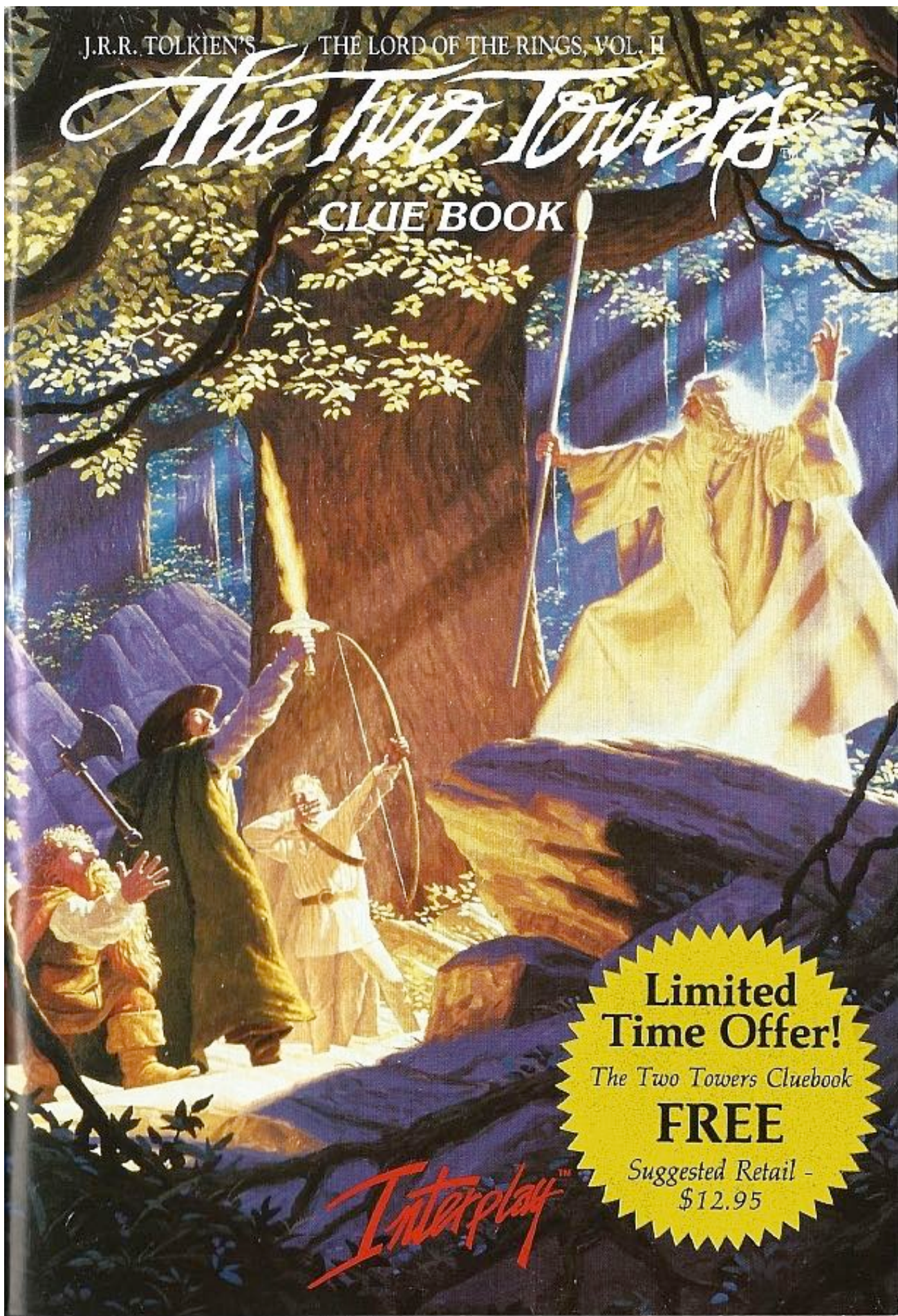


J.R.R. TOLKIEN'S

THE LORD OF THE RINGS, VOL. II

The Two Towers

CLUE BOOK



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"THE TWO TOWERS" -- Cluebook

The matter of the passage of the One Ring from Rauros to the edge of Mordor is no simple matter, and, following the breaking of the Fellowship, the need for guidance is more crucial than ever.

This book is a collection of lore, maps, and wisdom that covers the first part of that Quest, from the breaking of the Fellowship, to the passage of the Ring through the terrifying pass of Cirith Ungol. It is written in a lowly style, so the Wise might understand it better, and easily use its secrets for the defense of the Free Peoples of Middle-earth.

If you wish the challenge to be great, use this book sparingly, for it is said that a quest that is too simple is not a quest at all. However, it is the choice of the Wise to determine what knowledge is too great and what knowledge is too little, and we have decided to be as complete as possible, so you may make that choice with certainty.

Of the secrets that are not revealed in this book, only the Valar knows.

PART ONE: Eastern Rohan

**Typical Party:
Aragorn, Gimli,
Legolas**

Following the Orcs

After the initial attack, the first thing this group should try to do is to find their missing comrades (ie. Merry and Pippin). Follow the trail north to the opening into Fangorn forest. If you get a message about the dust of horse's hooves in the west, you may go westward and find Eomer. Question Eomer to learn the latest news of the court of Theoden, then go back to the trail of your missing comrades. You should soon find an opening in the huge forest that lies directly north.

First, you will meet Saruman (briefly). Once he vanishes, enter through the opening until you meet an "old man". If you ask the Old Man about "Saruman", or attack him, he will transform into Gandalf, and warn you about the messenger orcs fleeing to Isengard, and about the perils facing Rohan.

In the western eaves of this section of Fangorn is a magical treasure. Use Gandalf's Countermagic spell to get it.

Quest of the Weregild

Travelling southwest of this portion of Fangorn is the village of Estemnet. This village has fallen under hard times, having been recently destroyed by the orcs of Saruman. The survivors are rather upset and uncooperative, led by an angry woman named Leofyn. They aren't just upset because their village was destroyed and their leader Harca was slain; they requested help from the court of their King, Theoden of Rohan, and it was refused (at the prompting of Theoden's unpopular minister, Grima Wormtongue). Leofyn wishes proof that someone is willing to help them. She has set a weregild that must be fulfilled before the people of Estemnet are willing to help anyone: the Fellowship must find and recover the sword of her dead husband, Harca, which was stolen by the orcs; the Fellowship must recover gold that was stolen by the orcs; and they must find her son Harding, who went off to pursue the orcs on a quest of vengeance.

The sword is in the possession of a band of orcs camped in a burnt forest north of Estemnet. There are too many orcs to fight initially; if the party uses a Sneak skill, they may be able to remain in the area until the orcs have dis-

persed, then they can have a chance to fight the remaining orcs. Once the Fellowship has defeated the orcs, they will get the sword and encounter a large angry uruk, who will tell them that a snaga (slave orc) took the gold and fled into the forest.

North of the burnt forest is another path leading into Fangorn. The path splits in two: the west branch leads to the body of a dead snaga, killed by ents, still clutching the gold. Harding and his beloved, Folwyn, can be found in the east branch, fighting orcs. Defeat the orcs, and they will follow you back to Estemnet.

Completing Leofyn's quest will improve the raw characteristics of the Fellowship, and motivate the survivors of Estemnet to hunt orcs. Most encounters with orcs in this area will be easier.

South of Leofyn is a ruin belonging to Bregowine, a level-headed Rohirrim who is Folwyn's father. Bregowine will offer the Fellowship food; if this is accepted, then all wounds will be healed and all lost life points will be restored.

Pool of the Mearas

East of the Estemnet village is a large pool, the pool of the Mearas, the great horses of Rohan. Unfortunately, this pool has fallen upon hard

times. Once, its waters were holy; now an orc shrine and foul magic has desecrated the water, and the Mearas no longer drink from this pool. This can, however, be cured.

First, speak with Heof, who is directly west of the pool. Heof will tell you to attack the shrine at night, among other things. When the shrine is attacked (at night only), six barrow wights will rise from the pool and attack (you should make certain that you have Gandalf in your party before attempting this!). When the barrow wights have been defeated, then return to Heof and learn the Riding skill. Next, find the Mearas colt Sunhood, which is southeast of the pool. Use the Riding skill on Sunhood and return to the pool. Sunhood will drink from the pool and purify it. From that point on, the Pool of the Mearas will become a place of healing.

Messenger Orcs

The main quest, of course, is to prevent Saruman's messenger orcs from reaching Isengard; if they do, there will be trouble later in the game. They can be found by following the western mountain chain southward; if you stay within sight of the mountains but not directly next to them, you will find them.

If you need extra protection before this fight, a warrior

named Walcnoth can provide it. He is found south of the Estemnet village, due north of a great hill. Walcnoth has been wounded in the attack of the orcs on the village of Estemnet. He is incapable of fighting, and will gladly give his chain mail to anyone who needs it to find the orcs.

Wild Horses

If the Fellowship searches southeast of the pool, they may find the most elusive quest of all of the ones to be found in the area. Orcs from Mordor have been stealing the black horses that roam throughout Rohan, so horses of that color have become very rare in Rohan.

To find these tracks, go to the southern edge of the pool of the Mearas. Walk south until the pool cannot be seen, then turn immediately east. It is a long walk east, but eventually you will find two bands of uruks pursuing horses. When you defeat the first band, travel east to encounter the second band. When the second band is defeated, you will have saved the horses. The Fellowship's characteristics will be improved following this Quest.

A Coward in the Brush

One of the Rohirrim who wanders through the map is Dorlas. Once he was a citizen

of Estemnet, but during the battle against the orcs, his spirit broke and he fled from the village, leaving his friends and family to be slaughtered by the orcs. Dorlas is too ashamed to return to Estemnet, but has been wandering in the wilderness a great deal and knows it well, and will gladly give you information about the situation in the area. When all of the quests of the area are complete, Dorlas will return to Estemnet, and give the party an ample supply of food.

A Wounded Pony

Somewhere in the vast area between Estemnet and the hills in the east of Rohan, is a wounded pony. Use athelas on the pony to heal it. To find Athelas, travel south from Estemnet until you find a large hill. When you have found that hill, turn east, and you will find athelas.

PART TWO: "The Dead Marshes and the Black Gate"

Typical Party: Ringbearer, Sam

The Cliffs of Rauros

Before anything else, the Ringbearer needs to take the items that were given to him by Galadriel. These items, including the Phial of Galadriel, Galadriel's box, elven cloaks, elf-rope, and lembas, will appear as soon as the Ringbearer's section of the game begins.

Once you have gathered these items, the next thing that you should do is find Gollum. Gollum can be found lurking between the cliffs in this area. Once you have found him, then use a Rope or an Elf Rope to get him to join your Fellowship. Gollum is a two-edged sword; he is very useful as a guide and a gatherer of food, but his lust for the Ring will cause him to betray you in the end.

The Dead Marshes

South of the cliffs of Rauros are the Dead Marshes. The story of the Dead Marshes is told in the Two Towers manual, and from Frodo and Gollum when the Marshes are entered.

The Dead Marshes contain numerous sinkholes, into which a party can sink without a trace. To escape the sinkhole, you will have to look around the hole to find the best spot to climb out. Use your Climb skill, a rope, or a vine to escape from the hole.

In the center of the Dead Marshes are a series of haunting lights, which, at night, are illuminated by the faces of the dead. These lights serve as a reference point in the Marshes, and lead to the tower of Gulwathdel.

Meeting Nendol

One of the quests of the Dead Marshes is the exile of Nendol, an elven soldier who has been trapped by his oath to remain with a soldier of Gondor who has himself been trapped in spirit form since the battle of Dagorlad. To find Nendol, go to the north side of the path of the lights in the Dead Marshes. Follow the path from west to east. When you have reached the ninth light on the north side, turn north. You will eventually fall

into a sinkhole. This is Nendol's sinkhole. Get close to Nendol, and talk to him. He will tell you about Vorondur, and direct you to the council of spirits.

When you have completed Vorondur's quest and freed the spirits, then return to Nendol. When Nendol learns that the quest is over, he will leave the sinkhole, offering you items that should be of value during the rest of the quest.

Council of Spirits

Once you have met Nendol, then the next step to freeing him from his oath is to find the council of spirits. These benign ghosts gather every night in the Dead Marshes, awaiting someone to bring them a magic item that keeps them there, the Spirit-Key of Gulwathdel. To meet the ghosts, first, talk with Nendol, then return to the surface. Follow the path of the lights from west to east, when night falls, turn south at the second light, and you will find these ghosts. Trade the Spirit Key, found in the tower of Gulwathdel, to Vorondur, and the curse will be lifted from them.

Handling Beredu

East of Rauros and north of the Dead Marshes, are two very important buildings. The smaller building, northwest of

the main tower, is the home of Beredu, the vampire's servant.

Beredu does not like visitors at all, and will attack unless handled with delicacy. Trading lembas to Beredu will earn you his friendship, although he is still rather coarse and ill-mannered. He will give you a torch to fend off the vampire, although other methods are more effective against Gulwathdel.

Guardian Ghost

In one of the sinkholes, you will find a ghost guarding a tomb. There will be a ruby that you will be able to take. Do not take it without feeding the ghost some rations; once the ghost thinks he's been fed, he is willing to give you the ruby in exchange for your courtesy. If you take it before he is fed, he will attack you. The star ruby is a weapon that can be used against Gulwathdel.

The Towers of Gulwathdel

The tower of Gulwathdel is a huge building that stands northeast of the Dead Marshes. Follow the path of lights eastward, and they will lead to the door of the tower. If Gollum is with the party, he'll warn you to keep away. While Gollum has a point (Gulwathdel IS dangerous), you must enter

the tower to complete Nendol's quest.

The tower has three floors: a main floor, a basement, and an attic.

Attic

There is nothing of interest here but bats, which are all too happy to attack intruders.

Ground Floor

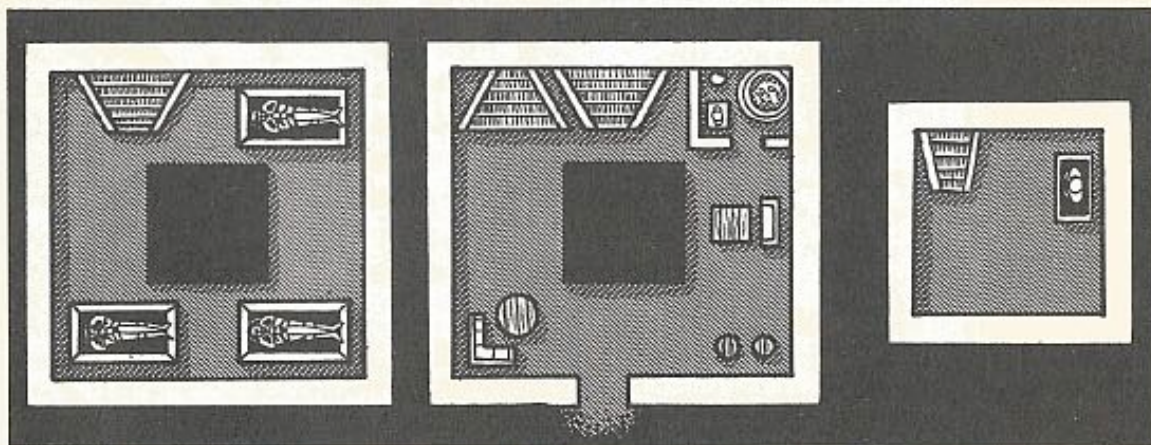
On the main floor is a large black cube, stairways, and furniture, and a locked door protecting a room with an altar and a cauldron. The black cube is the void in which Gulwathdel lives, coming out only at night, to perform foul necromancies. You cannot enter the Void from this level of the tower. The room with the cauldron of blood is where Gulwathdel does his Morgul magic, trapping the souls in the cauldron. The spirit key is required to open this lock. You

may drop the spirit key into the cauldron (and forfeit the chance to save Nendol), or you may use the phial of Galadriel. The phial will release the spirits that are trapped there.

Cellar and Void

This is where Gulwathdel lives. Go to the northwest edge of the cube, and you will be pulled through into the Void, a region of pure chilling darkness. When you meet Gulwathdel, use Galadriel's phial or the Star Ruby that was found in the Guardian Ghost's sinkhole on the vampire, and he will be no more. Otherwise, you will be forced into a dangerous combat. When you defeat Gulwathdel, the Spirit Key will be yours.

There are several sarcophagi in the Cellar. If you use Perception or a prybar on the northeast sarcophagus, a



Cellar & Void

Main Level

Attic

ghost will appear. This ghost wants the Star Ruby rather badly. Giving it to him is a mistake, as he is actually a vampire in the service of Sauron. Using the Star Ruby (as opposed to Trading it) will destroy him.

Also in the basement is a rather morose elven prisoner. Show the prisoner the Spirit Key to prove that Gulwathdel is dead, then use Charisma, and you will be able to recruit him into your Fellowship. He will not enter Morgul Vale, but is willing to help you as long as you are going south.

Dagorlad and the Black Gate

South of the Dead Marshes is a blackened, desolate landscape. This is the Dagorlad, the Battle Plain. Be wary of orcs on this terrifying landscape. Stealth is preferable to combat, especially when Nazgul are nearby.

Do NOT try to enter the towers of the Black Gate! This is suicide. They are too well guarded for anyone to try to sneak through. You cannot enter Mordor this way. The only passable entrance to Mordor is the Pass of Cirith Ungol, which is located south of the Black Gate, in Ithilien.

A Dying Prisoner

Near the Black Gate is a Ranger of Ithilien that has been captured by orcs, and is about to be interrogated by the servants of Sauron. He has been treated very badly by orcs having "fun", and is dying from wounds. To make his death more pleasant, use Gollum's Sneak skill, then attack the orcs when most of them depart. Once you've defeated these orcs, search the area and you should find him. There is no way to prevent the Ranger's death, but he can give you valuable information before he dies. When he dies, he will give you a barrow dagger that belonged to his friend Artamir; unfortunately, Artamir is also dead and has been buried in the vast desolation west of the Black Gate. If you find a grave in the Desolation, use a Read skill; if this grave is Artamir's, Discard the dagger, and your statistics will be increased.

Incidentally, the "Mouth" that the orcs refer to is Sauron's lieutenant, a human sorcerer known as the Mouth of Sauron. He will play an important role in the third game of this series, "The Return of the King".

PART THREE: "Fangorn"

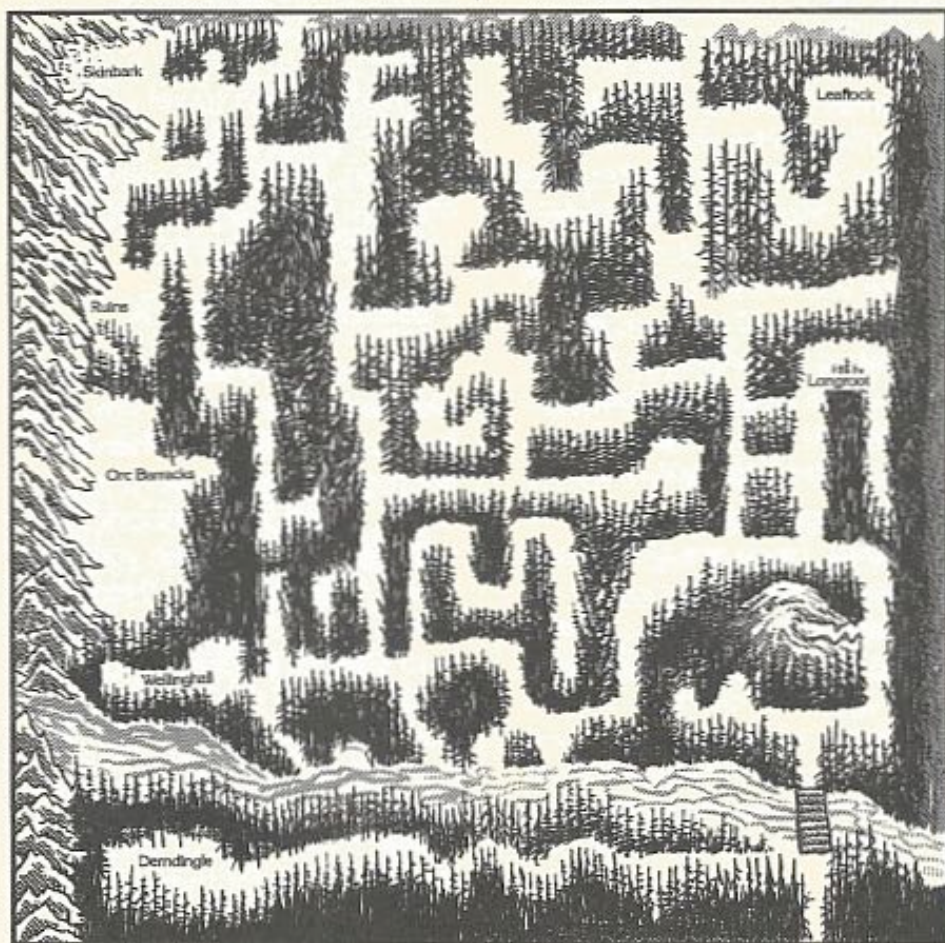
Typical Party: Pippin, Merry

Fangorn is an old forest which is the home of the Ents, the legendary Shepherds of the Trees. It contains creatures who might be friendly to the party, and creatures that are definitely hostile and should be avoided. The key to survival in Fangorn is to find friends who will follow you through

the forest, and those friends are the Ents.

Meeting Treebeard

The first thing that you should do in this section of Fangorn is to find Treebeard. Go north over the bridge and turn west. You will meet Treebeard almost immediately. Say "yes" to his offer to go back to his home; when you have reached his home, question him about "Saruman". This will prompt Treebeard to call an Entmoot, a gathering of ents.



Entmoot

As soon as you come to the Entmoot, Quickbeam, a good natured ent, will join your Fellowship. It is suicidal to wander through much of Fangorn without at least one Ent in the Fellowship; Ents protect you from Huorn attacks, and are very good at clubbing any orcs that might be wandering through the forest.

At the Entmoot, you are given the option of wandering the forest, or waiting through the Entmoot. Waiting is quicker; wandering allows you to explore the ways of Fangorn forest before embarking on Treebeard's quest, but no progress towards mustering the ents can be made until you return. When the Entmoot is ready, the trees will tell you to return to the Entmoot, where you will be given the main quest of Fangorn; getting word from the two other elder Ents (Treebeard being the eldest) and bringing it back to the Entmoot.

Travelling east from the Entmoot, you will find Stifbranch. If you trade Stifbranch some entdraught, he will give you a drink that will heal you.

Finding Entwash Water

To bring word from Skinbark and Leaflock, you will need to revive them with water from the Entwash. This water can only be gotten at one special spot on the banks of the Entwash, near Treebeard's home of Wellinghall. Travel east from Wellinghall, turn North at the bend in the path, then east again at the next junction, then south at the next junction. You should be in a glade by the banks of the Entwash, with a large hedge barrier in the east. If the Entmoot has been summoned, go to the north part of the hedge, then travel east. The hedge will let you through. Search the glade, and you will find an ideal place to get Entwash water.

Finding Skinbark

There are two ways to find Skinbark. The easiest way is to find Longroot, and, when you tell him where you want to travel, mention "Skinbark". He will automatically take you to a place near Skinbark, then leave. The other, slower, way, is to wander through Fangorn until you find the northwest corner; there you will find Skinbark being attacked by orcs. You can use the word of power !Fimbrelthil to defeat the orcs, or fight them. When

the orcs are beaten, and if you trade the Entwash water to Skinbark, he will be revived and give you the word you need to take back to the entmoot. After the battle, a rather surly uruk will appear; ask him about "MISSION".

Finding Leaflock

There are two ways to find Leaflock. The easiest way is to find Longroot, and, when you tell him where you want to travel, mention "Leaflock". He will automatically take you to a place near Leaflock, then leave. The other, slower, way, is to wander through Fangorn until you find the northeast corner; there you will find Leaflock. If you trade him the Entwash water, Leaflock will automatically be revived and give you the word. Returning to the entmoot with both words will end the entmoot and begin the march to Isengard.

Orc Barracks

Deep within the depths of Fangorn is a secret passage, leading to a hidden glade, where orcs are encamped. To find this passage, go to the western edge of Skinbark's glade and follow the mountains south. Continue following it until you get a message saying that the path ends in a craggy rock face. Turn east and follow the path until it

goes to a junction, then turn south. Almost immediately, you will receive a message about orc settlements. Use Perception to find the hidden door; this will bring you into the glade containing three orc barracks.

In each of these buildings you will find orcs, and these fights can be very tough for a party who is not ready for them. There are, however, some valuable items in these buildings, including two suits of armor and a shield.

In the south section of the glade, you will find that the orcs have set some trees on fire. If you put out this fire, you will earn the gratitude of Twiglate, an Ent who is in the southwest corner of the glade, and he will join your party.

An Elven Spirit

If you carefully search the many paths of Fangorn, you will find the spirit of the elven caretaker Linandel. He seeks solace for her sister, Olorindel, whose spirit is trapped in the fountain in the elven ruins in the west of Fangorn. He will need you to enter the ruins. Make your way to the Entwash source chamber on the southeast side of the ruins in the mountains that can be found near the orc barracks, and get a sample of source water.

Use this water in the chamber of stumps to water the plants. Then, exit the underground and hug the northern paths of Fangorn. Eventually you will come to some different ruins, overgrown with grass.

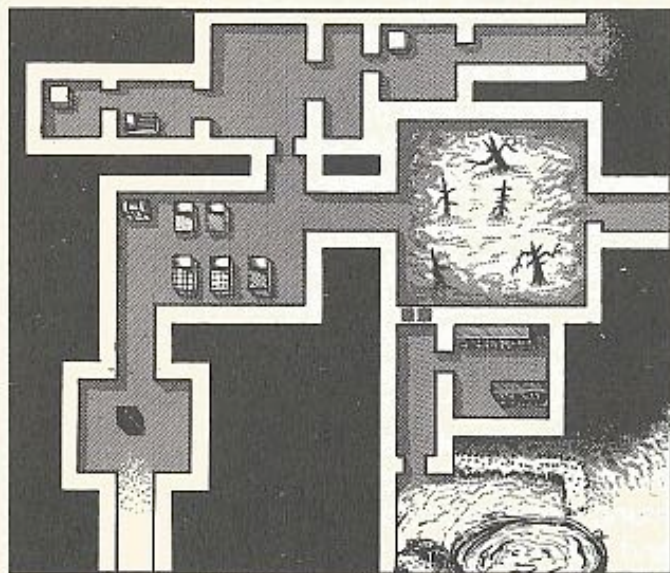
These ruins are a good place to plant the entseed; a huorn guardian will sprout when you do this. In the northeast edge of this glade will be a hidden door. Enter through the hidden door and proceed into a chamber to find a fountain. If the trees have been watered in the elven ruins, this fountain will be full. Take the fountain water to the center of the bridge that spans the Entwash, and Use it there. When this is done the spirits will be appeased, your characteristics will be raised, and

Linandel will heal you anytime you approach him.

Also in these ruins, behind a hidden door, is a chest containing treasure.

Longroot

The forest of Fangorn is a long walk indeed. To ease your walk, find Longroot, an Ent who enjoys walking with people. He can shorten your walk considerably. Ask him about "WELLINGHALL", "DERNDINGLE", "BRIDGE", "SKINBARK", "LEAFLOCK", and "ENTWASH", and he will take you to see them immediately. Longroot can typically be found by hugging the eastern edge of Fangorn and travelling northwards.



Entwash Source Ruins

PART FOUR: "Edoras and South Rohan"

**Typical Party:
Gandalf, Aragorn,
Gimli, Legolas**

Getting to Edoras

The map in the documentation of "Two Towers" should give you a very good idea as to where Edoras is and how to get there; south of Estemnet is a large river. Follow this river to a bridge, and turn east, and look for a wide road to lead you into a walled city. This city is Edoras, capital of Rohan. The Golden Hall (also known as Meduseld) is the largest building in the city; its only open gate is on the east side of the hall. You will need to cooperate fully with Hama, Theoden's doorwarden. Leave your weapons at the door (this includes even torches) by Discarding them; Hama will, however, allow you to keep a wizard's staff. Discarded weapons can be recovered here; if Theoden has been cured, however, Anduril will have been stolen by Wormtongue.

If Gandalf and Aragorn are not in the party, there will be no one in the Fellowship

capable of communicating with the Rohirrim, and they will not allow them to enter the city. There is, however, a secret way to enter on the west side of the city wall, where the walls are in disrepair. Use your Sneak skill to avoid being spotted by the guards, then climb. You will then be able to enter Edoras.

If one travels eastward along the banks of the river south of Estemnet, you may meet a band of riders, led by Deorl. Wait until they notice you, and then talk to Deorl, and he will automatically lead you into the city.

The Golden Hall

The Golden Hall of Theoden has three storeys, an attic and a cellar.

Level One: Throne Room Level

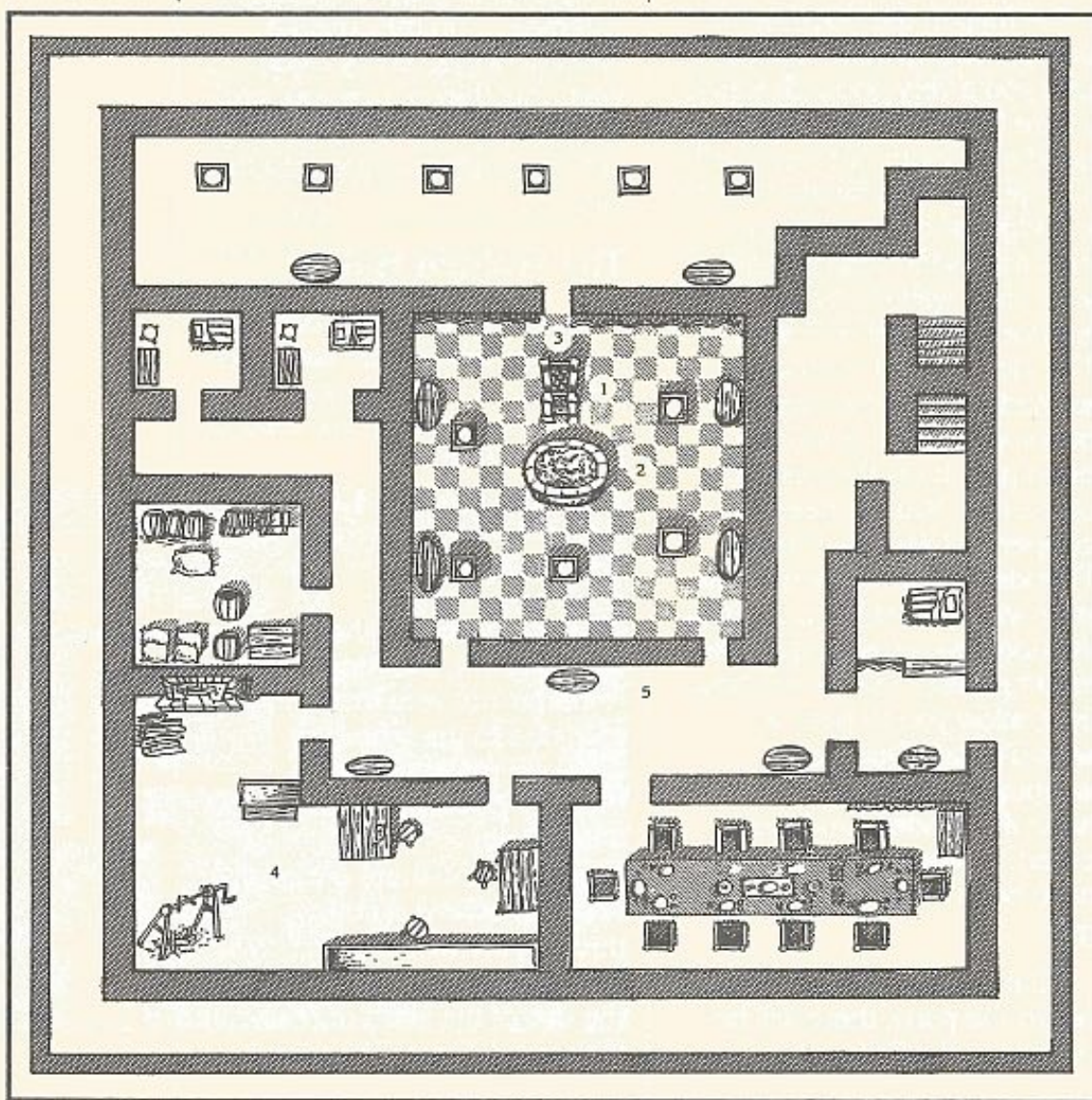
1. The Throne

When you enter Theoden's throne room, the King of Rohan is not very friendly to you, due to the influence (through persuasion and through poison) of Master Wormtongue. Theoden must be cured, and there are only two methods to do this: through the use of a Wizard's staff by a wizard, or through the use of the word of power !Felagund. Once Theoden is

cured, Eomer will be restored to a position of honor, and Wormtongue will flee, doing a great deal of mischief. He will have hidden four artifacts, and, if Aragorn was carrying Anduril, he will steal that as well. The artifacts must be recovered. These artifacts are: the Horn of Helm, and three gifts given by Saruman to the king of Rohan long ago: a bridle, a cup, and a sceptre.

All four items are hidden in the Golden Hall, while Anduril has been taken out of the Golden Hall (see *Regaining the Sword*). Wormtongue and his followers, however, have laid out more than a few traps for those who would look for them.

Golden
Hall



2. Hearth

The hearth of Meduseld provides heat for the Golden Hall, particularly on cold winter nights. It is also an excellent place to discard Spiderbane.

3. Behind The Throne

Behind the throne of Theoden is hidden one of the missing gifts of Saruman, the Cup of Rohan. Use Detect Traps, then Picklocks to get this gift. Gandalf can also get this item with an Unlock spell, but will set off Wormtongue's trap.

4. Food Aplenty

This is where the Rohirrim cook the healthy diet of meat that is served regularly in the Golden Hall. Here, the Company can take additional rations to serve their future needs.

5. Fhalagund

This Rohirrim guard is a useful source of information, especially if you have not yet cured Theoden. As ever "NEWS" is the best way to begin a conversation.

Level Two: Living Quarters

Level Two of the Golden Hall is primarily living space.

1. Armory

Many valuable weapons, and a suit of magic armor, are to be found in this armory. Those who enter before Theoden has been cured will find that the guards do not want to give this to you; after Theoden is cured, their attitude is much more agreeable.

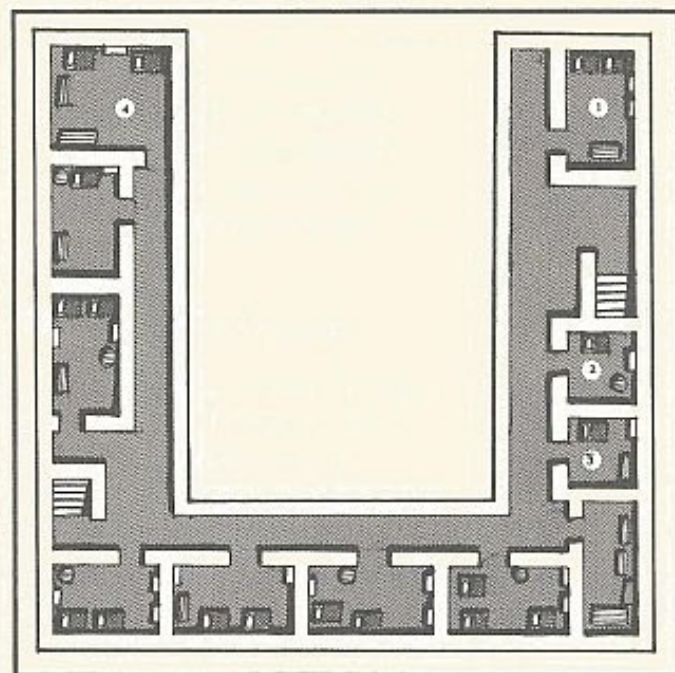
2. Eowyn's Chamber

This is where Theoden's niece, Eowyn, is to be found.

3. Theoden's Chamber

This is where Theoden, King of Rohan, sleeps. If the party

*Living
Quarters*



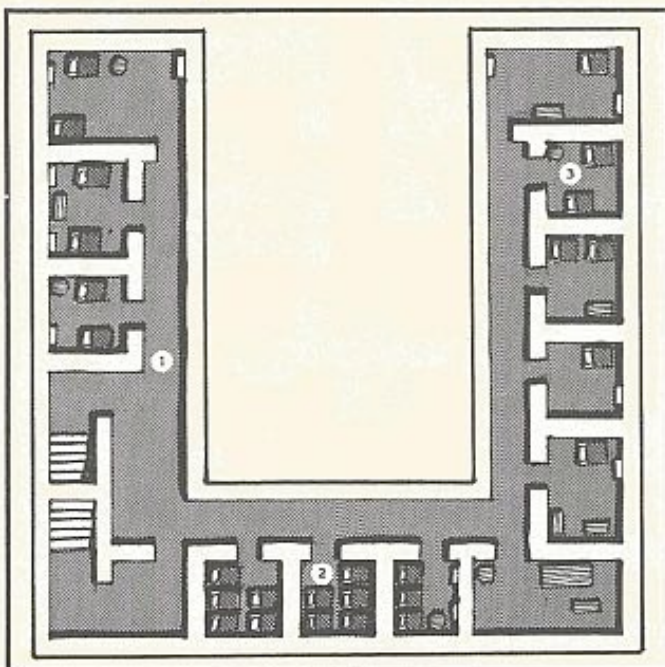
enters here after Theoden is cured, they will find the quarters in a shambles, but Theoden's magic sword, Herugrim, is here.

4. Wormtongue's Chamber

Helm's horn is hidden in Grima Wormtongue's room, in the center. There is a trap door in the ceiling. Use detect traps to spot the traps, and devices to disarm them. Not using your skills in this way (or using other skills, like picklocks) is liable to get you badly hurt.

There are a number of other items here. One of the iron keys is useful in Isengard; another unlocks a hidden chest in Dunharrow, the third is apparently useless.

Haunted Level



Level Three: Haunted Level

This level is similar to the second level.

1. Ghost

This ghost was a traitor in the service of Saruman, who was betrayed and murdered by Wormtongue. Asking him about Wormtongue will give you vital clues about the location of Anduril.

2. Healer

This mute Rohirrim was injured in battles against orcs, and became a healer when he could no longer be a Rider. Ask him about "HEAL", and you will receive medical attention, albeit distasteful attention.

3. Hambold

Hambold is a trainer in skills. He will teach members of the Fellowship the following skills: Swords, Ride, Bravado, Climb, and Perception.

Level Four: The Attic

The uppermost level of Edoras is the attic, which contains items that might be considered useless to the Rohirrim. One item is not; the Sceptre of King Frealaf, which was given to him at his coronation by Saruman. In the northeast section of the attic, you

will get a message about a skylight. Use Perception here, and the Sceptre will be yours. However, once you take the sceptre, a phantom of Saruman will appear and demand that you return the sceptre. You do not have to return it, but he will try to fight you. Casting Countermagic will dispel the phantom, but only before you have engaged it in combat.

There is also a locked chest in the attic. It contains a note from Saruman to Wormtongue, regarding the Hands of the Gods, magical gauntlets that can be found near Helm's Deep.

The Cellar

In the cellar of the Golden Hall, there is a fountain. West of the fountain, is a closet. Upon entering this closet, a spider will pounce on you; once the spider is defeated, you may look for the missing bridle. Use a Perception or a Detect Traps skill, then Devices to work the lock on the chest into something you can pick, and finally use your Picklock skill to open it.

Fountain of Poison

Also in the cellar is a well. If you climb down the well, you will discover a vial; this is a deadly poison, spiderbane. It is obvious that Wormtongue has been planning to poison

the water supply of Meduseld, as a final blow against the Rohirrim, before Saruman's troops arrived. There is no wholesome or purposeful use for Spiderbane, and by all means, no one should ingest it; it is a deadly poison. To destroy it, discard it in the hearth in Theoden's hall. This act will increase the party's luck by a single point; after all, those who make their own breaks are the luckiest ones of all.

Regaining the Sword

If Anduril has been stolen, it can be found in Dunharrow. Travel west of Edoras, and then follow the mountains as far south as you can go. Near the end of your journey, you will find a path leading into a winding mountain path. Follow the path until you find a clearing. Anduril will be found near the Door of the Dead, on the eastern side of the clearing. Be warned; the sword is well-guarded, and won't be recovered without a tough battle.

Theodred's Burial

Recently, Theodred, the only child of King Theoden, died. The closest followers of Theodred are now bearing his body back to Rohan, to be buried outside Edoras, within sight of the Golden Hall and the Green Fields that he loved.

The people escorting his body can be found east of the main bridge to Edoras. They may demand that you prove that you are wise in the ways of the Rohirrim; use the Ride skill that was taught to you by Heof; this will convince the Riders that you are friendly.

The followers of Theodred have bad news; Theodred's armor and sword have been stolen. They wish to find them again so they can give Theodred a proper burial.

The items are hidden in Dunharrow. Walk under the mountains on the northern side of Harrowdale, until you find a place where the ground seems unusually hard. Use Perception here, and you will find a lock in the ground. Use one of the keys you found in Edoras to unlock it, then return to Herefara and trade him the sword and armor. Completing this quest will increase the Fellowship's Endurance, Luck, and Life.

PART FIVE: "Ithilien"

Typical Party: Ringbearer, Sam

Meeting Faramir

While not absolutely critical to winning the game, it is good to find a friendly face, and in the Ringbearer's quest, Faramir is as friendly as anyone you're likely to find. There are several ways to meet him. The easiest, and deadliest, is through an encounter with a Harad (Southron) warrior patrol. If Harad appear and you are told that it is too late to hide, use the word of power !Helphelp to summon aid. Faramir and several Rangers of Gondor will show up, then take you to the hidden fortress of Henneth Annun once the battle is over. Regardless of how you encounter Faramir, he is a friend, even if he seems overly cautious; treat him with friendship and courtesy, and you will have no problems.

Once you encounter Faramir, Gollum will (if he is in your party) vanish, to reappear in a very precarious place.

Athelas

If you are searching for athelas in Ithilien, look for the area where the southernmost of the two rivers goes underground. There is a gap of land between where this river goes underground and where it emerges on its way to the sea. You will find athelas on the far eastern side of this gap.

Henneth Annun

Henneth Annun is the hidden stronghold of Gondor in Ithilien. So carefully is it hidden that only a Ranger can lead you to it.

Inside Henneth Annun you will find a healer. This healer will not only salve your wounds, he will also teach you the secrets of Herb Lore. This is very useful, if you encounter the Southron warrior and need to administer athelas to cure his injury.

Henneth Annun offers the perfect chance to talk with Faramir and learn a bit more about your surroundings; Faramir will also feed you well.

If Gollum left your party, you can find him in the hidden passage near the waterfall. He will not be well disposed towards you; use the Charisma skill to get him to rejoin.

The Rangers will only take you to Henneth Annun once; use your time there wisely.

Once you leave, you cannot return.

Inside the Crypt

If you travel near the north side of the passage where the river goes underground, you may find yourself pulled into the river and into a secret passage. This is an ancient tomb built by the people of Gondor in their days of glory. It also is inhabited by a vile creature, a mewlip.

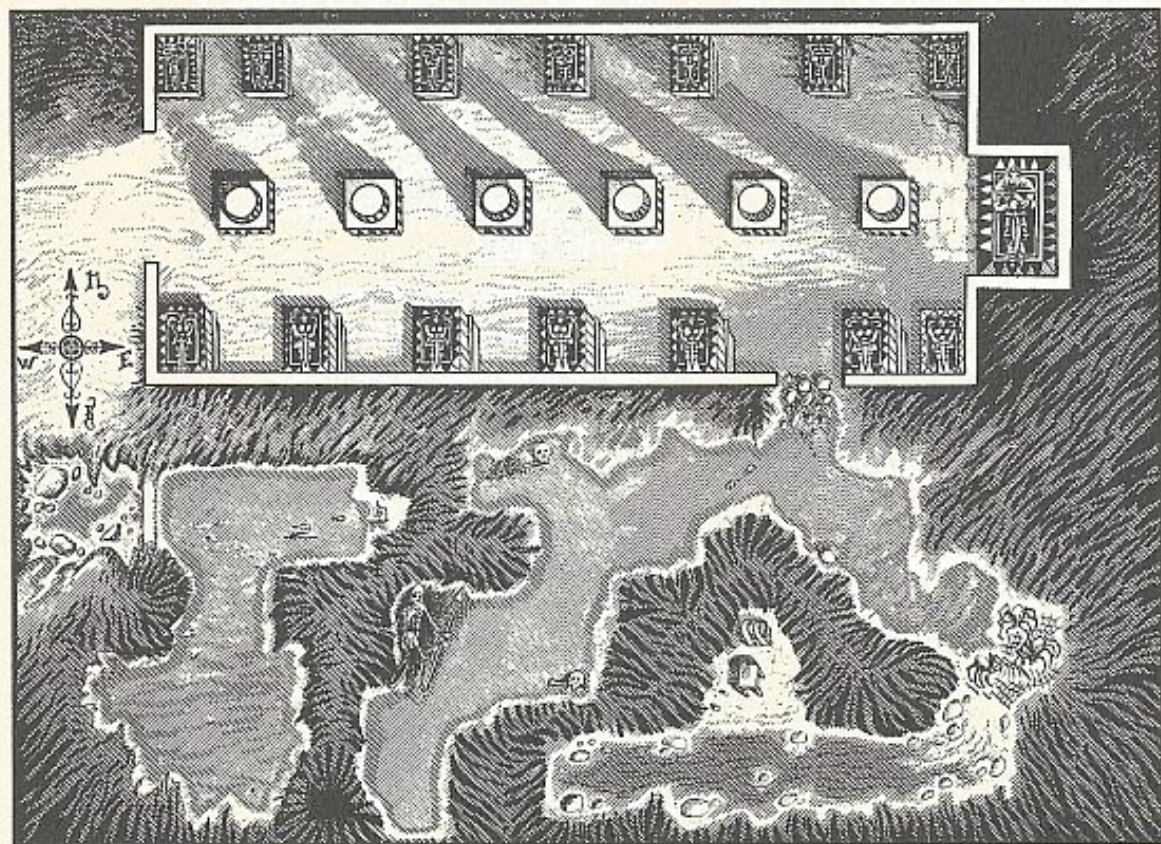
To enter the crypt, go to the north bank of the southernmost river in Ithilien. Just before the river goes underground, you will receive a message about the river drop-

ping briskly underground, and that the only way to enter it is to jump. Use your jump skill here to enter this underground complex.

You will need light to enter this crypt; if you do not have something that can produce light (such as a torch or the phial of Galadriel), you must leave this place. Once you have illumination, you can wander around the area freely.

The main tomb area is blocked off by rubble. A shovel can open a way into the tomb; as can a grain of dust from Galadriel's Box (use Galadriel's box here). Unfortunately, one of the items in the tomb, a

Inside the crypt



bracelet, was stolen and placed on the wrong sarcophagus. Numenorean lore will tell which coffin it belongs on.

Southeast of the crypt is an area of thick webbing. Use Sting, Frodo's sword, or the Spider Sword from "Lord of the Rings, Volume One" to get passed this webbing. Once you destroy the webbing, you will proceed into the mewlip's lair. The mewlip's gold is cursed, do not take it. Once you leap into the river, you will be carried downstream back to Ithilien.

The Southron Warrior

If you walk below the southern bank of the southernmost river in Ithilien, near the road, you will come across a poisoned soldier of the Haradrim, Hircanus, who deserted the Harad because of their cruelty. If you cure Hircanus, he will join your party. To cure him, have a member of your party learn the Herb Lore skill at Henneth Annun, find athelas, and then get as close as possible to Hircanus and use the athelas. This will cure him. When Hircanus is cured, you can talk to him and he will join your party. If you find the Mumak (which can be found below the road that runs east-west between Osgiliath and the Crossroads) and Hircanus is in your party,

he can tame it and cause it to join your party.

Repairing the Statue

When you reach the Crossroads, you will find a broken statue on the eastern side. Find the head and use it to repair the statue.

There is, however, a critical piece missing from the head; a stone which, if in place on the statue, provides good fortune for anyone who touches it (ie. extra Luck). The stone was stolen by orcs, cast into the Anduin, and has been swallowed by a fish. The fish is currently swimming upstream to its spawning grounds near the Mountains of Shadow; if you search the southern banks of the rivers in Ithilien close to the mountains, you should find the fish.

If Gollum is in the party, it will be easy to catch these fish. If not, you will have to search Ithilien for items that you will need to fish: worms, and hooks. Worms can be found where the soil is "exceptionally rich, fertile, and soft". To find one of these spots: first, follow the Ithilien road near the mountains, until you come to a bridge, second, cross the bridge (you will then be on the south side of the river), third, look around the trees on the west side of the bridge. Once you have found an area of rich

soil, use a shovel to dig there and get the worms.

To get the hooks, search along the south bank of the northernmost river in Ithilien, between the bridge and the mountains. They should be easy to find.

Once you have the stone, you will have to perform a complicated series of climbing and placing maneuvers to make certain that the head is restored, and that you are within reach of placing the statue. Patience is required.

Osgiliath

In the southwest portion of Ithilien is the ruined city of Osgiliath. At the height of Gondor's power, this was the capital of the Great Kingdom of the South; now, it is in ruins, and Sauron's armies control this region. Wandering in this region without a very large army is suicidal.

Finding Morgul Vale

To find the Valley of the Witch-King and the entrance to Mordor, go to the Crossroads and travel East. This will take you into Morgul Vale, where Cirith Ungol, the only pass into Mordor, lies.

PART SIX:

"Helm's Deep"

Typical Party:
Gandalf, Aragorn,
Gimli, Legolas

The Road to Helm's Deep

The great battle between Saruman and the forces of Rohan will be held at Helm's Deep.

Along the road you will meet several Rohirrim. One, Ceorl, will give useful information about the current state of the war in Western Rohan. Questioning him can be useful. Unfortunately, not every member of the Rohirrim will be as helpful as Ceorl.

As the party nears Helm's Deep, it will become increasingly obvious that those armies of Rohan that were scattered in previous battles will need to be regrouped and taken to Helm's Deep. At Helm's Dike, you will discover that you will need to scour the lands north of Helm's Deep to find Erkenbrand and the lost armies. If Gandalf is in the party, he will take it upon himself to lead the search. As those lands can be dangerous, it is advisable that

Gandalf accept the offer of help from the Rohirrim.

Inside the Hornburg

The Hornburg is the inner keep of Helm's Deep. In this time of war, it is a very busy place, with facilities to handle an army.

Its armory will only become available to the Company after the relics of Rohan have been found and the Rohirrim are ready to go to war. Likewise Flame's forge will not become available until the Rohirrim have been mustered.

In the southwest corner of the Hornburg is a place of deep and restful sleep. Those who sleep here will find that their life is restored.

If all of the items have been found in the Golden Hall, and the Company has made it to the Hornburg, they will discover that they will not have a lot of time before the battle of Helm's Deep starts.

The Search For Erkenbrand

When the Fellowship sends off Gandalf (or Beodred, Henthor and Wulfgrim, if Gandalf is not in the party) in search of Erkenbrand, follow the road north to the ford. There, you will find it guarded by six Rohirrim. Travel due west from the ford until you have reached

the mountains. Travel west until you reach the mountains, then search near their slopes; you should soon find Erkenbrand. Once the orcs are beaten, you will be ready to travel to Helm's Deep for the final battle against Saruman.

The Battle of Helm's Deep

When the characters are inside the Hornburg, they will receive a message that the battle has begun. The battle of Helm's Deep has several phases:

The initial battle takes place in front of the Hornburg, against six orcs and two Dunland archers. When this battle is won, you will have driven the initial orc assault back to the bridge. Once at the bridge, you will fight six uruks, then receive a warning that the south wall is collapsing.

Once at the south wall, you will fight a force of five Dunlanders and three Dunland archers. When these are defeated, you will receive word that there are too many orcs to effectively fight, and that you are being overrun. After that, a desperate retreat to the inner keep of the Hornburg will be necessary.

Once inside Helm's Deep, you must prepare for the final assault. Using Helm's Horn at

such an hour will demoralize the orcs and diminish the number of foes you must fight. Once the battle is over, you should find any of the Company members that were scattered around the battlefield, and then proceed to Isengard, to parley with Saruman.

It is possible to fight the battle of Helm's Deep without reference to the prompts. You will still have to go to the Southern Wall and to the Keep; this method involves a lot more fighting.

Prince Burlag

After the battle of Helm's Deep is over, the Dunlanders will want the Rohirrim to present them with a gift, to honor them for their valor as foes. Trade Burlag a sword (any sword will do), and the Dunlanders and the Rohirrim will be at peace. Burlag can be found northeast of where Erkenbrand was found, near the entrance of a mountain pass.

Rocks and Boulders

Two important items near Helm's Deep are rocks and boulders; rocks are used to support possible landslide areas in the passage to Hariaryn, while the boulder is required to defeat the dragon in the Glittering Caves. One of the gauntlets known as the

Hands of the Gods is required to lift these boulders.

The Glittering Caves

The Glittering Caves are one of the great wonders of Rohan. There are several levels, one of which houses the most dangerous enemy to be found in the game. To find the Glittering Caves, go directly north of the Hornburg until you have found a pass in the mountains; go west, then south of this pass, and you will enter the dwellings level of the Caves.

The Glittering Caves are not a particularly safe area. There are places where bats will attack anyone they see. There are places where the roof is unstable and is likely to rain stalactites on people. Then there are orcs that occasionally breach the defenses. And, of course, the dragon.

Level One: Dwellings Level

The main level of the Glittering Caves is where most of the people in Westfold who could not get to Dunharrow have taken refuge. Tunnels have been filled up with provisions, which are under guard. Only with Theoden, Eomer, or Hama in your Company will you be allowed to pass these tunnels.

In one of the western tunnels, a little girl, Reof, is hiding. Reof is a rather feisty Rohirrim girl, who has been stealing more than her share of food. If you ask her about "SECRETS", she will direct you to a secret passage that will lead you to the Tomb level.

In one of the eastern tunnels is an abandoned mine elevator. The Devices skill will fix it; the Company may circumvent this by climbing or jumping (the latter is NOT recommended). This will take you down to the Dragon level, which is extremely dangerous.

Level Two: Tomb Level

The second level of Helm's Deep is the resting place of Hama, Helm's son. Those who disturb his tomb will find a mighty prize, but will not take it without a fight.

In the northwest part of this level, there is a passage to the surface. Use Climb, or a rope to return to the pass near Helm's Deep.

In the tomb, you will find a pool of water in the southeast section. You may hold your breath here to get to the Pool level.

Level Three: Pool Level

The pool level is unremarkable, except that one of the gauntlets of Helm is here. If you find a place where the floor has been displaced (on the eastern side of the caves), use Perception and find one of the gauntlets here.

Level Four: Dragon Level

The most dangerous level of Helm's Deep is the Dragon Level. Here, a great worm has been stirred to anger, and will attack anyone who comes near it. This dragon has a special enchantment; it will regenerate when slain, and come back to attack again, as good as new. To defeat the dragon once and for all, use one of the gauntlets when it has been slain. This will hurl it into the pit of Helm's Deep. Then, use a boulder to seal the pit.

If you do not have a boulder or the gauntlets, you can escape this event by running to the west as soon as the dragon recovers from your attack.

PART SEVEN: "Isengard and Dunland"

Typical Parties:
Gandalf, Aragorn,
Gimli, Legolas
OR:
Pippin, Merry

The Road to Hariaryn

There are several mountain pathways west of Isengard. These paths lead to Hariaryn, village of the Dunlanders. If you have given the sword to Prince Burlag and secured a strong peace with the Dunlanders, you will be safe from attack; otherwise, those who you encounter will be less friendly. There are treacherous areas where rockslides can wipe out a party of travellers; when you come to one of these areas, use the Rocks that you found near Helm's Deep. Perception may also be used to avoid the landslide.

Beware of the spying crow that flies along the road to Hariaryn. Use a magic bow to shoot it out of the sky before he contacts Saruman, or there may be trouble for you later.

The far northwest passage of this mountain route leads to the nests of the eagles. They

will reward you if you bring them eagle eggs, giving you the word of power !Gwaihir.

Hariaryn, Village of the Dunlanders

Hariaryn is the village of the Dunlanders. If you arrive before the battle of Helm's Deep, you will be the mortal enemies of the Dunlanders, and likely to be attacked. After the battle of Helm's Deep, they are likely to be civil to you, although their hatred for the Rohirrim remains strong.

Sargulk, a Dunlander with an obvious profusion of orc-blood, is a spy for Saruman. He has been stealing eagle eggs from the aeries in the Misty Mountains and giving them to Saruman to use in his experiments. You can use Charisma to pry some of his secrets, but he will run away from you at the earliest opportunity.

Due east of Hariaryn is a passage, protected by Saruman's magic. Use Perception to find the weak link in the passage. At the end of this passage are some corrupt eagles. When they are defeated, you will have found one of the eggs stolen by Sargulk.

Around Isengard

East of Hariaryn is Isengard. The road to Isengard is very dangerous; only the party with

the ents will be able to assault the main gates. There is however, a secret passage on the east wall of Isengard, that will put you in the storage area located under the gatehouse of Isengard. Use Perception where the ground seems soft, and you will find a secret door. Answer "yes" to the prompt, and you will find a secret area under Isengard. This area can also be accessed in the gatehouse.

Southwest of the gatehouse of Isengard is a small forest. If the ents have successfully assaulted Isengard, an ent named Fastroot will be here (on the eastern edge); he has heard that somewhere in Isengard is a record of the legend of the entwines. If you bring him the bark on which this information is recorded, he will reward you.

Within the walls of Isengard are several smaller buildings: the gatehouse on the South, the kennels on the northwest side (containing some of Saruman's wargs) and the barracks on the northeast side of Isengard (containing some Dunland servants before the ents' assault, empty after the assault).

Under the Gatehouse

The Gatehouse is the storehouse of Isengard. Behind its numerous locked doors are guards and

provisions and its armory, which even in the ruin of Isengard, are still very impressive. Picklocks, an Unlock spell, or the Saruman key from Isengard will unlock the many doors of this gatehouse.

The Gatehouse Underground is as follows:

(1) Northwest Passage (to Fangorn ruins)

(2) Library. This library contains a piece of entbark, which contains information on what happened to the entwines. Trading this bark to Fastroot will give you some entdraught.

(3) Guardroom. Several humans are here. They will attack when approached.

(4) Armory. Though most of the weapons of Isengard will have been taken or destroyed, there are still a few weapons of high quality to be found here.

(5) Exit to Isengard (exterior). This takes you to the secret passage outside the walls of Isengard.

(6) Supply Room. This contains some of the finest pipeweed to be found in Middle-earth, coming directly from the Shire.

(7) Treasury. Before the fall of Isengard, 500 silver pennies can be found in this treasury. After the ents have destroyed

Saruman's power, this treasury will be emptied.

(8) Here are found several engines of Saruman, similar to the one in Sandyman's Mill in "Lord of the Rings, Volume One". If the party arrives before the ents battle Saruman, this machine will still be functioning (though like its Shire counterpart, it's easy to sabotage). After the battle against the ents, they will not be functioning.

(9) Food supply room. Though food is scarce in Isen-

gard, a few morsels can be found in this room.

(10) Provisions room. A few items of utility (knives, rope, and torches) are stored in this chamber.

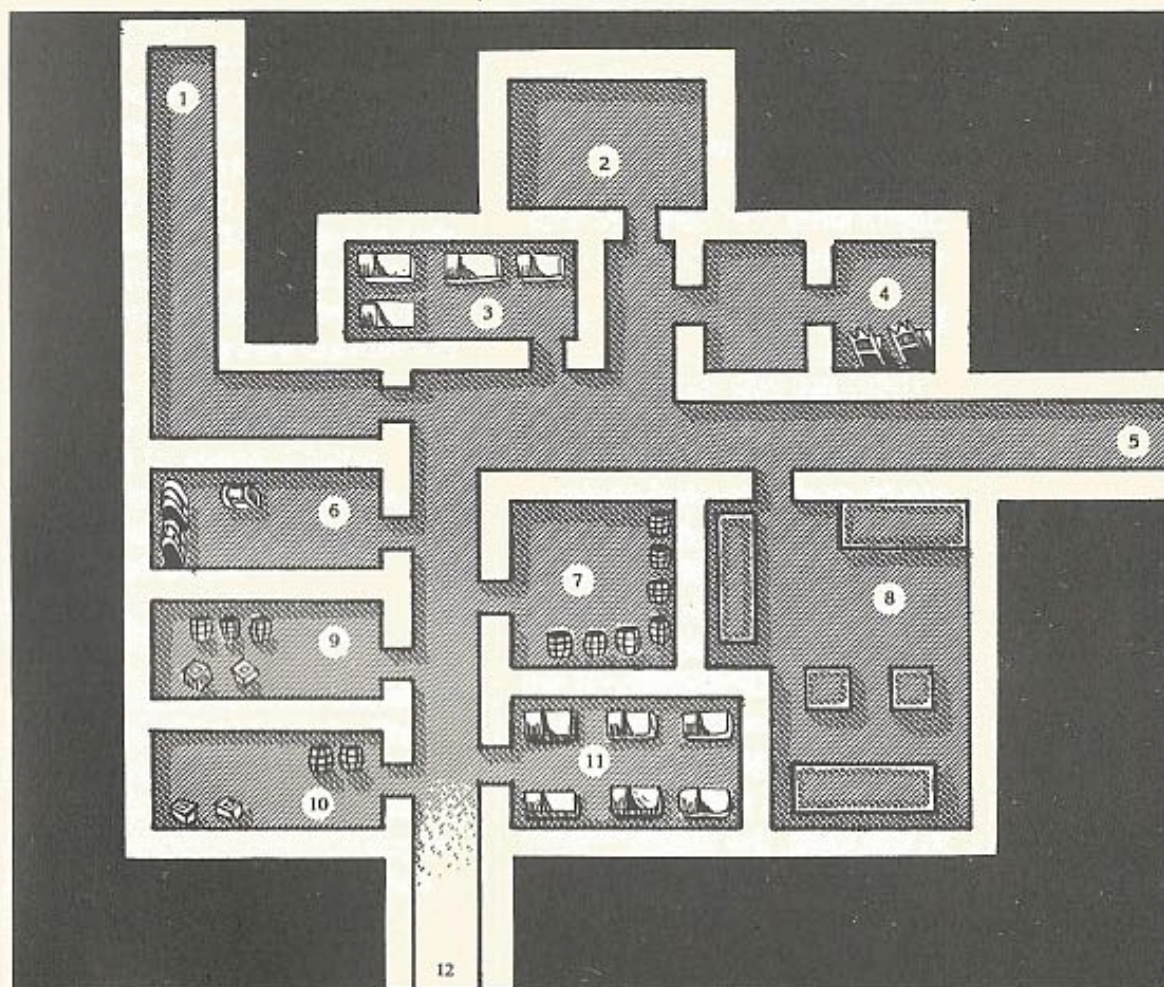
(11) Barracks. This room is empty.

(12) Passage. This leads back up to the gatehouse.

Isengard

Isengard is a tower with four levels. When the victorious party from Helm's Deep ar-

*Under the
gatehouse*



rives, they will have to confront Saruman; this confrontation will most likely take place inside the tower.

Level One

There are several guards in Isengard on the first level. Some guards, frightened by the ents, will be eager to cooperate, even though their information may not always be accurate. Other guards will be more hostile. Hidden on this level is the Saruman Key, which unlocks doors in the Isengard underground. Search carefully.

Level Two

The second level of Isengard contains Saruman's library. Useful skills can be yours with a little reading.

Level Three

There are two very important areas on this level of Isengard. First, behind a locked door, are several corrupted eagles and an eagle that has not yet been warped by Saruman. Defeat the corrupt eagle, and the uncorrupt eagle will give you the word of power !Manwe.

More dangerous than corrupt eagles is a corrupt wizard, in this case, the wizard Saruman. If the Rohirrim are with you, you'll find that Saruman can be very per-

suasive. Use Countermagic or the Bravado skill to counter the effect of his words on the Rohirrim, or you will be placed in battle against your friends! Once it looks like you might be battling Saruman, use a Wizard's Staff or Countermagic to break Saruman's staff. After this, Wormtongue will throw the Palantir at you. Take the Palantir, and this will end the game for everyone except the Ringbearer.

Level Four

The peak of Isengard is a trap, as Gandalf might attest. There is no visible way down, but there are several methods that can be used to leave; the safest is using the word of power !Manwe. Given how slick the sides of Orthanc are, climbing is not advised, but can be used if the party has not earned !Manwe.

PART EIGHT:

"Minas Morgul and Cirith Ungol"

Typical Parties: Ringbearer, Sam

The sole road into Mordor, Morgul Vale is a place of extreme danger. Special caution is required at all times here.

Chirrup

If you carefully search among the trees north of the road and west of the river, you will find a bird, who was sent by the wizard Radagast to help you. If Gollum is in your company, he will insist on trying to kill and eat; ignore Gollum and use either the word of power !Helphelp or !Elbereth to get it to speak. Chirrup knows many useful things, even though he can be a bit dense at times.

The Eagle Statue

An eagle has been turned to stone by Morgul magic. Freeing the eagle will boost party characteristics and provide free healing; to find the eagle, go to the front gate of Minas Morgul, and travel north.

To awaken the eagle, you can use several methods. The simplest is using the words of power !Helphelp; or !Elbereth; if you do not have either of these words, then you will have to find a moonstone of Isildur. The moonstone can be found along the easternmost section mountains; it is easy to find at night, but requires a Perception skill to find it during the day.

Perils of Morgul Vale

There are several items that can be found in Morgul Vale that are perilous to touch. Avoid drinking any water from the Vale, or touching any of the flowers here.

The Bridge of Minas Morgul

The sole bridge in Morgul Vale is a place of extreme danger for the Ringbearer. Though the Witch-King was defeated at Dol Guldur, he was not destroyed, and is leading the armies of Mordor on their attack on Minas Tirith. The tower itself radiates evil magic, and is a deadly temptation to the Ringbearer. Use the words of power !Helphelp, !Elbereth, or the Phial of Galadriel, or a Charisma skill to rouse the Ringbearer.

What Crows Know, Sows Woe

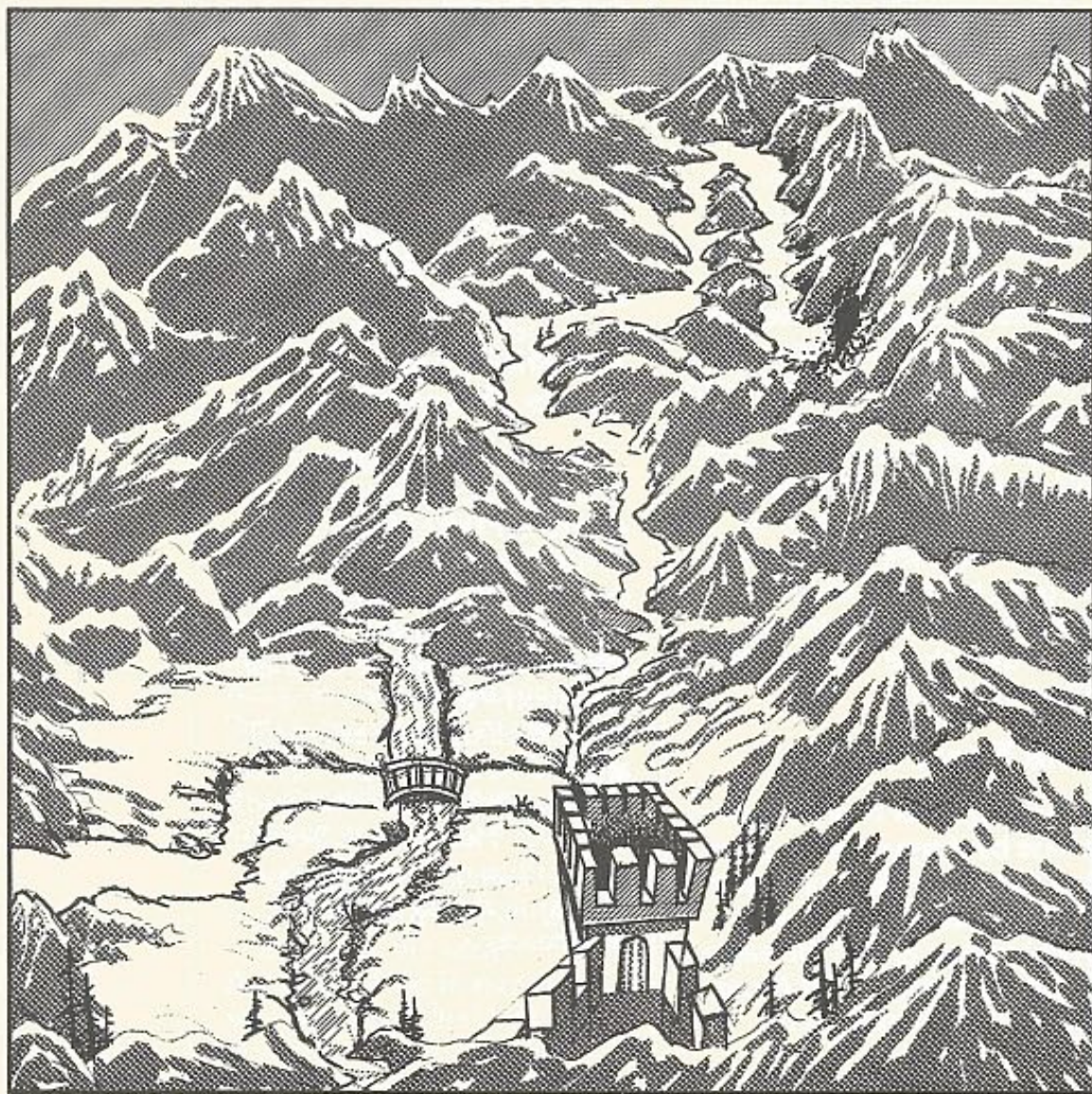
If you cross the bridge of Minas Morgul and turn north, there is a good chance you will find a group of orcs, and a single noisy crow. Unless you want the orcs to know that you are in Morgul Vale, attack the crow immediately and drive it away. If you don't, the

orcs will have search parties wandering Morgul Vale, searching for intruders.

The Gate of Minas Morgul

When you approach the gateway of Minas Morgul, City of the Witch-King, you will receive a warning message telling you that you are nearing

Cirith Ungol



the gate of Minas Morgul. At this point, use your Automap to determine where the gate to Minas Morgul is. Do not go there! Minas Morgul is a place of certain death.

The Stairs of Cirith Ungol

North of Minas Morgul is Cirith Ungol, the Spider's Pass. At one point on the stairs, you will find yourself being pushed back by the difficulty of the climb. Use your Climb skill to get past this difficult area.

Shelob's Lair

The pass of Cirith Ungol ends in Torech Ungol, Shelob's Lair. Shelob is, of course, the largest and meanest spider left in Middle-earth. This is also a place where Gollum will choose to make his ambush.

In the center of the lair, you will find a large amount of webbing. Use Sting or the Spider Sword to break through these webs. If you do not have these items, a torch or the Star Ruby from the Dead Marshes will also do, although they will burn you if you use them.

Once you get by the web barrier, you will have to deal with the treachery of Gollum, and the power of Shelob. When orcs come, use your Hide skill;

otherwise, you have a nasty fight on your hands.

The End, for now.

As in the "Two Towers" novel, the "Two Towers" game ends in a cliffhanger, with the fate of the Ringbearer lying unresolved. There is no way for "The Two Towers" game to be resolved without some sort of a cliffhanger.

APPENDIX: ITEMS

There are many items in "Two Towers". Here is a quick guide to the uses of a few of them.

ANDURIL: The magic sword of Aragorn, originally possessed by Elendil.

BAG OF GOLD: Found north of Estemnet, in the southwest eaves of Fangorn. Found on a dead orc's body after it had been crushed by an ent. This item is needed to fulfill Leofyn's weregild. A bag of gold can also be found in the Mewlip's lair in Ithilien, but this gold is cursed; it should not be taken.

BLACK ACORN: A special seed, prized by Huorns. Found in several caches in Fangorn; the easiest to find is north of the Entwash bridge, along a side path near Treebeard. Trading these to Huorns in combat will pacify them.

BOULDER: Found on the river banks near Helm's Deep. Boulders are required to seal the pit in Aglarond once the dragon has been hurled into it.

BRIDLE, Golden: One of the three gifts of Saruman that were given to King Frealaf of

Rohan centuries ago. It has no special power, but its sentimental value is enormous.

BROOCH, ELVEN: Found south of the battlefield near Fangorn. This item was discarded by Pippin to allow the Fellowship to follow him after he and Merry had been captured by orcs. This brooch adds to a character's defensive skill in combat.

CUP OF ROHAN: One of the three gifts of Saruman that were given to King Frealaf of Rohan centuries ago. This item will heal a character, but may only be used once. This item can be found behind Theoden's throne in the Golden Hall.

ELF CLOAKS: Gifts from Galadriel. In some situations, they can be used to Hide from an enemy's sight.

ENTDRAUGHT: Found near Wellinghall, or given by Fastroot as a reward for finding the Entbark. Adds to a character's strength.

ENTSEED: Found in the elven ruins in the west of Fangorn; these seeds, when planted in the overgrown ruins in the north of Fangorn, will cause a huorn to be born.

ENTWASH WATER: Found at bank of Entwash river, directly east of Wellinghall. Can be used to revive Leaflock and Skinbark.

FISH: A source of food. One of the fishes in Anduin has the stone that fits into the king's head at the Crossroads, this fish can be found at various points along the southern banks of the rivers in Ithilien.

FOUNTAIN WATER: Found in the underground elf ruins in the North of Fangorn. If an acorn has been successfully planted in the ruins, then the fountain water may be taken and used at the bridge that crosses the Entwash.

GALADRIEL'S BOX: A gift from the Lady Galadriel to Sam Gamgee. It has the power to make soil fertile and repair the damage done to nature by those who would despoil it. Usable in the Numenorean crypt near the waterfall in Ithilien, to soften the rubble and create a passage into the crypt.

GAUNTLET: One of the Hands of the Gods. Found on the Pool Level in the Glittering Caves.

HAND OF THE GODS: Magical gauntlets made by Saruman for King Helm, which can give its wearer superhuman strength. Found on the Tomb Level in the Glittering Caves. Also known as the Gianthands.

HEALING DRAUGHT: A magical elixir, originally of elven manufacture, that is

used by certain Northern tribes of Men (including the Rohirrim) to accelerate the healing of grievous injuries. It can be found in many places throughout Rohan.

HERUGRIM: A magical sword belonging to King Theoden of Rohan. It is located in the king's bedchamber on the main level of the Golden Hall.

HOOK: Required to get the fish that has the stone. Found in Ithilien.

HORN (of Helm): An item of great importance to the Rohirrim. Using Helm's Horn at the last stand of the battle of Helm's Deep reduces the number of orcs you must fight.

IRON KEY: One of three keys of Saruman possessed by Wormtongue, and hidden in the chest in Wormtongue's chamber.

LEMBAS: Found near Rauros. Food item.

PALANTIR: Found after final confrontation with Saruman at Isengard. Taking this item will end the game for the parties on the west side of Rauros.

PRINCE'S ARMOR: The armor of the late Prince Theodred of Rohan. Found in Dunharrow.

PRINCE'S SWORD: The sword of the late Prince Theodred of Rohan. Found in Dunharrow.

PHIAL of GALADRIEL: Found near Rauros. A magical light source, created by Galadriel, which captures the light of Earendil's star. It is a source of light and holiness, and is used to dispel threats from powerful enemies, such as the Witch-King and Guldathel.

ROCK: A stone, found beside rivers near Helm's Deep. Rocks can be used in the mountain path to the Dunland village, to reinforce areas where rock slides are likely.

SCEPTER: One of the three gifts of Saruman that were given to King Frealaf of Rohan centuries ago. It has no special power, but its sentimental value is enormous.

SOURCE WATER: Found on the banks of the Entwash source, found in the southeast portion of the elven ruins in Fangorn.

SPIDERBANE: A very potent poison. Do not drink this! This is found in the cellar of the Golden Hall, and can be disposed of safely by discarding it in the hearth of the Golden Hall.

STAR RUBY: A holy elven relic, created by Celebrimbor, maker of the three elven

Rings, given as a gift to the Kings of Gondor. The gem is a powerful weapon against evil spirits, but not against the Nazgul. It is found in a tomb that can be found by falling into one of the sinkholes in the Dead Marshes.

STATUE HEAD: This item is . Found near the Crossroads in Ithilien.

STONE: This item is found in the fish by the banks of the rivers in Ithilien. This fits into the statue by the Crossroads.

STING: Frodo's enchanted dagger. Found on Frodo.

SWORD, Harca's: Found in burnt forest north of Estemnet. Non-magical item required for Leofyn's weregild.

WATER: See Entwash water.

WIZARD'S STAFF: An item possessed by Gandalf. This item can be used to cure Theoden in Edoras.

WORM: Usable on the fishing pole to catch the fish that ate the stone of the Crossroads. Found in Ithilien, in several locations.

WORDS OF POWER

!EDRO: Found in the library on the second level of Orthanc (Isengard). This word of power is the only way to enter the Eagle chamber on the third level of Isengard.

!ELBERETH: This word of power can be gained in three places: in the tower of Gulwathdel, when the Phial of Galadriel has been used to free the spirits trapped in Gulwathdel's cauldron; by Nendol, after you have traded the Spirit Key to Vorondur and fulfilled Nendol's oath; and in Morgul Vale, when the eagle has been restored. Using !Elbereth in combat against any Black Rider will cause him to flee, except the Witch-King.

!FELAGUND: This word of power is gained when the Fellowship has led Sunhood to drink from the pool of the Mearas east of Estemnet. This word of power will cure Theoden of his (Wormtongue-inspired) illness.

!FIMBRETHIL: This word of power is gained when the Entmoot has sent the Fellowship away in search of Skinbark and Leaflock. This word of power can be used prior to the combat against the orcs in Skinbark's grove, and will summon huorns, whose dark presence will cause the orcs to flee.

!MANWE: Found on the third level of Orthanc, the tower of Isengard, after Saruman's corrupted eagles have been defeated and the imprisoned eagle has been released. Usable on top of Orthanc, to summon eagles to carry you away.

!GWAIHIR: Found at the end of the long passage northwest of Haryarn, village of the Dunlanders, after you have retrieved the eagle egg that was stolen by Sargulk. When you meet the eagles that dwell at the end of this pass, they will give you !Gwaihir, a word of power that will summon eagles to transport you to many convenient places. This word of power is not always reliable.

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NOTES

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