warrior**

**Helm's Deep: Uruk-hai Archer**

---

*Image credits: Primagames.com*
**HELM'S DEEP: Uruk-hai Sword Veteran**

- **LEVEL**: 38
- **HP**: 6,045
- **AP**: 465
- **Armor**: 185
- **EXP GAINED**: 6,080

**DESCRIPTION**
Veteran Uruk-hai warriors have already pillaged Rohan and are deadly fighters.

**VULNERABILITIES**
- **AIR**: Normal
- **EARTH**: Strong
- **FIRE**: Normal
- **WATER**: Normal
- **LIGHT**: Weak
- **SHADOW**: Normal
- **BLUNT**: Weak
- **STUN**: Vulner.

**ATTACKS**
- **Dual Blades**: Slash
- **Staggering Strikes**: Slash

**DESCRIPTION**
- Dual Blades: A deadly veteran slashing attack
- Staggering Strikes: A powerful two-strike attack that stuns foes

---

**HELM'S DEEP: Uruk-hai Greater Captain**

- **LEVEL**: 39
- **HP**: 7,364
- **AP**: 386
- **Armor**: 195
- **EXP GAINED**: 6,240

**DESCRIPTION**
Few dare stand against one Uruk-hai, let alone a Captain of their kind.

**VULNERABILITIES**
- **AIR**: Normal
- **EARTH**: Strong
- **FIRE**: Normal
- **WATER**: Normal
- **LIGHT**: Weak
- **SHADOW**: Normal
- **BLUNT**: Weak
- **STUN**: Vulner.

**ATTACKS**
- **Scent of Flesh**: Earth
- **Uruk Lance**: Pierce

**DESCRIPTION**
- Scent of Flesh: Unleash the Uruk-hai blood frenzy.
- Uruk Lance: Wounds foes, damaging them over time

---

**HELM'S DEEP: Uruk-hai Shadow Chieftain**

- **LEVEL**: 40
- **HP**: 6,136
- **AP**: 966
- **Armor**: 150
- **EXP GAINED**: 6,400

**DESCRIPTION**
A few Uruk-hai who use deadly Shadow Spirit Powers accompany the army to give them an added edge in combat.

**VULNERABILITIES**
- **AIR**: Normal
- **EARTH**: Strong
- **FIRE**: Normal
- **WATER**: Normal
- **LIGHT**: Weak
- **SHADOW**: Normal
- **BLUNT**: Weak
- **STUN**: Vulner.

**ATTACKS**
- **Tower Sleep**: Earth
- **Poisoned Pit**: Earth
- **Filth of Saruman**: Earth
- **Battle Renewal**: Earth

**DESCRIPTION**
- Tower Sleep: Put foes into a dark sleep.
- Poisoned Pit: Vile potions continue to cause damage over time.
- Filth of Saruman: Blast foes with corrupted earth.
- Battle Renewal: Restore an ally's health.

---

**HELM'S DEEP: Uruk-hai Sapper**

- **LEVEL**: 37
- **HP**: 6,904
- **AP**: 745
- **Armor**: Unknown
- **EXP GAINED**: 5,920

**DESCRIPTION**
Saruman has crafted vile explosive devices that these warriors are to deliver against Helm's Deep.

**VULNERABILITIES**
- **AIR**: Normal
- **EARTH**: Strong
- **FIRE**: Normal
- **WATER**: Normal
- **LIGHT**: Weak
- **SHADOW**: Normal
- **BLUNT**: Normal
- **STUN**: Vulner.

**ATTACKS**
- **Light Bomb**: Earth
- **Bomb Attack**: Earth

**DESCRIPTION**
- Light Bomb: Preparing the explosive rage of Saruman.
- Bomb Attack: This spiteful blast has the power to break through the very walls of Helm's Deep.
Mountain Trolls are used to smash gates and spearhead attacks on key positions, often wearing crude armor.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>AIR</th>
<th>Normal</th>
<th>SLASH</th>
<th>Weak</th>
</tr>
</thead>
<tbody>
<tr>
<td>EARTH</td>
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<td>Immune</td>
</tr>
<tr>
<td>WATER</td>
<td>Normal</td>
<td>SLEEP</td>
<td>Immune</td>
</tr>
<tr>
<td>LIGHT</td>
<td>Weak</td>
<td>B. MELEE</td>
<td>Immune</td>
</tr>
<tr>
<td>SHADOW</td>
<td>Normal</td>
<td>B. RANGED</td>
<td>Immune</td>
</tr>
<tr>
<td>BLUNT</td>
<td>Normal</td>
<td>B. SPIRIT</td>
<td>Immune</td>
</tr>
<tr>
<td>STUN</td>
<td>Vulner.</td>
<td>SLOW</td>
<td>Vulner.</td>
</tr>
</tbody>
</table>

**ATTACK TYPE DESCRIPTION**

- **Stunning** Slash: A multiple-strike attack that stuns a foe
- **Aimed Strikes** Slash: An attack with less damage, but is more accurate
- **Troll Blades** Slash: A deadly slashing attack with Troll greatswords
- **Counter Attack** Slash: Automatic counterattack

The Berserker is the most fanatical Uruk-hai. Incited into a mad rage, Berserkers are thrown at the enemy and carve a foothold for the army.

**VULNERABILITIES**

<table>
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<tr>
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<tr>
<td>STUN</td>
<td>Vulner.</td>
<td>SLOW</td>
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</tr>
</tbody>
</table>

**ATTACK TYPE DESCRIPTION**

- **Berserk Slash** Slash: Quick, powerful slashing attack
- **Berserk Cleave** Slash: Slow slashing attack that inflicts tremendous damage
- **Stagger Foe** Slash: Slashing attack that stuns foes
- **Steal HP** Earth: Steals the very life essence from adversaries

Leading Trolls wear formidable armor and are often armed with two cruel swords to maximize the damage of their attacks.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>AIR</th>
<th>Weak</th>
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<td>Normal</td>
<td>ROOT</td>
<td>Immune</td>
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<td>WATER</td>
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<td>SLEEP</td>
<td>Immune</td>
</tr>
<tr>
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<td>Normal</td>
<td>B. MELEE</td>
<td>Vulner.</td>
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<tr>
<td>SHADOW</td>
<td>Normal</td>
<td>B. RANGED</td>
<td>Immune</td>
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<tr>
<td>BLUNT</td>
<td>Normal</td>
<td>B. SPIRIT</td>
<td>Immune</td>
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<tr>
<td>STUN</td>
<td>Immune</td>
<td>SLOW</td>
<td>Vulner.</td>
</tr>
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</table>

**ATTACK TYPE DESCRIPTION**

- **Troll Hammer** Blunt: A deadly blunt strike from a great hammer
- **Swift Hammer** Blunt: A quick blow that does much damage
- **Thunder Hammer** Blunt: A blunt attack that stuns the target

Few of Saruman’s Berserkers survive to become veterans. Those that do are incredibly deadly warriors.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>AIR</th>
<th>Weak</th>
<th>SLASH</th>
<th>Strong</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Normal</td>
<td>PIERCE</td>
<td>Strong</td>
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<tr>
<td>FIRE</td>
<td>Normal</td>
<td>ROOT</td>
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<td>B. RANGED</td>
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<td>B. SPIRIT</td>
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**ATTACK TYPE DESCRIPTION**

- **Berserk Slash** Slash: Quick, powerful slashing attack
- **Berserk Cleave** Slash: Slow slashing attack that inflicts tremendous damage
- **Stagger Foe** Slash: Slashing attack that stuns foes
- **Steal HP** Earth: Steals the very life essence from adversaries

**HELM’S DEEP: PRIMAGAMES.COM**

**LEVEL** 40
**HP** 9,701
**AP** 361
**ARMOR** 30
**EXP. GAINED** 6,400

**LEVEL** 42
**HP** 10,086
**AP** 377
**ARMOR** 200
**EXP. GAINED** 6,720

**LEVEL** 46
**HP** 14,311
**AP** 397
**ARMOR** 107
**EXP. GAINED** 21,600

**LEVEL** 46
**HP** 17,643
**AP** 442
**ARMOR** 122
**EXP. GAINED** 22,080
ENEMIES

**Osgiliath: Mordor Orc Archer**
- **Level:** 39
- **HP:** 2,877
- **AP:** 486
- **Armor:** 170
- **Exp. Gained:** 6,400

**Description:** Sauron now sends his best- armored and most well- trained Orcs to lead the river invasion.

**Vulnerabilities**
- **Air:** Normal, **Slash:** Weak
- **Earth:** Normal, **Pierce:** Normal
- **Fire:** Normal, **Root:** Vulner.
- **Water:** Strong, **Sleep:** Vulner.
- **Light:** Normal, **B. Melee:** Immune
- **Shadow:** Normal, **B. Ranged:** Vulner.
- **Blunt:** Normal, **B. Spirit:** Immune
- **Stun:** Vulner., **S. Slow:** Vulner.

**Attacks**
- **Morgul Blades:** Slash, A deadly slashing attack with a Mordor blade.
- **Fell Striker:** Slash, A cruel, skilled attack that strikes without mercy.
- **Counter Attack:** Slash, Automatic counterattack.

**Osgiliath: Mordor Orc Veteran**
- **Level:** 41
- **HP:** 2,900
- **AP:** 496
- **Armor:** 180
- **Exp. Gained:** 6,560

**Description:** Protected by Mordor’s best armor, Sauron’s warriors attack across the river.

**Vulnerabilities**
- **Air:** Normal, **Slash:** Weak
- **Earth:** Normal, **Pierce:** Normal
- **Fire:** Normal, **Root:** Immune
- **Water:** Strong, **Sleep:** Vulner.
- **Light:** Normal, **B. Melee:** Immune
- **Shadow:** Normal, **B. Ranged:** Immune
- **Blunt:** Normal, **B. Spirit:** Immune
- **Stun:** Vulner., **S. Slow:** Immune

**Attacks**
- **Morgul Slash:** Slash, A brutal, skilled slashing attack with a Mordor blade.
- **Staggering Bash:** Slash, A stunning blow with a shield.
- **Counter Attack:** Slash, Automatic counterattack.

**Osgiliath: Mordor Orc Captain**
- **Level:** 46
- **HP:** 8,775
- **AP:** 532
- **Armor:** 100
- **Exp. Gained:** 7,360

**Description:** Cruel and deadly Mordor Orc Captains drive their minions forward using Sauron’s power as their whip.

**Vulnerabilities**
- **Air:** Normal, **Slash:** Weak
- **Earth:** Normal, **Pierce:** Normal
- **Fire:** Normal, **Root:** Immune
- **Water:** Strong, **Sleep:** Immune
- **Light:** Normal, **B. Melee:** Immune
- **Shadow:** Normal, **B. Ranged:** Immune
- **Blunt:** Normal, **B. Spirit:** Immune
- **Stun:** Immune, **S. Slow:** Immune

**Attacks**
- **Morgul Dispel:** Water, Remove Spirit protection from one enemy.
- **Morgul Mirror:** Water, A group shield that reflects damage back.
- **Morgul Lance:** Pierce, A powerful piercing blow from a Mordor spear.
- **Morgul Charge:** Water, Invoke Sauron’s malice to compel allies to attack.
### Osgiliath: Mordor Orc Shadow Chieftain

**Primary Stats:**
- Level: 45
- HP: 7,174
- AP: 928
- Armor: 70
- Exp. Gained: 7,200

**Description:**
Mordor's Orc leaders use Shadow Spirit Powers to quickly smash through Gondor's defenses.

<table>
<thead>
<tr>
<th>Vulnerabilities</th>
<th>Attack Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Air Normal</td>
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<tr>
<td>Earth Normal PIERCE</td>
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<tr>
<td>Fire Normal ROOT</td>
<td>Immune</td>
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<td>Water Immune SLEEP</td>
<td>Immune</td>
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<tr>
<td>Light Weak B.MELEE</td>
<td>Immune</td>
</tr>
<tr>
<td>Shadow Normal B.RANGED</td>
<td>Immune</td>
</tr>
<tr>
<td>Blunt Normal B.SPIRIT</td>
<td>Vulner.</td>
</tr>
<tr>
<td>Stun Immune SLOW</td>
<td>Vulner.</td>
</tr>
</tbody>
</table>

**Attacks Type**
- Morgul Bash: Blunt
- Stagnant Fury: Water
- Morgul Vapours: Water
- Dark Waters: Water

### Osgiliath: Attack Troll Veteran

**Primary Stats:**
- Level: 48
- HP: 17,498
- AP: 458
- Armor: 112
- Exp. Gained: 23,040

**Description:**
Mountain Trolls are sent across the River Anduin to hammer Gondor's defenses into submission.

<table>
<thead>
<tr>
<th>Vulnerabilities</th>
<th>Attack Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Air Weak</td>
<td>Slash Strong</td>
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<tr>
<td>Earth Normal PIERCE</td>
<td>Strong</td>
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<td>Vulner.</td>
</tr>
</tbody>
</table>

**Attacks Type**
- Stunning Blades: Slash
- Aimed Strikes: Slash
- Troll Blades: Slash
- Counter Attack: Slash

### Osgiliath: Cave Troll Shadow Chieftain

**Primary Stats:**
- Level: 48
- HP: 13,674
- AP: 961
- Armor: 85
- Exp. Gained: 23,040

**Description:**
Mountain Trolls from Mordor are sometimes given powerful totems of Sauron's power to drive enemies back.

<table>
<thead>
<tr>
<th>Vulnerabilities</th>
<th>Attack Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Air Normal Slash</td>
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<tr>
<td>Earth Normal PIERCE</td>
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<td>Fire Strong ROOT</td>
<td>Immune</td>
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<tr>
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<td>Vulner.</td>
</tr>
<tr>
<td>Stun Immune SLOW</td>
<td>Vulner.</td>
</tr>
</tbody>
</table>

**Attacks Type**
- Sonic Fury: Earth
- Battle March: Earth
- Darkest Renewal: Earth

### Osgiliath: Attack Troll Captain

**Primary Stats:**
- Level: 48
- HP: 18,928
- AP: 468
- Armor: 117
- Exp. Gained: 23,040

**Description:**
Mountain Troll leaders can singlehandedly break through Gondor's lines at the river.

<table>
<thead>
<tr>
<th>Vulnerabilities</th>
<th>Attack Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Air Normal Slash</td>
<td>Normal</td>
</tr>
<tr>
<td>Earth Normal PIERCE</td>
<td>Normal</td>
</tr>
<tr>
<td>Fire Strong ROOT</td>
<td>Immune</td>
</tr>
<tr>
<td>Water Normal SLEEP</td>
<td>Immune</td>
</tr>
<tr>
<td>Light Weak B.MELEE</td>
<td>Immune</td>
</tr>
<tr>
<td>Shadow Normal B.RANGED</td>
<td>Immune</td>
</tr>
<tr>
<td>Blunt Weak B.SPIRIT</td>
<td>Immune</td>
</tr>
<tr>
<td>Stun Immune SLOW</td>
<td>Immune</td>
</tr>
</tbody>
</table>

**Attacks Type**
- Troll Hammer: Blunt
- Swift Hammer: Blunt
- Thunder Hammer: Blunt
Raised upon Sauron’s malice, these vile creatures recall ancient times when monsters roamed Middle-earth.

**Vulnerabilities**

- **Air**: Normal
- **Earth**: Normal
- **Fire**: Normal
- **Water**: Normal
- **Light**: Normal
- **Shadow**: Normal
- **Blunt**: Normal
- **Stun**: Normal

**Description**

- **Fear**: Air
  - Description: Paralyzes a foe with terror
- **Fell Bite**: Pierce
  - Description: A deadly piercing attack with razor-sharp teeth
- **Foul Breath**: Air
  - Description: Foul, corrupt breath
- **Morgul Wind**: Air
  - Description: A blast of air from the beast’s wings

**Stats**

- **Level**: Unknown
- **HP**: Unknown
- **AP**: Unknown
- **Armor**: Unknown
- **Exp. Gained**: Unknown

**Attacks**

<table>
<thead>
<tr>
<th>Attack</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Barad-Dur Curse</td>
<td>Water</td>
<td>Weaken foes with Sauron’s malevolence.</td>
</tr>
<tr>
<td>Rage of Sauron</td>
<td>Water</td>
<td>Invoke Sauron’s malice, increasing ally damage.</td>
</tr>
<tr>
<td>Warlord Slash</td>
<td>Slash</td>
<td>A brutal slashing attack from Sauron’s servant.</td>
</tr>
<tr>
<td>Black Gate</td>
<td>Water</td>
<td>Call Orc reinforcements to join the battle.</td>
</tr>
</tbody>
</table>

**Description**

- **Barad-Dur Curse**: Water
  - Description: Weaken foes with Sauron’s malevolence.
- **Rage of Sauron**: Water
  - Description: Invoke Sauron’s malice, increasing ally damage.
- **Warlord Slash**: Slash
  - Description: A brutal slashing attack from Sauron’s servant
- **Black Gate**: Water
  - Description: Call Orc reinforcements to join the battle.
MINAS TIRITH: MORDOR ORC ARCHER
- PRIMARY STATS -

LEVEL 40
HP 5,134
AP 413
ARMOR 85
EXP. GAINED 6,400

- DESCRIPTION -
Sauron’s Orcs attack Minas Tirith using specially prepared arrows.

VULNERABILITIES
AIR Normal SLASH Weak
EARTH Normal PIERCE Strong
FIRE Normal ROOT Vulner.
WATER Strong SLEEP Vulner.
LIGHT Normal B. MELEE Immune
SHADOW Normal B. RANGED Immune
BLUNT Normal B. SPIRIT Immune
STUN Vulner. SLOW Vulner.

ATTACK TYPE DESCRIPTION
Morgul Pierce A piercing attack with a Mordor arrow

MINAS TIRITH: MORDOR ORC WARRIOR
- PRIMARY STATS -

LEVEL 41
HP 5,744
AP 366
ARMOR 100
EXP. GAINED 6,560

- DESCRIPTION -
Sauron’s well-armored Orcs attempt to smash into the city as the gate falls.

VULNERABILITIES
AIR Normal SLASH Weak
EARTH Normal PIERCE Strong
FIRE Normal ROOT Vulner.
WATER Strong SLEEP Vulner.
LIGHT Normal B. MELEE Vulner.
SHADOW Normal B. RANGED Vulner.
BLUNT Normal B. SPIRIT Vulner.
STUN Vulner. SLOW Vulner.

ATTACK TYPE DESCRIPTION
Morgul Slash A brutal, skilled slashing attack with a Mordor sword
Staggering Bash Blunt A stunning blow with a shield
Counter Attack Slash Automatic counterattack

MINAS TIRITH: MORDOR ORC VETERAN
- PRIMARY STATS -

LEVEL 45
HP 14,402
AP 407
ARMOR 112
EXP. GAINED 7,200

- DESCRIPTION -
Veteran Orcs with heavy armor intend to capture the streets of Minas Tirith.

VULNERABILITIES
AIR Normal SLASH Weak
EARTH Normal PIERCE Strong
FIRE Normal ROOT Vulner.
WATER Strong SLEEP Vulner.
LIGHT Normal B. MELEE Immune
SHADOW Normal B. RANGED Immune
BLUNT Normal B. SPIRIT Immune
STUN Vulner. SLOW Immune

ATTACK TYPE DESCRIPTION
Morgul Blades Slash A deadly slashing attack with two weapons
Fell Strikes Slash A brutal, skilled attack that strikes without mercy
Counter Attack Slash Automatic counterattack

MINAS TIRITH: MORDOR ORC CAPTAIN
- PRIMARY STATS -

LEVEL 46
HP 18,573
AP 652
ARMOR 112
EXP. GAINED 7,360

- DESCRIPTION -
Mordor Orc Captains channel their warriors up the streets toward the White Tree.

VULNERABILITIES
AIR Normal SLASH Weak
EARTH Normal PIERCE Strong
FIRE Normal ROOT Vulner.
WATER Strong SLEEP Vulner.
LIGHT Normal B. MELEE Vulner.
SHADOW Normal B. RANGED Vulner.
BLUNT Normal B. SPIRIT Vulner.
STUN Vulner. SLOW Vulner.

ATTACK TYPE DESCRIPTION
Morgul Dispel Wate Remove Spirit protection from one enemy.
Morgul Mirror Wate A group shield that reflects damage back
Morgul Lance Wate A powerful piercing blow from a Mordor spear
Morgul Charge Wate Invoke Sauron’s malice to compel allies to attack
### MINAS TIRITH: MORDOR ORC SHADOW CHIEFTAIN

**- PRIMARY STATS -**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
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<th>EXP GAINED</th>
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<tbody>
<tr>
<td>45</td>
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<td>823</td>
<td>100</td>
<td>7200</td>
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</table>

**- DESCRIPTION -**

Mordor’s Orc leaders with Shadow Spirit Powers hope to drive Condorians from the walls.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>ELEMENT</th>
<th>NORMAL</th>
<th>SLASH</th>
<th>STRONG</th>
<th>WEAK</th>
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<tr>
<td>AIR</td>
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<tr>
<td>STUN</td>
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<td>SLOW</td>
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**ATTACK TYPE**

<table>
<thead>
<tr>
<th>ATTACK</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Morgul Bash</td>
<td>A tremendous blunt smashing attack</td>
</tr>
<tr>
<td>Stagnant Fury</td>
<td>Blast the foul waters of Mordor at your foes.</td>
</tr>
<tr>
<td>Morgul</td>
<td>Minas Morgul’s powers cause widespread damage.</td>
</tr>
<tr>
<td>Dark Waters</td>
<td>Shield allies from attacks.</td>
</tr>
</tbody>
</table>

### MINAS TIRITH: EASTLING WARRIOR

**- PRIMARY STATS -**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
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<th>EXP GAINED</th>
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<tr>
<td>44</td>
<td>19,495</td>
<td>507</td>
<td>135</td>
<td>21,120</td>
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</tbody>
</table>

**- DESCRIPTION -**

Men of the East have long hated Condor, and now that the gates are breached they shall attempt to raze the city.

**VULNERABILITIES**

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**ATTACK TYPE**

<table>
<thead>
<tr>
<th>ATTACK</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fell Strike</td>
<td>A more powerful sword attack</td>
</tr>
<tr>
<td>Strike of Rhun</td>
<td>A deadly slashing attack</td>
</tr>
</tbody>
</table>

### MINAS TIRITH: EASTLING VETERAN WARRIOR

**- PRIMARY STATS -**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>AP</th>
<th>Armor</th>
<th>EXP GAINED</th>
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<tr>
<td>46</td>
<td>20,069</td>
<td>797</td>
<td>147</td>
<td>22,080</td>
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</table>

**- DESCRIPTION -**

Veteran Eastlings lead the assault on the city, using small portions of Spirit Power to steady their Men.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>ELEMENT</th>
<th>NORMAL</th>
<th>SLASH</th>
<th>STRONG</th>
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<th>IMMUNE</th>
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<tbody>
<tr>
<td>AIR</td>
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<td>SLASH</td>
<td>Strong</td>
<td>Normal</td>
<td>PIERCE</td>
<td>Normal</td>
<td>IMMUNE</td>
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<tr>
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<tr>
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**ATTACK TYPE**

<table>
<thead>
<tr>
<th>ATTACK</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lance of Ruhn</td>
<td>A piercing attack with an Eastling spear</td>
</tr>
<tr>
<td>Black Shield</td>
<td>A group shield that reflects damage back</td>
</tr>
<tr>
<td>Disturbed Sleep</td>
<td>Draw many foes into a demented sleep.</td>
</tr>
<tr>
<td>Charge of the East</td>
<td>Call Eastlings to the attack.</td>
</tr>
</tbody>
</table>

### MINAS TIRITH: ATTACK TROLL VETERAN

**- PRIMARY STATS -**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>AP</th>
<th>Armor</th>
<th>EXP GAINED</th>
</tr>
</thead>
<tbody>
<tr>
<td>48</td>
<td>25,584</td>
<td>648</td>
<td>132</td>
<td>30,720</td>
</tr>
</tbody>
</table>

**- DESCRIPTION -**

Mountain Trolls are used as heavy infantry to siege the city that is the seat of power for all free Men.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>ELEMENT</th>
<th>NORMAL</th>
<th>SLASH</th>
<th>STRONG</th>
<th>WEAK</th>
<th>PIERCE</th>
<th>ROOT</th>
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<tbody>
<tr>
<td>AIR</td>
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<td>SLASH</td>
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<td>PIERCE</td>
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<tr>
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<tr>
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</tr>
<tr>
<td>STUN</td>
<td>Immune</td>
<td>SLOW</td>
<td>Vulner.</td>
<td>SLOW</td>
<td>Vulner.</td>
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<td>Vulner.</td>
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**ATTACK TYPE**

<table>
<thead>
<tr>
<th>ATTACK</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stunning Blades</td>
<td>A multiple-strike attack that stuns a foe</td>
</tr>
<tr>
<td>Armed Strikes</td>
<td>An attack with less damage, but is more accurate</td>
</tr>
<tr>
<td>Troll Blades</td>
<td>A deadly slashing attack with Troll greatswords.</td>
</tr>
<tr>
<td>Counter Attack</td>
<td>Automatic counterattack</td>
</tr>
</tbody>
</table>
The Witch-king personally directs the battle inside Minas Tirith, flying to key positions and slaying all defenders.

### Vulnerabilities

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sonic Fury</td>
<td>Earth Damage all who hear with thundering drums.</td>
</tr>
<tr>
<td>Battle March</td>
<td>Earth Hastens actions for a single follower</td>
</tr>
<tr>
<td>Darkest Renewal</td>
<td>Earth Restore an ally’s health.</td>
</tr>
</tbody>
</table>

### Attack Type

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Troll Hammer</td>
<td>Blunt A deadly blunt strike from a great hammer</td>
</tr>
<tr>
<td>Swift Hammer</td>
<td>Blunt A quick blow that does much damage</td>
</tr>
<tr>
<td>Thunder</td>
<td>Blunt A blunt attack that stuns the target</td>
</tr>
</tbody>
</table>

---

Elite Mountain Troll Chieftains are sent inside the city, using Shadow Power to smash defenders aside.

### Vulnerabilities

<table>
<thead>
<tr>
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<th>Description</th>
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</thead>
<tbody>
<tr>
<td>Air</td>
<td>Normal</td>
</tr>
<tr>
<td>Earth</td>
<td>Normal</td>
</tr>
<tr>
<td>Fire</td>
<td>Normal</td>
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<tr>
<td>Water</td>
<td>Normal</td>
</tr>
<tr>
<td>Light</td>
<td>Normal</td>
</tr>
<tr>
<td>Shadow</td>
<td>Normal</td>
</tr>
<tr>
<td>Blunt</td>
<td>Strong</td>
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<tr>
<td>Stun</td>
<td>Immune</td>
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### Attack Type

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Morgul Shot</td>
<td>Pierce A piercing attack with a Mordor arrow</td>
</tr>
<tr>
<td>Counter Attack</td>
<td>Pierce Automatic counterattack</td>
</tr>
</tbody>
</table>

---

Mountain Troll leaders deal with knots of Gondorian defenders, cutting them down quickly.

### Vulnerabilities

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<tr>
<td>Shadow</td>
<td>Normal</td>
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<tr>
<td>Blunt</td>
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<tr>
<td>Stun</td>
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3-2 M. TIRITH THROUGH 3-3 PELENNOR

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3-3 PELENNOR: ELITE MORDOR ORC ARCHER

### Vulnerabilities

<table>
<thead>
<tr>
<th>Attack Type</th>
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</tr>
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<td>Air</td>
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<tr>
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### Attack Type

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<tr>
<th>Attack Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Morgul Shot</td>
<td>Pierced A piercing attack with a Mordor arrow</td>
</tr>
<tr>
<td>Counter Attack</td>
<td>Pierced Automatic counterattack</td>
</tr>
</tbody>
</table>
Gothmog assembles his best warriors upon Pelennor to halt the charge of the Rohirrim.

**Vulnerabilities**
- **Air**: Normal
- **Earth**: Normal
- **Fire**: Normal
- **Water**: Strong
- **Light**: Normal
- **Shadow**: Normal
- **Blunt**: Normal
- **Stun**: Vulner.
- **Light**: Normal
- **Blunt**: Normal
- **Stun**: Vulner.
- **Blunt**: Normal
- **Stun**: Vulner.

**Attack Types**
- **Morgul Slash**: Slash
- **Staggering Bash**: Slash
- **Counter Attack**: Blunt

**Description**
- Morgul Slash: A brutal, skilled slashing attack with a Mordor sword.
- Staggering Bash: A stunning blow with a shield.
- Counter Attack: Automatic counterattack.

**Attacks**
- **Morgul Blades**: Slash
- **Fell Strikes**: Slash
- **Counter Attack**: Slash

**Description**
- Morgul Blades: A deadly slashing attack with two weapons.
- Fell Strikes: A cruel, skilled attack that strikes without mercy.
- Counter Attack: Automatic counterattack.
**PELENNOR: ELITE EASTERRING WARRIOR**

**- PRIMARY STATS -**

- **LEVEL:** 44
- **HP:** 39,414
- **AP:** 812
- **ARMOR:** 150
- **EXP. GAINED:** 21,150

**- DESCRIPTION -**

These warlike Men who serve Sauron are highly skilled warriors outfitted with well-crafted armor and vicious weaponry.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>AIR</th>
<th>NORMAL</th>
<th>SLASH</th>
<th>Strong</th>
</tr>
</thead>
<tbody>
<tr>
<td>EARTH</td>
<td>Normal</td>
<td>PIERCE</td>
<td>Normal</td>
</tr>
<tr>
<td>FIRE</td>
<td>Normal</td>
<td>ROOT</td>
<td>Vulner.</td>
</tr>
<tr>
<td>WATER</td>
<td>Weak</td>
<td>SLEEP</td>
<td>Vulner.</td>
</tr>
<tr>
<td>LIGHT</td>
<td>Weak</td>
<td>B. MELEE</td>
<td>Vulner.</td>
</tr>
<tr>
<td>SHADOW</td>
<td>Normal</td>
<td>B. RANGED</td>
<td>Immune</td>
</tr>
<tr>
<td>BLUNT</td>
<td>Normal</td>
<td>B. SPIRIT</td>
<td>Immune</td>
</tr>
<tr>
<td>STUN</td>
<td>Vulner.</td>
<td>SLOW</td>
<td>Vulner.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>ATTACK</th>
<th>TYPE</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fell Strike</td>
<td>Slash</td>
<td>A more powerful sword attack</td>
</tr>
<tr>
<td>Strike of Rhun</td>
<td>Slash</td>
<td>A deadly slashing attack</td>
</tr>
</tbody>
</table>

**PELENNOR: ELITE EASTERRING VETERAN**

**- PRIMARY STATS -**

- **LEVEL:** 46
- **HP:** 48,891
- **AP:** 852
- **ARMOR:** 165
- **EXP. GAINED:** 22,080

**- DESCRIPTION -**

These veteran Easterling warriors have served in many campaigns and are deadly battle-hardened fighters.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>AIR</th>
<th>Normal</th>
<th>SLASH</th>
<th>Strong</th>
</tr>
</thead>
<tbody>
<tr>
<td>EARTH</td>
<td>Normal</td>
<td>PIERCE</td>
<td>Normal</td>
</tr>
<tr>
<td>FIRE</td>
<td>Normal</td>
<td>ROOT</td>
<td>Immune</td>
</tr>
<tr>
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<td>Weak</td>
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</tr>
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<td>Weak</td>
<td>B. MELEE</td>
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<tr>
<td>SHADOW</td>
<td>Normal</td>
<td>B. RANGED</td>
<td>Immune</td>
</tr>
<tr>
<td>BLUNT</td>
<td>Normal</td>
<td>B. SPIRIT</td>
<td>Immune</td>
</tr>
<tr>
<td>STUN</td>
<td>Immune</td>
<td>SLOW</td>
<td>Immune</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>ATTACK</th>
<th>TYPE</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lance of Rhun</td>
<td>Pierce</td>
<td>A piercing attack with an Easterling spear</td>
</tr>
<tr>
<td>Disturbed Sleep</td>
<td>Shadow</td>
<td>Draw many foes into a demented sleep</td>
</tr>
<tr>
<td>Charge of the East</td>
<td>Shadow</td>
<td>Call Easterlings to the attack</td>
</tr>
</tbody>
</table>

**PELENNOR: ELITE TROLL SHADOW CHIEFTAIN**

**- PRIMARY STATS -**

- **LEVEL:** 47
- **HP:** 63,938
- **AP:** 1,001
- **ARMOR:** 112
- **EXP. GAINED:** 30,080

**- DESCRIPTION -**

Elite Veteran Troll Chieftains use Sauron’s powers to maintain the cohesion of his army.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>AIR</th>
<th>Normal</th>
<th>SLASH</th>
<th>Normal</th>
</tr>
</thead>
<tbody>
<tr>
<td>EARTH</td>
<td>Normal</td>
<td>PIERCE</td>
<td>Weak</td>
</tr>
<tr>
<td>FIRE</td>
<td>Normal</td>
<td>ROOT</td>
<td>Vulner.</td>
</tr>
<tr>
<td>WATER</td>
<td>Weak</td>
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<td>Weak</td>
<td>B. MELEE</td>
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</tr>
<tr>
<td>SHADOW</td>
<td>Normal</td>
<td>B. RANGED</td>
<td>Immune</td>
</tr>
<tr>
<td>BLUNT</td>
<td>Strong</td>
<td>B. SPIRIT</td>
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<tr>
<td>STUN</td>
<td>Immune</td>
<td>SLOW</td>
<td>Vulner.</td>
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</table>

<table>
<thead>
<tr>
<th>ATTACK</th>
<th>TYPE</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sonic Fury</td>
<td>Earth</td>
<td>Damage all who hear with thundering drums</td>
</tr>
<tr>
<td>Battle March</td>
<td>Earth</td>
<td>Hastens actions for a single follower</td>
</tr>
<tr>
<td>Darkest Renewal</td>
<td>Earth</td>
<td>Restore an ally’s health</td>
</tr>
</tbody>
</table>

**PELENNOR: ELITE TROLL CAPTAIN**

**- PRIMARY STATS -**

- **LEVEL:** 48
- **HP:** 74,104
- **AP:** 778
- **ARMOR:** 150
- **EXP. GAINED:** 46,080

**- DESCRIPTION -**

Elite Veteran Troll Captains are directed by the Witch-king to steady the wavering Orc Army.

**VULNERABILITIES**

<table>
<thead>
<tr>
<th>AIR</th>
<th>Normal</th>
<th>SLASH</th>
<th>Normal</th>
</tr>
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<tbody>
<tr>
<td>EARTH</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>ATTACK</th>
<th>TYPE</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Troll Hammer</td>
<td>Blunt</td>
<td>A deadly blunt strike from a great hammer</td>
</tr>
<tr>
<td>Swift Hammer</td>
<td>Blunt</td>
<td>A quick blow that does much damage</td>
</tr>
<tr>
<td>Thunder Hammer</td>
<td>Blunt</td>
<td>A blunt attack that stuns the target</td>
</tr>
</tbody>
</table>
ENEMIES

### PELENNOR: MUMAKIL OF HARAD

**LEVEL:** 55  
**HP:** 206,288  
**AP:** 778  
**ARMOR:** 120  
**EXP GAINED:** 105,600

**DESCRIPTION:** Huge creatures from Harad’s deserts come to smash the defenders of Gondor. They are virtually unkillable beasts who carry Haradrim archers.

<table>
<thead>
<tr>
<th>VULNERABILITIES</th>
<th>AIR</th>
<th>EARTH</th>
<th>FIRE</th>
<th>WATER</th>
<th>LIGHT</th>
<th>SHADOW</th>
<th>BLUNT</th>
<th>STUN</th>
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<tbody>
<tr>
<td></td>
<td>Normal</td>
<td>Normal</td>
<td>Normal</td>
<td>Weak</td>
<td>Immune</td>
<td>Vulner.</td>
<td>Normal</td>
<td>Immune</td>
</tr>
</tbody>
</table>

**ATTACK**
- **Foul Breath**  
  *Type: Earth*  
  *Description:* Breathe dark pestilence on your foes.

- **Sweeping Tusks**  
  *Type: Earth*  
  *Description:* Strike enemies with huge tusks.

- **Stomp**  
  *Type: Earth*  
  *Description:* Shake the earth, stunning all foes.

- **Haradrim Volley**  
  *Type: Earth*  
  *Description:* A volley of Haradrim long arrows attacks foes.

### PELENNOR: THE WITCH-KING OF ANGMAR

**LEVEL:** Unknown  
**HP:** Unknown  
**AP:** Unknown  
**ARMOR:** Unknown  
**EXP GAINED:** Unknown

**DESCRIPTION:** Even upon foot, the enraged Witch-king will slay anyone in his path. No living man can kill him upon this field.

<table>
<thead>
<tr>
<th>VULNERABILITIES</th>
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<td>Normal</td>
<td>Normal</td>
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<td>Normal</td>
</tr>
</tbody>
</table>

**ATTACK**
- **Malice of Sauron**  
  *Type: Blunt*  
  *Description:* A powerful swing of the Witch-king’s mace

- **Rage of the Ring**  
  *Type: Slash*  
  *Description:* A sword strike from the betrayed king

- **Devour Flesh**  
  *Type: Shadow*  
  *Description:* Devour the health of all targets

- **Fear**  
  *Type: Shadow*  
  *Description:* Paralyzes a foe with terror

### PELENNOR: THE DARK LORD SAURON

**LEVEL:** Unknown  
**HP:** Unknown  
**AP:** Unknown  
**ARMOR:** Unknown  
**EXP GAINED:** Unknown

**DESCRIPTION:** Sauron is the most evil creature of the last two ages, attempting to destroy or subvert all races with his Shadow Powers.

<table>
<thead>
<tr>
<th>VULNERABILITIES</th>
<th>AIR</th>
<th>EARTH</th>
<th>FIRE</th>
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<td>Normal</td>
<td>Normal</td>
<td>Normal</td>
<td>Normal</td>
</tr>
</tbody>
</table>

**ATTACK**
- **Paralysis of Light**  
  *Type: Shadow*  
  *Description:* Area-effect attack that binds all Spirit Powers

- **Darkest Fear**  
  *Type: Shadow*  
  *Description:* The Dark Lord causes ongoing destruction.

- **Wrath of Sauron**  
  *Type: Shadow*  
  *Description:* The Dark Lord feeds on the life force of a foe.

### PELENNOR: RINGWRAITH SHADOW CAPTAIN

**LEVEL:** Unknown  
**HP:** Unknown  
**AP:** Unknown  
**ARMOR:** Unknown  
**EXP GAINED:** Unknown

**DESCRIPTION:** The Nazgul dismount to fight the defenders, using their fell blades against those marked by Sauron for destruction.

<table>
<thead>
<tr>
<th>VULNERABILITIES</th>
<th>AIR</th>
<th>EARTH</th>
<th>FIRE</th>
<th>WATER</th>
<th>LIGHT</th>
<th>SHADOW</th>
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<td>Normal</td>
<td>Normal</td>
<td>Normal</td>
<td>Normal</td>
</tr>
</tbody>
</table>

**ATTACK**
- **Wraith Slash**  
  *Type: Slash*  
  *Description:* This is a deadly slash with Morgul steel.

- **Wraith Thrust**  
  *Type: Pierce*  
  *Description:* Morgul blades pierce for great damage.

- **Nazgul Scream**  
  *Type: Shadow*  
  *Description:* Nazgul can attack with some of Sauron’s power.
TOP 10 TIPS FROM THE GAME DEVELOPERS!

You might think the people who make the game know a thing or two about playing it. If so, you’re right! We’ve assembled the following list of gameplay tips straight from the designers.

1. Watch the HP of each character so you don’t end up in battles with a weak party, especially since enemies often strike first, before you have time to heal injured members.

2. Spend your stat points immediately every time you level up, as this often enhances HP and AP.

3. Every AP-associated action builds Skill Points, so deliberately use your skills to gain SP every chance you get.

4. Use Berethor’s Leadership-enhancing skills every chance you can, especially at the start of difficult combats. It works wonders on all your party.

5. Try to bring every character into each battle, and have them perform one effective action. This ensures each character in your party receives maximum XP for the battle.

6. Pay attention to your skill tree and decide which skills will benefit you best. You do not have to always invest your Skill Points in the default selections.

7. Use the camera controls to look around in every environment. Some chests are hidden and won’t appear until you peek around some obstruction.

8. Play Evil mode while playing through the game, as it will unlock some special weapons that cannot be found during normal play.

9. Use the Elfstone of Nimble Crafting to develop Crafting skills, and be sure to share it with multiple members of your party, always crafting extra items during easy encounters.

10. Travel back through the first two episodes with the last few characters who join your party before you move on to Episode 3. There are special items to be obtained (or stolen!) if you do this.

FAN SITES

There’s a vibrant community of fan-run Web sites devoted to LOTR: The Third Age. Let us introduce you to some of our closest Middle-earth friends:

- **THIRD AGE ONLINE**
  www.thirdageonline.com

- **LIVING IN THE THIRD AGE**
  www.the3rdage.com

- **THE THIRD AGE LEGACY**
  www.thirdagelegacy.com

- **THE THIRD AGE ENCLAVE**
  lotr3.net

- **HISTORY OF THE THIRD AGE**
  thirdage.uffsite.net

- **MIDDLE-EARTH MW**
  www.me-mw.com
DESCRIPTION

Return to Middle-earth™ in 2004 with the first-ever The Lord of the Rings™ turn-based strategy game for the Game Boy® Advance. In The Lord of the Rings™, The Third Age™, conquer a rich and detailed Middle-earth as you lead armies, upgrade your heroes, and obtain new equipment. Choose a commander and employ your battle tactics against Orcs, Mumakil, and the mighty Mordor Trolls. Build your own Fellowship and fight alongside your favorite heroes and villains from the films. Will you protect Middle-earth from Sauron or use his powers of evil to burn it to the ground? In The Lord of the Rings, The Third Age, the choice is yours.

KEY FEATURES

• Choose Between Light and Shadow—Battle on the side of the Fellowship in their quest to save Middle-earth or fight on the side of Sauron.
• Outmaneuver the Enemy—Put your best battle strategies to the test with the all-new tactics-based combat system.
• Wide-Open Action—Experience an innovative turn-based battle system that allows you to command dozens of units and define the rules of engagement.
• Middle-earth Authenticity—Fight more than 30 battles from the movie trilogy, including skirmishes with the Riders of Rohan, the Siege of Minas Tirith, and the Fall of Osgiliath.
• Multiplayer Warfare—Challenge a friend to a number of battle scenarios in multiplayer mode via the Game Boy Advance® Game Link Cable or Game Boy® Advance Wireless Adapter.

DETAILS

Publishing Company: Electronic Arts Inc.
Developer: Griptonite Games
Format: Game Boy® Advance
Category: RPG
No. of Players: 1-2 (with Game Boy Advance Game Link cable or Game Boy Advance Wireless Adapter)