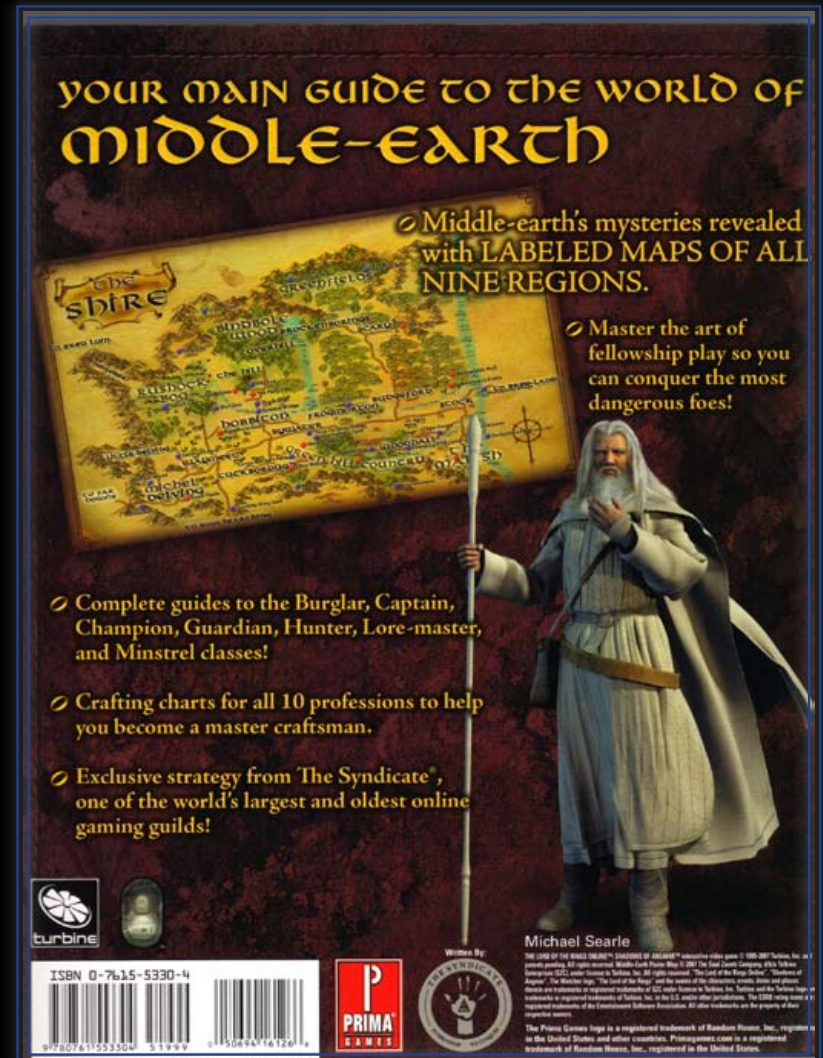
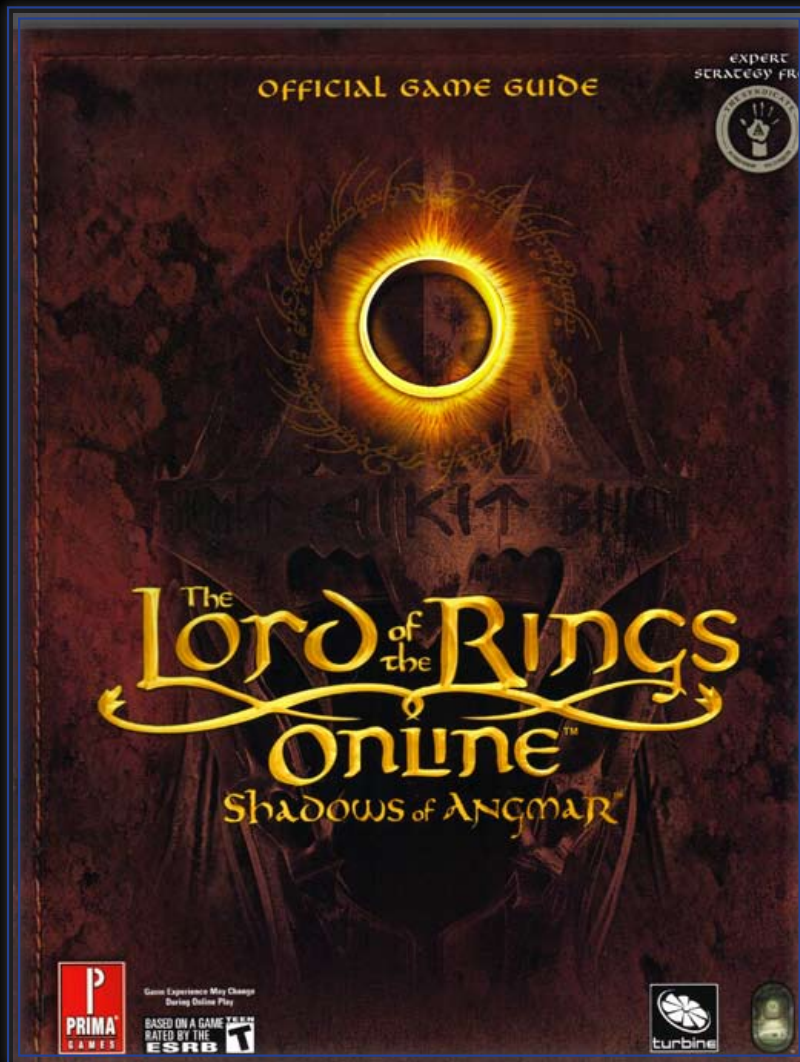


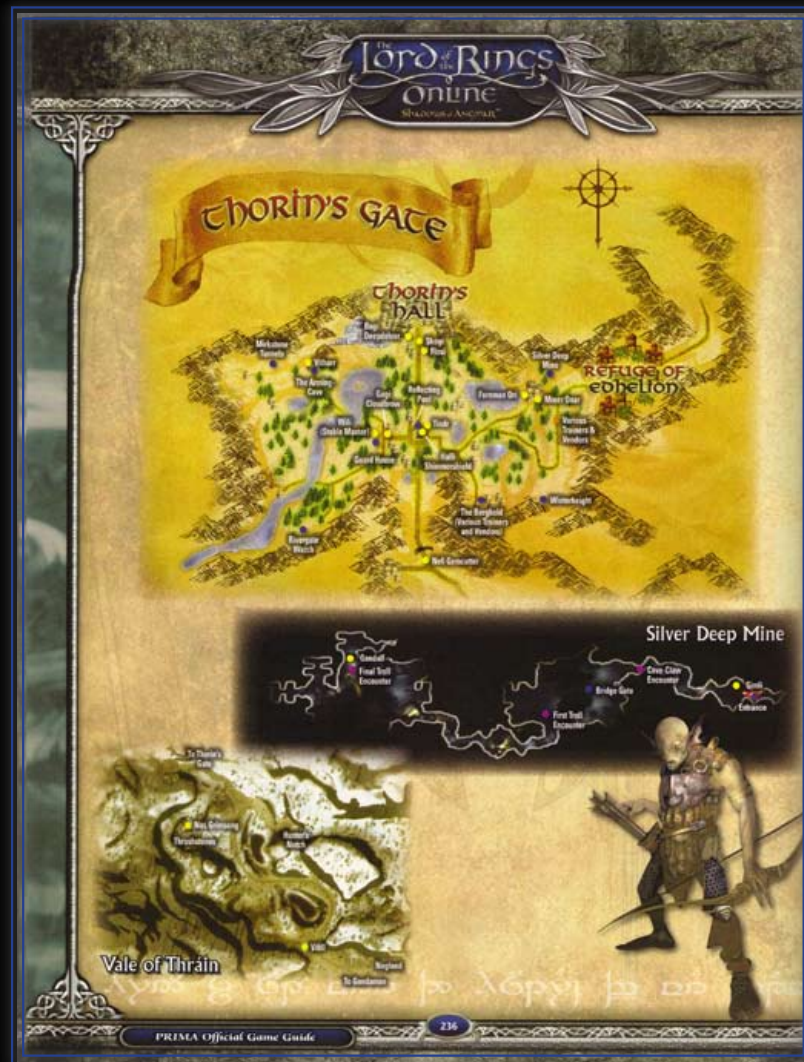
Lord of the Rings Online: Volume 1

The official game guide for *Lord of the Rings Online: Shadows of Angmar*, approved by the Tolkien Estate, included a comprehensive rundown on every class, region and hobbit hole. Mike led the team on this book and did a ton of writing for it. He even plotted thousands of locations and objects, and designed the book's maps.



Lord of the Rings Online: Volume 1 (continued)

For Volume 1, all of the Middle-earth races and character classes were fully explored, along with strategy tutorials and detailed tables to master your profession. Handy maps of areas like Thorin's Gate or the Silver Deep Mine gave key locations, whether you wanted to purchase weapons or complete storyline quests.



Character Creation

In the Third Age, amidst the gathering of the Shadow and the plotting of Men and Elves, there shall come a hero into the land. Though great armies amass in the hard mountains of Mordor or along the long plains of Rohan, he shall not lead these troops into battle. His is a smaller fate, one that changes the lives of the common folk of towns like Michel Delving and Esteldin. With rumors of the One Ring in the hands of one lonely adventurer, this hero shall take up the sword, the shield, or the staff to defeat the darkness that threatens to devour the light.

One hero battles against evil Dwarves, vicious Wargs, and cold wraiths, questing for long-lost lore and striving to make a difference in these ominous times. He shall forge courage in his heart and inspire his fellows to the deeds of legend.

That hero is you.

The Races of Middle-earth

There are four races in *The Lord of the Rings Online*: Shadows of Angmar, Men, Elves, Dwarves, and Hobbits. Your race determines which classes you can play. The Race of Men can play all the classes; Elves have access to Champion, Guardian, Hunter, Lore-master, and Minstrel; Dwarves can begin as Champion, Guardian, Hunter, and Minstrel; and Hobbits can learn Burglar, Guardian, Hunter, and Minstrel.

You can also choose your character's sex (though with Dwarves, you can't tell the difference). Gender does not affect gameplay.

The differences in the races' characteristics can affect early adventuring, so think carefully about your race choice in regards to your class.

RACIAL BONUSES

	Men	Elf	Dwarf	Hobbit
Might	+15	-	+15	-8
Agility	-	+15	-8	-
Vitality	-	-	+10	+15
Will	-8	-	-	-
Fate	+15	-8	-8	-

Men have four racial characteristics that shape their nature. Gift of Men adds 15 Fate. Strong Men adds 15 Might, while Diminishing Mankind subtracts 8 from Will. The Easily Inspired characteristic helps a Man gain more Morale when he is healed.

Elves are born into Middle-earth with different characteristics than Men. Agility of the Woods gains them +15 Agility; Fading of the First Born subtracts 8 from their Fate scores. Sorrow of the First Born subtracts 20 from your Max Morale and 1 from your Morale Regeneration out of combat. Suffer No Illness adds 1 percent to Disease Resistance and 1 percent to Poison Resistance.

You can customize your Elf to a particular style.

Dwarves, as you may guess from their small, muscular bodies, are the toughest race. Sturdiness adds 15 to Might, 10 to Vitality, and 1 percent to Common Resistance (normal melee damage). Unwearying in Battle adds 0.5 Morale and Power Regeneration in combat. All good things, except the brown, comes at a price. The Stocky characteristic subtracts 8 from Agility, and the Dwarf drops 8 Fate to Lost Dwarf Kingdom.

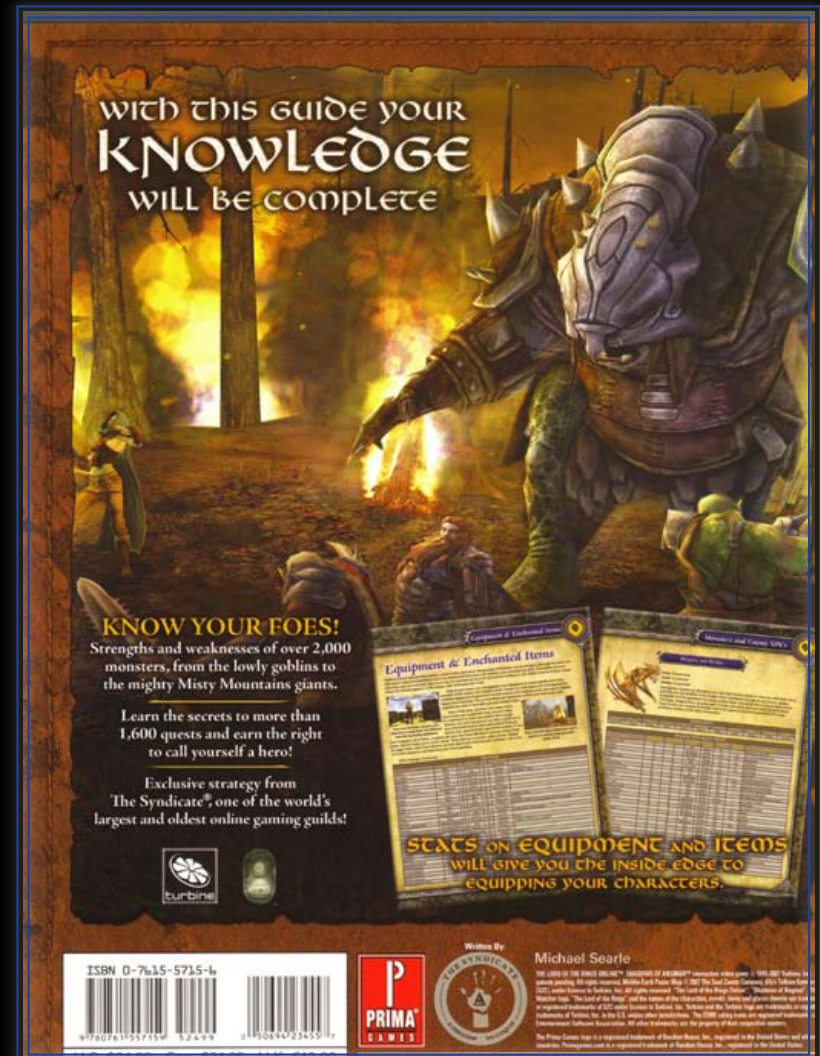
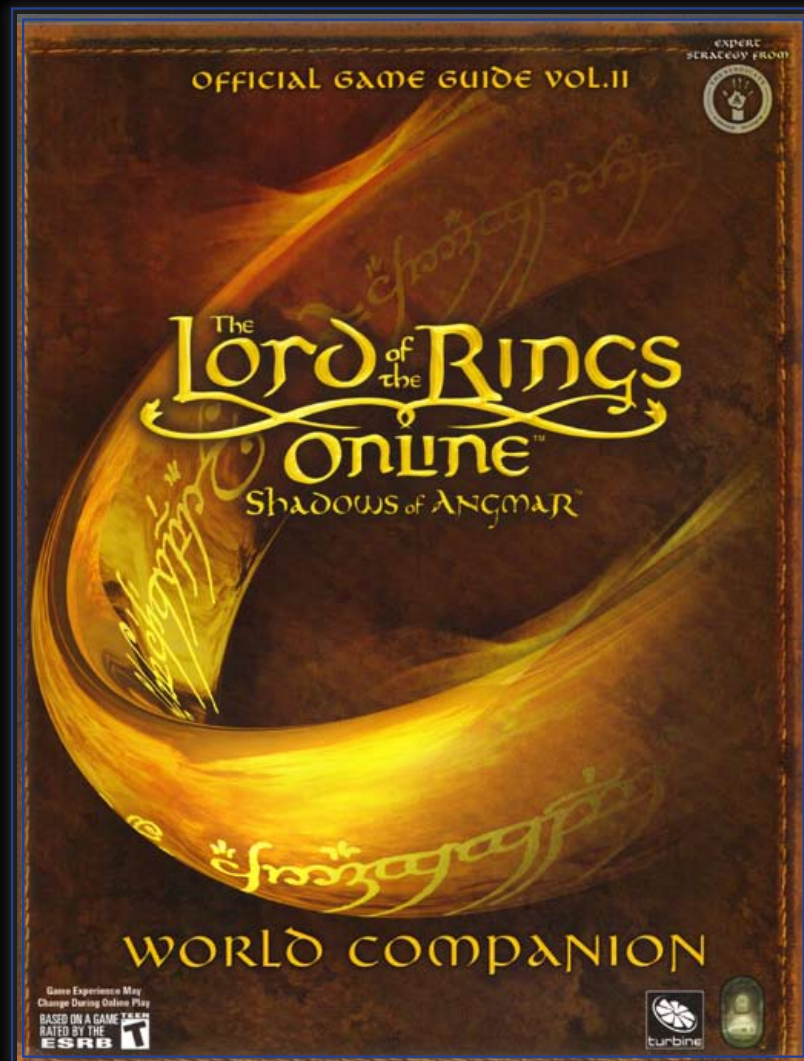
Hobbits are the most resilient of the bunch. Rapid Recovery adds 1 point a second to Morale Regeneration out of combat. Hobbit Courage adds 1 point a second to Fear Resistance. Resist Corruption improves your Shadow Resistance by 1 point a second, and Rapid Recovery adds 1 point a second to Morale Regeneration out of combat. Hobbit Toughness injects the little fellow with +15 Vitality; however, Small Size reduces a Hobbit's Might by 8.

Each race also dictates which zone you'll start in. This could have a huge effect on your early quest choices. If you begin in Ered Luin, for example, your early quests may only take you through that zone and, perhaps, the Shire. Bree-land's early quests may then go unexplored.

The races begin in the following zones: Men start in Bree-land, Elves start in Ered Luin, Dwarves start in Ered Luin, and Hobbits start in the Shire.

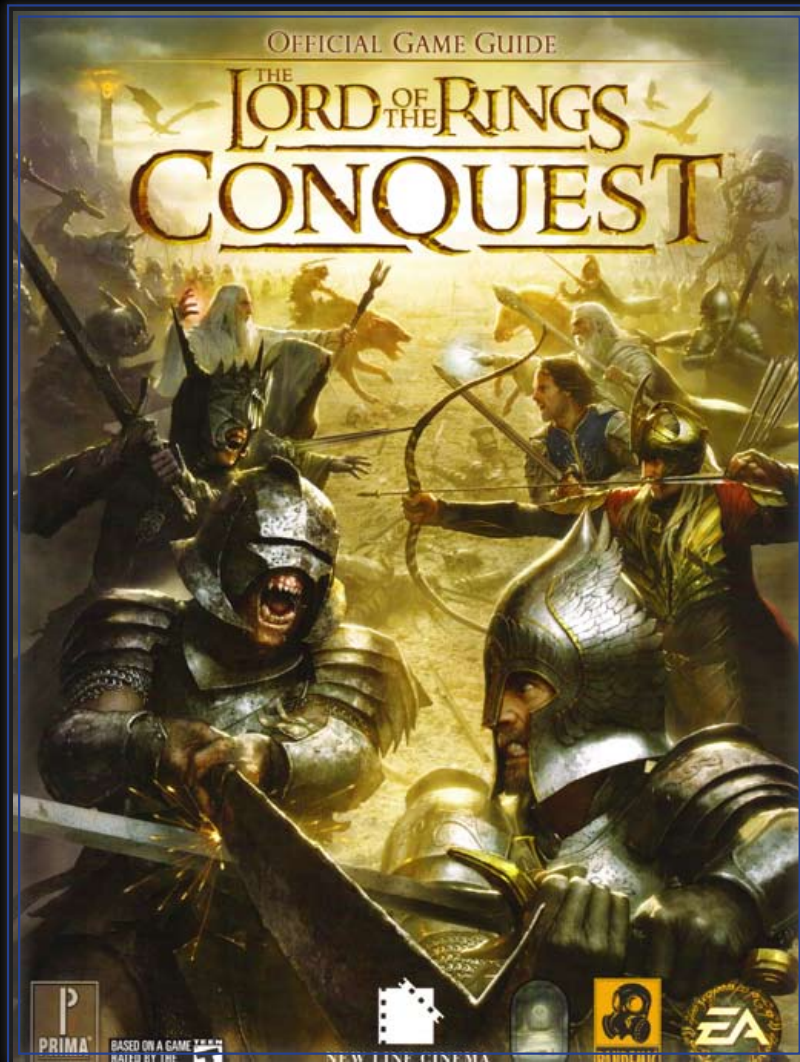
Lord of the Rings Online: Volume 2

The herculean effort for this massive project spilled over into Volume 2. Together the two volumes contained more than 700 pages, with details only a true Tolkien scholar could know. The books took 5 months to assemble.



Lord of the Rings Conquest

Unlike the online game, *Lord of the Rings Conquest* allows you to play as one of the Fellowship as you battle Sauron's minions throughout Middle-earth. Mike wrote the entire book immersed in levels about Helm's Deep, Isengard, the Mines of Moria, Minas Tirith...all the way up to the Black Gates below Mount Doom.



Lord of the Rings Conquest (continued)

The walkthrough chapters examined each mission objective and the optimum path to victory. Here the strategy details how to play the Balrog in “The Black Pit of Moria” scenario as you side with Sauron against the Free Peoples and try to slay Gimli or overpower the good guys in Cooperative Play.

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LORD OF THE RINGS CONQUEST

OBJECTIVE 9: BRING THE stone to the altar

CLASS RANKING
 Scout

SCOUT
 As the Scout, you can bring the second Stone to the altar without ever being touched. Cloak and run across the bridge, up the stairs to the original Stonebearer chamber, then down into the central chamber where the altar is located. Of course, you may need to slay a few more Gondorians to reach the 25 total from last objective, but that's okay. You must kill the 25 before you can return the Stone, so it doesn't matter if you do it earlier or later in the journey.

WARRIOR
 Basically, the strategy is the same for the Warrior as the Scout. Run to deposit the Stone at the altar if you have all 25 Gondorian kills. If not, bash some heads, then run the distance.

MAGE
 As with the Scout and Warrior, pick up whatever Gondorian kills you need along the way to the altar. When you see an opening through the defenses, take it and return the Stone as soon as you can.

ARCHER
 He follow his buddies. Run to return the Stone if you already have the 25 Gondorian kills.

COOPERATIVE PLAY
SCOUT AND WARRIOR
 INVINCIBLE ON WITHER BLADES SMILING, YOU CAN FULFILL THE OBJECTIVE HOWEVER YOU LIKE, EASY OR HARD. EITHER MAKE AN ALL-OUT RPO OR TAKE IT SLOW AND CUT DOWN THE ENEMY RESISTANCE.

OBJECTIVE 10: kill gimli

CLASS RANKING
 Balrog

BALROG
 When you deliver the second Balrog Stone, you resurrect the mighty Balrog itself! You get to play with its awesome power, whether it be reaping foes with your Flame Sword or razing them with Breath of Morgoth. All that remains to win the day is to kill one more foe: Gimli. Balrog vs. Dwarf may seem like a mismatch, but he's a lot more difficult than appearances would suggest.

the black pit of moria
 Rise of Sauron

THE BALROG

Description
 THE BATTLE OF MORIA SETS UP FOR A REMATCH. ONCE THOUGHT DESTROYED BY GARDALF AND COMPANY, THE BALROG HAS ACHIEVED TO RETAKE MORIA WITH THE FORCES OF SAURON. IT'S HIGH TIME CAUSES MOST ENEMIES PROBLEMS. FORCED TO GET IN CLOSE TO DEAL DAMAGE, ENEMIES OPEN THEMSELVES TO THE BALROG'S OTHER FLAME SWORD AND BREATHING POWERS. BRAGHS OF MORGOTH, WITHOUT GARDALF, WHAT HOPE DO THE FORCES OF GOOD HAVE?

WEAPONS
 • FLAME SWORD

SPECIAL ABILITIES
 • TRAMPLE ATTACK
 • BREATH OF MORGOTH
 • VALARATHAR, SHAM

tip
 The Balrog's Valarathar Smash is an area-effect attack that knocks all affected off their feet. Follow up with a Trample Attack or Breath of Morgoth to mass-kill any who still breathe.

ARCHER
 Because Gimli can hurt you so well in melee, your next approach should be with the Archer. Keep him at range with your attacks, and save Fire Arrow to blast him backward whenever he reaches melee range. As with the Mage, continue your consistent damage to relieve him of Moria once and for all.

WARRIOR
 It'll be a real tussle as the Warrior and Gimli crack heads. A fire Sword against a fiery axe makes for some great fireworks, and the Warrior can come out on top if he blocks effectively and counterattacks with style and force.

MAGE
 If the Balrog should fall, it'll be up to the Mage next. Throw Fire Stairs on top of Gimli, and use Shockwave when he charges you. If necessary, singe him with Lightning while your other abilities recharge. You might not have the power of the Balrog, but you do have the power of the Mage, which is enough to kill the Dwarven Lord.

COOPERATIVE PLAY
BALROG AND MAGE
 THE MAGE HANDS OUT BEHIND THE BALROG AND HEALS WHENEVER NECESSARY. THE BALROG DOES THE REST. GIMLI WOULD BE SMART TO GO AFTER THE MAGE FIRST. IF HE TAKES TWO, THE SHOCKWAVE TO PUSH HIM AWAY AND THEN RETREAT SO THAT GIMLI DOESN'T HAVE THOSE BALROG ATTACKS TO REACH YOU AGAIN. MISTAKES LIKE THAT WILL END THE DWARF'S HOLD ON MORIA IN MINUTES.

INTRODUCTION • CHARACTERS & CLASSES • WAR OF THE RING • INSTANT ACTION • ACHIEVEMENTS & TROPHIES