


Shadow of war galadriel trophy guide

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Estimated trophy difficulty: 3.5/10 Approximate amount of time to platinum: 40-50 hours (easy difficulty) Total trophies: 53 (1, 1, 11, 40) Offline Trophies: 49 (1, 11, 37) Online Trophies: 4 (1, 3) Number of trophies misses: 3 (Operation, It came from within, Vandal) Glitched trophies: 0 Lee's difficulties affect trophies?: No, can do everything at easy Minimum Playthroughs: 1 Welcome to The Middle East: Shadow War Guide! It's a very nice platinum with a mix of combat trophies (some of which you have to dig deeper into the nemesis system), history trophies, collectibles (all marked on the map) and complete based tasks. You can do everything at easy difficulty. The game consists of 4 acts. Act 1-3 are the main quests. Act 4 is called Shadow Wars and you will defend your fortresses from enemy armies for 10 stages. Online trophies are very simple. Even the online ranks (you have to reach the rank of captain) are entirely based on your autonomous army. Play the game the way you want. It is advisable to focus on the story first to increase your level quickly and discover all trophy-related skills. Step 1: Beat Law 3 Stories - Get all the Gondorian artifacts as soon as possible for the best Gem Drops - Operational It came from within Vandal there are three missable trophies you really need to look at: Operational It came from within. They are associated with military boards and the conquest of fortresses. There are only 4 fortresses and once you have conquered them they can only be taken back by enemies during Act 4: Shadow Wars. Recruit two bodyguards of one warchief for the operative and play as a result of the betrayal of the mission. For He came from within to recruit all the warchiefs of the fort before the conquest began. For Vandal, you must destroy the monument in the enemy camp (marked on the map) before conquering the fortress of the region (they become inaccessible as soon as the fortress is captured). These three trophies are still possible in Act 4: Shadow Wars if you allow enemies to conquer your fort. After Act 4 they are impossible and you will have to start a new game to get them. The earliest opportunity for all three missable trophies is in Act 2, when you conquer the fortress in Nurenen. Get all the Gondolas artifacts as soon as possible. The earliest possibility is after the end of Act 2. At this point, you get access to all regions. The Gondorian artifacts open a skills update called Prospector. This will make higher-level gemstone drops for the Master Forgery Trophy (the ship's top tier gem). If you are unable to get this skill early on you may have to grind gems for a long time after the story. Now just play through the story until you've completed Act 3 earned the golden trophy Stalemate is a victory (for the victory over the final boss). Along the way you will unlock tons of trophies You are even given a complete legendary set to complete Act 3, so don't waste your time searching for equipment. The reason you have to make history first is because most trophies require specific skills. Access to these skills is blocked for the history of progress and level caps. The only reliable way to align through the history of missions. You can also slot white gems into armor/cloak to increase XP. Also buy XP momentum on the online market. You get a bit of online currency automatically. You also get this currency from daily problems. There's an XP boost for 100 coins that doubles all XP in 2 hours. In doing so you get 2 level ups per mission! Speaking of easy, you can fully play on the easy difficulty if you want. There are no trophies associated with difficulties. Feel free to do any trophies/side activities along the way to save time later. Collectibles can be marked on the map by clearing headir fast travel points. There are 15 fast travel points (3 per region). Fast travel points are always marked on the map. After beating the boss-king of witches the game actually goes into the 4th act. The reason I recommend staying on Act 3 is because different trophies are easier at the moment. After the 4th act, every captain in the game will be your follower. Killing them all and creating new caviar captains is a tedious process. It is much better to do all the fighting trophies right after the 3rd act. Note: During Act 2 (Nurnen Region), a short journey to other regions will become inaccessible for a short time. The game opens after Act 2, so don't worry, you can go back everywhere after Act 2. Step 2: Different trophies After beating Act 3 you will get access to all the skills. Now is the best time to perform any different tasks, fighting nemesis trophies. Do all the trophies while you only have these 3 left: World in Death (Full Act 4), Such Great Heights (Captain Online Rank), Master Fager (forge of the upper tier gem). After Act 4 it's a little more tedious to do combat trophies. It's better to make them now. Also, finish collecting and other side tasks if you haven't already. Everything gets marked on the map when you clear the haedir fast travel points. Step 3: Act 4 Shadow Wars - Captain Online Rank - Top Tier Gem With Everything Else Aside, It's Time to End Story Act 4 Shadow Wars. In this act you have to defend your fortresses from enemy armies. This continues in a total of 10 stages. With each stage, the enemies align. In later stages, several fortresses will be under siege at the same time. In total you have to play 25 defense missions. It is highly recommended to do so at a mild difficulty. In addition, you don't need to sell the equipment in inventory) and buy defense upgrades for that money. It will be a 6-8 hour grind and it is very repetitive. Each defense takes 15-20 15-20 You have to kill the attack leaders to win the defense. You will automatically reach the maximum level - level 60 - during this act. Always recruit attacking leaders and captains. Then put them in your defense team. This will significantly increase the defense rating of your fortresses. It plays beautifully along with the trophy such great heights to achieve the rank of captain online. You don't actually play online for this at all. Your online rank is based on your offline army strength. Having a strength of 2500 in all your attacks and defense teams (all regions combined) will give you the title of captain. As you play through Act 4 and gain a higher level of Orcs your strength is sure to increase well beyond 2500. You can check your current ranking by clicking on Online and then click to see the score. Statistics on the Internet are updated slowly. If your attack ratings don't update play some online conquests after you're done with Act 4. If your security stats aren't updated, travel to the relevant region and sync online stats again (click on the online screen) or play online defense missions in the region. For more information on Conquest Online Ranks, check out this: Middle-earth Shadow Wars How to Rank in Internet Conquest. After Act 4, all the captains in the game are likely to be your followers. So if you're still missing combat trophies here's how you can turn them hostile again: just let the occasional orcs kill you. Then they will become captains of a higher level. You can also kill your own army. With the upgrade of the bodyguard skills, you can appoint a captain as a bodyguard. Then call it to you and use the destroy followers skill upgrade to blow your head off. So you can destroy your entire army except for the overlord. If you haven't already received the trophies of the Operative, It came from within, Vandal be sure to let the enemies conquer one of your forts during Act 4. Collector's Icons and Side Effects (necessary for trophies): - Gondorian Artifacts (Ended Tales) - Fighting Pits (No Orc Lives Forever) - Khedir (Cleaning) - Ithildin's Door (Say Friend and Enter) Outpost (Dismantled) - Salvation (No Orc Left Behind) - Shadows of the Past (Second Century Warrior) - Shelob Memories (The Web Revealed) - Vendetta (Avenged) - Vendetta Online (Blood-Related) Middle-earth: Shadow of War Trophy Guide Bright Lord Middle-earth was saved. For now... Earn all other inland shadow war trophies to unlock platinum (DLC is required). Forger Forge is a better gem, combining three gems of the same quality. First, you have to unlock the gem slot. See the Trophy Rule of Three. Gems randomly Enemies. Collect 3 gems of the same type, for example 3 gems of green life. To see the collected gems and craft better better Click The options for the inventory of the qgt; qgt; spend to unlock the gem slot (worth 1000 money) to select the gems. Now hover over 3 gems of the same type (3 green, 3 red, 3 white). Keep to work out a higher quality gem of the same color. It opens the trophy. The rule of three Unlock 3 Gem slots. Precious slots cost 1000 money each. You can do this in inventory after finding the gem (the gems are dropped randomly by enemies). Click Options for an inventory of the qgt; hover over your gear and click to unlock the gem slot. You have to unlock a total of 3 gems slots to earn this trophy. Best Defense Equip 3 Siege Updates on the Assault Team. First you have to reach level 20 and get to the third card called Nurnen. At level 20 you unlock the third slot of the assault team. Siege upgrades cost 700 money each. They can be equipped by tapping Options-Button to select an upgrade. These features are not available from the beginning, you have to progress in history and the tutorial will explain these mechanics to you automatically (Main quest: Ring of Power). Suitable for war Complete the challenge to upgrade a piece of gear. During the game you will often find rare (yellow), epic (orange) and legendary (purple) gear. What makes them special is that they can be upgraded with problems. To see the problem for the item, open the inventory and scroll through the item. He will talk unlock the call with the lock in front of him. Here it shows what the problem is and tracks progress. They are easily repetitive tasks, such as setting 3 enemies on fire. Each element has a different task assigned to it. Rare and epic tackle is the easiest to upgrade. In fact, if you keep all the items in your inventory and just play through the game you will most likely complete these problems without knowing about them. Don't sell the gear, so you can choose between the many upgrade problems and make the one that is easier for you. Once you've completed the actual task, you should go back to the inventory menu and hold the item you want to upgrade. Only after the actual upgrade will you earn the trophy. Upgrading costs a little money. Hostile capture Defeat warchief. Automatic trophy history cannot be missed. This will be the first history trophy you unlock. The main mission in Act 1 is you have to kill a military headscarf. Vandal destroys the monument. The monuments of the Missable Trophy are marked on the map by an icon. They are automatically marked on the map. Climb the monument and click to destroy it. This one becomes a blunder after the completion of Act 4. Monuments will be kneaded only in enemy-controlled camps. Once you have captured the fort of the region they will become inaccessible. Last chance for your forts to be recaptured in Act 4. Speak to a friend and enter Open one of the Ithildin doors. Ithildin's doors are marked on the map. You will be first automatically to Minas Morgul (start zone). To open the door, you have to find 6 Ithildin collectibles on the map. They are marked when you clear the Towers of Khedir. Take 6 Ithildin and go back to the door. Decide a poem to open it. Each region has

a door and collectibles of Ithildin. To solve a poem you have to fill in the gaps with the words you found. For Minas Morgul Solution (top to bottom): Shadows, Drums, Cadence, Earth, Anger, Doom. For all the solutions for other doors, check out the Middle-Earth Shadow of War Ithildin Poem Solutions Guide. Blood-related Full Internet Vendetta. Online Vendettas will be randomly on the map. To get notifications about when Vendettas becomes available, go to the game options for the game's settings and check the box with the words Online Notifications. He will then show a pop-up in the top left corner when the online vendetta has spawned. These missions happen when random players are killed. Then you can avenge them by killing their executioner. Just stay in touch with PSN and they will appear. I avenged the mission's vendetta. Vendetta missions become available when the ok killed you. Just let someone kill you and you'll see a vendetta marked on the map icon. Play missions and defeat/recruit ok that previously killed you. Master Fanger Forge of the upper tier of gemstones. The gems are dropped by their enemies. Click and look for enemies with white outlines. They always hold a gem. It's random what type of gems they're going to fall. Ologs usually drop higher quality gems. Some captains can drop them too. The quickest way is to roam freely around the open world with a vision of active and looking for white colored enemies. Fast drive from camp to camp and repeat. You must keep this trophy for the endgame after you have completed Act 4: Shadow Wars. During the Act, 4 tons of medium-level gemstones will fall during the defense of the fortress. To forge the gems, go to the inventory of the Unlock Gem Slot (worth 1000 money) to click on the slot to hold on to 3 gems of the same color to craft the next level of gem. There are 5 tiers. It always costs 3 gems of the previous level to work out the next best level. With this skill, Treasure Hunter is a zgt; update: Prospector it will drop higher quality gems for you. This skill is unlocked by finding all the Gondorian artifacts. Get it as soon as possible (early chance after the completion of Act 2). This will significantly reduce the grind. You should get enough gems during Act 4 if you get this skill right away. Promise the Guardian to issue a death threat and then succeed Goal. To issue a death threat, you must interrogate the worm and nail it to give a death threat to the captain. The worms are highlighted by a green contour when pressed. They are in camps around rapid movement points. Interrogate them by holding and then give out a command to deliver the deliver threat to the captain. Now play as a result of the mission and kill the captain. Death is not the end of the resurrection of the captain-follower. This requires the skill of Raising the Dead with an upgrade of Invulnerable Loyalty. To unlock it you have to beat Law 3 Main Story and then win all 3 fight pits in the Minas Morgul region. Fight the pit won by sending your strongest follower into the pit and forcing him to compete with another orc in a simulated battle. If your window is about to lose you can quit the game and repeat until it wins. The battle pits are automatically marked on the map. Equip the Undying Loyalty update in the skills menu (note: this skill doesn't even appear until you've completed Act 3). Now go to the army menu and click on your dead captain. This will resurrect him and unlock the trophy. If you don't have dead captains, appoint one as a bodyguard, call him to you and kill him. Skills cannot be used on hostile captains, only on your own army. Dismantled to disable the outpost. Outposts are marked on the map by an icon. They are in large enemy camps (usually around fast travel points). Sometimes the icon is white, not orange. There are outposts on each map. Just travel quickly on any map, zoom in and look for this icon in enemy camps. Play the outpost mission and kill the captain in the outpost to earn this trophy. Banished defeat of Suladon. Automatic trophy history cannot be missed. Unlock during the quest The Tower of Witchcraft during the victory over Suldon (Eltael's quest line). Brought to heel Defeat by Helm Hammerhand. Automatic trophy history cannot be missed. Unlocks during the Fire and Fury quest while defeating Helm Hammerhand (Eltariel quest line). This is the second meeting with this boss. The Lord of Horror will defeat Balrog. Automatic trophy history cannot be missed. Unlock during the Frozen Flame quest when defeated by Tar Pea (Carnon quest line). This is the second meeting with this boss. Things Legends Equip full of the legendary Gear set. Automatic trophy history cannot be missed. Unlocks before the boss's final fight in Act 3. You automatically get a full legendary set before the boss' final fight begins. It will be equipped automatically (you don't have to do it manually). While downloading the screen in front of the Boss Sauron, this trophy will be unlocked. Ready tales to restore all the Gondoria artifacts. Gondorian artifacts are marked on the map when you clear The Khedir Towers. Collect all of them for this trophy. You can track and mark any missing artifacts in the quest log. There is a section only for The Gondoria artifacts and it will tell you in which region they are and even highlight them on the map. Note: one artifact in Seregost from Mission Uninvited (Gondor quest line). If the stats show one is missing in this area it's because you haven't completed the quest yet. Everyone else The game is in the open world. The web showed to reveal the final memory of Shelob and reveal the web of fate. Shelob Memories get marked on the map when you clear Headir Towers. Collect all of them for this trophy. There are 15 in total (3 per region) plus one final to reveal the full memory. After finding all the memories Shelob the final memory appears in Cirith Ungol. You can track and mark any missing memories in the quest log. There is a section just for Shelob memories and it will tell you in which region they are and even highlight them on the map. What was once lost is The Complete Act I. Automatic trophy history cannot be missed. The first steps conquer the fortress of Nurnen. Automatic trophy history cannot be missed. Peace in death complete the war of shadows. Automatic trophy history cannot be missed. Unlocking when performing Act 4. After defeating the final boss the game goes on and you have to play siege missions and defend your fortresses. Do all the siege missions to unlock this. Immortal Defeats Undeath Complete all of Carnan's quests. Automatic trophy history cannot be missed. Fall and Rise Complete all Br'z quests. Automatic trophy history cannot be missed. No Orc lives forever win all the battle pit missions. To do this you must first beat The Law 3 history. The reason is that the fight pits in Minas Morgul are locked up to this point. There are 15 fight pit missions in total. Each card has 3 of them (Maggot, Warrior, Champion difficulty). They are marked with an icon on the map. Missions simulate battles between one of your orcs and enemy orcs. You don't have to fight with yourself. One of your orcs must win every pit battle. The good thing is that the 3 missions on the map are always in the same place. If your captain is about to lose, you can exit the app and download the game again. Then your captain won't die, and you can try again. Al is very bad against the Berserkers and shield enemies. You also earn skill points, money and fortress upgrades from performing a fight pit. Forged war unlock all the player's skills. Just buy all the basic skills (no upgrades required). The last skill called Raise the Dead unlocks automatically during the final mission of Act 3. So just finish Act 3 and you have to access everything. There are 34 basic skills in total. You earn skill points by leveling and doing open world activities. You don't even have to make upgrades available for purchase, only basic skills. Here's a screenshot with all the skills unlocked: Clear all Haedir. Haedir are a version of the game's viewpoints. All of them are marked on the map as soon as you visit a new region. There are a total of 15 Headir you have to find for this There are 5 regions and exactly 3 Headir in the region. It's a tall tower to climb. When climbing them you have to keep to interact with Headir. Then then around and highlight objects of interest. Once all the objects have been marked, retreat and Headir will act as a quick travel point. You also earn skill points for clearing all the khaedir in the region. Stagnation Victory Defeat the Witch-King and return Minas Morgul. Automatic trophy history cannot be missed. Unlock at the end of Act 3. Operational turn all warchief bodyguards (minimum 2) into spies and then confront him. Missable Trophy Go to the army menu and choose an enemy military headscarf. You'll see lines other than a military headscarf to some captains. They're his bodyguards! Almost every military headscarf has 2 or more bodyguards. Mark the bodyguards and track them down and then recruit them. Once all his bodyguards are recruited, a new Mission Betrayal will appear on the map. When you start the mission the trophy will unlock. Spy bodyguards will appear and help you defeat the military headscarf. The earliest opportunity during Act 2 after learning how to recruit orcs. During Act 4 you can have enemies bring back the forts to still get this trophy. After Act 4 there is no way to lose your forts anymore, so you have to make the trophy before then. Such Great Heights reach the rank of captain in The Online Conquest. To do this, you need an internet connection. Fortunately, you don't need to play any online winning matches at all. Your rank is determined by the overall strength of your OFFLINE army (siege and defense teams). Captain 5th rank out of 10. Online Conquests are unlocked after the capture of the fortress in Nuren (you can't miss the goal of history). You build your army automatically as part of the story. During Act 4 (Shadow Wars) you have to upgrade your fortresses so much that you will easily earn 2,500 army forces or more. To check your rank go to the menu pauses of the Internet's zgt; Press to view the rankings. There are 10 ranks in total: Man on Arms: 0-999 Knight: 1000-1499 Sergeant: 1500-1999 Second Captain: 2000-2499 Captain: 2500-299 9 Guard Tower: 3000-3499 Ranger: 3500-3999 General: 4000-4499 Lord Commander: 4500-4999 Steward: 5000 He counts the strength of all your region's armies together. Assign high-level orcs to your attack and defense team, buy all siege and fortress upgrades, and make sure you have someone assigned to each slot. There are 6 attack slots (each player level 45 to unlock) and 7 defense slots (complete all combat pits during Act 4 to unlock). Again, these scores are based on your offline army (not online) and you should do so during Act 4 stories anyway. Don't worry about this trophy at all, you'll get it during Act 4 without having to play any online matches ever. Just be sure to check your stats in When you have over 2500 army forces it will unlock. Sometimes online statistics are slowly updated. If your attack ratings don't update play some online conquests after you've done Act 4. If the protection stats are not updated, travel to the relevant region and sync online stats again (click on the screen online), or play another defense mission in the region. If the trophy doesn't pop after syncing stats to the online menu, go play online conquest and it will pop at the end of it. For advanced strategies on ranking quickly also see: Shadow of War As rank in the Internet Conquest No Orc left saving a follower who was captured. Rescue missions happen one of your captains failed nemesis mission and was captured by an enemy captain. Then you can take on a rescue mission for a chance to save him. The easiest way to recruit 5-6 captains (preferably the lowest level in the region). Then continue to promote the time by clicking on Headir Fast Travel Tower. Every time you advance the time, Uruk will fight each other. If you have the lowest level of Uruks, the chances are good that they will be defeated by higher level hostile Uruks. You get a hint on the screen when one of your followers has been captured. Just keep pushing the time until it happens. Technically, this trophy can also unlock without you rescuing a follower in person. The timer will go down after the follower has been captured and after the timer runs out he has decided whether he is running away or getting killed. If he runs away on his own, you'll still earn that trophy. Rescue missions will show with a blue icon on the map. Better luck next time to meet the enemy or follower who cheated death. This has a high probability of unlocking naturally over time. What you have to do is kill the captain and meet the same captain again later in the world after he is respawned. You will kill quite a few captains during the game. There's a good chance that you'll hit someone you've killed by accident, but you can also look for captain's places on the map (which are all tagged), kill them, wait for them to arrive in their respective region and kill all the captains again. I wouldn't worry about it, just play the game and you'll almost certainly get it without even trying. Everything is allowed to Shame The Killer until he becomes insane. Equip the upgrade skill worse than death (under predator skills is an upgrade to death threat). You unlock this skill by defeating the quest Worse Than Death in a braz quest line. Now open the army menu and find the captain of the orc with the Class Ofasasin class. It shows a class under the name of the captain. If you only see the silhouettes of captains you have to interrogate the worms to reveal more enemy information. When pressed, the L1/RB worms are highlighted in green. Just hold Circle/B to interrogate them. To drop the killer captain on the army menu. This shows his location on the map. Track down the captain, and when he's in little health Hold the Circle/ B to dominate it and decided to shame him. With worse-than-death skill equipped there is a good chance that he will become insane instantly. If not, you have to hunt down the same captain again and repeat the process until he becomes insane. There is also a small chance that this will really make it stronger, in which case you have to kill it and move on to another assassin. He came from within to begin conquest with all the Warchiefs as spies. Missable Trophy Is best done while you play through history. The reason is that you will automatically capture all the fortresses during the history. Once you have captured the fortress, it can only be repulsed by enemies during Act 4: Shadow Wars. Each fortress has military headscarves. You can track them in the army menu. Recruit or kill them before you start conquering. After the transfer of the military headscarf, he will actually become a captain and will be removed from the fort. The trick is to send your captain on a infiltrate mission to fill an empty warchief seat. This is done in the army menu by clicking on your captain, select the open warchief slot and confirm with the sneak. Play the resulting infiltration mission. Then start conquering and the trophy will unlock. You only need one military handkerchief, the other stains can remain empty. It is only important that there were no enemy military headscarf alive. For example, if the fort has 3 warchief trophy slots will unlock when one of them is your spy and the other two are dead (empty spots). If you have already captured all the first you can let the enemies return them to Act 4: Shadow Wars. After Act 4 there is no way to have your forts recaptured anymore, so this trophy can no longer be received. Power Couple Send a Follower to support another follower in the Nemesis mission. First you need to recruit a bunch of captains (an early chance in Act 2 when you learn how to recruit them). Blue Nemesis missions will now appear on the map. If you can't see them, advance time at a fast travel point. Basically, your orcs will go on small missions like pit fights and hunting. You can send another follower to help them in their search. Go to the Army Menu Check if any of your orcs have 1-3 bars overhead. This indicates that they are on a mission (bars represent the remaining time). Click on another follower. Choose a follower who is on a mission and click to strengthen them. The trophy instantly appears in the army menu. No need to play actual searches. Overkill Send a Follower to Kill Another Follower in a pit fight. Hire two captains in your army. Now go to the army menu and click on one captain and again on the other you want him to fight. This will create a pit fight quest on the map. Make this quest, and the trophy behind it. The whole life of the party Destroyer on the Vendetta mission. Destroyer is an advanced class that some captains have. You can check it out on the army menu by scrolling Under his name he speaks class (or you can click and check his class traits). Find such an orc and recruit him. Now let the ok kill you to create the Vendetta mission. Go back to the army menu, click on your destroyer, and then on the orc that just killed you. It's to give the murder team away. The trophy will pop instantly at the same time in the army menu. If you can't beat them dominate the orc after it has killed you three or more times. Find a random orca or captain and let him kill you. Write down the name. Now go to the army menu and click on the captain to track him down. Get killed a total of 3 times by the same captain. Then the fourth time you need to dominate and recruit it. You'd think killing is easy enough, but it's harder than that. Sometimes orcs accidentally come to your aid and kill the enemy who is about to execute you. To reduce the risk of this, you have to destroy your entire army in the region. Do this until all orcs in the region are hostile. In addition, sometimes there is a random Orc Slayer that saves you and kills the attacker. This guy can't be killed, and he instantly kills anyone who tries to kill you. After tracking Orc you want to be killed, let the occasional ok try to execute you, but don't try to resist the execution. Then the Orca Killer will most likely come to save you. He only saves you once in every meeting. Now let the captain kill you (this time the killer ok will not caviar because he has already saved you). Don't forget to kill all your allies in the region, otherwise they will also appear before the instant murder of the intruder. Also, go down twice and resist the final blow. Then the third time you will always be killed by the attacker. Putting the game on Nemesis difficulty in game options makes you come down faster. It's also good to find a captain ok with the possibility of No Chance. It will always kill you at once, leaving you no chance to resist. Hedhunter recruits a follower of each advanced class. In the army menu you can click on the captains, military shawl and overlords that you have discovered. Then scroll through the third tab on the left called Class Features. First entry says: Advanced class, this is where you can see what the Orc class is. You can disclose this information by interrogating the worms (marked with a green dot above your head, you have to hold on to them to interrogate). You can click to pick out the worms from afar, run up to them and click on the stealth-interrogat. You also unlock your opponent's features when you encounter them in battle or scan them from afar. Whenever you engage in a fight with the captain, they will say something for you and he shows the hint button in the bottom right corner. You can press the button to their advanced class. Every captain, military headscarf and master has an advanced class! It is highly likely to unlock naturally naturally time as you build your army. The quickest way would be to interrogate a lot of worms to see all the advanced class and then recruit those with a class you don't have yet. It's normal if the orcs die after that, you don't need one of every class alive at the same time. Also keep in mind you can advance time at the points of quick travel to make new orcs with new caviar classes. The ability to recruit followers will automatically unlock when you reach N'rmen. There are the following 10 classes: Killer: Deadly Killer who prefers to ambush his enemies and hit them quickly. Beastmaster: On one with Mordor's creatures. Beasts won't attack him. Berserker: A chaotic warrior who becomes enraged in battle. Berserkers thrives, hurting others. Commander: Embodies those who fight alongside him, allowing them to fully unleash their fighting afterch. Destroyer: Explosive Tactics and Weapons Expert. The destroyer is always equipped with bombs and mines. Marksman: Marksman is a specialist in combat who sees further fires with increased accuracy, and does additional damage. Slayer: Extremely experienced fighter: The fighter faces its enemies in the first direction and defeats them with its exceptional combat skills. Tank: heavily armored fighters that withstand huge damage. The tank can withstand great pain and is capable of a second breath moments before death. Trickster: An expert in unexpected attacks and unexpected tactics that confuse and confuse his enemies. Trickers are hard to predict. Tracker: Looking you out no matter where you hide, calling reinforcements to hem you in. This trophy is not to be missed. While you attack and defend the fortresses, your captains will attack enemy captains. Let one of them kill the enemy captain. You can also give one of your captains a team to ambush another captain and then watch him kill him. Don't worry about it, in Act 4 you have to make 25 fortress defenses and the captains will kill each other every few seconds. A second-century warrior completes all shadow of the past missions in one region. The shadow of past missions is marked on the map by an icon. You unlock them during the prologue of history. You actually have to play one of them in the history quest. Fortunately, you only have to complete them in one region. Not everything is in the game. Those in Minas Morgul (the starting area) are very easy. There are 4 of them in the area and a fifth mission after finishing the first 4. They are small problems, such as killing a certain number of enemies. You don't need to get a gold rating or make any extra goals. Just finish the mission, the ranking does not matter (bronze will do). Rough Rider Ride Every Type and a rare beast. There are a total of 7 beast mounts that you have to ride. Four of them can be called at any time with skills. 3 of the rare elementary versions of Grauga (poison, ice, fire). The way a rare Graug spawning work is that any normal graug on the map can turn into a rare elementary option. Just look for a place where Graug always spawns. Then advance the time on the fast travel tower and keep coming back to check if Graug has turned into a rare one. Within 20-30 attempts you will find a rare version. The video guide shows the best places for farming. Karagor: called with the skill of Call Mount. Dire Caragor: Called with training Dire Caragor Graug: called with the training of Graug Call Drake: called with the training of Dragon Song Rare poison Graug (green): See the location in the video guide. Found only in the Nurnen region. A quick journey between the 3 towers of Thedir and look for 2 Graugs are fighting each other. The probability that one of them - a poisonous graug, is 80%. Click L1/LB to scan the area around the tower for Graugs. If you don't see, quickly travel to the next tower. If nothing generates in advance time and repeat. Rare Fire Graug : See the location in the video guide. Found only in the Gorgorot district. It may take 20-30 trying to get him to spawn. If it doesn't show up, advance the time and try again. There's also a wooden version of each beast in the carnar quest line, but they probably don't count. You have to ride them as part of the basic quests they are not to be missed. In case the trophy is not unlocked with the above 3 mounts do Carnan quests. Wild things kill Drake while riding a graug. The best place for this is at haedir's fast travel destination in the centre of Nurnen. Keep pushing the time by clicking Square (PS4) /B (XB1) at a fast travel point. Do this until the drake appears (usually within 1-5 attempts). Now make sure you have Call Mount and Update skills: Graug Call are equipped. Both are mounted skills. Call Grauga and chase Drake, then shoot him with some arrows. However, you don't want to break Drake (meaning his badge can't turn green). Go to the open square and wait for Drake to attack you with his flame. While Drake breathes fire, shoot him in the head to get him to the ground. Then attack with Graug to kill him quickly. Also, feel free to take a few more shots to the head while he is on the ground for bonus damage. If you break the drake in the air he will try to escape. Keep your health above 50%. Drakes can also land during a fight without shooting them, but it rarely happens. The only guaranteed way is to shoot him in the head while he breathes fire. Trolling kill the captain while riding Olog. This is the toughest trophy in the game. Start by finding Captain Olog, who has the Bonus Gang Banda You can see this by clicking R3 on the captain's army menu (in his bonus tab, fourth on the left). Almost every Olog captain has this. Even if they don't, they're more likely to have normal ologs nearby. The quickest way to find Olog captains is by interrogating worms. Aside from being normal ologs to guard them, they are also the biggest targets to hit (this will make coordination a little easier). After tracking the captain to reduce his health to 1%. When he has little health use only one sword punches and arrows. Now shoot another Olog in the head with a loaded arrow and IMMEDIATELY click R1 (PS4) / RB (XB1) to mount it. Repeatedly press the attack button while on the back of the olog and use your left stick to navigate. Run to the captain to kill him. If the captain's health was low enough, you can kill him. If it doesn't work, you can mount Olog again (and usually have a second or third nearby). Be very careful not to kill the captain before mounting the olog. What makes it difficult is that normal ologs do very little harm. So if the life of a bar captain is still visible (meaning 3% health or more), you won't do it. Also, the captain's health can top up a bit if you wait too long (must mount Olog quickly). Extra tip: because it's relatively easy to mess up you have to back up your save game before dealing with the Olog captain. Go to PS4 - The data management app saved to back up time and restore your save game. In addition, you can also find outpost missions where you have to kill the Ologs to pull the captain out. They work great for this, but are completely random. You can continue to do mission outposts until you get one of them (I found such a mission in the southeastern Nurnen camp). Vertical Mobility Help the grunt become a master. Step 1: Let the random ok kill you. Step 2: Play as a result of the vendetta mission and dial the orc (keep a circle/B dominate him when his health is low). Step 3: Go to the Army Menu, click the Triangle (PS4) /Y (XB1) on your new captain, and then X (PS4) /A (XB1) on the current overlord. This will make them switch positions. The earliest thing you can do is after capturing the fortress in Nurnen. You have to control the fortress of the region to change the position of the captain. Also keep in mind you can't recruit orcs that are higher level than your own. If you're above the level, write down his name, level, and come back to recruit him later. Sometimes the option of repositioning you is gray. If this happens, make someone else a master and try again, or give a repositioning command to your overlord directly (instead of captain). Blood on the blood to make the captain kill his blood loss. First you want to reveal all the enemy captains and warchiefs in the region. The quickest way to do this is by interrogating worms. When L1/LB, worms are highlighted in green. You can interrogate them by holding the Circle/B and this will give you information about the enemy captain. When you see all the orcs, check them all to see if they have a blood brother. This is done in the army menu by clicking R3 on the ok and checking the hate tab (second tab left). Search until you find one with the ability to blood your brother. He will also tell you who his bloodsucker is. Now one of the two bleeding (preferably higher level) dominates and he is attached to attacking the other. Once you dominate, you can click X (PS4) /A (XB1) to give out the command. This will create a new mission on the map with a blue badge. Go and do this mission, the two blood brothers will now fight each other. You can hurt the opponent, just make sure that the final kick comes from the captain. Nemesis Meets the same Ok 3 times in nemesis missions without killing him. Go to the quest menu and select the Nemesis quest. Play the quest and pull out the enemy captain. Let the captain kill you. Repeat this a total of 3 times, always letting him (or his guards) kill you. You can just keep repeating the same quest. After the third death, the trophy opens. It can be combined with the trophy if you can't beat them (for which you have to dominate the captain who killed you 3 times). Feed the beasts to attract every kind of beast with the help of bait. There are 5 kinds of animals that need to be attracted: karagors, graugs, drakes, ghouls, spiders. It can be earned on any card except Minas Morgul. I did it on the second map of Cyril Ungol. In enemy camps you will see the bait sticking around. It will be highlighted when L1 is pressed. Shoot down the bait and gul the eggs/spider eggs in several enemy camps and this will unlock. Eggs are found in the Sirit Ungol region. You can also quickly travel to different regions and try the camps there. Bad boss hit a follower until he was enough. You open the possibility of recruiting captains during Story Act 2 (after reaching the Nurnen region). When you hired a captain, attack him with a sword until he becomes hostile again. After recruiting a captain you can either command them to stay and fight to earn the trophy immediately, or use the bodyguard upgrade skills to call him in your place later. The skill of the bodyguard is unlocked automatically in the plot, you can assign bodyguards in the army menu. Follower Benefits Use a training order to give a follower of the gang. To do this, you need an internet connection and a PSN signature. The pause menu opens an online market. Now buy warchest, which contains a training order. It can be a silver one that you buy with normal money in the game. You don't need to spend money on microtransactions for this. Online currency can also be earned through daily problems, in your quest log. Now that you have training training Choose ok in the army menu and click to improve it. This will give him a new bonus, such as adding gang followers to him. The trophy is unlocked! Banish the Darkness to complete all searches for Eltariel. Automatic trophy history cannot be missed. For Gondor, complete all the gondous quests. Automatic trophy history cannot be missed. Special thanks / Credits alexraptorkiller - for providing a list of necessary mounts for Rough Rider shadow of war blade of galadriel trophy guide

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