

The Two Towers Part Two Of The Lord Of The Rings

Awakening from a dream of Gandalf the Grey battling the Balrog, Frodo Baggins and his friend Samwise Gamgee find themselves lost in the Eryn Muiil near Mordor and soon become aware that they are being stalked by Gollum, the former owner of the One Ring. After capturing him, a sympathetic Frodo decides to use Gollum as a guide to Mordor, despite Sam's objections. Meanwhile, Aragorn, Legolas and Gimli pursue the Uruk-hai to save their companions Merry and Pippin. The Uruk-hai are ambushed by a group of Rohirrim, while the two Hobbits escape into Fangorn Forest and encounter Treebeard, an Ent. Aragorn's group later meets the Rohirrim and their leader Eomer, who reveals that they have been exiled by their king Thoden who is being manipulated by Saruman and his servant Grima Wormtongue into turning a blind eye to Saruman's forces running rampant in Rohan. While searching for the Hobbits in Fangorn, Aragorn's group encounters Gandalf, who, after succumbing to his injuries while killing the Balrog in Moria, has been resurrected as Gandalf the White to help save Middle-earth. Aragorn's group travels to Rohan's capital city Edoras, where Gandalf releases Thoden from Saruman's influence and Wormtongue is banished. After learning of Saruman's plans to wipe out Rohan with his Uruk-hai army, Thoden decides to evacuate his citizens to Helm's Deep, an ancient fortress that has provided refuge to Rohan's people in times past, while Gandalf departs to acquire the aid of

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omer's army. Aragorn establishes a friendship with Thoden's niece, owyn, who quickly becomes infatuated with him. That night, Aragorn experiences a dream of him meeting with Arwen who then tells him that he must depart with Frodo and reassures him when he doesn't feel confident enough that his path is set for him. When the refugees come under attack by Warg-riding Orcs sent by Saruman, Aragorn falls off a cliff and is presumed dead. However, he is awoken by his horse Brego and rides to Helm's Deep. That same night, Arwen is told by her father Elrond that Aragorn will not be returning. He tells her that if she remains in Middle-Earth, only death and destruction await her, even if Aragorn were to survive and become King of Gondor, and if Sauron is defeated again, she will die alone. This convinces her to reluctantly depart for Valinor. The defenders at Helm's Deep are joined by a detachment of Elves from Lothlrien. The Uruk-hai army arrives at Helm's Deep that night and a night-long battle ensues. The Uruk-hai breach the outer wall using gunpowder-like explosives and force the remaining defenders to retreat into the inner castle. Merry and Pippin, having convinced Treebeard that they were allies, are brought to an Ent Council in Fangorn where the Ents decide not to assist in the war. Pippin then tells Treebeard to take them in the direction of Isengard, where they witness the devastation caused to the forest by Saruman's war efforts. An enraged Treebeard summons the Ents and they storm Isengard, drowning the orcs by breaking their river dam and stranding Saruman in Orthanc. At Helm's Deep, Aragorn convinces a despairing Thoden to ride out and

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meet the Uruks in one last charge. Gandalf and omer's horsemen arrive at sunrise, turning the tide of the battle. The Uruk-hai flee into Fangorn forest, which has moved closer to the battle at the urging of Treebeard, where they are destroyed. Gandalf warns that Sauron's retaliation will be terrible and swift.

Featuring over 500 sketches, paintings, sculptures and digital artworks, as well as the expert commentaries of the actual artists throughout, this book offers a wealth of detail available nowhere else on how J.R.R. Tolkien's spellbinding literary work was turned into unforgettable movie magic.

After discovering the true nature of the One Ring, Bilbo Baggins entrusts it to the care of his young cousin, Frodo, who is charged with bringing about its destruction and thus foiling the plans of the Dark Lord.

The first volume in J.R.R. Tolkien's epic adventure THE LORD OF THE RINGS One Ring to rule them all, One Ring to find them, One Ring to bring them all and in the darkness bind them In ancient times the Rings of Power were crafted by the Elven-smiths, and Sauron, the Dark Lord, forged the One Ring, filling it with his own power so that he could rule all others. But the One Ring was taken from him, and though he sought it throughout Middle-earth, it remained lost to him. After many ages it fell into the hands of Bilbo Baggins, as told in The Hobbit. In a sleepy village in the Shire, young Frodo Baggins finds himself faced with an immense task, as his elderly cousin Bilbo entrusts the Ring to his care. Frodo must leave his home and make a perilous journey

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across Middle-earth to the Cracks of Doom, there to destroy the Ring and foil the Dark Lord in his evil purpose. “A unique, wholly realized other world, evoked from deep in the well of Time, massively detailed, absorbingly entertaining, profound in meaning.” – New York Times

The second volume in J.R.R. Tolkien's epic adventure THE LORD OF THE RINGS One Ring to rule them all, One Ring to find them, One Ring to bring them all and in the darkness bind them Frodo and his Companions of the Ring have been beset by danger during their quest to prevent the Ruling Ring from falling into the hands of the Dark Lord by destroying it in the Cracks of Doom. They have lost the wizard, Gandalf, in a battle in the Mines of Moria. And Boromir, seduced by the power of the Ring, tried to seize it by force. While Frodo and Sam made their escape, the rest of the company was attacked by Orcs. Now they continue the journey alone down the great River Anduin—alone, that is, save for the mysterious creeping figure that follows wherever they go. “Among the greatest works of imaginative fiction of the twentieth century. The book presents us with the richest profusion of new lands and creatures, from the beauty of Lothlórien to the horror of Mordor.” – Sunday Telegraph

This boxed set of Tolkien's epic includes "The Fellowship of the Ring, The Two Towers" and "The Return of the King," all with special movie tie-in covers.

An expertly written investigation of the places that shaped the work of one of the world's best loved authors, exploring the relationship between worlds real and fantastical.

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For over fifty years, J.R.R. Tolkien's peerless fantasy has accumulated worldwide acclaim as the greatest adventure tale ever written. No other writer has created a world as distinct as Middle-earth, complete with its own geography, history, languages, and legends. And no one has created characters as endearing as Tolkien's large-hearted, hairy-footed hobbits. Tolkien's *The Lord of the Rings* continues to seize the imaginations of readers of all ages, and this new three-volume paperback edition is designed to appeal to the youngest of them. In ancient times the Rings of Power were crafted by the Elvensmiths, and Sauron, the Dark Lord, forged the One Ring, filling it with his own power so that he could rule all others. But the One Ring was taken from him, and though he sought it throughout Middle-earth, still it remained lost to him . . .

Frodo must carry the One Ring through the ghostly borders of Mordor, Land of the Enemy, and back to the Fire that can destroy its evil powers, in the second volume in *The Lord of the Rings* trilogy. Reissue.

Journeys to the end of the world, fantastic creatures, and epic battles between good and evil -- what more could any reader ask for in one book? The book that has it all is *The Lion, the Witch and the Wardrobe*, written in 1949 by C. S. Lewis. But Lewis did not stop there. Six more books followed, and together they became known as *The Chronicles of Narnia*. For the past fifty years, *The Chronicles of Narnia* have transcended the fantasy genre to become part of the canon of classic literature. Each of the seven books is a masterpiece, drawing the reader into a world where magic meets

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reality, and the result is a fictional world whose scope has fascinated generations. This edition presents all seven books -- unabridged -- in one impressive volume. The books are presented here according to Lewis's preferred order, each chapter graced with an illustration by the original artist, Pauline Baynes. This edition also contains C. S. Lewis's essay "On Three Ways of Writing for Children," in which he explains precisely how the magic of Narnia and the realm of fantasy appeal not only to children but to discerning readers of all ages. Deceptively simple and direct, The Chronicles of Narnia continue to captivate fans with adventures, characters, and truths that speak to all readers, even fifty years after the books were first published.

A lyrical evocation of Philippe Petit's 1974 tightrope walk between the World Trade Center towers.

A companion guide to the third film follows the journeys of Frodo, Sam, and Gollum as they slowly make their way into the depths of Mordor, while the scattered Fellowship members take a final stand against the forces of Sauron.

The official children's pictorial storybook covering all three Lord of the Rings movies. A full-colour photo guide packed with stunning pictures of the key characters, creatures and places in the film. Discover the origins of the Ring, find out about each of the Nine Companions and their characters, see how the Fellowship was formed, and follow the Companions as they embark on their quest to destroy the One Ring. As the armies of the Dark Lord Sauron come together, Gandalf and the rest of the Fellowship are drawn

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into the epic War of the Ring, while Aragorn must decide whether or not to fulfil his destiny and claim his place as King of Gondor. This exciting and colourful introduction for younger readers to the film and the 'Greatest Adventure Story Ever Written' is packed with over 250 photographs from the film, including many published in this edition for the very first time.

J.R.R. Tolkien's "The Lord of the Rings" trilogy has been called one of the greatest fantasies of all time--but it is massive! There are hundreds of characters, plots, and settings. This study guide is a companion to the second book in the series: The Two Towers. It's the perfect guide to someone who wants extra help keeping up with all the twist and characters, or who just wants a refresher while reading the rest of the books in the series. The guide features an author biography, a plot overview, summary of major themes, summary of characters, and a summary of settings; it also has a chapter by chapter recap of the entire book. BookCap Study Guides do not contain text from the actual book, and are not meant to be purchased as alternatives to reading the book.

Frodo and the Companions of the Ring have been beset by danger during their quest to prevent the Ruling Ring from falling into the hands of the Dark Lord by destroying it in the Cracks of Doom. They have lost the wizard, Gandalf, in the battle with an evil spirit in the Mines of Moria; and at the Falls of Rauros, Boromir, seduced by the power of the Ring, tried to seize it by force. While Frodo and Sam made their escape the rest of the company were attacked by Orcs. Now they continue their journey alone down the great River Anduin - alone, that is, save for the mysterious creeping figure that follows wherever they go. To celebrate the

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release of the first of Peter Jackson's two-part film adaptation of THE HOBBIT, THE HOBBIT: AN UNEXPECTED JOURNEY, this second part of THE LORD OF THE RINGS is available for a limited time with an exclusive cover image from Peter Jackson's award-winning trilogy.

The Two Towers is the second part of J.R.R. Tolkien's epic adventure, The Lord of the Rings. Frodo and the Companions of the Ring have been beset by danger during their quest to prevent the Ruling Ring from falling into the hands of the Dark Lord by destroying it in the Cracks of Doom. They have lost the wizard, Gandalf, in the battle with an evil spirit in the Mines of Moria; and at the Falls of Rauros, Boromir, seduced by the power of the Ring, tried to seize it by force. While Frodo and Sam made their escape the rest of the company were attacked by Orcs. Now they continue their journey alone down the great River Anduin - alone, that is, save for the mysterious creeping figure that follows wherever they go. The text of this edition has been fully corrected and revised in collaboration with Christopher Tolkien and is accompanied by sixteen watercolour paintings from Alan Lee.

The is a guide to the design of the movie, illustrating its creative development. It contains over 500 images, from the earliest pencil sketches and conceptual drawings to the paintings that shaped the look of the film. Most aspects of the film are covered, from locations and costumes to weaponry and creatures. As well as the wealth of artwork there are also photographs showing the realisation of the creative process and some stills from the film.

THE GREATEST FANTASY EPIC OF OUR TIME The Fellowship was scattered. Some were bracing hopelessly for war against the ancient evil of Sauron. Some were contending with the treachery of the wizard Saruman. Only Frodo and Sam were left to take the accursed Ring of Power to be destroyed in Mordor-the dark Kingdom where Sauron was supreme. Their guide

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was Gollum, deceitful and lust-filled, slave to the corruption of the Ring. Thus continues the magnificent, bestselling tale of adventure begun in *The Fellowship of the Ring*, which reaches its soul-stirring climax in *The Return of the King*.

The Two Towers: Being the Second Part of The Lord of the Rings By J.R.R. Tolkien
Thoroughly revised and updated for 2005! Includes a new chapter on the best special edition DVDs and a new chapter on finding hidden easter egg features.

The New York Times bestselling graphic memoir from actor/author/activist George Takei returns in a deluxe edition with 16 pages of bonus material! Experience the forces that shaped an American icon -- and America itself -- in this gripping tale of courage, country, loyalty, and love. George Takei has captured hearts and minds worldwide with his magnetic performances, sharp wit, and outspoken commitment to equal rights. But long before he braved new frontiers in *STAR TREK*, he woke up as a four-year-old boy to find his own birth country at war with his father's -- and their entire family forced from their home into an uncertain future. In 1942, at the order of President Franklin D. Roosevelt, every person of Japanese descent on the west coast was rounded up and shipped to one of ten "relocation centers," hundreds or thousands of miles from home, where they would be held for years under armed guard. *THEY CALLED US ENEMY* is Takei's firsthand account of those years behind barbed wire, the terrors and small joys of childhood in the shadow of legalized racism, his mother's hard choices, his father's tested faith in democracy, and the way those experiences planted the seeds for his astonishing future. What does it mean to be American? Who gets to decide? George Takei joins cowriters Justin Eisinger & Steven Scott and artist Harmony Becker for the journey of a lifetime.

The Lord of the Rings is intended to be applicable to the real world of relationships,

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religion, pleasure, pain, and politics. Tolkien himself said that his grand tale of wizards, orcs, hobbits, and elves was aimed at truth and good morals in the actual world. Analysis of the popular appeal of The Lord of the Rings (on websites and elsewhere) shows that Tolkien fans are hungry for discussion of the urgent moral and cosmological issues arising out of this fantastic epic story. Can political power be wielded for good, or must it always corrupt? Does technology destroy the truly human? Is it morally wrong to give up hope? Can we find meaning in chance events? In The Lord of the Rings and Philosophy, seventeen young philosophy professors, all of them ardent Tolkien fans and most of them contributors to the four earlier volumes in the Popular Culture and Philosophy series, address some of these important issues and show how clues to their solutions may be found in the imaginary world of Middle-earth. The book is divided into five sections, concerned with Power and the Ring, the Quest for Happiness, Good and Evil in Middle-earth, Time and Mortality, and the Relevance of the Fellowship of the Ring. Being the First Part of the Lord of the Rings Mariner Books Explores how the characters from the second part of J.R.R. Tolkien's "The Lord of the Rings" were depicted in the film, discussing creatures including elves, hobbits, trolls, and the Uruk-hai. Packed with full-color photos and drawings, a guide to the monsters and beings of The Lord of the Rings motion picture trilogy contains exclusive photos of familiar creatures as well as some whose photos have never before appeared in books. 32-page guide for all 3 books!

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Introduces the principal characters and situations from the motion picture based on the third part of J.R.R. Tolkien's "The Lord of the Rings," with brief quotations and photographs of scenes from the film.

Analyzes a series of public domain documents which demonstrate how the government has misled the public, engaging in deception about the objectives and scope of some of its programs and perpetuating wasteful spending and harmful cover-ups.

This title is also available as a film as a film - Part 2 of The lord of the rings.

A study guide to accompany the reading of the two towers in the classroom featuring suggested discussion questions, vocabulary work, work sheets, related Bible passages and further readings.

The definitive history of Peter Jackson's Middle-earth saga, Anything You Can Imagine takes us on a cinematic journey across all six films, featuring brand-new interviews with Peter, his cast & crew. From the early days of daring to dream it could be done, through the highs and lows of making the films, to fan adoration and, finally, Oscar glory.

The Treason of Isengard is the seventh volume in Christopher Tolkien's History of Middle-earth and the second in his account of the evolution of The Lord of the Rings. This book follows the long halt in the darkness of the Mines of Moria (which ended The Return of the Shadow) and traces the tale into new lands

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south and east of the Misty Mountains. Tolkien introduces us to Lothlorien, land of the elves, where we meet the Ents, the Riders of Rohan, and Saruman the White in the fortress of Isengard. In brief outlines and penciled drafts dashed down on scraps of paper are the first entry of Galadriel; the earliest ideas of the history of Gondor; and the original meeting of Aragorn with Eowyn, its significance destined to be wholly transformed. Conceptions of what lay ahead dissolve as the story takes its own paths, as in the account of the capture of Frodo and his rescue by Sam Gamgee from Minas Morgul, written long before J.R.R. Tolkien actually reached that point in the writing of *The Lord of the Rings*. A chief feature of the book is a full account of the original Map, with drawings of successive phases, which was long the basis and accompaniment of the emerging geography of Middle-earth. An appendix describes the Runic alphabets of the time, with illustrations of the forms and an analysis of the Runes used in the Book of Mazarbul found beside Balin's tomb in Moria.

Tolkien's invention of strange people, curious incidents, miraculous doings, is poured out into this second volume of his trilogy. As the story goes on the world of the Rings grows more vast and mysterious and crowded with curious figures.

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