

The Lord of The Rings: The Return of The King Frodo Guide

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This walkthrough was originally written for The Lord of The Rings: The Return of The King on the GBA, but the walkthrough is still applicable to the PS2 version of the game.

FrOdO GuIdE

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*****Version history*****

Version 0.45
Oct. 28 2004

Version 0.47
Oct. 29 2004 (created)--
Just fixed a few glitches in the items section and elsewhere, including that footwear glitch.
Better leveling up for later game guide. Added bonus map enemy guide and strategies.

*****Why Frodo? *****

Many people have asked why they should play as Frodo, when there are so many stronger, more defensive or cooler characters, such as Legolas

I say we should reconsider. Frodo active skills are not the strongest, but the One ring is one of the most killing moves to enemies. Snare and knife Throw are both comparatively cheap and are good at picking off single enemies. Frodo is more fun to play with than other characters, such as Aragorn, where all you do is press B. With Frodo you are forced to consider using a variety of moves and tactics to defeat your enemies

Frodo's game, although not great for EXP after the first few times through, covers a variety of cool locations and hidden areas, plus he can get an artifact, which will help you unlock the Weathertop bonus lvl. The Frodo experience for LOTR: ROTK is a must

*****SKILLS*****

//////////PASSIVE\\

Luck: lvl 2 (+1 to all attributes/lvl) This is a good skill, +5 to all attributes when maxed, but really not good enough to get early on.

Fearless: lvl 2 (+1 armor toughness/lvl, +5% resist fear/lvl) A must have for Frodo who can use poor armor, +5 armor toughness really helps. Max ASAP.

Nimble: lvl 2 (+4% to dodge /lvl) This is OK, you decide. You could either go with this or an active skill, such as Snare.

Hardy: lvl 4 (+15 HP/lvl) OK, a few extra HP. Get it only if you seem to be dying a lot. BTW, fearless helps also is probably better to get or lvl up the health stat.

Woodsman: lvl 5 (+2 dmg to animals/lvl) DON'T GET THIS. The only animals you will ever be fighting are wargs and crebain. These will appear once per every 40 other enemies (wargs). Crebain you kill already. WASTE OF A POINT.

Iron Will: lvl 8 (+10% health regen at low HP) Not that great, it becomes OK after a few points but sucks before that. Don't really put your points into this, unless you seem to be almost dead all the time.

Wise: lvl 15 (+3% EXP bonus/lvl). You probably won't want to put points into this the first time through the game, can be useful at high levels for getting that little bit of extra EXP though.

Battle Scarred: lvl 15 (+1 armor toughness/lvl) Really much like fearless, this is really going to help you so get it. That extra armor will compensate for the fact enemies are killing you in 2-3 hits at the end of the game

The Precious: lvl 20 (When wounded, 10% chance of entering a rage and doing triple damage for ten seconds) Wait, am I playing as Aragorn? It'll seem like it. Doing a good 20-30 dmg for Frodo on lvl 20 will mean your doing 60-90 when the precious is on. Great for slaughtering lots of hard enemies.

//////////ACTIVE\\

Knife throw: lvl 2--25 SP (Frodo throws his knife, +1 damage/lvl) Put a point in this early to take out crebain, even at MAX its not great for anything else.

Snare: lvl 2--35 SP (Frodo sets his trap doing 5 +3 dmg/lvl. Can set one additional trap/lvl.) Very cheap and effective. Choose this or nimble. If you go with this, you might consider a few more points in courage.

Galadriel's Cloak: lvl 2--40 SP (Cannot be seen for 2 sec +2/lvl) HE CANT MOVE AND WATS THE POINT OF THAT IF YOU GOT THE ONE RING? Exactly. really don't get it, you will be better served either to run or use the ring.

The One Ring: lvl 3, start already with 1 point, improves every 3 lvls--75 SP (Become invisible for 5 seconds +2/lvl, can move around and attack). This is, in my opinion, Frodo's best skill. It KICKS butt!! Combos up well with a weapon with backstab. Trolls go crazy and kill their helpers trying to find you so it's effective vs. them. NOTE: The Ring corrupts you a LOT. If you plan to use it, lay off cursed items or the Morgul Runes, and be careful about birds (lucky for you Frodo's campaign has SO many).

Ring's Persuasion: lvl 12--150 SP (10% chance/lvl of converting enemies into allies. Lasts 10 sec, +5/lvl). Really not that great of a skill until 4-5 points are into it. Don't worry about this one, as it won't help you too much.

Herbal Healing: Cannot be Improved, no SP (Frodo uses a kingsfoil herb to heal himself). Really the bread and butter healing. Nothing else to say. If you need to know how this works, look at the game manual, I'm not here for that!!

*****Stats*****

The 2 Frodo configurations are very similar for 1 reason: Frodo has no "POWER" skills, so its all going to come down to the B in the end, with skills in a supporting role. It's just a question of how much of a role you want those skills in.

//////////STARTING SKILLS\\

Strength: 16
Accuracy: 21 (boosted +2 by your starting weapon--Dirk)
Health: 18
Defense: 28
Courage: 30

//////////Active Frodo\\

An active Frodo relies on the One Ring, knife throw and snare to kill off enemies.

It is important to have good courage but you will need to still be fighting many of the enemies as The One Ring, Frodo's best skill, requires you to kill the enemy the good old-fashioned way: B. I'll bet you no-one can finish this game, first time, without using the B button, so he's actually quite similar to a Fighting Frodo.

Get Skills in this Order: Accuracy>>Courage>>Defense>>Strength>>Health

Accuracy: I read somewhere accuracy was "One Stat to Rule Them All" Its too true. A lot of beginning players make the mistake of worrying too much about damage. IT DOESN'T MATTER HOW MUCH DAMAGE YOU DO IF YOU CAN'T HIT THE ENEMY. As you're going to be doing the vast majority of your killing strokes with the B button, Accuracy is a must have. The only character that can get away with low accuracy in my opinion is a Spells Gandalf.

Courage: You probably won't need this any higher than 100 as 2/3 of Frodo's skills that you will be using are cheap, but if you don't have enough SP

you're going to be in trouble.

Defense: A must-have for Frodo, especially in the later lvls where enemies are 10 times your size and do ten times your damage.

Strength: Not that important of a stat, but if you don't do much damage you'll be hacking and slashing forever. You could raise this stat up to around 50 eventually, but you could also opt for higher damage items.

Health: This stat would be more important if Frodo didn't have so many ways to get by without it. The move hardy (see above) is a great alternative if you are working on another important stat. Or, you could just get health boosting items. NOTE: HP is also raised by 1 pt./pt. on strength. Also raised by Courage.

//////////Fighter Frodo\\

Although he looks weak, even Frodo can be a good fighter, just up there with the rest of them by doing the fighter thing.

Again, Accuracy and Defense are your most important skills.

Get Skills in this Order: Accuracy>>Defense>>Strength/Health>>Courage

Accuracy: Again SO important, especially for a fighter as all hinges on that one B attack. This should be the one skill you've MAXED early and continue to improve with better items late.

Defense: A bit more important now that you've got only your sword between you and a horrible death. You should only start working on defense, though, when Accuracy is around 60, then switch them off until they're near MAX or at least 120 each.

Strength (Aggressive): If you go this way, you are hoping to kill the enemy before he can hit you. Make sure this is your priority to get to around 90 after Acc./Def. are MAXED.

Health (Defensive): In this setup, you can take a few hits and before you kill the enemy. You should get this to around 100 before starting on strength. In general, this is a much better tactic if you are fighting tough enemies such as Trolls, Ringwraiths or Bosses, or Orcs on Grueling.

Courage: Right where it needs to be. You will basically never need to use this as its positioned fine for you to use The One Ring about once or twice/area. In general you could only use it a bit more then this because of the corruption.

*****Walkthrough*****

COMING SOON WHEN I HAVE A LOT OF TIME!

*****Leveling up Frodo Later in the Game*****

Frodo does not have a great path for EXP; I would even go so far as to say it sucks. Here are some things you can do to maximize your EXP:

1. MAX Wise. A 15% EXP bonus means you grow lvls 15% faster (am I

right, please email me?)

2. GO to bonus Maps. By the time hes on lvl 17-18, you shouldn't be playing his regular game any longer.

3. Play Multi-player. Playing on Aragorn/Legolas/Gimli's path late in the game is EXP MEGA.

4. KEEP AT IT! Frodo requires patience but, in my opinion, is the most rewarding.

//////////Bonus Map Guide\\

1. MORIA (longest and easiest bonus map)

- Regular Goblin: Take him out with regular B unless in very large numbers
- Green Goblin: Take him out with B if you can, or use traps.
- Regular Goblin Archer: Take out with B, easiest enemy
- Green Goblin Archer: Should be able to take out with B, or use traps/knife throw if necessary
- Small Spider: Use traps if you need to, if you are on low health run as they can surround you
- Normal Spider: Easy kill with B, knife throw or traps
- Green (Poison) Spider: The same as above, but a bit more damaging and can poison you, be more cautious
- Swarms: Annoying, but easy kill with B or knife throw
- Half Troll: Use the Ring if necessary, these can kill you pretty easily on low levels.
- Large Troll: DEFINITELY use the One Ring, if you are anywhere below lvl 20, or 25 hard/higher on grueling.
- Goblin Drummer: Very annoying, but don't become worried about them because they cannot make Ringwraiths come by themselves. They're speedy and can be taken out easily with B if you can lay them a good blow
- Cave Troll: The big guy. If you thought the troll at the end of area #3 was big, you're going to be surprised. The One Ring is definitely the way to go on low lvls, or if you're playing Grueling and your health is not MAXED

2. Helm's Deep (Virtually the same as the in TTT, but harder than Moria)

- Uruk-Hai: Easiest enemy=easy kill
- Dark Uruk-Hai: Only a little tougher, use B again.
- Suicidal Uruk-Hai: Stay away from their suicide bombs and try and trick them into blowing up their friends
- Two-Sworded Big Orc: Use B, or the Ring, as you won't have time on the deeping wall with all the explosions to set traps
- Orc: Use B
- Big Shielded Orc: Don't attack these as they can be difficult to kill for Frodo, wait until the half trolls come out which kills them
- Red Uruk-Hai archer: Not so difficult, use B but don't set traps as it'll be harder to get the archers to chase you
- Half Troll: Use the Ring if necessary, these can kill you pretty easily on low levels.
- Large Troll: DEFINITELY use the One Ring, if you are anywhere below lvl 20, or 25 hard/higher on grueling.

3. Weathertop (There is a good tactic for this on Normal, but if on Hard/GRUELING its pretty near impossible-the 2nd hardest (normal) and hardest (hard/grueling) bonus map)

- Ringwraith (Normal): The only enemy you'll fight here, and they are the most difficult enemies in the game. Although not incredibly difficult for a lvl 40+ Frodo, they kick Frodo's butt before lvl 30. If you want to fight them, run around the fire, forcing the wraith into it. After around 4-6 seconds in the fire he'll die
- Ringwraith (Hard): This time it's more difficult to execute the fire trick, but it can be done. Multiple wraiths will sometimes spawn. To

pull this one off, you'll need to be lvl 35-40+

- Ringwraith (Grueling): I really can't help you here as my Frodo (lvl 39) can't fight them. If you're going to give it a shot, I would suggest having Accuracy MAXED and Defense nearly there, + good items you've found playing on Grueling. This is the ultimate test of a Frodo's ability.

- NOTE: Don't try the Ring on Nazgul. It doesn't work. Yes, they can still see you and it raises you're corruption

4. Fangorn Forest (3 areas of crebain, goblin drummers, and the toughest orcs around, aided by the occasional troll)

- I will be adding this in with my next update

- NOTE: Fangorn is a REALLY laborious task to get. You'll have to beat the game with every character!

*****Item Guide*****

//////////Prefixes and Suffixes\\\\\\\\\\\\\\\\\\\\

Look for these items for your Frodo, and here's what they do.

Of the Towers +9 Defense, +1 Wisdom

Of the Undead -25 SP, +15 Health (Fighter Only)

Of the Dark Lord +10 All Primary Stats, -90% corruption resistance (Grueling Only)

Peculiar. -27 strength, +31 defense, +10% EXP Bonus (Active Only)

Judgment's +3 dmg, +5 All Primary Stats (Grueling Only)

Of the Witch King +10 dmg, -90% corruption resistance

MORE TO COME.

//////////Item Usage\\\\\\\\\\\\\\\\\\\\

Armor:

Cloth Shirt (Yes)

Woven Shirt (Yes)

Padded shirt (Yes)

Leather Jacket (Yes)

Boiled Leather (Yes)

Brigandine (Yes)

Ringmail (Yes)

Chainmail (Yes)

Scale Mail (Yes)

Lorica (Yes)

Double Mail (Yes)

Lamellar (NO)

Breastplate (NO)

Corselet and Full Corselet (NO)

Weapons:

Spoon (NO)

Flint Knife (Yes)

Dirk (Yes)

Dagger (Yes)

Quillon (Yes)

Knife (Yes)

Long Knife (Yes)

Rudius (Yes)

Shortsword (Yes)
Courtsword (Yes)
Orcsword (Yes)
Galdius (Yes)
Cutlass (Yes)
Sabre/Cavalry Sabre (Yes)
Smallsword (Yes)
Backsword (Yes)
Scimitar (Yes)
Estoc (???)
Falchion (Yes)
Steelsword (???) - Pretty sure you can, will check up on
Broadsword (???)
Serrated Sword (NO)
Uruk Sword (NO)
Dastard Sword (NO)
Soldier Sword (NO)
All 2H Swords (NO)

Shields:

Buckler (Yes)
Small Shield (Yes)
Heater Shield (Yes)
Round Shield (Yes)
Kite Shield (NO)
Large Shield (NO)
Tower Shield (NO)

Axes: (Valuable Weapons--they do more base damage than the knives/small swords)

Hatchet (Yes)
Axe (Yes)
Flat Axe (Yes) - best base damage for any Frodo weapon
Others: (NO) - this means every other axe not listed here he can't use

Maces:

Mace (Yes)
Long Mace (???)
Others: (NO) -- this means every other axe not listed here he can't use

Clubs:

Club (Yes)
Heavy Club (Yes)

FRODO CANNOT USE STAFFS OR BOWS

Helms:

Hood (Yes)
Cap (Yes)
Coif (Yes)
Pothelm (Yes)
Helm (Yes)
Imperial Helm (Yes)
Grethelm (NO)
Crown (Yes)

CAN USE ALL GLOVES, AND NECKWEAR

CAN USE ALL CLOAKS EXCEPT:

Robe
Tabard

Vestments

NOTE: FRODO CANNOT USE FOOTWEAR. INSTEAD HE CAN USE ANOTHER NECKWEAR ITEM.

*****Contributions*****

If you have any contributions to this guide, questions, comments
suggestions, etc., please contact me at

Willkillsbro@gmail.com

I will be giving out FREE Gmail accounts to anyone who wants one and
sends me a valid idea/contribution. PLZ INCLUDE in your email:

Name/Account Name
Email Address

*****Still to Come*****

LOOK FORWARD TO A FINISHED WALKTHROUGH AND AN IMPROVED ITEMS GUIDE FOR FRODO!!
ALSO TO COME IS TITLE ART

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