

*** Enable book marks ***
Your First Moments in Middle-Earth
The Basics of the User Interface



The User Interface, in all its glory.

The Command Bar

The central station of your User Interface is the command bar, which is located at the bottom of your screen. This bar is composed of several different game commands.

1. **The Main Menu** - This brings up the following game commands: Help, Options, Character Logout, Exit Game and Return to Game. The default keyboard shortcut is "Esc".
2. **The Crafting Panel** - Access to all crafting options. The default keyboard shortcut is "T".
3. **The Social Panel** - This allows you to access the social aspects of the

game such as Fellowship and Kinship information, and it allows you to search for other players. Default keyboard shortcut is "O".

4. **The Deed Log** - This allows you to see your accomplishments across the different lands of Middle Earth.

5. **The Quest Journal** - This allows you to see quests that you have acquired and both need to complete and have completed. Default keyboard shortcut is "L".

6. **The Character Journal** - This allows you to see you Character's Equipment, Stats, Biography, War Status, Skills, Traits and Titles. Default keyboard shortcut is "K".

7. **Auto Attack Mode** - This displays if you are in auto attack mode or not attacking.

8. **The Skills Bar** - You can drag and drop spells and attacks listed in you Character Journal to this bar. Default keyboard shortcuts are numbers 1 to 10. Additional bars can be accessed by using Ctrl, Alt and Shift in conjunction with a number from 1 to 10.

9. **The Experience Bar** - This gives you both a numerical and graphical display of experience acquired at this level and how much is needed for the next.

10. **Bags** - These buttons allow you to see the contents of you bags. Default keyboard shortcut is "I", which will open all of them.

Changing Your Keyboard Layout and Other Options

A Beginner's Guide to the Quests and Story of LotRO

So I made my character... now what?

Well, there's a lot to be done. But one of the key features of LotRO is its intricate quest system and delicately woven story. This guide will help you become familiar with both.

The Story of LotRO Story? What story?

If you're one of the millions who have read the books or seen the movies, The Lord of the Rings has a deep and intricate timeline that follows the trials and hardships of many different characters in the fight against the Dark Lord Sauron.

How is that handled in the game though?

Through the use of quests and cinematic events, the story crafted by the Turbine and numerous Tolkien Experts will be played out by you, the player.

Okay, so where does my character fit in?

As a dwarf, elf, hobbit, or human, you are one of the many free people of Middle-Earth. Your character's path does not follow in the footsteps of the books' characters, but rather down a different path that was only oft alluded to in JRR Tolkien's notes and appendices. Without spoiling much of what you'll see in LotRO, there is a mounting dark force on the rise in Angmar, and it is up to you and the friends you make in the game to thwart it.

I'm familiar with the books, but when does my character begin his "life"?

Well, that all depends on your race. As an elf, your very first steps will be taken centuries before the Fellowship from the books is formed, and as a dwarf you'll begin just before The Hobbit's events take place. The cinematics of each race's beginning quests will bring you up to date, along with the men and hobbits, just as Frodo and Sam are leaving the Shire. It is at this point that the game's story truly begins.

Questing in Middle-Earth

Okay, so I get the story bit, but how does LotRO's quest system work?

As you travel throughout Middle-Earth, you'll meet many a varied Non-Player Characters (NPC), all of them ready to give you tasks to complete. These tasks are called quests, and NPCs that have one for you to undertake will be denoted by a golden ring above their head. Also, you'll see nearby quest-givers on your Mini-Map, also denoted by a golden ring. You'll receive your 1st quest very early in the game, and thousands more as you continue on.



The Options Window

The default keyboard shortcuts can be changed by going to the Main Menu and clicking options. Other adjustable options are Graphics, Audio, UI Settings, Chat, User Skins, Mouse and Troubleshooting. You can also access the game's many Options from your Character selection screen. Play around with them all you want, because the UI is moldable to your tiniest details and preferences. If you screw something up, you can always click "Restore to Defaults" to try again.

The Status Window

Your status window displays your name, current level, and your picture. The green bar is a

graphical and numerical display of your Morale (life) and the blue bar is shows your Power (used for skills and abilities) status.



Your character's status bar.

The Compass

The compass allows you to see the area you are in and the four cardinal directions (North, South, East, and West). The pink arrows indicate the direction to a nearby town. Green dots indicate members of your Fellowship. Ring icons indicate NPCs related to one of your active quests or NPCs that have a new quest. The "+" opens up your overview map. (The default keyboard shortcut to open the overview map is "M"). Lastly, the "*" indicates your status of hope or dread (This changes depending on your surroundings. Mount Doom = Much Dread, Gondor = Whole Lotta Hope).

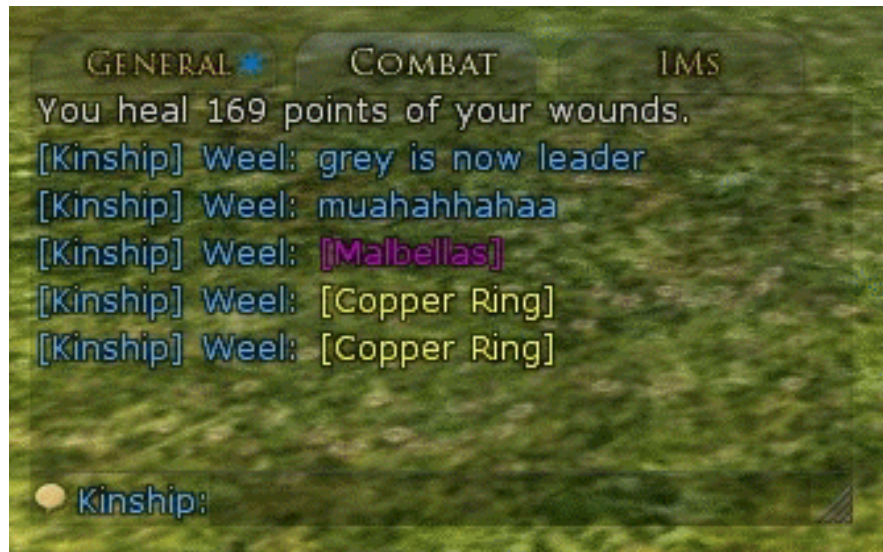


The Compass or Mini-Map

The Chat Window

By default, the chat window has three tabs: General (displays all chat output), Combat (displays combat related information), and IMs (displays messages sent and received in /

tell or /whisper). You can alter the display of each tab by right clicking the tab and adding or removing the desired filter. You can also add a new tab, rename a tab or change you text colors, etc... all from this location.

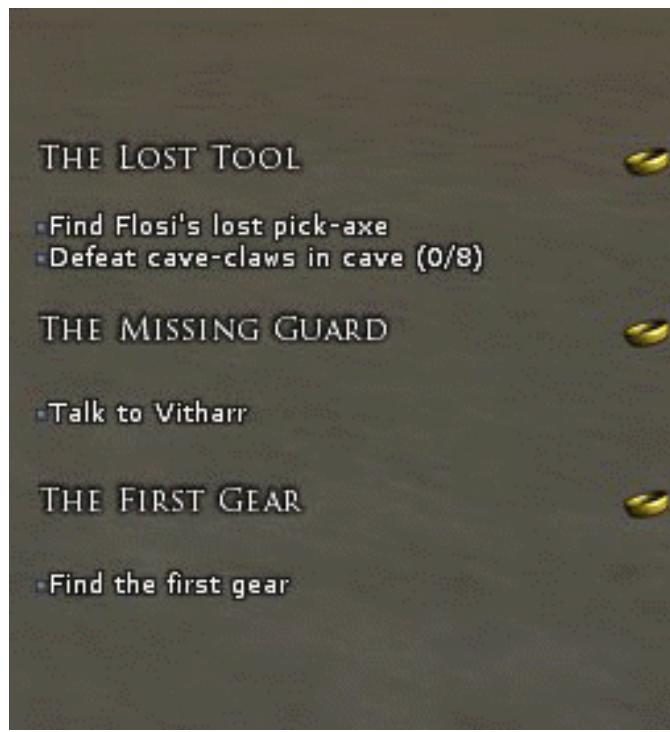


The Chat Window

The output chat channels are OOC (Out of Character chat in your current area), Say (speaks to people near you), Fellowship, Kinship, Emote (animations of your characters), Help, LFF (Looking for Fellowship), Officer (for Kinship officers), Raid, Regional and Trade. You can change the default chat output by clicking on the chat bubble icon beside the output name.

The Quest Tracker

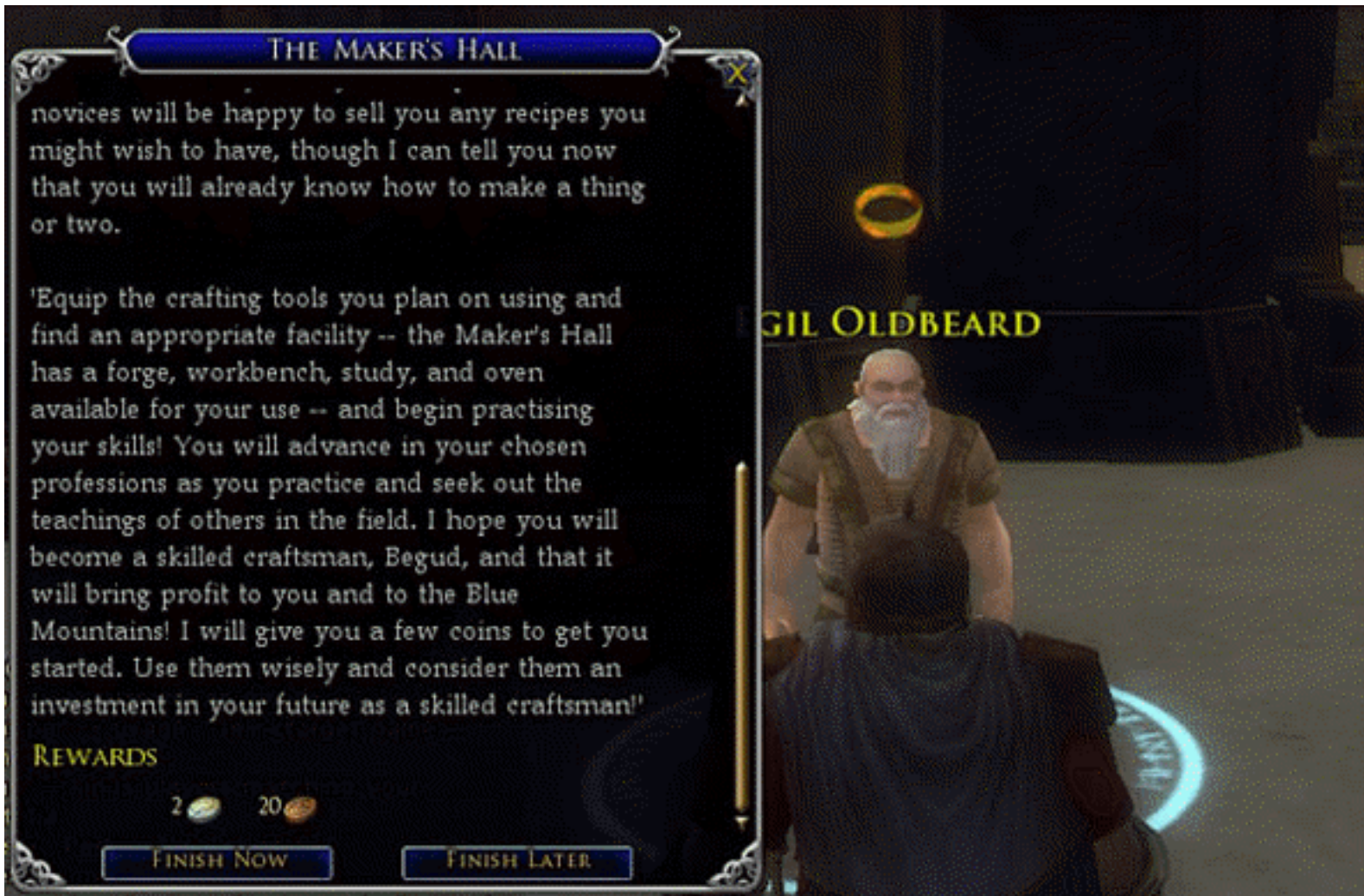
The Quest Tracker displays your active quests with a brief description of the goal. You can click on the ring to open your Quest journal and view the complete quest and change the quests on your tracker.



The Quest Tracker

This is the End

And that about covers it! Now that you know what it is you're looking at, get to work! There's a world to be saved! Go on, shoo! Scram! Go kill some nasties! Or like me, you can just sit around Michel Delving all day eating pie. Pie or the smiting of evil... a very tough decision indeed.



One of the many quest-givers in Middle-Earth.

Why do I care about quests? Can't I just go around and kill things, or make stuff?

Sure you can, but you'd be missing out on a lot of the content that's been put into the game. Not to mention some of the best rewards (both money and items) are given out when completing a quest. Also, you'll find gaining a level to be a lot more friendly if you help out the NPCs with their numerous tasks.

I have a quest, but I forgot what to do. How do I check what needs done?

For just such a situation, you have your Quest Journal (default key = "L"). Pressing L will bring up the Quest Journal, and it's here that you'll be able to keep track of all of your current tasks, as well as ones that you've completed over the course of your character's life.



The Quest Journal

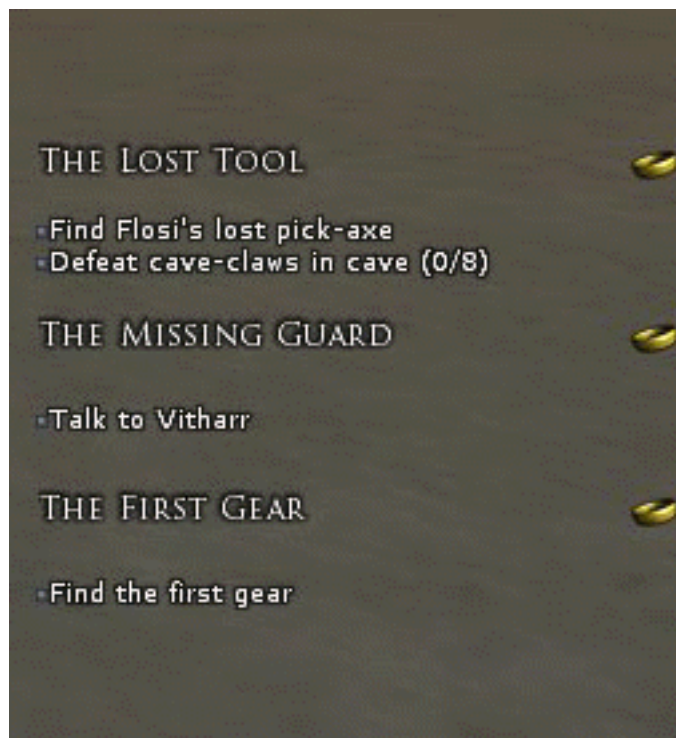
Each quest is color coded according to the difficulty it will be for your character's level. Gray is the easiest, then comes green, then light blue and blue. White is even with your character's level, yellow is slightly above, and orange, red, and purple are considerably above your current level.

You said something a bit back about rewards? And money too? Do tell!

Yes, you heard me right. Some of the best items and a lot of money are there for the taking, if a player is dutiful enough to complete some of the quests. Aside from using the Quest Journal to figure out what needs done, you can also see what rewards will be given upon a quest's completion.

Is there anyway to keep track of them without having the Journal open?

Of course there is! When you highlight a quest, the menu down at the bottom of the Journal gives you several options. "Add to tracker" will make that particular quest's objectives show up on your main screen off to the right on the "Quest Tracker".



The Quest Tracker

What do these little symbols by the name of the quest mean?

Those symbols indicate different types of quests in LotRO. The symbol that looks like a bunch of people means that the quest will likely require a Fellowship (group of players) in order to be completed. The golden ring means that the quest is an “Epic” quest, while having both on the same quest means that it is an Epic quest which will likely require a Fellowship to complete.

What the heck is an “Epic” quest?

Epic quests, more often than not will be quests that directly relate to the main story of LotRO. They are catalogued in your Quest Journal under categories similar to a book (i.e. – Prologue, Chapter 1, etc). They often involve a private instance, where the story can play out, and many will require a fellowship to complete, though certainly not all of them.

I’m playing with some friends, and we want to quest together, but how do the members of my Fellowship and I share quests?

If the particular quest you want to do is shareable (meaning there are no prerequisites that must be completed first), all you and your fellows must do is simply highlight the quest in your quest journal and click the button labeled “share”. If any of the Fellowship’s members can take on that quest, they’ll be prompted to do so.

I can’t find the place my quest is asking me to go to... help!

First, breathe. Second, read the quest again. Every quest has been handcrafted to promote exploration but at the same time to make sure to give the player enough information to go by. After reading the quest, take a look at your map. If you still have no idea in which direction to set forth, try asking in the Out of Character Channel (default command = “/ooc”) and ask for a little help. There are thousands of other players out there, don’t be shy!

Is there anything else I should know?

Essentially, it's important to remember to take as many quests as your journal can hold (40), and to take the time to read the quests' directions. The experience, money, and rewards gained from doing quests are nothing but beneficial to the status of your character. Also remember that not every quest is intended to be done by yourself. Find some friends and tackle the ones that give you fits. Last but not least, the grand and epic story the developers have crafted is only going to be played out if you're diligent enough to do the quests. So go forth, and make JoBildo proud.

Fellowship Traits F.A.Q.

Below is a fairly detailed FAQ for Fellowship Traits, I noticed alot of people didn't know how they work or what they were for. I haven't seen anything like this here so I figured it should be posted. Please note I didn't write any of this and full credit should goto people who's names I'm sure I can't mention.

Here is a few basic clarifications on Fellowship Traits:

1. Only signature mobs and higher become randomly vulnerable to Fellowship Traits. (note once we randomly activated a Fellowship Trait on a standard Goblin!)
2. Fellowship Trait attempts are automatically reserved for the fellowship of the player who started the attempt.
3. Fellowship Traits start automatically when a mob becomes vulnerable.
4. You will only see the Fellowship Trait UI if at least one other active fellowship member is nearby.
5. Burglar has an ability to cause the mob to become vulnerable, so does the Guardian. Burglars have three Fellowship Trait abilities: While cloaked, the exploit opening skill, and Marbles (see below)
6. Once a Fellowship Trait is underway, a quad-color wheel pops up on your screen and combat is paused.
7. Everyone nearby picks a color, and the Fellowship Trait is resolved. Some of you are color-blind I need to check which is where on the compass ie North south East West. I'll update later.
8. The assist button is used if you are not currently targeting the mob, see below.
9. Fellowship Trait colors have different effects, yellow does damage over time, red does direct damage, green heals, and blue restores power.
10. You must be in the correct range to choose a Fellowship Trait color. Mouse over each of the colors in your Fellowship Trait tab to find out the range of each Fellowship Trait skill of your class.
11. You can only use Fellowship Trait initiation if you are a member of a fellowship.
12. All Fellowship Traits you have used are recorded in your Fellowship Trait journal.

The assist button is a little 'bullseye' button that appears where your contribution UI would be if your Fellowship has a Fellowship Trait opportunity but you are not currently targeting the correct opponent. Pressing it will switch your target to the correct monster so you can quickly contribute to the attempt. Once the attempt is opened anyone in the Fellowship can switch to that target to contribute.

The Guardian class has two skills that can start a Fellowship Trait. The two skills are called Overwhelm and Thrust. They are both opened up after the guardian successfully parries and utilizes the parry chain through their skill called retaliate. You can only do Overwhelm or Thrust once before the for parry chain runs out and you have to re-trigger it.

Burglars have the most oportunities to start a Fellowship Trait. Burglars can start a

Fellowship Trait, 3 times every 5 minutes, by using the exploit opening skill, the trip skill (while stealthed), and Item: Marbles (Weaponsmiths' need the recipe plus iron and a mold to make them). 3 recipes: small bag (rarely hits), medium bag (a little better), large bag (still collecting the Dwarf Iron for them) - they are all made by weaponsmiths. Note marbles will have a longer cooldown period for the patch 5th Feb onwards

There are four colors to use - Red, Green, Yellow and Blue. Yellow and Green are tricky, because the yellow is a little orangy and the green is a little yellowish. The way you can tell the two apart is that the yellow has a spider on the icon. Also, if you go into your Fellowship Trait tab you can see that the Green has the name "conviction quad".

Yellow has a spider icon, green has an eagle icon, blue has a horse icon, and red has a tree icon.

Ok, so you are still confused? Well, here is a basic idea of what to press when your fellowship opens a Fellowship Trait and you're sitting there wondering what to press.

Red

Instant damage. Use it when you need to kill something quick, fast and in a hurry.

Yellow

Damage over time. This is best reserved for mobs with more than 1000 health left since this takes time to work (but overall does more damage than red).

Blue

Restores power. If you're in a long drawn out fight and everybody is low on power.. choose this.

Green

Restores health. If your healer can't keep up or you're in a dangerous situation where some people are about to run out of morale then choose green.

When using a Fellowship Trait the first person to click a color goes to slot one, second into second and so on, until everyone has used their Fellowship Trait. The different combos are recorded in your Fellowship Trait journal.

There are 256 (4^4) different Fellowship Traits variations in a four player fellowship, How many one of a kind special moves are there? (I realise it's possible that not all have been found yet) Are there 256 different moves or do some break apart into lesser combos (e.g. Y/Y/R/R might give both the Misdirection and Clash of Arms Fellowship Traits *).

Some of the Fellowship Traits used were (order matters):

R = Red **B** = Blue **Y** = Yellow **G** = Green

Combo Name	First Attack	Second Attack	Third Attack	Fourth Attack	Fifth Attack	Sixth Attack
Two Person						
Clash of Arms	Red	Red				
Misdirection	Yellow	Yellow				
Planned Attack	Blue	Blue				
Rallying Cry	Green	Green				
Three Person						
Resounding Strikes	Red	Red	Red			
Deception	Yellow	Yellow	Yellow			
Three Pronged Assault	Blue	Blue	Blue			
Mustering of the Troops	Green	Green	Green			
Sinister Plan	Red	Blue	Yellow			
Wrath of the Righteous	Red	Green	Yellow			
Strength of the Pure	Green	Red	Blue			
Will of the Strong	Green	Yellow	Blue			
Four Person						
Hail of Blows	Red	Red	Red	Red		
Chaos in the Ranks	Yellow	Yellow	Yellow	Yellow		
Power in Numbers	Blue	Blue	Blue	Blue		
Call to Arms	Green	Green	Green	Green		
Pounding Echoes	Red	Red	Yellow	Yellow		
Planned Charge	Red	Red	Blue	Blue		
Deadly Whispers	Yellow	Yellow	Blue	Blue		
Ent's Stand	Red	Green	Yellow	Blue		
Five Person						
Entish Justice	Red	Green	Yellow	Blue	Red	
Wrath of the Oathbreakers	Blue	Yellow	Green	Red	Blue	
Six Person						
Break the Door	Red	Red	Red	Red	Red	Yellow
Hew the Stone	Red	Red	Red	Red	Red	Blue
Roll the Drums	Red	Red	Red	Red	Red	Green

- Clash of Arms - **R | R**
- Resounding Strikes - **R | R | R**
- Wrath of the Righteous - **R | G | Y**
- Hail of Blows - **R | R | R | R**
- Planned Charge - **R | R | B | B**
- Pounding Echo's - **R | R | Y | Y**
- Ent's Heart - **R | R | G | G**
- Ent's Heart - **G | G | R | R**
- Ent's Stand - **R | B | Y | G or R | G | Y | B**
- Ent's Rage - **R | R | R | Y | Y**
- Hew the Stone - **R | R | R | R | R | B** (looks excellent!)
- Roll of Drum - **R | R | R | G**

- Planned Attack - **B | B**
- Three Pronged Assault - **B | B | B**
- Power in Numbers - **B | B | B | B**
- Strength of the Pure - **B | R | G**
- Planned charge - **B | B | R | R**
- Deadly Whispers - **B | B | Y | Y**
- Noble's Honour - **B | R | G | Y**

- Noble Lineage - B | B | G | G
- Noble Blood - B | B | B | G | G
- Misdirection - Y | Y
- Deception - Y | Y | Y
- Sinster Plan - Y | B | R
- Wrath of the Rightous - Y | G | R
- Chaos in the Ranks - Y | Y | Y | Y
- Silent Paths - Y | G | R | B
- Rath of the Oath Breakers - Y | G | R | B | Y
- Wispering Leaves - Y | Y | Y | R | R
- Rallying Cry - G | G
- Mustering the Troops - G | G | G
- Will of the Strong - G | Y | B
- Stenght of the Pure - G | R | B
- Call to Arms - G | G | G | G
- Eagles Eyrie - G | Y | B | R also G | R | B | Y
- Valour Unashamed G | R | B | Y | G

As you can see the Ent's Stomp has two different combinations to achieve the same result, whether this will stay this way I'm not sure

If you see someone in your fellow hit a button like blue when they are short on power and you don't know what to press... hit the same color they did. This will result in a combo (two of the same color in a row) which will be a much more effective version of the single color:

Double Blue = Restores the entire fellowships power Greatly.

Double Red = Does a significant amount of damage instantly

Double Yellow = Does a very powerful DoT, very useful for mobs with 1500+ health.

Double Green = Restores the fellowships morale and puts on a heal-over-time for 150 points.

Dread / Hope Guide

The two game systems of dread and hope make up the unique and revolutionary death penalty in the Lord of the Rings Online (LOTRO). In short, dread is the negative effects on your character when you are defeated (there is no dying, per say, in LOTRO) and hope is beneficial [effects] that can be granted to your character. How exactly these systems work together is not clear from the tutorial, so it is the purpose of this guide to explain how they operate.

The cumulative effects of dread and hope

Both game systems concern three things: maximum morale, healing effectiveness and damage received. The latter two are self explanatory but the former may not be; it is LOTRO's version of hit points or health bars. Obviously, if these stats are more in your favor then you will fair much better; that is why we need an understanding of what each [dread and hope] do to affect those stats.

When you start the game and have no hope or dread, those statistics remain at 100%. As you acquire hope or dread the numbers change. In the case of hope, the more you gain the higher your morale and healing effectiveness will be, while your damage received will decrease. Alternatively, if you accrue dread, your morale and healing effectiveness will decrease and damage received will increase. These effects at both ends of the spectrum – either extreme hope or dread – carry very significant boons or banes.

In addition to the negative effects of death that dread causes, when you are defeated and choose retreat now (you may wait for up to 600 seconds for a resurrect) you will return to the graveyard and your equipment will take damage and may need repair (especially after many defeats). Also, it is said that a dread count of five (the maximum anyone can obtain) renders combat nigh impossible for the afflicted combatant. So how does one accumulate either dread or hope?

How do I accumulate dread?

The primary method of acquiring dread is being defeated in battle. There is no difference in the amount of dread is accumulated based on how many members you have in your fellowship (if any at all) or what kind of monster you are fighting; you will gain one dread point (out of a maximum of five) when defeat finally comes. When this occurs, the aforementioned stats will be affected by a few percentile points; certainly increased deaths will be a severe hindrance to your character.

How do I eliminate my dread?

There are some situations where dread will be on you at all times (more on this later in the guide) but if you acquire dread via a death then it can be 'killed off' so to speak. This

kind of dread is put on a ten minute timer and is viewable as an active debuff beneath your character window; once the countdown has expired the dread will go away. Alternatively, if you acquire hope then those points will off-shoot the dread, effectively eliminating it.

How do I gain hope, then?

There are a few ways to gain hope. The first is simply being in a tavern, where much merry-making is to be had. You can also gain hope by listening to other players play on their instruments inside these very taverns. Also, being in the presence of particular NPCs – Tom Bombadil and Aragorn for instance – may fill your character with hope as well. Lastly, there are some higher end options to accumulate hope as well, but it certainly is easier to accrue dread than hope. It is best then use caution and avoid defeat at all times.

Situational Dread

There are some situations in LOTRO where dread is inevitable, whether you are defeated or no; these are called situational dread effects. They are most common during the main epic quest line when you are faced against a great evil, be it a Nazgul, Great Barrow-Wights or perhaps even the Witch-king himself! During these situations you (and your fellowship) will be afflicted with dread, perhaps up to three points! If you ever find yourself under these situations, be sure to have as little dread as possible; the cumulative effect could be world-ending for your fellowship. This situational dread, however, diminishes once your fellowship has defeated the great evil.

Tips and Hints to avoiding 'dread'-ful situations

The dread and hope systems are designed to be a lenient death penalty to players, while punishing those who attempt vain efforts with the same strategy that defeated them moments earlier. So if you find yourself accumulating too much dread, the following tips should be of help:

1. If you can't defeat that bear in the Old Forest once, twice, do not attempt a third time! Chances are you will be defeated and be overwhelmed with dread, and owe considerable coin to the local merchant.
2. If by the course of your adventures you find yourself defeated and return to the local graveyard, take the time to turn in quests and sell your loot. If you do this, chances are, by the time you get back to where you were before defeat, your dread will have expired.
3. Do not attempt any instanced fellowship quests while you or anyone else has dread; you will likely face one or more opponents that inflict situational dread effects.

Best of luck avoiding situations full of dread!

The Encyclopedia of Virtues

Welcome to **The Encyclopedia of Virtues**. This will be your one-stop shop for any and all information regarding the Virtues system in **The Lord of the Rings Online**. It will be updated as the game itself is updated, with more virtues, changes to current virtues, and just about anything that has to do with the primary branch of Traits in LotRO. So, let's get on to the good stuff, shall we?

A Few Preliminary Notes

- 1.) Virtues stack. So if you find one you like, try to complete as many objectives that give you that virtue as possible.
- 2.) For completing the final version of an area's quests (75 or 30 depending), that virtue will get an extra rank (+2 instead of +1).
- 3.) Any tilde (~) indicates increasing ranks have diminishing returns, but this number should be somewhat close to the average bonus per rank when maxed out.

Below we'll list out the many different kinds of Virtues you'll have access to by completing certain deeds, and just what exactly you can gain by attaining them and slotting them into your Traits. Pay careful attention to the color coding. There's a lot of info to digest, so we figured it would be best if we made it purdy to ease the eyes.

COLOR CODES

Gold= This is the primary benefit of the virtue. This bonus will advance with every rank.

Light Blue= This is the secondary benefit of the virtue. This tends to either advance half as much as the primary benefit, or will increase by the same amount as the primary, but only with every 2 ranks instead of on every rank.

Purple= This is the tertiary benefit of the virtue. This tends to either advance one fifth as much as the primary benefit, or will increase by the same amount as the primary, but only every 5 ranks instead of on every rank.

THE MANY TYPES OF VIRTUES

Charity - **Wound Resistance**(+1%/rank), **Ranged Vulnerability**, **Power Regeneration (Non-Combat)**

Compassionate - **Ranged Vulnerability**(-0.5%/rank), **Power Regeneration (Non-Combat)**, **Magic Vulnerability**

Confidence - **Fear Resistance**(+1%/rank), **Will**, **Power Regeneration (Non-Combat)**

Determination - **Agility**(+3/rank), **Morale Regeneration (Combat)**, **Max Morale**

Discipline - **Might**(+3/rank), **Disease Resistance**, **Melee Vulnerability**

Empathy - **Armor Value**(+5/rank), **Fate**, **Fear Resistance**

Fidelity - **Shadow Mitigation**(+1%/rank), **Vitality**, **Power Max**

Fortitude - **Morale Regeneration (Non-Combat)**(~ +0.7/rank), **Might**, **Disease Resistance**

Honour - **Poison Resistance**(+1%/rank), **Shadow Mitigation**, **Vitality**

Idealism - Fate(+3/rank), Fear Resistance, Will
Innocence - Melee Vulnerability(-0.5%/rank), Poison Resistance, Shadow Mitigation
Just - Morale Regeneration (Combat)(+0.1/rank), Max Morale, Morale Regeneration (Non-Combat)
Loyalty - Vitality(+3/rank), Power Regeneration (Non-Combat), Armor
Merciful - Power Regeneration (Non-Combat)(~ +1/rank), Magic Vulnerability, Agility
Patience - Power Regeneration (Non-Combat)(~ +0.7/rank), Wound Resistance, Ranged Vulnerability
Tolerant - Magic Vulnerability(-0.5%/rank), Agility, Morale Regeneration (Combat)
Valour - Max Morale(~ +25/rank), Morale Regeneration (Non-Combat), Might
Wisdom - Will(+3/rank), Max Power, Wound Resistance
Zeal - Disease Resistance(+1%/rank), Melee Vulnerability, Poison Resistance

THE MEANS TO A VIRTUE'S END

Next up is the actual list of Deeds themselves. These bad boys are what you'll need to accomplish with your character before having access to any of the shiny Virtue types listed above. Before we get into the where/how/whats of it all, here are some notes on how we've presented them.

- Numbers in Brackets represent the number of Quests or Mobs you will need to Complete or Kill to achieve the Virtue or Title.
- The numbers in Blue are Quests, and the numbers in Orange are how many mobs need to be killed.
- All of the "Find this Location" Virtues or "Use this Item" Virtues will be in pink.
- The red words are the Titles you'll receive from completing a Slayer Accomplishment (the step before "Advanced").

ACCOMPLISHMENTS BY LOCATION

Bree-land

Lore of the Cardolan - Wisdom (USE the Journal of Cardolan Page's, 5, 7, 15, 16, 22, 28)

Flowers of the Old Forest - Innocence (USE Rhosthon's Flower, Neldola's Flower, Dorollin's Flower, Cordofoneth's Flower, Lenhwest's Flower, Silloth's Flower, Briglad's Flower, Merillif's Flower)

History of the Dunedain - Idealism (USE the Dunedain-Statue, Ancient Inscription, Ancient Cairn, Ancient Crest, Ancient Alter, Ancient Obelisk)

Places of the Barrow Downs - Patience (L20 req) (DISCOVER Northern Barrows, The Dead Spire, The Dead Man's Perch, Ost Gorthad)

Places of the Old Forest - Wisdom (DISCOVER Bald Hill, Weaver's Den, Tom Bombadil's House, Goldberry's Spring, Bonfire Glade)

The Ruins of Bree-land - Patience (DISCOVER Bronwe's Folly, Hillshire Ruins, Old Greenway Fort, Blackwold's Roost, Blackwold Headquarters, Woodsedge Ruins, Ost

baranor, Marshwater Fort, Goblinhole Ruins, South-Guard Ruins)

Bree-land Quests (15) - Empathy

Bree-land Quests (30) - Charity

Bree-land Quests (75) - Loyalty+2

Advanced Brigand Slayer - (60) Just, **Watcher of Roads**

Advanced Neekerbrecker Slayer - (60) Fortitude, **Shell Breaker**

Advanced Orc Slayer - (80) Valour (Level 20 required), **Defender of Breeland**

Advanced Sicklefly Slayer - (60) Discipline, **Fly Swatter**

Advanced Spider Slayer - (60) Honour, **Spider-Foe**

Advanced Wight Slayer - (80) Merciful (Level 20 required), **Bane of the Barrows**

Advanced Barghest Slayer - (60) Determination, **Barrow-Downs Hunter**

Advanced Woodsman Slayer (Trees) - (40) Fortitude, **Root-Hewer**

The Shire

The Farms of the Shire - Tolerant

The Sights of the Shire - Fidelity

No Place for Spoiled Pies - Patience

Restoring the Quick Post - Patience

Life of a Bounder (15) - Compassionate

Life of a Bounder (40) - Empathy

Life of a Bounder (75) - Innocence+2

Advanced Wolf Slayer - (60) Discipline, **Fur-Cutter**

Advanced Brigand Slayer - (60) Just, **Bounder's Friend**

Advanced Goblin Slayer - (60) Valour, **Protector of the Shire**

Advanced Harvest-fly Slayer - (60) Fortitude, **Crop-Savior**

Advanced Slug Slayer - (60) Determination, **Slug-Squasher**

Advanced Spider Slayer - (60) Honour, **Spider-Sting**

Ered Luin

Elvish Ruins Exploration - Wisdom

Places of the Dwarves - Patience

Rath Teraig Exploration - Confidence

Scouting the Dourhands - Fidelity

Ally of Ered Luin (10) - Charity

Defender of Ered Luin (20) - Compassionate

Hero of Ered Luin (30) - Charity+2

Advanced Brigand Slayer -(60) Just, **Defender of the Halls**

Advanced Goblin Slayer -(60) Zeal, **Guardian of Ered Luin**

Advanced Hendrevail Slayer -(60) Discipline, **Feather-Foe**

Advanced Wolf Slayer -(60) Determination, **Wolf-Tamer**

Advanced Spider Slayer -(60) Zeal, **Web-Slasher**

North Downs

Strongholds Exploration - Confidence

The Eastern Ruins - Patience

The Villages of the Earth-Kin - Tolerant
The Western Ruins - Wisdom
North Downs Quests (15) - Empathy
North Downs Quests (40) - Charity
North Downs Quests (75) - Loyalty+2
Advanced Goblin Slayer -(240) Zeal, **Cleaver of Goblins**
Advanced Orc Slayer -(240) Just, **Hero of North Downs**
Advanced Redeemer (Shades) -(240) Merciful, **Foe of Night**
Advanced Troll Slayer -(160) Fortitude, **Troll-Hewer**
Advanced Warg Slayer -(240) Determination, **Warg-Foe**
Advanced Worm Slayer -(320) Honour, **Worm-Slayer**

Lone Lands

Defences of the Lone-Lands - Fidelity
Garth Agarwen Exploration - Confidence (Level 30 required)
The Grimfens - Confidence
Weathertop Exploration> - Wisdom
Lone-Lands Quests (15) - Charity
Lone-Lands Quests (40) - Compassionate
Lone-Lands Quests (75) - Idealism+2
Advanced Bog Lurker Slayer -(120) Discipline, **Bog-Hunter**
Advanced Gaunt-Man slayer -(80) Merciful, **Enemy of the Dead**
Advanced Goblin Slayer -(120) Valour, **Goblin-Hewer**
Advanced Orc Slayer -(120) Valour, **Champion of the Lone Lands**
Advanced Spider Slayer -(120) Honour, **Spider-Bane**
Advanced Warg Slayer -(120) Fortitude, **Warg-Hunter**

Trollshaws

Brave Deeds in the Wilderness (10) - Innocence
Brave Deeds in the Wilderness (20) - Loyalty
Brave Deeds in the Wilderness (30) - Idealism+2
The Road to Rivendell - Fidelity
Ruins of the Trollshaws - Tolerant
Advanced Crawler Slayer -(360) Determination, **Chitin-Smasher**
Advanced Giant Slayer -(320) Fortitude, **Giant-Slayer**
Advanced Troll Slayer -(240) Zeal, **Troll-Slayer**
Advanced Wight Slayer -(360) Merciful, **The Purifier**
Advanced Wolf Slayer -(360) Discipline, **Tail-Cleaver**
Advanced Worm Slayer -(360) Valour, **Worm-Carver**

Misty Mountains

Ruins of the Misty Mountains - Tolerant
The High Passes - Wisdom
Where the Giants Dwell - Confidence
Peril of the Mountains (10) - Compassionate

Peril of the Mountains (20) - Empathy
Peril of the Mountains (30) - Innocence+2
Advanced Bear Slayer -(360) Fortitude, **Bear-Wrestler**
Advanced Giant Slayer -(320) Zeal, **Bane of Titans**
Advanced Snow Beast Slayer -(320) Determination, **Beast-Hunter**
Advanced Troll Slayer -(240) Valour, **Vanquisher of Trolls**
Advanced Warg Slayer -(360) Just, **Warg-Hunter**
Advanced Worm Slayer -(360) Honour, **Worm-Bane**

Angmar

Complete Angmar Quests (10) - Loyalty
Complete Angmar Quests (20) - Idealism
Complete Angmar Quests (30) - Empathy +2
Bastions of Hope - Tolerant +2 (Need Eastern Angmar)
The Road to War - Confidence +2 (Need Eastern Angmar)
The Circle of Despair - Fidelity (Need Eastern Angmar)
Advanced Wight Slayer -(480) Mercy (Need Eastern Angmar), **Destiny of the Accursed**
Advanced Angmarim Slayer -(480) Just, **Doom of the Angmarim**
Advanced Orc Slayer -(480) Zeal, **Bane of the Orcs**
Advanced Troll Slayer -(320) Discipline, **Bane of Trolls**
Advanced Uruk Slayer -(320) Honour, **Warlord of Angmar**
Advanced Warg Slayer -(480) Determination, **Lord of Fangs**
Advanced Worm Slayer -(440) Valour, **Weird of the Worms**

Emotes and Moods : List and Rewards

It wouldn't be much of a guide without a list of fun emotes you can use in the game! Well here you go!

Moods:

Emotes:

(moods dictate your character's expressions and idle animations)

- /AFK
- /ANGRY
- /BECKON
- /BEG
- /BIO
- /BORED
- /BOW
- /CHEER
- /CONFUSED
- /COUGH
- /COWER
- /CRAZY
- /CRY
- /DANCE
- /DANCE1
- /DANCE2
- /DANCE3
- /DRINK
- /DUSTOFF
- /EAT
- /FAINT
- /FLEX
- /FLIRT
- /HANDSTANCD
- /IMPATIENT
- /KISS
- /KNEEL
- /LAUGH
- /LIEDOWN
- /LOOK
- /MOCK
- /MOURN
- /NO

- MOOD_ANGRY
- MOOD_APPREHENSIVE
- MOOD_CALM
- MOOD_CONFUSED
- MOOD_FEARFUL
- MOOD_HAPPY
- MOOD_MISCHIEVOUS
- MOOD_SAD
- MOOD_SLEEPY
- MOOD_SOLEMN
- MOOD_SURPRISED

Social Accomplishments that Yield Emotes:

- **Fire-Breather:** If you receive 100 cheers you get the /firebreath emote. Max gain: 5 times per day.
- **Hero:** If you receive 100 bows you get the /heropose emote. Max gain: 5 times per day.
- **Juggler:** Get laughed at 200 times you get the /juggle emote. Max gain: 6 times per day.
- **Swordsalute:** Get saluted 100 times you get the /swordsalute emote. Max gain: 5 times per day.

Social Accomplishments that Yield Titles:

- **Adorable:** Get hugged 100 times, and get the title of "the Adorable". Max gain: 5 times per day.

- /PICK
 - /POINT
 - /POST
 - /PUSHUPS
 - /ROAR
 - /RUDE
 - /SAD
 - /SALUTE
 - /SCOLD
 - /SCRATCH
 - /SHAKEFIST
 - /SHRUG
 - /SIGH
 - /SIT
 - /SMACKHEAD
 - /SMOKE
 - /SMOKE1
 - /SURRENDER
 - /TALK
 - /TANTRUM
 - /THANK
 - /WAVE
 - **Alluring:** Get flirted with 100 times, and get the title of "the Alluring". Max gain: 5 times per day.
 - **Befuddling:** Be the target of /confused 100 times, and get the title of "the Befuddling". Max gain: 5 times per day.
 - **Beloved:** Get kissed 100 times, and get the title of "the Beloved". Max gain: 5 times per day.
 - **Dull:** Be the target of /bored 100 times, and get the title of "the Dull". Max gain: 5 times per day.
 - **Harrassed:** Be the target of /beg 100 times, and get the title of "the Harrassed". Max gain: 5 times per day.
 - **Helpful:** Get thanked 100 times, and get the title of "the Helpful". Max gain: 5 times per day.
 - **Infuriating:** Be the target of /angry 100 times, and get the title of "the Infuriating". Max gain: 5 times per day.
 - **Insulted:** Be the target of /rude 200 times, and get the title of "the Insulted". Max gain: 6? times per day.
 - **Intimidating:** Be the target of /cower 40 times, and get the title of "the Intimidating". Max gain: 2 times per day.
 - **Naughty:** Get scolded 100 times, and get the title of "the Naughty". Max gain: 5 times per day.
 - **Ridiculed:** Get mocked 100 times, and get the title of "the Naughty". Max gain: 5 times per day.
 - **Victorious:** Be the target of /surrender 40 times, and get the title of "the Victorious". Max gain: 2 times per day.
-
-

Understanding Accomplishments and Traits

The Accomplishments and Traits systems are the primary tools for character customization and differentiation in the Lord of the Rings Online. They allow for characters to equip a myriad of bonuses, modifications and abilities that make one very distinct from another. Contrary to previous titles as well, these are not simply earned at level up: players must complete specific tasks before they become available. For example, some demand that you finish a set number of quests in the Shire or kill so many Goblins.

Yet how do both systems interact and allow this customization to take place? To start, Accomplishments are the method of unlocking these bonuses. That is to say, if you discover the "Farms of the Shire", then you have accomplished this feat – hence the name. Then, once that is completed, you unlock the Tolerant +1 trait – the actual bonus itself. Once this has occurred, if you wish to use this modification (and have an available slot) you visit a Bard NPC and it can be made available.

While this explanation may seem rather simplistic, the system is much more in-depth than has been presented thus far. As such, we will enter into detailed explanations of this system, the divisions of traits and accomplishments, ways to complete them, how to equip (and associated costs) and why they're worthwhile.

Divisions of Traits

While accomplishments aren't categorized except for the means to achieve them (more on this later), traits are a different matter altogether. Under the traits tab in your character panel (see image below) there are clearly four distinct divisions: virtues, race, class and legendary. Each of these serves a very important role and the kinds of traits available differ dramatically. Each division, then, will require explanation and what kind of bonuses players can expect from each.



Virtues: Previously named common in earlier phases of development, these traits provide mild bonuses to a variety of factors: attributes (might, vitality etc), resistances (fear, shadow etc), vulnerabilities, and combat effectiveness. As the former name implies as well, these will be your most common traits that you will receive from your accomplishments. While none are significant individually, the correct combination could result in dramatic improvements to your characters ability.

Race: These traits are only available to characters of your race, and often include counters to negative racial qualities all players receive at the first level. In addition, players only have half the slots they possessed for virtues, and as such these traits can be very significant (comparatively speaking).

Class: Much like race traits, these are more significant then virtues and are only available to those of a particular class. As such, these traits often play to the strengths of a given class. For example, the Guardian and Champion rely on might to accumulate more damage with close-range weapons, and so some traits include increases in this area. Also, many of the traits in this division include skill upgrades.

Legendary: Not much is known about legendary traits except they are very powerful. Considering there are only two slots for such traits, it is a guarantee they will be rare and difficult to achieve. It certainly would not be a poor assumption to suggest that only level fifty players will possess these.

Acquiring Accomplishments and Traits

Now that we have an idea of what these traits will be like, how does one achieve them? As illustrated earlier, they are done through the accomplishment system. Yet there are a myriad of ways to do this: exploration, discovery, killing, quest completion, skill use and social interaction. It is to be noted, as well, that some methods – skill use for instance – only applies for class traits. Yet the rest (at this time) can be

used to acquire traits from all the previously described divisions. Though let us break down each of these accomplishments.

Exploration: This is one of the most self-explanatory accomplishments: you complete it by discovering landmarks throughout the world of Middle-earth. Below is a screenshot from one such accomplishment: the Ruins of Bree-land.



As can be plainly seen, there are a number of landmarks that the lore book suggests; the red icons represent found points of interest while grey the contrary. Once all the locations have been found, the player will be rewarded with the Patience +1 trait.

Discovery: Despite the name this guide has penned, discovery accomplishments are not the same as exploration ones. Instead, they require the acquisition of dropped items – usually lore related. Below is one such example – the Lore of the Cardolan Prince.



In this particular instance, the journal pieces are found off Wights in the Barrow-downs. Once the player has accumulated all the lore pieces, he (or she) will be rewarded with the Wisdom +1 trait.

Killing: The killing accomplishment is quite simplistic: it requires killing a set number of opponents (Goblins, Bears, Orcs etc). Also, it is activated when the player kills the first of the creature type. Then, once the player has defeated the required number, the accomplishment will be complete and will be rewarded with either a title or trait. In addition, there are often advanced killing accomplishments – the same as the former, except with more required to kill and additional rewards.

Quests: This is but another straight-forward accomplishment: it is achieved by completing a set number of quests in a region (Shire, Bree-land, Lone-lands etc). In addition, like the killing accomplishments, there are advanced versions of each. Once the player completes the number required, he or she will be rewarded with a trait.

Skill: This accomplishment is the most mundane and grindish of them all: it requires players to use a given skill a number of times. In addition, it is only available as a class trait. Yet the rewards are often worth the work: they do provide significant upgrades to your skill set.

Social: There is but only one method to obtain social traits at this time: use of emotes on different players.

You cannot span an emote to one player only; the system restricts you to five emotes per player a day. Once you have completed the necessary amount of emotes, you will be rewarded with a title.

Equipping Traits

Once you have completed a whole slew of accomplishments, there is the matter of equipping the rewarded traits to your character. To do this, you must visit any Bard scattered across the towns of Middle-earth. When you have found one, speak with him and the trait window will open.



As can be seen from the above screenshot, not all of the trait slots are open. This is because they are unlocked by levels, and so when you reach the cap at fifty, all will be available. To equip your traits, simply drag and drop from the tabs to the appropriate slots. Accordingly, if you want to remove a trait, simply drag and drop from the slot to the tabs below. Once you are satisfied with the configuration, review the cost in the lower right hand corner and then click accept if all is in order. It is to be noted, however, that a small cost is associated with any trait configuration, and this differs based on the complexity. Lastly, if you wish to review your trait setup at any time, you can navigate to the traits tab in your character panel.

Is it all worth it?

This guide will end with a closing thought: are accomplishments and traits worthwhile? They certainly are! Aside from a much needed customization options in the title, it allows for strategic and beneficial bonuses for all players. You could focus on increasing your might, or a whole slew of resistances or even decrease your vulnerabilities. There are simply too many combinations to list that make your character better. This is not to mention, either, the incredible benefits that legendary traits provide.

So go on out there and acquire those traits! They will certainly be worthwhile in the long run.

Character Stats

Character stats are the basic measurements that determine how effective your character is at combat, defense, and virtual-life in general. Things like armor, weapons, and level make your stats better, while ill effects like poison, disease, or defeat may lower them, making you less effective or more vulnerable. No self-respecting MMO player would be caught running around without stats! The following are definitions of the basic player character stats in LOTRO.

Morale

Morale is the amount of damage you can take before being defeated in combat.

Power

Power is your inner reserve. It is used to power combat maneuvers.

Might

Might increases your ability to block incoming attacks with a shield or parry incoming blows, and adds to the amount of damage you deal with a weapon. It also reduces incoming damage.

Agility

Agility increases your ability to evade and parry incoming blows and adds to the amount of damage you deal with a ranged weapon. It also reduces your miss chance.

CHARACTER JOURNAL

CHARACTER | **SKILLS** | **TRAITS** | **TITLE**

ERYNWEN | ELF | HUNTER LVL 50

MORALE 1,983/1,983 | POWER 1,671/1,671 | ARMOUR 1,171

MIGHT	131	FIRE	16.2%	FEAR	7.4%
AGILITY	295	COMMON	35.8%	WOUND	7.3%
VITALITY	207	SHADOW	16.2%	DISEASE	6.8%
WILL	217	BLOCK	N/A	POISON	8.8%
FATE	139	EVADE	12.9%	MELEE EFF	194
CRITICAL	18.2%	PARRY	12.0%	RANGED EFF	226

CHARACTER | **BIO** | **THE WAR**

Vitality

Vitality increases your maximum Morale and ability to regenerate Morale when not in combat. Lastly, it reduces incoming damage from non-weapon sources.

Will

Will affects how much Power you regenerate when not in combat, and increases your maximum Power total.

Fate

Fate adds to your momentum in combat, directly influencing how quickly you regenerate both Power and Morale while in combat.

Critical

Your percent-chance to execute a Critical Hit.

Fire

Your Armour will reduce the fire damage you take by this percentage.

Common

Your Armour will reduce the Common damage you take by this percentage.

Shadow

Your Armour will reduce the Shadow damage you take by this percentage.

Block

Your ability to block an attack (requires that a shield be equipped).

Evade

Your percent-chance to Evade an attack.

Parry

Your percent-chance to Parry an attack.

Fear

Your percent-chance to resist Fear effects.

Wound

Your percent-chance to resist Wound effects.

Disease

Your percent-chance to resist Disease effects.

Poison

Your percent-chance to resist Poison effects.

Melee Effectiveness

This is your relative effectiveness in melee combat. Better weapons and higher Might will increase your effectiveness.

Ranged Effectiveness

This is your relative effectiveness in ranged combat. Better weapons and a higher Agility will increase your effectiveness.

Music Guide

One of the more fun and exciting aspects of LOTRO is its musical features. Players are able to purchase various instruments and play notes using their keyboard. This enables LOTRO players to combine and form bands, play music as a group, and in turn almost re-create the Tolkien style world the Hobbits & others so freely enjoy and play in. This guide will teach you about the music aspect, how to purchase instruments and play music, and how to play specific songs.

- Getting Started with LOTRO Music
 - The Bard
 - Instruments
 - Playing
- Songs Database



The Bard

The first thing you need to do when you want to play music is head to a bard. A bard will be able to sell you instruments (at 20 silver a pop) so that you can play music with your character. The bard you probably already know as the one who enables you to edit and change your traits.

Instruments

There are several instruments available to you from the bard. Depending on your musical training (check your class trainer) you will be able to play the different types. The available instruments are:



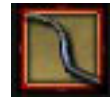
Basic Clarinet



Basic Flute



Basic Lute



Basic Horn



Basic Harp

Playing

The first thing you need to do when you are ready to play your instrument is to equip it. The instrument will go into your ranged equipment slot, so if you're a hunter - be sure to switch it back! Once your selected instrument is enabled, you will need to type /music and you will see a progress bar appear. This means you're ready to begin playing. The 1-8 number keys will play different notes, and the SHIFT and CONTROL keys are modifiers, creating minor notes, different octaves, etc. Play around a bit and see what you come up with!

Songs Database

Players have been experimenting with the instruments and sharing the different songs

that they figured out. Below are a variety of songs you can play and the keys you need to hit in order to play them.

Sweet Child of Mine - Guns N Roses (a personal favorite)

compiled by LordAngus

INTRO

1 8 5 4 S+4 5 S+3 5
1 8 5 4 S+4 5 S+3 5
2 8 5 4 S+4 5 S+3 5
2 8 5 4 S+4 5 S+3 5
4 8 5 4 S+4 5 S+3 5
4 8 5 4 S+4 5 S+3 5
S+2 5 S+1 5 S+2 5 S+3 5 S+4 5 S+3 5 S+2 5

Fade to Black

compiled by LordAngus

(up a few steps for easier playing)

2 6 C7 6 2 6 4 6
1 6 C7 6 1 6 4 6
2 6 C7 6 2 6 4 6
1 6 C7 6 1 6 4 6
3 5 8 5 3 5 1 5

Rule Britannia:

Compiled by Bob

s3-s3-s4-s4
s3-s4-s3-s2-s1-7
s5-s4-s3-s1-s3-s4-s5
s6-s4-s3-s2-s1-s1

Frère Jacques:

Compiled by Bob

s1-s2-s3-s1
s1-s2-s3-s1
s3-s4-s5
s3-s4-s5 s5-s6-s5-s4-s3-s1
s3-s4-s5 s5-s6-s5-s4-s3-s1
s1-5-s1

Hymn to Joy by Ludwig van Beethoven:

Compiled by Keln

s(1+3 1+3 2+4 3+5 3+5 2+4 1+3 2112 1+3 1+3 22)
s(1+3 1+3 2+4 3+5 3+5 2+4 1+3 2112 1+3 211)
s(22 1+3 1 2 1+3 2+4 1+3 1 2 1+3 2+4 1+3 212) 5
s(1+3 1+3 2+4 3+5 3+5 2+4 1+3 2112 1+3 211)

All of the numbers within the parenthesis preceded by an "s" means hold down the shift key while playing them. Basically all notes in this song are done using the shift key

except for the low 5 which is played without holding anything down. All "pairs" denoted by a #+# should be played at the same time, ei. 1+3 would be played by hitting the 1 and the 3 keys at the same time (yes while holding shift in this compilation). A simpler version of this song can be played by simple dropping the first number in each pair and playing the second. Example, to play a simple version of 1+3, drop the one and play only the 3. Also, I like to play the final note s1 as s1+3 because it sounds nicer.

Danny Boy

Compiled by worntraveller

8 and 1, for all purposes, are the same note, just an octave seperated. For notes below the root of the song, I'll use dashes to indicate they are in the lower octave. Maybe someone musically inclined can translate it to something undersdtandable ingame.

C(7 1 2 3)

Oh Danny Boy

2 3 6 5 3

The Pipes the Pipes are

2 1 C6

Ca-all-ing,

1 2 3 4

From glen to glen

6 5 3 1 2 1

And down the Mountain Side,

C(7 1 2 3)

The Summer's gone,

2 3 6 5 3

And all the flowers'are

2 1 C6

Dye-ye-ing,

1 1 2 3

'Tis you, 'tis you

6 5 3

Must go, and

1 2 1

I Must Bide.

The song continues similarly, except it starts on the 5th interval.

O'Sullivan's March (Irish Jig)

Compiled by Keln

5 s(1322356532 1232322111)

5 s(1322356532 1232322111)

5 s(1322356532 1232322111)

5 s(1322356532 1232322111)

s(868686866535355355832 123234345832 1232322111)

s(868686866535355355832 123234345832 1232322111)

Being a jig (albeit a slower one) this should be played at a relatively quick pace. Imagine drums in the background. Ba bum bum bum bum Ba bum buddah bum bum...

The Road Goes Ever On...

Compiled by Bob

The road goes ever on

1-4-4-6-4-1-4-4

c3-c3-4-32-c1-1-4

6-c7-6-5-4-2-1-1

1-c3-4-c3c2-c1-1-4

I think it's right, but I'm not 100% sure. keys without a "-" in between are played very closely together.

Compiled by Eruantien

Roads Goes Ever On: 255753553353212557876532132332

125578765321323321255787653213 23321255

This is an elaboration based on the bit that Gandalf sings in the movie FOTR.

EDIT I just realized that Bob posted a different version of this above. Sorry. Didn't look first.

Drip drip drop little april showers

Compiled by Bob

1-c4-5-6-7-8-5-c8-6

5-5-4-3

3-3-2-1-1-1

Stairway to Heaven

Compiled By Solace

(Only the first few notes, but I would love it if someone takes this start and runs with it, only sure about the first line, the second (and a bit more I'm not posting yet because it sounds awful) seems a bit off to me)

6 8 s3 s6 (s7+5)

s3 8 s7 (s8+5) s3 s1 s8 (s4+5)

If anyone toys around with this anymore and finds more, shoot Arianai a tell; I'd like to see the rest of it.

Silent Night

Compiled by Solace

5,6,5,3 - 5,6,5,3 - s2,s2,7 - 8,8,5 - 6,6,8,7,6 - 5,6,5,3

6,6,8,7,6 - 5,6,5,3 - s2,s2,s4,s2,7,8,s3 - 8,5,3,5,4,2,1

Bach, Minuet in G

Compiled by Solace

(still working on it)

s2 - 5,6,7,8 - s2 - 5,5 - s3 - s2,s3,s4,s5 - s6 - 5,5

s2 - s3,s2,8,7 - 8 - s2,8,7,6 - 5 - 6,7,8,6 - 7

Beethoven, Ode to Joy

Compiled by Solace

(also still working on it)

3,3,4,5 - 5,4,3,2 - 1,1,2,3 - 3 - 2,2

6,6,7,8 - 8,7,6,5 - 4,4,5,6 - 6 - 5,5
7,7,8,s2 - s2,8,7,6 - 5,5,6,7 - 7 - 6,6
1,1,2,3 -

Star Wars Imperial March

Compiled by Neda
3-3-3-1-5-3-1-5-3
7-7-7-8-5-3-1-5-3
8-5-5-8-7-C6-6-5-6
3-6-5-4-3-4-1-4-2-4-6-...

The First Noel

Compiled by Hosscat
3,2,1,2,3,4,5,6,7,8,7,6,5,6,7, 8,7,6,5,6,7,8,5,4,3
3,2,1,2,3,4,5,6,7,8,7,6,5,6,7, 8,7,6,5,6,7,8,5,4,3
3,2,1,2,3,4,5,8,7,6,6,5,8,7,6, 5,6,7,8,5,4,3

Basket Case- Green Day

Compiled by cwebb
54345
787655
787655556866
54345
787655
787655556866
168876655
168876655
144687
65558(S2)(S2)8

over the hills and far away- Led Zeppelin

Compiled by x--sausage--x
5-6-5-c5-2-5-57-57-57-5-6-5-c5-5-7-6-5-2-26-26-26-5-6-5-c5-2-1-135-135
-c1-c1-c1-c1-2-3-2-2-26-26-26

Master of puppets

Compiled by Arflindale
236 237 238 237 2366
236 237 22 54 54 54

The Number of the Beast- Iron Maiden

Compiled by Arflindale
22 62 72 8 22 8 22 8 22 8--hold note
22 62 72 8 22 8 22 8 22 8--hold note

Greensleeves

Compiled by stamen47

5 ct7 8 sh2 sh3 sh2 sh1 6 4 5 6 ct7 5 5 ct5 5 6 ct5 2
5 ct7 8 sh2 sh3 sh2 sh1 6 4 5 6 ct7 6 5 ct5 3 ct5 5 5
sh4 sh4 sh3 sh2 sh1 6 4 5 6 ct7 5 5 ct5 5 6 ct5 2
sh4 sh4 sh3 sh2 sh1 6 4 5 6 ct7 6 5 ct5 3 ct5 5 5

Chariots of Fire

Compiled by Qore

1 4565 3
1 4565
1 4565 3 343 11
87657 56 45
87657 8
87657 56 45 343 11

Freebird Intro

Compiled by Wray

3 7 c7 7 c7
7 7 c7 c6 c5 c6 c7 c6 c5 c6

Final Fantasy X Theme

Compiled by OnyxAbyssX

6-3-6-7-8-7-6-5-6-5-3
6-3-6-7-8-7-8-shift2-8-shift2-shift3
6-3-6-7-8-7-6-5-6-5-3
1-2-3-3-3-3-2-5-1
And here's Yuna's Theme from Final Fantasy
4-5-6-8-5-6-5-4-2-4-4
5-6-8-5-4-3-2
4-5-6-8-5-6-5-4-2-4-4
5-6-8-shift3-8-shift-2

Jingle Bells

Compiled by Witchchild

333 333 3512 3 444 433 3 322 2 5
333 333 3512 3 444 433 3 55421

Human Race

The shortest-lived of the races of Middle-earth, yet also the race destined to rule in the years beyond the Third Age, the race of Men is defined by their relatively short life span. Their mortality was considered a unique gift, but in time it became known as "The Doom of Men" and a source of lamentation.

Men are a varied race, from the great Dunédain of the North to the skilled Horse-lords of Rohan, and from the proud soldiers of Gondor to the mysterious Haradrim far to the east. They are capable of great courage and honour; yet they can also easily fall prey to ambition, deceit, and betrayal. Known simply as the "Big Folk" to the Hobbits of the Shire, Men are characterized by a large, strong frame and a driving will borne out of a relatively short life span.

In designing the race of Men for *The Lord of the Rings Online: Shadows of Angmar*, the difficulty is in creating a race of characters that is not seen as simply "ordinary" amongst the other fascinating races of the land. Men occupy a unique place within J.R.R. Tolkien's lore, since (though they may not realize it themselves) they are the race of destiny. Men are also easily swayed and exceedingly ambitious. Many have been corrupted by promises of power and these make up a sizable portion of the armies of the Dark Lord, along with the other, more outwardly monstrous races of Middle-earth. The Men that populate the game as NPCs are particularly interesting, since the motivations of Men are often unknown and appearances can easily deceive. Conversations with Men met in Bree, for instance, can be challenging to the unwary; for within that city's walls there reside both Free People fighting for good and also a dark element of corrupted Men fighting against the light.

Available Classes

- Champion
- Guardian
- Captain
- Burglar
- Hunter
- Minstrel
- Lore-Master

Passive Skills

- **Diminishing of Mankind:** A decreased will
- **Easily Inspired:** Increased Morale Restoration
- **Gift of Men:** Improved Fate
- **Strong Men:** Improved Strength

Starting Area

The race of Man starting area is Archet

Starting Stats

- Might - 14
- Agility - 14
- Vitality - 8
- Will - 11
- Fate - 10

Subraces

Information about the subraces of Men.

- Bree-land
- Dale
- Dunland
- Gondor
- Rohan
- Mixed

Hobbits

There are few recorded deeds of Hobbits until late in the Third Age of Middle-earth, which is just the way Hobbits would prefer it. They are simple, quiet folks, preferring to dwell in hillside holes in and around the area known as The Shire in western Eriador. Called "Halflings" by some due to their size relative to Men, these small folk enjoy the peaceful endeavors of farming, eating, and gift giving, rather than concerning themselves with the dangerous affairs of the rest of Middle-earth (save the legends of Hobbit bowmen in the wars of Fornost). In these dark days, however, it is the unassuming Hobbits, with their often surprising adeptness of both word and action, that will have the greatest impact in the war between the Free Peoples and the lengthening Shadow from the North.

From the most modest of beginnings, Hobbits are capable of the grandest of deeds. Their nimbleness and quick-thinking are well documented of course, but Hobbits are not to be underestimated. Hobbits, although small in size relative to the other races, are sturdy of body, determined in their actions, and good with bow or knife (when they have to be). Their small frame belies a toughness and spirit of a capable adventurer in the lands of Middle-earth.

Starting Stats: Might 11 - Agility 8 - Vitality 10 - Will 14 - Fate 14

Classes:

- ∴ Guardian
- ∴ Burglar
- ∴ Hunter
- ∴ Minstrel

Racials:

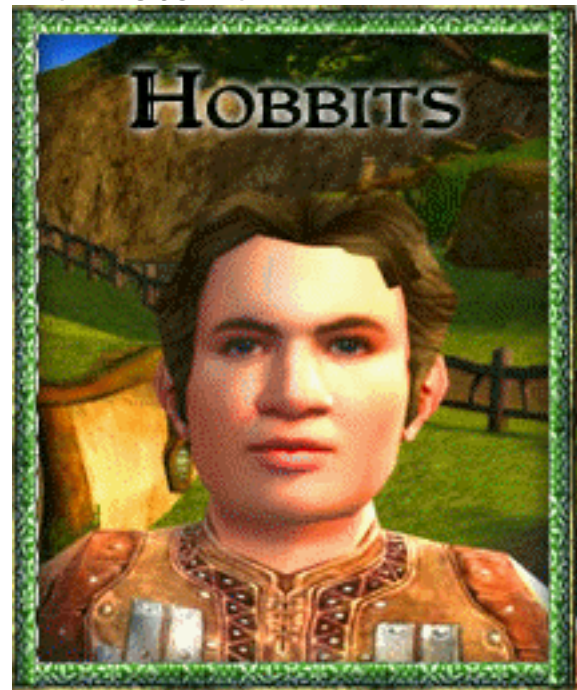
Hobbit Courage: Adds 1.0% to Fear Resistance

Hobbit Toughness: Adds 15 to Vitality

Rapid Recovery: Adds 1.0 to Morale Regeneration in non-combat

Resist Corruption: Adds 1.0% to Shadow Mitigation

Small Size: Subtracts 8 from Might



Dwarves

The stout Dwarves of Middle-earth are known for their steadfast determination, hearty strength, and commitment to all things found in the world's deep places. Living a secretive life in their homes beneath the great mountains, Dwarves are expert miners and workers of stone and metal, capable of crafting with great strength and renown, along with unparalleled beauty and intricacy. Unwavering and proud, the Dwarves fight for the Free Peoples of Middle-earth (although an ages-old mistrust exists between Dwarves and Elves), emerging from their deep dwellings to bring their strength and fierce combat skills to bear in the battle against the Darkness in the East. Dwarves stand on average approximately 4½ to 5 feet high and typically live long lives of 250 years or more.

The Dwarves are excellent warriors and master craftsmen, displaying unique toughness in battle and the ability to create great things. Ever secretive, Dwarves oft begin their adventure in the soaring halls carved from beneath Ered Luin (The Blue Mountains), a land steeped in history and natural beauty near the western shores of Middle-earth.

Classes:

- .: **Champion**
- .: **Guardian**
- .: **Hunter**
- .: **Minstrel**

Starting Stats: Might 11 - Agility 8 - Vitality 10 - Will 14 - Fate 14

Racials:

Lost Dwarf Kingdoms: Subtracts 8 from Fate

Stocky: Subtracts 8 from Agility

Sturdiness: Adds 15 to Might, Adds 10 to Vitality, adds 1.0% to Common Mitigation

Unwearying in Battle: Adds 0.5 to Morale
Regeneration in Combat, Adds 0.5 to Power
Regeneration in Combat



Elves

Throughout the ages, the deeds and struggles of the noble race of Elves have been entwined with the very history of Middle-earth. They remember all too well the devastation caused by the tides of evil that once darkened the land - a shadow which threatens to do so once again. In ages past, the Elves divided into many different groups, and settled throughout Middle-earth, primarily in the ancient forested realms where they yet live. Tall and strong, fair and graceful, Elves have keen senses and a deep affinity for the beauty of the natural world around them. Elves do not "die" in the way understood by Men; Elves often live in the lands of Middle-earth for thousands of years, suffering neither the effects of time nor disease, though the body of an Elf may be struck down in battle. At the end of their days in Middle-earth, the Elves travel to unknown realms across the western sea.

Long ago, the Elves welcomed the "younger" races of Middle-earth and allied with them when the need was great, but centuries of war, betrayal, and hardship have made them fiercely protective of their seclusion. Now, as the Third Age draws to a close and the War of the Ring is at hand, the Elves are once again stirring from their forested realms and hidden valleys, allying with the Free Peoples of Middle-earth against the darkness which grows from both the North and East.

Races:

- :: Champion
- :: Guardian
- :: Captain
- :: Hunter
- :: Minstrel
- :: Lore-Master

Starting Stats: Might 8 - Agility 14 - Vitality 10 - Will 14 - Fate 11

Racials:

Agility of the Woods: Adds 15 to Agility

Fading of the Firstborn: Subtracts 8 from Fate

Sorrow of the Firstborn: Subtracts 20.0 from Max

Morale, Subtracts 1.0 from Morale Regeneration in non-combat

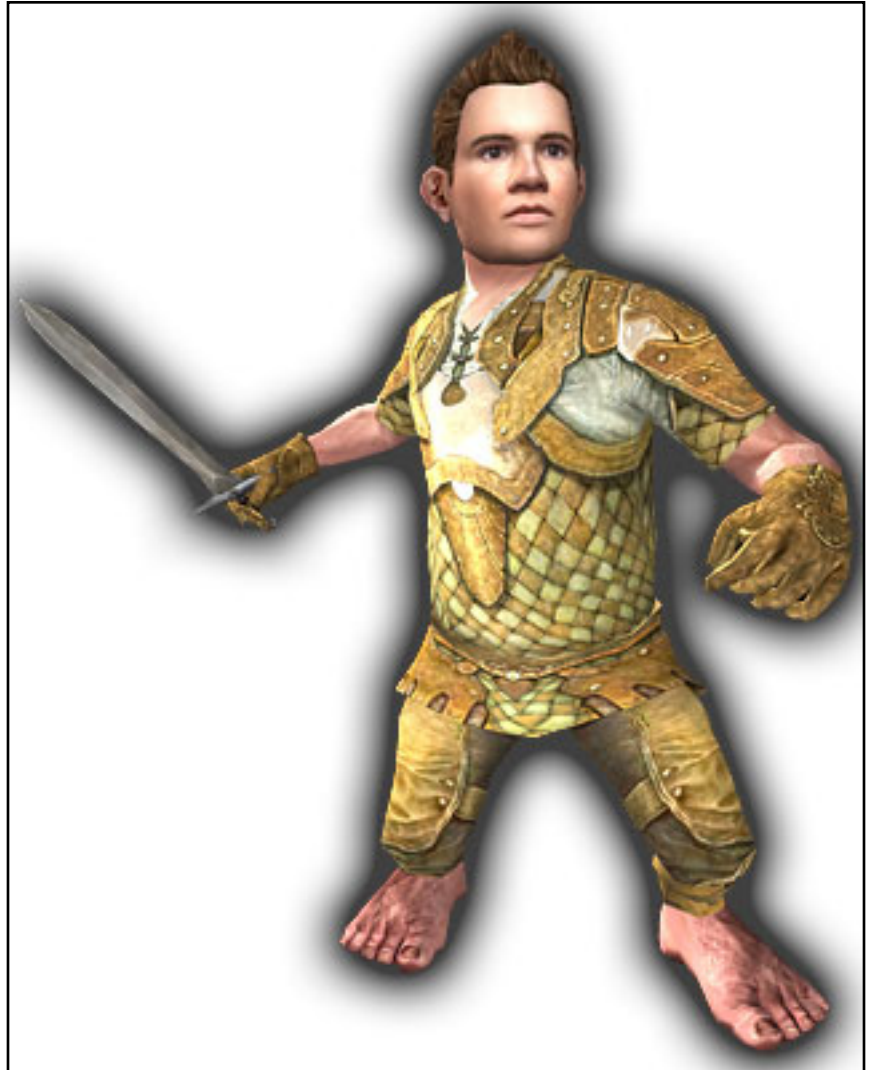
Suffer no Illness: Adds 1.0% to Disease Resistance, Adds 1.0% to Poison Resistance



Burglar Class

A stealthy trickster, the Burglar can dart in and out of the shadows to befuddle, weaken, or damage foes. An unexpected strike from behind by a burglar can stun or trip enemies, allowing others in his party to combine their efforts for a devastating attack. Unassuming on his own, a burglar would be wise to not be caught alone.

The Burglar is the class of choice for players that enjoy using cunning and tricks to defeat their opponents. Using concealment, a Burglar can strike from the shadows, taking his opponents unawares. With his wit, a Burglar can show his allies where a foe's weakness lies -- or trap someone in a riddle. A Burglar's combat style hinges on his ability to outmaneuver and outwit opponents while hitting them where it hurts.



Skills of the Burglar

- **Sneak:** Allows the Burglar to move about unseen, though there is a chance of detection.
- **Surprise Strike:** An attack in which the Burglar inflicts more damage when attacking from behind or while sneaking.
- **Burglar's Advantage:** Execute another attack after a critical hit, inflicting more damage when the Burglar attacks from behind.
- **Diversion:** When in stealth, the Burglar can divert an enemy's attention away from himself for a short time.
- **Trip:** Knock an opponent down, opening up a conjunction opportunity if the Burglar is in a fellowship. Only useable while sneaking.
- **Cunning Attack:** The Burglar's formidable cunning allows a darting attack which continues to deal damage after he strikes, dealing even more damage if the attack is made while sneaking.
- **Exploit Opening:** Stun a target, opening up a conjunction opportunity if the Burglar is in a fellowship.
- **Riddle:** The Burglar is capable of posing riddles to enemies which may momentarily distract them, dazing them for 30 seconds or until damaged. Will not work on Beasts, Insects, or Creatures of Nature.

- **Addle:** Confuse an enemy so thoroughly he fails any inductions in progress, and any subsequent inductions for a short time take much longer to execute.

Traits of the Burglar

Here are some of the Class-specific Traits the Burglar can obtain while adventuring in Middle-earth.

- **Hidden Danger:** The Burglar's attacks while using Stealth are far more accurate, reducing the chances that he may miss or that his enemy may somehow avoid them.
- **Footpad:** The Burglar's ability to move about with Stealth has developed beyond his natural aptitude.

Role

The Burglar is a group support character, with a variety of moves that weaken or expose an opponent, are very effective against single enemies (where the burglar can use his debuffs to his advantage), but weak against multiple foes. The burglar gains a form of stealth (Sneak) and, presumably the ability to open locked items. Burglar is the major conjunction starter. The Burglar's skill Trip, which is used while sneak appears to be their main conjunction starter. Burglars have a skill called "Riddle". Riddle is a skill that works on humanoid targets; it's a stun that turns into mesmerise, you ask an Orc "What have I got in my pockets?" and he ponders this point, if you do not attack but simply walk away he will continue to ponder it for a while.

Armor

Burglars can wear light and medium armor

Weapons

Burglars can use daggers, 1 handed swords, and 1 handed maces

Burglar Accomplishments

Accomplishment	Source	Reward
Cunning Wound	Strike with Cunning Attack (500)	Cunning Wound
Swift and Subtle	Strike using Subtle Stab (1250)	Swift and Subtle
Hidden Dagger	Use your special stealth attacks (300)	Hidden Dagger
Side-step	Evade enemy attacks (1250)	Side-step
Focused Eye	Use Aim in Battle (750)	Focused Eye

Perplexing Riddle	Pose riddles to your enemies (200)	Perplexing Riddle
Trickster	Use Dust in the Eyes (1000)	Trickster
Leaf-walker	Use Hide in Plain Sight (250)	Leaf-walker
Overwhelming Odds	Execute conjunctions (150)	Overwhelming Odds

Solo Play

So towards the end of closed Beta I decided I wanted to see what it was like to play a Burglar. I chose a Man for race (wish I had taken a hobbit, just because I prefer their quests in the shire) and grinded to level 20.

Starting out, the burglar plays like a weak generic fighter class. So far, nothing exciting.

Then at level 4 you learn your first trick. Ok, starting to show differences between a fighter and a thief class. Still, useful early on, but nothing that really gets me going.

Level 8 is where the fun begins. You learn the ability sneak, which is where so many later skills will come into play, such as burglaring and some additional specials.

Level 10 you gain the ability to dual wield and wear medium armor.

Level 14 you learn burgle, one of the most fun abilities for a burglar.

By level 15, the class is pretty well defined.

Early on prior to reaching level 10, the burglar can feel like a drag to play. His damage is low and all you really have is sneak for abilities to get stuff done. You also get beat up pretty good at this level. This class does not solo very easy early on in the game. Part of this may be due to the fact that most of the Man quests involve fighting, and some of the brigands close by early on are not very easy. Hobbits on the other hand have a lot of delivery quests from the start, so can get some XP other ways than fighting.

At level 10, having medium armor helps mitigate some damage, and dual wielding definitely increases your damage output. See the Miscellaneous section for more information on weapon choices.

So what strategies work for solo play. Well, just speaking off of what a level 20 burglar can do, I found a few favorite abilities and strategies. See some of my tips, pointers below:

1. Steal if possible- Generally speaking, when engaging humanoid mobs, always stealth and attempt to burgle before attacking. You may only successfully burgle something every 1 out of 5 attempts, but it is extra loot to sell, or sometimes use. How good the

item is depends on mob level. Equal or higher level mobs will most often only give a normal (white) item, but have a small chance of better stuff. Lower level mobs (like 2-3 levels lower) have higher odds of better loot. So if I am level 16, and burgle a level 13 mob, I will successfully steal an item about 50% of the time, and have a significantly higher chance of stealing a magic (green) or Rare (purple) item. However, these items will be based off the mob level, so may or may not be useful to your level 16 burglar. Also, if you attempt to burgle and fail the first attempt, don't bother again on the same mob. You will always get a message after that attempt that says the mob has nothing worth stealing.

2. Sneaky and non-sneaky- With Open Beta seeing a higher number of players starting at the same time, you pretty much have to accept that stealth will not be an option alot right away. You move at 50% speed when stealthed, and if other players are in the area, they will often steal your targets. When all alone, always use stealth. Can produce more damage with when performing certain ability attacks, like Subtle Strike, and also helps progress one of your Class traits, Hidden Daggers.

3. Trickys- Your survival, especially early on will be highly dependent on utilizing your abilities effectively. You have quite a bag of tricks at your disposal, so use them. Speaking of tricks, your skill types known as Tricks will come in handy, so use them, as they can reduce how much damage you might otherwise have taken if you didn't. Also, Mischievous Glee is one of your few ways to heal morale in combat. Place a trick on your foe, then mischievous glee if needed. This has saved me numerous times to count.

4. Do not sell your healing potions- You will probably use these every so often in combination with Mischievous glee when being ganged up on or more difficult fights.

5. Tactics- This will vary from person to person and what traits you want first, what works for you, and play style. Up to level 15, here is my optimal tacts:
Stealth->Burgle->Subtle stab-> Cunning Attack->a Trick->Surprise Strike as soon as cooldown finishes alternating between this and subtle stab (which has a longer cooldown)

After level 15 there are some other abilities that come in handy and will be staples in your arsenal, like the following abilities:

Aim- This guarantees the next strike is a critical hit. This will do alot of damage when used with subtle stab while you are stealthed

Exploit Opening- Stuns a target, opening up a conjunction oppurtunity. I'll discuss this more in the Fellowship play.

Riddle- Can be used while stealthed, though it will break stealth. Dazes an enemy for a period of time. Generally speaking, if fighting mobs around your level (yours or lower), you can usually take out one to two mobs before the guy wakes up. If he gets hit with an attack in the meantime though he will instantly wake up.

Once you have reached level 10, and definitely by level 15, the burglar becomes a pretty good solo class. You have learned a few tricks at this point, and probably have a good

feel for the class and his threshold for what he can take on. Don't be afraid to take some risks or wipe. It's how you learn what all you can accomplish with your character.

Fellowship Play

The Burglar has a very unique role in Fellowships that I would say is extremely underrated.

In Closed Beta, the burglar class was the least played class out of all of the class. Only 7-9% of players on the Beta servers played a burglar.

Here's a funny statistic to go along with the low number of burglars-> When players complain that Raid instances, like Retake Weathertop or the Great Barrows are flagged as playable by characters at a level much lower than what characters in a fellowship can realistically take the raid at. I.e., you can get Retake Weathertop at level 20, but most people in a Fellowship with 6 people at level 25 are still wiping consistently on this Raid. This is the majority of groups that fall into this category, or Group A

However, a select few Fellowships of 6 people have taken Weathertop easily when all members are level 20-23, or Group B. What's the difference between Group A and B? Group A had tanks and minstrels, with other classes thrown in. Everything most people consider necessary for a raid. But group B had a tank, a minstrel, and a Burglar. Coincidence? Perhaps. Maybe the Group B people are more competent players, or more organized Fellowship. But with a better understanding of the Burglar class, there's definitely a correlation between having a competent burglar and not in the groups.

Previously I mentioned Conjunctions when discussing the ability Exploit Opening in Solo Play. A conjunction is a group ability only available when you are in a fellowship. You can only do one when the game prompts you. There are things players can do in order to cause a conjunction to happen, which include stunning an enemy, or certain abilities different classes have that can cause a conjunction opening, like Exploit Opening.

I don't have the full conjunction list, but basically when a Conjunction opening occurs, a red button shows up in the bottom right corner of your screen. Click on it, and then pick a color. Based on the colors each person picks, something happens (how many people are in the group affects this as well). Different color combinations will cause different conjunction abilities. Some include summoning minions, others direct damage to the mob, some heal, and some do all of the before mentioned things.

A conjunction is as good as the group using it. If the group is well organized, then a conjunction plan will be thought out at the start of the Raid/quest/instance. Each person has their color to pick, and must go in order. I am not extremely familiar with conjunctions, so not sure how you effectively choose in the right order, but I'm hoping it's not too hard. If done right, a conjunction can be devastating to a mob/elite/signature.

So where does the Burglar fit in?

The burglar has one of the easiest times out of all classes initiating a conjunction set up in

a group, and doing it several times throughout the combat. In other words, a group will get more conjunctions more often with a good Burglar in the fellowship. This in turn means the Raid will be easier, the fights go smoother, and the Bosses will die quicker.

Also, a Burglar makes a great scout due to Stealth.

A Burglar is also the debuffer in the fellowship, weakening a foe, opening up conjunctions, or reducing a mob's effectiveness against the fellowship.

Is a Burglar needed for a Raid?

Absolutely not. The game was setup where no class is crucial, but a fellowship with the right balance and mix of classes will be able to do Raids more effectively/efficiently, and at lower levels than those that do not utilize all or most of the different classes.

Miscellaneous

Weapon Choice: There has been a lot of discussion on damage output and weapon types. Though this could change, but all evidence currently shows that when dual wielding, it is better to use a slower weapon like a mace/club in the main hand, and a faster weapon in the off hand. There's a lot of math involved, but for those that played WoW, it's a similar setup. Listed DPS on a weapon is based on auto-attacks. A burglar is not auto-attacking very often. Special ability attacks are based off of a speed/damage equation, so it works out that a slower weapon will deal more damage per ability generally (not by a huge amount, but some) than a faster weapon will. A club/mace works nice because they have the additional stun ability of the weapon type built in. A fast weapon is good for the offhand, like a dagger. Note, on a dagger, the +1% critical chance only is added to auto-attacks, not to ability attacks. So as of right now, general rule of thumb, club or sword in main hand, faster weapon in offhand. You can always go 2 slow weapons or 2 fast weapons, but for overall damage output, the slow/fast combo proved to be the most effective.

Stat Choices: The two most important stats for a Burglar will be Agility and Might. Agility affects critical chances, evade chances, and hit chances. Might affects how much damage you will do, and somewhat resist. Secondary attributes to look for would be Vitality and Fate. Try and get items with one of the primary attributes, and then if none available with both, choose an item that has a primary and a secondary.

Burglar Quests

Level 15-> When you obtain level 15, speak to a burglar trainer, and they will offer this quest. As a reward, you will receive a purple helm that gives an agility and will (?) bonus I believe. It might be agility and might, but I thought it was a little goofy. Anyways, they'll direct you to go to Atherol Took, who is in Addso's camp, which is on the road between Buckland and Bree. The Took will quickly travel you to Farmer Maggot's farm where you must defeat I believe 8 thieves trying to steal Maggot's mushrooms, then steal 3 mushrooms yourself.

Difficulty: Average to Easy- If you use the abilities you have at your disposal this should

be relatively easy. Otherwise, you may struggle and get ganged up on by 2 or more mobs at once.

Level 30 (maybe 35)-> ?

Level 45 -> ?

This quest is where you get your epic items from though for the burglar. They aren't bad, but could be better. Master-crafted critical success items are equivalent or slightly better, but these are still good, just a lot of work to get them. There are two quest parts. The first one gives you a choice between two armbands I believe (stats at home, but will provide them), and the second one between a mace and dagger (stats at home, but will provide them....There are better crafted maces I have heard, but the dagger is awesome for an offhand weapon). Don't know what exactly the quests entail though. From what I have heard, it's basically a scavenger hunt where you have to fetch and return items in a certain order. From what I know of the Minstrel epic quests, they will not give you hints as to where to find the items you need to get (like I said, alot of work for items that are comparable to high-end crafted items, but for those who want the items or the feeling of the accomplishment, these will be sought after. I know I want mine

Captain Class

Bearing her banner into battle, a Captain provides hope and leadership to her fellows, inspiring them to greater deeds. A skilled Captain can rally a party back from the brink of defeat, or seal a victory against many foes. While a Captain is a respected fighter on her own accord, she is primarily driven by her powerful sense of leadership to those fighting around her.

The Captain is the class of choice for players who enjoy supporting their fellows while participating in melee combat. Her battle cries allow her to take advantage of certain events in combat to aid the morale or combat ability of her fellows. A Captain's style of combat focuses on inspiring those around her to glory.

Available Races:

Human

Skills of the Captain

- **Rallying Cry:** When the Captain's enemy is defeated, her cry boosts her fellowship's morale.
- **War-cry:** When the Captain's enemy is defeated, she lets out a cry which rallies her nearby companions to attack with greater speed and determination.
- **Command: Make Haste:** Inspires the Captain's fellowship to greater haste, both in and out of battle.
- **Defensive Strike:** The Captain attacks defensively, causing light damage but recovering quickly to protect herself from returned attacks.
- **Enraged Shout:** A fearsome shout which strikes terror into the hearts of enemies and puts the Captain into a battle-readied state.
- **Pressing Attack:** Allows the Captain to swing twice at her enemy, inflicting medium damage.
- **Routing Cry:** When an enemy is defeated, the Captain lets out a fearsome Cry which slightly demoralizes all other foes nearby.
- **In Harm's Way:** The Captain puts herself in harm's way to defend nearby companions, taking all damage dealt to them upon her.
- **Intimidating Shout:** A Shout which threatens the enemy, increasing the chance that it will attack the Captain.



Traits of the Captain

- **Captain's Valour:** The Captain's Banner of War evokes greater effects upon her allies.
- **Captain's Hope:** The Captain's Banner of Hope evokes greater effects upon her allies.

Role

The Captain is a well balanced class, with the ability to both solo and group effectively. A captain's strength lies in beneficial effects for his party. A major focus in group combat is the captain's herald, a combat "pet" who also carries a banner that buffs the fellowship, colloquially known as "mansam". The captain has a lot of things in combat that it can react to; it designates the main target, uses beneficial cries when enemies fall and can heal and protect its fellows. The captain is effectively the group leader.

Armor

Captains can wear light, medium, and heavy armor

Weapons

Captains can use all 1 handed and 2 handed weapons

Captain Accomplishments

Name	Level	Reward	Task
Captain of War	10	Captain of War	Use War-cry (300)
Captain's Valour	10	Captain's Valour	Summon Your Herald of War (150)
Expert Attacks	10	Expert Attacks	Land critical hits with Devastating Blow (100)
Focused Strikes	10	Focused Strikes	Land blows with Defensive Strike (500)
Renewed Voice	10	Renewed Voice	Use Enraged Shout (650)
Subtle Command	10	Subtle Command	Use your Cries to Good Effect (2,000)
Turn of the Tide	10	Turn of the Tide	Afflict Enemies with Routing Cry (250)

Champion Class

A true master of arms, the Champion excels at combat, focusing on little other than destroying her foes. The Champion's whirling blades can strike fear into the heart of even the foulest orc, cutting down swaths of their numbers at once. While a Champion's training and armor grants her some survivability, it is not her focus, and a Champion can quickly find herself in trouble when facing several foes on her own.

The Champion is the class of choice for players that enjoy fast-paced combat with multiple options available at any given moment. Champions can use various weapon styles, but focus on using two weapons simultaneously. With their active play-style Champions are able to consistently cause large amounts of damage to both single and multiple opponents in combat. Their style of combat revolves around the idea that the best defense is a good offense.



Available Races:

- Man
- Elf
- Dwarf

Skills of the Champion

- **Wild Attack:** A damaging attack. This increases fervor, allowing the use of other Champion skills.
- **Flurry:** An attack that increases the Champion's attack speed and fervor.
- **Blade Storm:** A 360-degree area-of-effect attack.
- **Champion's Challenge:** A taunting cry that forces the target to face and attack the Champion.
- **Savage Strikes:** A double attack.
- **Blade Wall:** A frontal area-of-effect attack.
- **Bracing Attack:** An attack which allows the Champion to brace herself against

counterattack, increasing her morale by a small amount.

- **Battle-frenzy:** Instantly increases Fervour.
- **Dire Need:** Transfers half the Champion's morale to power.

Traits of the Champion

Here are some of the Class-specific Traits the Champion can obtain while adventuring in Middle-earth.

- **Call of the Wild:** The Champion's Wild Attack generates additional threat and she gains a small amount of natural armour.
- **At the Ready:** The Champion's base block rate is increased and she gains a small amount of natural armour.

Role

The Champion is a master of offense. Champions specialize in dual-wielding or two-handed combat and emphasize on consistent dealing damage. They can also grab a shield and play off-tank, since he possesses almost as much morale as a Guardian. Some champion skills are best for one versus one fighting, others "Engage the Tide" ("area of effect" skills). His fervor can increase the damage he does, but leaves him open for any attacks. In the end, a Champion's best defense, is a strong offence.

Armor

Champions can use light, medium, and heavy armor and also use light shields

Weapons

Champions can use most 1 handed weapons with dual wielding, and also use two handed weapons and bows

Champion Accomplishments

Accomplishment	Source	Reward
Deadly Strikes	Land blows with Savage Strikes (500)	Deadly Strikes
Flurry of Blows	Use Flurry (750)	Flurry of Blows
Swift to Anger	Strike enemies with Swift Strike (1000)	Swift to Anger
Call of the Wild	Strike with Wild Attack (1250)	Call of the Wild
Winds of the Storm	Strike enemies with Blade-Storm (350)	Winds of the Storm

Blood-Lust	Land critical hits using Wild Attack (50)	Blood-Lust
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Guardian Class

A doughty fighter and protector of the weak, a skilled Guardian can face even the toughest foes and survive. The Guardian is one of the few classes willing and able to try to draw more blows onto themselves, so they can retaliate with devastating maneuvers in response.

The Guardian will be the class of choice for players that enjoy drawing the attention of their foes in combat and taking advantage of their missteps. Masters of the defensive arts, Guardians use taxing attacks and irksome taunts to draw and hold opponents' attention, relying on their shield and weapon to turn aside incoming attacks with blocks and parries. A Guardian's combat style depends on creating openings during an opponent's attack to provide the opportunity for their own counter attack.



Available Races

- Man
- Elf
- Dwarf
- Hobbit

Skills of the Guardian

- **Challenge:** The Guardian knows how to goad his enemies into attacking, leaving his allies free to maneuver.
- **Shield Swipe:** After successfully blocking an enemy's blow, the Guardian may attack with both weapon and shield.

- **Bash:** After a successful Shield Swipe against an enemy, the Guardian may bash it again with his shield, possibly stunning it.
- **Vexing Blow:** The Guardian is capable of drawing an enemy's attention to himself with this attack.
- **Protection:** When wielding a shield, the Guardian may protect one of his allies, improving his ally's defense and allowing the Guardian to react to attacks made against him.
- **Stamp:** Enables the Guardian to break his enemy's concentration, interrupting its actions.
- **Deep Breath:** The Guardian is able to gather his wits and prepare his attacks more quickly than normal.
- **Guardian's Pledge:** The Guardian's great skill enables him to strengthen his defenses for a short time.
- **Guardian's Defense:** The Guardian focuses his defenses on blocking attacks.

Traits of the Guardian

- **Guardian's Ward:** Guardian's Ward increases the Guardian's natural damage mitigation. All of his special attacks also more strongly direct his enemy's ire towards him.
- **Selfless Defense:** The Guardian's Protection skill makes his target less threatening, while drawing the enemy's ire towards him. All of his special attacks also more strongly direct his enemy's ire towards him.

Role

The Guardian is the sturdy defensive warrior, able to taunt monsters into attacking them over their more vulnerable team mates. A Guardians more advanced skills are based off of response events, specifically Block and Parry. For instance, when a Guardian blocks an enemy blow, a shield swipe can be played during a small window of opportunity. Such skills, and the skills that chain off of them, are what makes the Guardian so effective. Parry skills tend to do higher damage, while Block skills are better for defense.

Armor

Guardians can use heavy armor and heavy shields

Weapons

Guardians can use nearly all weapons except for staves. They cannot dual wield. All their skills are built for shield usage.

Guardian Accomplishments

Accomplishment	Source	Reward

Reactive Block	Strike enemies with Shield-Swipe (400).	Reactive Block
Brave Heart	Use Warrior's Heart (150).	Brave Heart
Controlled Breathing	Use Catch a Breath (250).	Controlled Breathing
Grim Challenge	Use Challenge (300).	Grim Challenge
Guardian's Ward	Strike enemies with Guardian's Ward (1200).	Guardian's Ward
Harasser	Reward: Harasser	Harasser
Heat of Battle	Use Thrill of Danger (125).	Heat of Battle
Quickness	Strike enemies with the Sting skill (1500).	Quickness
Selfless Defense	Reward: Selfless Defense	Selfless Defense
Shield Expertise	Strike enemies with Shield-Blow (1500).	Shield Expertise
Stinging Blow	Strike enemies with the Sting skill (750).	Stinging Blow
Stoic	Use Guardian's Pledge (200).	Stoic
To the Rescue	Evade enemy attacks (1000).	To the Rescue

Hunter Class

Woodsman, pathfinder, and master of the bow, the keen-eyed Hunter can use his arrows to devastating effect from a distance. Archery is not the only thing the Hunter excels at, for he can lead his companions through the forest at greater speed than they could on their own, and can set up traps to ambush enemies. The archer is no close-quarters fighter, however, and would generally rather let his bow do the work than resort to his sword.

The Hunter is the class of choice for players who enjoy striking a target at range. Clever by nature, the Hunter is known to lure his targets into traps to hinder them, giving him time to use his bow to deadly effect. A Hunter's knowledge of nature also provides skills that help him and his fellows survive in the wild. A Hunter's combat style depends on the ability to injure a foe while staying out of harm's way.

Available Races

- Human
- Elf
- Dwarf
- Hobbit

Skills of the Hunter

- **Quick Shot:** Allows the Hunter to nock and loose an arrow quickly.
- **Set Trap:** The Hunter's survival skills enable him to lay traps to ensnare enemies.
- **Purge Poison:** The Hunter's survival lore allows him to use naturally-occurring medicines to purge poisons from an ally.
- **Barbed Arrow:** The Hunter's arrow causes a wound that bleeds and slightly slows movement speed.
- **Swift Bow:** Loose two missiles in rapid succession.
- **Rain of Arrows:** The Hunter rains five arrows down upon his enemies, allowing him to hit multiple targets.
- **Scourging Blow:** This attack wounds the Hunter's foe, dealing additional damage if the enemy is suffering from Barbed Arrow, but stops the bleeding.
- **Blindside:** Divert an enemy's attention with a single melee strike and follow it with a single bow attack at close range.
- **Low Cut:** The Hunter makes a low cut in front of himself which can temporarily slow the movement speed of up to two enemies.

Traits of the Hunter

Here are some of the Class-specific Traits the Hunter can obtain while adventuring in Middle-earth.

- **True Shot:** The Hunter's Penetrating Shot pierces more deeply through an enemy's armour, ignoring more of the armour's damage mitigation.
- **Hail of Arrows:** The Hunter has a greater chance of landing Critical Hits with his Rain of Arrows.



Role

Hunter is a ranged combatant, with powerful damaging abilities at range but very limited in close combat. The hunter also has wilderness skills such as traps and tracking. Special traps can be purchased or made by crafters. Due to their ability to use traps Hunters are excellent at soloing against a single target, even of higher level. However because their main damage dealing abilities are highly interpretable Hunters have difficulty dealing with large groups of opponents even of slightly lower levels. Hunters inventory is not cluttered with arrows, due to the usual inventory hassle. Hunters may choose to carry particular consumables for special shots (flame arrows, for an example). The Hunter has an aiming system called Focus. As long as the Hunter stays in one place, each shot of his bow increases his Focus, which can then be used to fire special shots. Another way of gaining focus is through the use of certain skills either just before or during combat. The Hunter and the Champion share the titles of main damage dealers.

Armor

Hunters can use light and medium armor

Weapons

Hunters can use bows and melee weapons. They can also dual wield (unlocked through leveling)

Hunter Accomplishments

Name	Reward	Task
A Shot in the Dark	Bard's Arrow	Find pages (8)
Arrow-Storm	Arrow Storm	Strike enemies with Rain of Arrows (600)
Barbed Fury	Barbed Fury	Strike enemies with Barbed Arrow (750)
Deadly Precision	Deadly Precision	Land critical hits with your bow skills (500)
Deep Concentration	Deep Concentration	Use Intent Concentration (150)
Graceful Draw	Graceful Draw	Strike enemies with your bow skills (6000)
Hail of Arrows	Hail of Arrows	Strike enemies with Rain of Arrows (500)
Heightened Senses	Heightened Senses	Use tracking skills (500)
Rapid Recovery	Rapid Recovery	Strike enemies with Swift Stroke (500)
Stealthy Shot	Stealthy Shot	Use Beneath Notice (150)
Strong Draw	Strong Draw	Use Penetrating Shot (600)
Sturdy Traps	Sturdy Traps	Set traps for your enemies (350)
Swift and True	Swift and True	Strike enemies with Swift Bow (1000)
Swift Recovery	Swift Recovery	Use Needful Haste (125)
The Furthest Charge	Rain of Thorns	Find pages (8)

The Way of the Hunter	Press Onward	Find pages (8)
True Shot	True Shot	Strike enemies with Penetrating Shot (1000)

Introduction to Play

"The Hunter is the class of choice for players who enjoy striking a target at range. Clever by nature, the Hunter is known to lure his targets into traps to hinder them, giving him time to use his bow to deadly effect. A Hunter's knowledge of nature also provides skills that help him and his fellows survive in the wild. A Hunter's combat style depends on the ability to injure a foe while staying out of harm's way..."

The paragraph above was taken from the official LotRO website, describing the Hunter class. While it summarizes the class rather well, the description might as well be of the same or a similar class in any other existing or upcoming MMORPG. But come on, this **IS** Lord of the Rings so surely, we get to do a little more than shoot our bows? The good news is, we do. Although we don't get to surfboard on our shields nor run nimbly up an oliphaunt's trunk, the Hunter class is much fun to play nonetheless.

So having played a Hunter in the beta up to the ripe middle age of 35, a task has been set before me: to impart my wisdom to other players seeking to become one. I am also writing this guide from the perspective of one who played a Night Elf Hunter in World of Warcraft so some of you may notice the references. As I continue with my adventures as a Hunter in LotRO, I will strive to keep this guide up to date and provide additional insights so keep checking back often.

And so we begin with...

Character Creation

As you start creating your character, you will be faced with many choices, but the only one that is relevant as far as hunter abilities are concerned is the Race you choose. In LotRO, no race is at a clear advantage over others in all aspects so you have to weigh the pros and cons relative to your chosen Class. Before I offer an opinion, let me give you the facts. Below is a table showing the hunter starting attributes for each race.

Starting Attributes by Race

	Man	Elf	Hobbit	Dwarf
Morale (Hit Points)	105	89	150	149
Power (Spell Points)	128	152	152	152
Might	23	8	1	23

Agility	14	29	14	6
Vitality	10	10	25	20
Will	6	14	14	14
Fate	26	3	11	3
Critical Hit Chance	2.1 %	2.9 %	2.1 %	1.4 %
Fire Resistance	3.7 %	3.7 %	5.7 %	5.1 %
Common Resistance	3.8 %	3.0 %	2.4 %	4.8 %
Shadow Resistance	3.7 %	3.7 %	6.7 %	5.1 %
Block	N/A	N/A	N/A	N/A
Evade	1.5 %	2.2 %	1.5 %	1.1 %
Parry	2.5 %	2.3 %	1.6 %	2.3 %
Fear Resistance	1.7 %	2.2 %	3.2 %	2.2 %
Wound Resistance	1.9 %	1.9 %	2.7 %	2.5 %
Disease Resistance	1.5 %	2.5 %	2.2 %	2.0 %
Poison Resistance	1.5 %	2.5 %	2.2 %	2.0 %
Melee Effectiveness	28	27	27	28
Ranged Effectiveness	28	28	28	28

The most important attribute for a Hunter is **Agility** because it directly affects the amount of damage

you deal with ranged weapons as well as your dodge and parry stats. And if that isn't enough to convince you that elves make the best hunters, consider this: at level 20 or so, elves can work on a racial trait that gives them an additional bonus to bow damage!

But of course it all depends on how you plan to play your Hunter. Elves are rather fragile – they have lower Morale (hit points) and Fate (in-combat regen), factors which may not be terribly important but which make a huge difference when you're out alone in the wilds and you have no tank to take the aggro off you. In other words, if you're planning on going solo a lot of times, it might be better to go with the more well-rounded Human or Hobbit (no pun intended here).

Now, if you are still bent on playing that Dwarf Hunter, just be aware that your ranged attacks will be markedly less effective than others. The upside is that you are probably the most likely to survive being jumped by a couple of enemies while out hunting alone.

Hunter Skills

The skill categories listed ingame are rather confusing so instead of enumerating those categories here, let me classify the skills this way and discuss each one separately –

1. Archery Skills
2. Traps
3. Close Combat Skills
4. Stances
5. Tracking Skills
6. Travel Buff Skills
7. Miscellaneous Skills
8. Passive Skills

In LotRO, Hunters don't get to tame wild beasts so you won't have the luxury of having a pet draw the aggro while you shoot arrows at an enemy from a distance. Because of this, you will have to rely heavily on traps to freeze the enemy in place, and/or special range attacks to slow them, assuming that you are fighting melee-type mobs. That's why I have traps under a separate category and not under miscellaneous skills, although there is really only one Set Traps skill. Traps are highly effective on creatures that are below your level but as their level increases relative to yours, they get more resistant to your traps.

Still, the best strategy for a Hunter is to try and inflict as much damage as you can while the enemy is at range, and then to use your close combat skills effectively once they get close. This requires planning ahead before initiating an attack: finding your max range, gathering your focus (more about that later), setting a trap, and deciding on which range attack will hurt the most – all this before you even nock that arrow.

Archery Skills

Hunters deal the most damage with their bows and crossbows. The more damaging shots require something called Focus, which builds up as you use regular archery skills. Each time you use a regular skill, it adds 1 to your Focus. Then when you use a special skill, it subtracts a number from the Focus pool. The more damaging a special shot is, the more Focus it requires. The Focus pool is maxed at 9 and that remains constant even as you level up.



At level 10, you get an important skill called **Focus**, which allows you to gain full focus before starting a fight. At level 20, you get another skill called **Intent Concentration**, which lets you instantly reach full focus in emergency situations. Understandably, the skill has a long cool-down period (3 minutes).

At level 20, you can start using Fire-Oil on your arrows, to make them deal additional fire damage over time. At level 30, you are able to use Light-Oil, which makes your arrows deal additional light damage over time. You will need to train on the passive skills Use of Fire and Use of Light to be able to do this. And then you need to purchase the oil from the Hunter trainer. Scholars can also craft higher and better versions of both types of oil.

One other thing to keep in mind is that in LotRO, you don't need range to attack with a ranged weapon. In other words, you can use your bow on an enemy whether he's 40 meters away or right in front of you. A lot of times, I find it better to keep using the bow even in close quarters, especially with the focus shots, since they cannot be interrupted.

Below is a table showing all hunter Archery skills (ie. skills that require the use of a bow or crossbow).

Actual damage and power costs vary as you level up so just check your skill panel for the figures at your level. The base induction time is the same (roughly 2-3 seconds) for all regular shots, and instant for the focus shots.

Archery Skills

Archery Skill	Description	Level	Rec Time (Secs)	Focus
Quick Shot	Nock and loose an arrow quickly	1	0	+1
Barbed Arrow	Bleeds the target and slightly slows movement speed	1	1	+1
Swift Bow	Loose two missiles in rapid succession	2	10	+2
Penetrating Shot	Pierces the enemy's armour; high damage	10	3	-3
Rain of Arrows	High damage on up to 5 enemies within a 10 meter radius	20	8	-4
Merciful Shot	Massive damage on an enemy whose health is 50% or lower	30	60	-5

Traps

In solo situations where you are fighting melee-type mobs, the ability to set traps buys you some time to inflict more damage before your opponent can come close enough to hit you. In a fellowship, a well-placed trap could give your tank an opportunity to get the enemy's attention back if it happens to notice you or your group healer.

At level 6, you get the basic Set Trap skill. This allows you to set a "homemade" trap that freezes one target in place but does no damage. I say homemade because it does not require any special components or materials, just the skill.

Weaponsmiths can also craft traps that have additional features. If your character is not a Weaponsmith and you don't know any, you can probably obtain these from the Auction House.

Crafted Traps

Trap Type	Description	Level Required
Basic Bear Trap	Slightly damages a target	15
Multi-Trap (2 traps)	Traps up to 2 targets	20
Improved Bear Trap	Inflicts greater damage	25
Multi-Trap (3 traps)	Traps up to 3 targets	30

Close Combat Skills

Hunters are not entirely useless in close combat. As a Hunter, you get skills which enable you to finish off what you started with your ranged attacks, as well as to defend yourself in a surprise attack. At level 10, you get a little more protection against melee attacks as you acquire the ability to wear **Medium Armour**. At level 20, you also get the **Dual Wielding** passive skill, which allows you to attack with two melee weapons, thereby increasing your melee damage output tremendously.

Below is a table showing all the Hunter close-combat skills.

Close Combat Skill	Description	Level	Recovery Time (Secs)
Swift Stroke	A fast, damaging melee attack	1	4
Scourging Blow	Wounds your foe; deals additional damage if enemy is suffering from the effects of Barbed Arrow but stops the bleeding	4	5
Blindside	Single melee strike closely followed by a bow attack.	8	10
Low Cut	Slows up to 2 enemies in front of you	16	0
Agile Rejoinder	When you parry an enemy's attack, you can respond with a highly damaging melee attack	24	5

Stances

Stances are toggle skills that improve some of your attributes, at the expense of other attributes. There are three Hunter Stance skills: Strength, Precision, and Endurance.

Stance: Strength increases your damage output as well as your Threat factor (the factor that makes you noticeable to the enemy). This is useful when hunting alone, not because you want to generate more threat but because you don't really have a choice but be noticed so might as well deal the most damage you can. It is also the only stance available to you from levels 4 through 17.

Stance: Precision increases your accuracy and increases the chance that your Quick Shot will score a critical hit. While the skill itself does not directly affect Threat, scoring a critical hit does make you more noticeable to the enemy.

Stance: Endurance reduces the power cost and threat factor of all your attacks. Advisable to switch on when adventuring with a fellowship that has a reliable tank, one who can hold the enemy's attention while you unleash your deadly shots from range.

Tracking

As a Hunter, you also have the ability to track your enemies. I like the way tracking was implemented in LotRO because it's more realistic. You don't get a toggle skill that lights up your radar map like a GPS. Instead, you examine the ground for tracks and then pick one set of tracks to follow, and that's what gets highlighted on your radar map.

Below is a table showing all the tracking skills and the level at which you get each one.

Tracking Skill	Description	Level
Passage of Nature	Allows you to track beasts and other natural creatures	12
Passage of Foes	Allows you to track humanoid creatures	22
Passage of Shadow	Allows you to track fell and evil things	32

Travel Buffs

Hunters are very handy fellows indeed. First of all, they get a skill that allows their fellowship to run faster, quite useful in the early stages before you all get your very own horses.

The skill "Desperate Flight", which allows the Hunter to travel to the nearest stone circle (or "rally point") is unfortunately not a fellowship skill and will probably only ever be used by a Hunter when soloing.

At higher levels, Hunters also get the "Guide" skill, which, although it's described as "finding a path for you and your fellowship", is really a teleport skill.

All teleport skills require the use of Travel Rations, which can be purchased from a Provisioner.

Wayfaring Skill	Description	Level
Find the Path	Increase fellowship run speed by 15%	14
Desperate Flight	Allows you to escape from danger and travel to a nearby rally point. Requires travel rations.	20
Guide to Thorin's Hall	Teleports you and your fellowship to Thorin's Hall	26
Guide to Bree	Teleports you and your fellowship to West Bree	32
Guide to Esteldin	Teleports you and your fellowship to Esteldin	38
Guide to Rivendell	Teleports you and your fellowship to Rivendell	46

Miscellaneous Skills

The only other active skills I haven't mentioned yet are mostly survival skills. Hunters can also build campfires without needing any materials. Campfires buff morale and power regeneration rates and also allow Cooks to make some trail goodies: food items that buff Might, Agility, and Vitality.

Nature Skills	Description	Level
Cry of the Predator	Causes beasts to run in fear	12
Purge Poison	Purge poisons from an ally	16
Bright Campfire	Allows you to build a campfire	22
Beneath Notice	Reduces threat by 60%	26

Passive Skills

You train passive skills the same way as active skills. Just remember to hit the "Passive" tab whenever you visit your trainer to see what passive skills you are eligible for.

Category	Skill	Description	Level
Armour Proficiencies	Light Armour		1
	Medium Armour		10
Misc Passive Skills	Improved Range	Adds 15 meters to ranged auto-attack	1
	Hand Wrought Traps	Allows you to use crafted traps	15
	Use of Fire	Allows you to apply fire oil to your arrows	20
	Use of Light	Allows you to apply light oil to your arrows	30
Instrument Proficiencies	Clarinet Use		5
	Lute Use		5
	Bows		1
	Daggers		1
	One-Handed Axes		1
	One-Handed Swords		1

Weapon Proficiencies	One-Handed Clubs		15
	One-Handed Hammers		15
	One-Handed Maces		15
	Dual Wielding		20
	Spear		20
	Crossbows		30
	Evade: Rank 1	Evade +2%	7
	Critical: Rank 1	Crit +2%	9
	Ranged Evade: Rank 1	Ranged Evade +8%	9
	Parry: Rank 1	Parry +2%	11
	Accuracy: Rank 1	"med amt"	13
	Ranged Evade: Rank 2	Ranged Evade +4%	13
	Evade: Rank 2	Evade +1%	15
	Ranged Evade: Rank 3	Ranged Evade +2%	17
	Parry: Rank 2	Parry +1%	19
	Accuracy: Rank 2	"medium amt"	21
	Ranged Evade: Rank 4	Ranged Evade +1%	21
	Critical: Rank 2	Crit +1%	23
	Accuracy: Rank 3	"medium amt"	25
	Parry: Rank 3	Parry +1%	27
	Evade: Rank 3	Evade +1%	29
Accuracy: Rank 4	"small amt"	31	

Combat Characteristics	Critical: Rank 3	Crit +2%	33
	Parry: Rank 4	Parry +1%	37
	Critical: Rank 4	Crit +1%	39
	Evade: Rank 4	Evade +1%	41

Hunter Class Quests

At certain levels, you will get a quest from any Hunter trainer to go see Gytha Lainey at Adso's Camp, west of Bree. There is one at level 15, and another at level 30. I believe there are also class quests at level 40, 45 and 50, but I'll have to wait until I get there to tell you about those.

The level 15 quest reward is, among other things, a Class Trait called **Fast Draw**, which reduces the induction time of your Barbed Arrow and Swift Bow, by 0.1 second and 0.2 second respectively. The reduction used to be much higher than that and it's really hard to tell how much of a difference a tenth of a second makes so I won't even offer an opinion on this. The quest requires you to track and kill a named wolf in the Old Forest.

The level 30 quest rewards are more attractive. Again, you get another Class Trait called **Enduring Precision**, which increases your Focus by 1 every 5 seconds while you are in Precision stance, and also reduces the induction time of your Barbed Arrow and Swift Bow by 0.1 second. But in addition to this, you also get a choice of an 18.5-dps Bow or Crossbow, both awesome weapons. The quest requires you to protect the town of Overhill from a pack of wargs.

Level 30 Class Quest Rewards

KALFUR'S GLORY



Type: Crossbow

Bind On Acquire

Ranged

Damage: 43 - 68 Ancient

Dwarf-make

Weapon Speed: 3.0

18.5 Damage Per Second

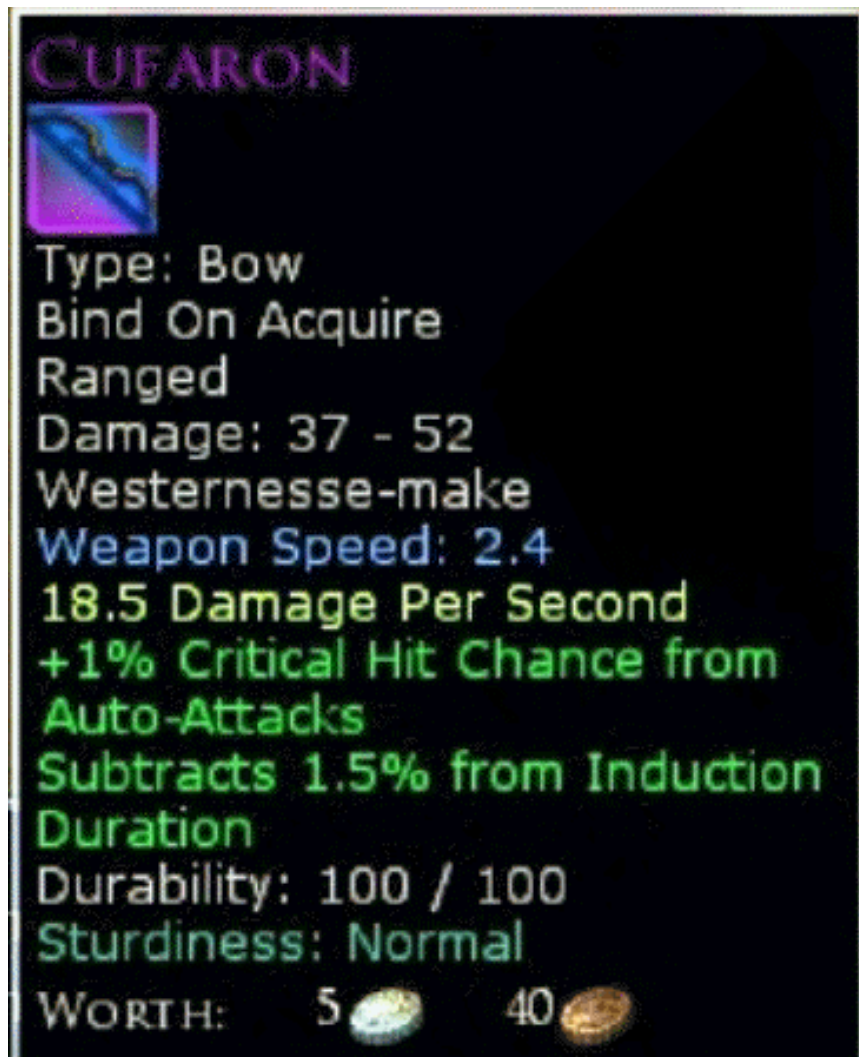
-5% Block Chance from Auto-Attack

Slightly reduces threat during combat.

Durability: 100 / 100

Sturdiness: Normal

WORTH: 9  20 



Hunter Class Traits

Aside from the two Class Traits which are received as quest rewards, there are several others that you can acquire through Deeds simply by using your Hunter skills a certain number of times. Below is a list of the class traits I've unlocked so far. Unfortunately, I didn't keep tabs on the level at which I unlocked them but I will endeavor to keep this list updated in the future and add more traits as other hunters report them.

CLASS TRAIT	UNLOCKED BY (Number of Times)

BARBED FURY



Class

Wounds caused by your Barbed Arrow bleed more profusely.
Line Bonus: Ranged Offense
Damage increased 2.0%

Strike enemies with Barbed Arrow (750)

DEADLY PRECISION



Class

When you land a Critical Hit with a ranged attack, your Focus increases by 1.
Line Bonus: Barbed Arrow
induction time reduced 0.1s
Line Bonus: Swift Bow
induction time reduced 0.1s

Land critical hits with your bow skills (500)

RAPID RECOVERY



Class

All of your melee skills recover more quickly than before.
Subtracts 1.2 from Skill Reset Time
Line Bonus: Ranged Critical Hit
Chance Mod increased 1.0%

Strike enemies with Swift Stroke (500)

STRONG DRAW



Class

The Focus cost for your Penetrating Shot is reduced by 1.
Line Bonus: Power Regeneration in Combat increased by 0.3 per-second

Use Penetrating Shot (600)

STURDY TRAPS



Class

It is more difficult for enemies to break free of your traps.
Line Bonus: Ranged Critical Hit Chance Mod increased 1.0%

Set traps for your enemies (350)

SWIFT AND TRUE



Class

Your Swift Bow inflicts greater damage to your enemies.
Adds 8.0% to Swift Bow Damage
Line Bonus: Ranged Offense Damage increased 2.0%

Strike enemies with Swift Bow (1,000)

TRUE SHOT



Class

Your Penetrating Shot pierces more deeply through your enemy's armour, ignoring more of the armour's damage reduction.

Subtracts 8.0% from Target's mitigation to this attack

Line Bonus: Ranged Offense
Damage increased 2.0%

Strike enemies with Penetrating Shot (1,000)

DEEP CONCENTRATION



Class

Your Intent Concentration also restores some Power, in addition to its normal effects.

Line Bonus: Power Regeneration in Combat increased by 0.3 per-second

Use Intent Concentration (150)

GRACEFUL DRAW



Class

Your Endurance Stance further reduces the Power cost of your ranged skills.

Line Bonus: Power Regeneration in Combat increased by 0.3 per-second

Strike enemies with your bow skills (6,000)

HAIL OF ARROWS



Class

You have a greater chance of landing Critical Hits with your Rain of Arrows.

Adds 25.0% to Critical Chance for Rain of Arrows

Adds 25.0% to Critical Damage

Multiplier for Rain of Arrows

Line Bonus: Ranged Offense

Damage increased 2.0%

Strike enemies with Rain of Arrows (500)

HEIGHTENED SENSES



Class

Your exceptional senses allow you to track creatures over a greater distance, even if they are using Stealth, and to more easily detect creatures using Stealth.

Line Bonus: Ranged Critical Hit Chance Mod increased 1.0%

Use tracking skills (500)

Legendary Skills

Rumor has it that if you are lucky enough, you can find two legendary books in the possession of enemies in Angmar, the Trollshaws and Misty Mountains. The first book is called Way of the Hunter and it allows you to instantly regain up to 3000 morale and power points out of combat. The second one is called A Shot in the Dark, and it produces a 10-second fear effect on enemies that are not affected by the other Fear skill "Cry of the Predator". There are supposedly two other legendary skills but no one has unlocked them as yet.

Conclusion

As the debate rages on the "best" class in LotRO, I've seen many opposing views and opinions on the Hunter class. That it's the best class for soloing, that it's the worst class for soloing, that it's useless in a fellowship, that it's the most useful in one. The reason is that it takes some cunning to play the class well. You can't just go barging into a fight without preparation, and you have to think and act fast when you get jumped by mobs. When you're in a fellowship, you have to figure out how to deal lots of damage without getting the enemies' attention. Sure we'd all like to see more skills that will help us survive better, but I believe that in the challenge lies the fun.

Lore-Master Class

A keeper of ancient lore and otherwise lost knowledge, the Lore-master uses his knowledge of the lesser and greater powers of the world around him to stave off the advances of the shadow for a time, and to treat the wounds and suffering of his companions. In dire need he can use this knowledge to hurt his foes; but this task being extremely difficult, a wise Lore-master would rarely attempt it.

The Lore-master will be the class of choice for the player that enjoys using the power of ancient lore to aid their allies and hinder their foes. Steeped in the histories of Middle-earth Lore-masters are able to aid their fellows in recovering from maladies caused by the forces of the Dark Lord. They can also use their knowledge to daze, harm, or hinder their enemies, as well as give of themselves to strengthen another. Some Lore-masters are even said to be able to communicate with animals and request their aid. A Lore-master's combat style is anchored in the power of knowledge and using it intelligently to defeat evil.

Available Races

- Human
- Elf

Skills of the Lore-master

- **Raven-lore:** An understanding of the speech of ravens allows the Lore-master to call upon one.
- **Beacon of Hope:** Transfers morale to an ally or pet.
- **Blinding Flash:** A blinding flash accompanied by a loud crack and the smell of gunpowder causes the target to stop all action. Any damage caused to the target will break its stupor.
- **Cracked Earth:** The ground cracks beneath a target's feet, doing damage and hampering their movement.
- **Burning Embers:** Red-hot embers swirl around the target, causing damage over time.
- **Gust of Wind:** Air swirls around the target, kicking up debris and other objects that can cause damage to enemies.
- **Leech craft:** Removes wounds suffered by the target.



- **Share the Power:** Transfers a portion of the Lore-master's power to the target.
- **Inner Flame:** Self power to morale transfer.

Traits of the Lore-master

Here are some of the Class-specific Traits the Lore-master can obtain while adventuring in Middle-earth.

- **Dúnadan-learning:** The Lore-master's knowledge of the lore of the Dúnedain grants bonuses to his Signs of Vigilance and Righteousness.
- **Master of Beasts:** The Lore-master's knowledge of the Signs of Animals gives him greater control over them.

Role

Lore-master is considered to be the party's main buffer/de-buffer and also the best crowd controller in game. With his knowledge of nature and lore he can befriend animals amongst which include Ravens (useful for distracting, and can make a ranged foe switch to melee), Bears and eventually an Eagle. The Lore-master can use his mastery of ancient lore to produce simple magical and quasi-magical effects. He knows the ancient names and sings the ancient songs. The Lore-Master has a major heal known as "Lend Hope" which transfers morale from his Morale pool to another player's.

Armor

Lore-masters use light armor

Weapons

Lore-masters can use staves

Lore-Master Accomplishments

Accomplishment	Source	Reward
Beast-lore	Use Sign of Rage (300)	Beast-lore
Deep Lore	Use your Lore Skills against Enemies (500)	Deep Lore
Healer	Heal your fellows with Leechcraft (250)	Healer
Light of Hope	Use Beacon of Hope (600)	Light of Hope
Master of Beasts	Use Sign of Protection (500)	Master of Beasts
Master of the Staff	Use Staff-Strike against your foes (600)	Master of the Staff

Power and
Wisdom

Draw power from your enemies (250)

Power and Wisdom

Minstrel Class

With song and tale, a Minstrel brings hope to places thick with gloom. She can inspire those with desperate minds and heavy hearts to great deeds. In battle, she can turn the tide with songs that strengthen her allies and dirges which strike fear into the hearts of enemies.

The Minstrel is the class of choice for players who want to aid their friends, inspiring them to keep going through the darkest of times. With a vast repertoire of tales both fair and foul, a Minstrel restores the morale of her fellows, as well as causing enemies to despair. Though able to wield weapons, she prefers to let her words, rather than her sword, speak for her. A Minstrel's style of combat is based on maintaining hope no matter what the odds.

Available Races

- Human
- Elf
- Dwarf
- Hobbit

Skills of the Minstrel

- **Raise the Spirit:** The Minstrel's words of encouragement renew the morale of a companion.
- **Clarion of the Valar:** Calling upon the name of the Valar can send evil foes fleeing in terror for a short time.
- **Tale of Heroism:** Increases the Will and Fate of the Minstrel's fellowship.
- **Inspire Fellows:** Words of encouragement renew the morale of the Minstrel's fellowship and increase its vigour.
- **Soothing Song:** Decreases the Minstrel's threat in the eyes of her enemy target and all adjacent enemies.
- **Noble Cause:** The next three Herald's Strikes that the Minstrel executes do extra damage and return part of that as morale to her group.
- **Song of Distraction:** A song that can make the Minstrel's target become drowsy and not detect players until they are much closer than normal. This does not work against monsters already engaged in combat.
- **Song of the Dead:** This song causes undead to freeze in fear.



- **Herald's Strike:** A melee attack that does extra damage.

Traits of the Minstrel

Here are some of the Class-specific Traits the Minstrel can obtain while adventuring in Middle-earth.

- **Life-singer:** The Power costs for the Minstrel's morale-renewing skills are reduced.
- **Harmonious Melody:** The Minstrel has a longer window of opportunity in which to perform her next tier of Ballads.

Role

The Minstrel class, although initially thought only to be a support character, can solo very well due to their damaging shouts and support skills (the main being healing.) Minstrels have beneficial songs to buff group members and harmful songs which debuff foes. They can sing ballads which unlock higher level songs if done in sequence during battle. The Minstrel also can play the widest variety of musical instruments.

Armor

Minstrels use light armor and medium / light shields

Weapons

Minstrel weapons include daggers, 1 handed swords, maces, and 1 handed clubs

Abilities and Skills

Theater and Inspiration

Fellowship's Heart - Legendary HEAL

This skill instantly removes any fear effects you have and also makes your entire Fellowship immune to fear for a short period of time, as well as acting as a heal over time.

Requires Fellowship's Heart trait to be slotted

Heals 464 damage initially

Heals 464 damage every 3 seconds for 30 seconds

Power Cost: 283

Recovery Time: 30 m

Radius: 20

Noble Cause - Level: 16 HEAL

Training Price: 25s 60c

The next three Herald's Strikes you execute do extra damage and return part of that as Morale to your group.

Power Cost: 5

Recovery Time: 2 m

Still as Death - Level: 38

Training Price: 144s 40c

You are talented at feigning death, causing enemies to ignore you.

Toggle Skill

Maximum Duration: 1 m

Power Cost: 5

Recovery Time: 10 m

Tale of Heroism - Level: 22 BUFF (By level 50, it adds 60 to each)

Training Price: 48s 40c

This aura increases the Will and Fate of your fellowship.

Adds 1 to Fate

Adds 1 to Will

Power Cost: 7

Words of Power

Cry of the Valar - Level: 12 DEBUFF

Training Price: 14s 40c

Calling upon the name of the Valar can send certain evil foes fleeing in terror for a short time.

Lasts for 10 s

Power Cost: 5

Recovery Time: 30 s

Max Range: 40

Resistance: Cry

Piercing Cry - Level: 2 DMG

Training Price: 40c

A shout that does light damage to your enemies.

17 light damage

Power Cost: 8

Recovery Time: 30 s

Max Range: 40

Resistance: Cry

As a note, the damage and/or stats of these spells are unadjusted. Your abilities get better as you level up. For example, Raise Spirit heals 23 morale at level 1, but at level 50, I was healing for about 446+ with Raise the Spirit.

Anthems

Anthems are the fourth tier of ballads. You need to play a tier 1, 2, and 3 ballad before you can play an anthem.

Anthem of the free Peoples - Level: 20 BUFF

Training Price: 40s

Increases your in combat morale regeneration for your party, you have a short window after playing a Tier 3 song to play one of these, and it will reset your ballad counter back to Tier 1.

Adds 1.9 to Morale Regeneration in Combat

Lasts for 30 s

Power Cost: 10

Recovery Time: 2 m

Radius: 40

Resistance: Song

Anthem of Compassion - Level: 24 BUFF

Training Price: 57s 60c

Decreases the amount of threat you generate, you have a short window after playing a Tier 3 song to play one of these, and it will reset your ballad counter back to Tier 1.

Subtracts 40.0% from Threat Input Modifier for Healing

Lasts for 30 s

Power Cost: 5

Recovery Time: 1 m

Resistance: Song

Anthem of the Valar - Level: 40 AOE

Training Price: 160s

This skill calls upon song to blast your enemies with an area-of-effect of light, you have a short window after playing a Tier 3 song to play one of these, and it will reset your ballad counter back to Tier 1.

17 light damage

Power Cost: 5

Recovery Time: 1 m

Max Range: 30

Max Targets: 3

Radius: 5

Resistance: Cry

Anthem of the Wizards (legendary) - AOE

This anthem calls upon a song to blast your enemies with an area-of-effect of light that will slow the creatures who are hit by it. You have a short window after playing a Tier 3 song to play an anthem, and it will reset your ballad counter back to Tier 1.

331 Light Damage

Requires Anthem of the Wizards trait to be slotted

The targets' movement is slowed to 30.0%

The targets' attacks are slowed by 20.0%

Lasts for 30 s

Power Cost: 86

Recovery Time: 10 m

Max Range: 40m

Radius: 5

Resistance: Cry

Ballads and Lays

Ballad of Vigour - Level: 1 BUFF

Tier 1 Ballad: A short song that gives you Vitality and harms your foes.

7 light damage

Adds 1 to Vitality

Lasts for 10 s

Power Cost: 6

Recovery Time: 4 s

Max Range: 30

Resistance: Cry

Ballad of Steel - Level: 4 BUFF

Training Price: 1s 60c

Tier 1 Ballad: A short song that gives you an armour bonus and harms your foes.

7 light damage

Adds 34 to Armour Value

Lasts for 10 s

Power Cost: 6

Recovery Time: 4 s

Max Range: 30

Resistance: Cry

Ballad of Swiftess - Level: 4 BUFF

Training Price: 1s 60c

Tier 2 Ballad: A short song that gives you a bonus to your attack speed and harms your foes. This requires a Tier 1 ballad effect to activate.

7 light damage

Subtracts 1.0% from Attack Duration

Lasts for 10 s

Power Cost: 6

Recovery Time: 4 s

Max Range: 30

Resistance: Cry

Ballad of War - Level: 6 BUFF

Training Price: 3s 60c

Tier 3 Ballad: A short song that gives your fellowship a bonus to their melee damage. This requires Tier 2 ballad effects to activate.

Adds 10.0% to Melee Offense

Lasts for 15 s

Power Cost: 6

Recovery Time: 5 s

Radius: 40

Resistance: Cry

Ballad of Resonance - Level: 8 BUFF

Training Price: 6s 40c

Tier 1 Ballad: A short song that gives you more damage to your light based attacks and

harms your foes.
7 light damage
Adds 10.0% to Magic Offense
Lasts for 10 s
Power Cost: 6
Recovery Time: 4 s
Max Range: 30
Resistance: Cry

Ballad of Unshakeable Will - Level: 8 BUFF

Training Price: 6s 40c
Tier 3 Ballad: A short song that gives your fellowship a bonus to their resistance to fear. This requires Tier 2 ballad effects to activate.
Adds 1.0% to Fear Resistance
Lasts for 20 s
Power Cost: 6
Recovery Time: 5 s
Radius: 40
Resistance: Cry

Ballad of Balance - Level: 14 BUFF

Training Price: 19s 60c
Tier 2 Ballad: A short song that gives you a bonus to your ability to evade and harms your foes. This requires Tier 1 ballad effects to activate.
7 light damage
Adds 1.1% to Evade Chance
Lasts for 10 s
Power Cost: 6
Recovery Time: 4 s
Max Range: 30
Resistance: Cry

Cry of the Chorus - Level: 26

Training Price: 67s 60c
This skill enables you to jump into the middle of a ballad and choose any ballad Tier you wish.
Dispels Silence Effects
Power Cost: 8
Recovery Time: 10 m

Ballad of Flame - Level: 32 BUFF

Training Price: 102s 40c
Tier 3 Ballad: A short song that gives your fellowship a bonus to their mitigation against fire. This requires Tier 2 ballad effects to activate.
Adds 10.0% to Fire Mitigation
Lasts for 30 s
Power Cost: 6

Recovery Time: 5 s
Radius: 40
Resistance: Cry

Ballad of the Stout - Level: 36 BUFF

Training Price: 129s 60c

Tier 2 Ballad: A short song that gives you a bonus to all your resistances and harms your foes. This requires a Tier 1 ballad effect to activate.

7 light damage

Adds 1.0% to Poison Resistance

Adds 1.0% to Wound Resistance

Adds 1.0% to Disease Resistance

Lasts for 10 s

Power Cost: 6

Recovery Time: 4 s

Max Range: 30

Resistance: Cry

Lay of the Hammerhead - Level: 42

Training Price: 176s 40c

This lay enables you to take damage from your Power instead of Morale when toggled.

The name comes from the addage that those who know this lay were said to have been able to take a blow from Helm Hammerhand himself.

Toggle Skill

Every point of damage done to Morale or Health is transformed into 0.5 points of damage to Power.

Power Cost: 1 Per Second

Recovery Time: 10 m

Common Skills

Cure Fear - Level: 26

Training Price: 67s 60c

Your strong and unflappable spirit can dispel fear afflicting yourself or others.

Power Cost: 20

Recovery Time: 1 m

Max Range: 3

HEALING AND MOTIVATION

Bolster Courage - Level: 18 HEAL

Training Price: 32s 40c

Words of encouragement renew the morale of a companion. This maneuver is larger but slower than Raise the Spirit.

Adds 46.0 - 51.0 to Morale

Power Cost: 10

Max Range: 25

Enlivening Grace - Level: 20 HEAL

Training Price: 40s

Brings hope to those whose Morale has been entirely depleted, reviving a defeated ally.

Power Cost: 300

Max Range: 25

Inspire Fellows - Level: 10 HEAL

Training Price: 10s

Words of encouragement renew the morale of your fellowship and increase its vigour.

Subtracts 1.0% from Ranged Vulnerability

Subtracts 1.0% from Magic Vulnerability

Subtracts 1.0% from Melee Vulnerability

Lasts for 30 s

Adds 23.0 - 28.0 to Morale

Power Cost: 28

Recovery Time: 5 s

Radius: 20

Raise the Spirit - Level: 1 HEAL (Best individual heal we get to heal one person with)

Words of encouragement that renew the morale of a companion.

Adds 23.0 to Morale

Power Cost: 9

Recovery Time: 1 s

Max Range: 25

Rally - Legendary HEAL

The ways of the elder age are not lost to all races yet, you may bring new inspiration to those whose Morale has been entirely depleted, reviving a defeated target in combat.

Requires Rally! trait to be slotted

Power Cost: 500 Power

Recovery Time: 10 m

Max Range: 25m

Triumphant Spirit - Level: 30 HEAL

Training Price: 90s

A desperate cry instantly renews the morale of your comrades, but draws a large amount of attention to yourself.

Adds 69.0 - 74.0 to Morale

Recovery Time: 15 m

Radius: 20

Melee Skills

Herald's Strike - Level: 1 DMG

You make a melee attack that does extra damage.

Main hand weapon + 2 damage

Adds 10.0% to Healing Modifier

Lasts for 20 s

Power Cost: 6
Recovery Time: 10 s
Max Range: 3

SONGS OF THE VALAR

Song of Aid - Level: 30 BUFF

Training Price: 90s

This song enables the minstrel to inspire his fellows to heroic feats, opening up skills to most classes, as well as enabling Lore-masters to use their Beacon of Hope more frequently at less cost to Morale.

Toggle Skill

Maximum Duration: 10 s

Power Cost: 0 Per Second

Recovery Time: 10 m

Song of Distraction - Level: 34 DEBUFF

Training Price: 115s 60c

A song that can make your enemy become drowsy and not detect players until they are much closer than normal. This does not work against monsters already engaged in combat.

Decreases Perception Radius by 75.0%

Power Cost: 5

Recovery Time: 3 m

Max Range: 40

Resistance: Song

Song of Restoration - Level: 18 BUFF

Training Price: 32s 40c

A song that can make your allies' hearts glad, removing some of the oppression of defeat.

Power Cost: 300

Recovery Time: 30 m

Max Range: 10

Song of Soothing - Level 28 BUFF

Training Price: 78s 40c

The attention of your enemies will likely be less drawn towards you.

Power Cost: 5

Recovery Time: 30 s

Max Range: 25

Radius: 10

Resistance: Song

Song of the Dead - Level: 18 DEBUFF

Training Price: 32s 40c

This song causes undead to freeze in fear.

Power Cost: 5

Recovery Time: 1 m
Max Range: 40
Resistance: Song

Song of the Hopeful Heart- Legendary BUFF

This song enables you to temporarily reduce the Dread of an area for a short time.
Requires Song of the Hopeful Heart trait to be slotted
Maximum Duration: 5 m
Lasts for 20 s
Power Cost: 9
Recovery Time: 10 m

Minstrel Class Traits

Medium Armor- Obtained at level 15. Allows the Minstrel to wear medium armor. Not bad, but some of the other traits are much better.

Life-singer - The Power costs for the Minstrel's morale-renewing skills are reduced. Reduces the cost of morale renewing abilities by 10% and 0.3 morale regeneration in combat.

Harmonious Melody - The Minstrel has a longer window of opportunity in which to perform her next tier of Ballads. Adds 5.0 to effect duration and adds 0.3 to morale regeneration in combat.

Focused Performance - Skills are harder to disrupt. Subtracts 10% from induction duration and adds 2% to Fear resistance.

Herald's Hammer - Adds 100% to Herald's Strike and +50 to max morale.

Light in the Dark - Adds 10% damage to tier 1 and 2 ballads. Max morale +50.

Powerful Voice - Subtracts 5% from cries cost and +65 max power.

Smooth Voice - This skill transforms your Ballad of Vigour and Ballad of Balance into slower songs that no longer deal damage, but act upon your fellowship for a longer duration, and +50 max morale.

Unrelenting - When you land a Critical Hit with your Piercing Cry, your enemy is stunned. This trait also causes your Piercing Cry to recover faster.
The sound of your voice can stun your enemies. Line Bonus: Max Morale 50.0
Subtracts 3.0 from Skill Reset.

Legendary Traits

Rally - The ways of the elder age are not lost to all races yet, you may bring new inspiration to those whose Morale has been entirely depleted, reviving a defeated target in combat. Grants the Rally! skill (normally only captain has this I believe).

Song of the Hopeful heart - This song enables you to temporarily reduce the Dread of an area for a short time. Grants the Song of the Hopeful Heart skill.

Anthem of the Wizards - This anthem allows you to blast your enemies with an area-of-effect of light that slows enemies who are effected by it. You have a short window after playing a tier 3 song to play Anthem, which will reset your Ballad counter to the beginning. Grants the Anthem of the Wizards skill

Fellowship's Heart - This skill instantly cures any fear effects upon you. It also makes your entire fellowship immune to fear for a short period of time, as well as healing them over time. Grants the Fellowship's Heart skill

Minstrel Epic Quests

Level 15- Talk to the minstrel within the Prancing Pony. He will send you on a mission to assist Leland Took, who is outside of Bree's West Gate. Go with Leland and beat up some brigands in a cave to get his roast chicken back (who said Turbine had no sense of humor). Then all the brigands and Leland share to chicken together. Sound far-fetched? Yeah, the stuff legends are made of

Rewards: Class Trait allowing the minstrel to wear medium armor (not my first pick of class trait to use early on) and a purple club that does 8.8 DPS and gives a +4 bonus to Will and Fate. Honestly, for the stat pump, you will not find a better item for a minstrel for some time. I still used this at level 22, 7 levels later. Remember, it's not about melee dmg for a minstrel, so the DPS is irrelevant (somewhat).

Difficulty: Fairly easy, if you make sure to target and heal Leland every so often

Level 30- Talk to any minstrel trainer and they send you to Thresselbridge (?) to speak to someone in town square. You then go with them to another cave to convince some people to seek shelter at the town and not the cave. Of course elite Orcs show up in 2 groups of 3 and then finally a chieftan shows up. You have two NPC's helping you, just keep them and yourself alive.

Rewards: A magic Hat choice. You can pick one that gives a bonus to 2 stats, or one that gives a slightly higher bonus to one stat. Personally, I took the one that gave two stat pumps. Not a bad hat.

Difficulty: Can't really say. I was jumped to level 50 by the devs, but I would say it's medium to difficult at level 30, but definitely possible. All of these quests are geared towards soloing at that level, so just play smart and you should be fine.

Level 45- I don't remember all the details. There's two different quests. One of them you need to collect so many drake teeth and kill some named Warg, and the other also requires collecting Snow Beast fur or something. Neither one give you any hints where to get the stuff (like all the epic quests), both it is assumed the critters are found in the Misty Mountains, some in Angmar, and I think you may need to enter Carn Dum (Eastern Angmar) as well. You get the choice between two decent epic necklaces that offer multiple stat pumps, and also a choice between two epic clubs, both of which for some reason give pumps to Might (yeah, whoever designed these obviously never played a minstrel) and also to other stuff. Cool to have, but like all the classes, the epic items so far are uninspiring. Alot of work for very little payoff, and I've heard the drop rate of the

stuff you need to collect is absurd. I have heard of people killing 200 snow beasts to get the 10-12 matted snow beast fur loot items they need. They may have been exaggerating, but I don't know. From everything I've heard, these epic class quests are the worst quest ideas so far in the game with no redeeming value. The items are decent, but nothing mind blowing, and the quests themselves are the basic "go kill 1 million of something or other to collect the couple of parts you need. I guess for the epic items, I was expecting better stuff, and quest wise, well, something epic.

Armor Proficiencies

Light - level 1. Begin the game with this

Medium - level 15. Receive a trait allowing this after beating minstrel level 15 class quest.

Shields - level 20. Purchase shield skill.

Weapon Proficiencies

Daggers

1-handed clubs

1-handed axes

1-handed swords

Daggers

1-handed maces

1-handed hammers

Instrument Proficiencies

Specialized Equipment- level 1 starting proficiency

Lute Use- level 1 starting proficiency

Clarinet Use- level 5 2s 50c

Flute Use- level 5 2s 50c

Harp Use- level 5 2s 50c

Horn Use- level 5 2s 50c

Combat Characteristics

Evade Rank 1: level 7 Cost 4s 90c Adds 1.0% to Evade Chance

Parry Rank 1: Level 9 Cost 8s 10c Adds 1.0% to Parry Chance

Accuracy Rank 1: Level 11 Cost 12s 10c Reduces Miss by a medium amount.

Critical Rank 1: Level 15 Cost 22s 50c Adds 1.0% to Critical Hit Chance

Parry Rank 2: Level 17 Cost 28s 90c Adds 1.0% to Parry Chance

Accuracy Rank 2: Level 19 Cost 36s 10c Reduces Miss by a medium amount.

Block Rank 1: Level 21 Cost 44s 10c Adds 2.0% to Block Chance

Critical Rank 2: Level 23 Cost 52s 90c Adds 1.0% to Critical Hit Chance

Evade Rank 2: Level 25 Cost 62s 50c Adds 1.0% to Evade Chance

Parry Rank 3: Level 27 Cost 72s 90c Adds 1.0% to Parry Chance

Critical Rank 3: Level 29 Cost 84s 10c Adds 1.0% to Critical Hit Chance

Accuracy Rank 3: Level 31 Cost 96s 10c Reduces Miss by a medium amount.

Block Rank 2: Level 33 Cost 108s 90c Adds 1.0% to Block Chance

Critical Rank 4: Level 35 Cost 122s 50c Adds 1.0% to Critical Hit Chance
Block Rank 3: Level 37 Cost 136s 90c Adds 1.0% to Block Chance
Accuracy Rank 4: Level 39 Cost 152s 10c Reduces Miss by a small amount.
Block Rank 4: Level 41 Cost 168s 10c Adds 1.0% to Block Chance
Evade Rank 3: Level 43 Cost 184s 90c Adds 1.0% to Evade Chance

Solo Play

Minstrels solo levels very easily in my opinion through level 15, and somewhat even to level 20. Then they fall more in line with other classes. So they are kind of the reverse of burglars, where burglar speed up in solo leveling after level 15, minstrels slow on how fast they solo level.

There are really only 3 damage ballads you will ever need to use, at least through level 22, and Piercing Cry mixed in as available after cooldown: Ballad of Renosance, then Ballad of Swiftness, and then Ballad of Steel. Repeat between these three until your foe is dead.

Your main healing spell will be Raise the heart due to it being a fast healer that produces a small amount of threat.

Seak out items that give Will and Fate.

Your secondary stats you should look for are Vitality and Might.

Fellowship Play

Well kind of self explanatory, but you're the healer and buffer of the group.

You have really two heal spells you will use most of the game. Raise the Heart, the predominant one due to low threat generation on a single person, and Inspire Fellows which heals the whole fellowship and provides buffs but also generates alot of threat. Be prepared to pull aggro and hope your guardians know what tey're doing.

You have some awesome buffs! This will be one of your main assests, as you have buffs that provide stat boosts, increase melee damage/hits, decrease how often your fellowship gets hit, increases resistances (especially Fear) reduce Dread, and even revise fallen comrades.

You got a whole bag of tricks for fellowships in this class as well as a good solo character.

As long as your group takes care of you, then you can take care of your group.

Minstrel Accomplishments

Name	Reward	Task
Focused Performance	Focused Performance	Evade enemy attacks (300)
Harmonious Melody	Harmonious Melody	Use Ballads (1500)
Herald's Hammer	Herald's Hammer	Smite enemies with Herald's Strike (700)
Life-singer	Life-singer	Use your healing songs (1000)
Light in the Dark	Light in the Dark	Use Ballad of Resonance (1000)
Powerful Voice	Powerful Voice	Use your Cries (300)
Smooth Voice	Smooth Voice	Use Piercing Cry (600)
Unrelenting	Unrelenting	Land Critical hits with Piercing Cry (100)

PvP [PvMP]

Is there any form of PvP in LotRO?

There sure is. But it's different from what you might expect. Being that the notion of elves mass killing hobbits was distinctly un-Tolkien, Turbine has created Monster Play for players to help them free the beast within.

What is Monster Play?

Monster play, or PvMP, is Player versus *Monster* Player. What that means is instead of hobbits and elves fighting it out among themselves, a system has been created that lets players take temporary control of "monsters" and fight the higher level regular player characters of LotRO.

Great, so now instead of worrying about an elf killing my hobbit, I have to worry about roving bands of Monster Players?

Not at all! The PvMP system is 100% consensual in nature for just that very reason. Anyone who does not wish to partake in the PvMP never has to, not even for a second. The ongoing battle takes place in the isolated world area of the Ettenmoors, and you won't find yourself accidentally stumbling into the area either. It's only accessible through talking with specific NPCs.

Hmm... okay, I'm intrigued. Tell me more about PvMP.

Well let's give you a run-down of its features, and we'll go from there.

- The Ettenmoors is a large, fully-developed region, about the same size as the Shire.
- Players on each side start in a "no-kill zone". You won't be thrown into the Ettenmoors, and immediately waylaid by opponents.
- The objectives that either side must strive to attain are defeating the enemy in combat, completing PvE and PvP driven quests, and of course, maintaining your sides hold on several Keeps and Towers.
- There are five monster classes to choose from when creating a Monster to patrol the Ettenmoors with.



The Monster Play Zone: The Ettenmoors.

What classes are available for creating a monster?

The five "classes" of monsters are as follows:

The Warg Stalker – A stealthy canine abomination of the Dark Lord's army. These pups are proficient in doing high burst damage, they can serve as a tank in some pinches, and are capable of interrupting opposing players spells and skills.



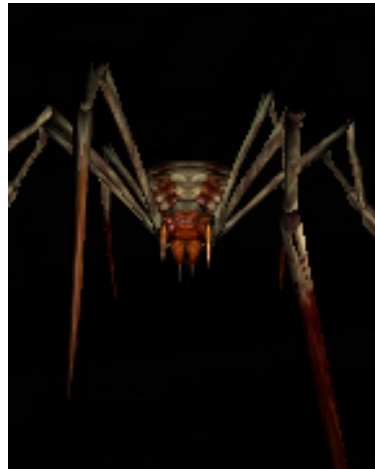
The Orc Reaver – The Champion class for Monsters, the Orc Reaver is your most essential damage doer. Also with the ability to de-buff, interrupt skills, and do some tanking, he's a crafty foe not to be taken for granted.



The Uruk Blackarrow – An expert Uruk orc Archer, this class is a ranged damage dealer with some crowd control abilities, and a sprinkling of area of effect damage dealing.



The Spider Weaver – Similar to the spiders often found giving travelers trouble across Eriador, these little 8-legged freaks are efficient at crowd control, damage over time, some light damage dealing, and even some ambush attacks.



The Uruk Warleader – The main tank of the Monster side, this hefty orc is directly intended to be the leader in groups. With powerful in combat and out of combat buffs, as well as the ability to heal and do moderate damage per second, the Warleader is sort of a jack of all trades.



It should be noted that you can't have alts of your monster characters. You can play one of each class though, and their names are permanent upon creations. So choose wisely.

MONSTER PLAY

CONFLICT IN THE ETTENMOORS

THERE IS A GATHERING STORM IN THE LAND BETWEEN ANGMAR AND RIVENDELL. THE FORCES OF DARKNESS ARE MASSING AT THE FOOT OF MT GROM...

CURRENT DESTINY POINTS: 0



ZORGBAZ (50)
RANK 0: UNRANKED
COMPLETED: 0%

WEAVER (50)

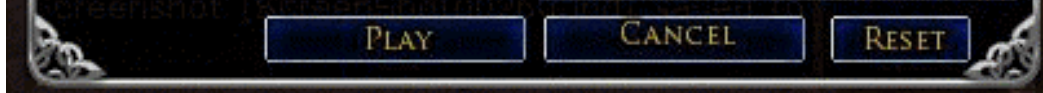
BLACKARROW (50)

WARLEADER (50)

STALKER (50)

Savage, brutal, and deadly, the reaver is at home on the field of battle--and few places else.

PLAY **CANCEL** **RESET**



The Monster Selection Window

How do I play as a monster in the Ettenmoors?

Below are listed the basic requirements for entering the Ettenmoors as a Monster Player.

- Level any one of your characters to 10 or above.
- Travel to Bree and locate Beggar's Alley (the eastern side of the map, a small dirt path, and very run down area.)
- Find the red and black obelisk called the "Scrying Pool" that is at the end of the alley.
- Right click it and select the option "Play as a Monster".
- Select one of the five available classes and click the "Play" button, and you're off!



The Scrying Pool

Can I level my monster and make him stronger over time, like a normal character?

Yes and no. Your monsters will start as level 50 regardless of what level you first step into its skin. They're not on par statistically or skill-wise with a level 50 player, but more so like a mob that a player would be fighting at that level.

This was done because Turbine anticipates at all times there being more monsters than players (who must be upper-level to play in PvMP) and therefore the fighting field should be level. Monsters can grow in strength though, through the acquisition of Infamy and Destiny Points.



The Orc Reaver craves the blood of fat hobbits...

What are Infamy and Destiny Points?

Sort of like experience for monster players, these can grant or enable things like additional skills, improvements to current skills, bonuses to the monster's Morale, regenerations rates, armor mitigation, and so on. Players can also gain additional appearances to change the look of their monsters over time via the Infamy system.

Okay, now I know how to be a monster, but how do I play my main character in the Ettenmoors? Glad you asked! Of course, you'll first need to level your character to level 40 though, as that's the lowest level you can enter the Ettenmoors as. It's probably a better idea to level him or her a bit higher though, as everything in the zone is geared

towards top level players. Once you've done this, here's what you'll need to do:

- Travel to Rivendell by any means possible
- Find the Horse Stables in the Western section of the area (known as Elrond's Stables).
- Right click on Stablemaster Remros then select Ettenmoors and click the "Go!" button. You'll be taken to the Ettenmoors, where you can begin your quest to rid the area of Sauron's forces.

The objectives for the player character side of things are similar to the monster side. Kill the monsters, complete the quests scattered across the zone, and attain and keep control over the keeps and towers in the area. Doing all of these things will reward your player with Destiny Points.

What can my character do with Destiny Points?

Destiny Points are earned for the player by completing quests and generally waging war with the Monster Players in Ettenmoors. They can be used for special buffs and traits for your character as well as "per-session" buffs upon entering the Ettenmoors.

Will my weapons and armor take damage when I die in PvMP?

Your character's items will not take damage when he or she is killed by a Monster Player. It is important to note however, that they will take damage if you are killed off by one of the many mobs patrolling the area. But worry not, for no matter who defeats you, revenge is only a few minutes away. You simply need to "rez" at a nearby respawn point and head back into the fray.

What about player character rewards, like items and other things of that nature?

Oh, they're available. Destiny points and general partaking in Monster Play will help you acquire the necessary things needed for acquiring such rewards. I'll leave it up to you to find out just what is available for your acquisition. Here's a pick of some of the perks available, just to wet your whistle...



Some Monster Play Perks

Is there anything else I need to know, before I go smiting the evil (or the good) of Middle-Earth?

Just remember to travel in packs, be you on the bad or the good side. A solo-player will likely be eaten up in the Ettenmoors, as most players go with the mob mentality when indulging in PvP. Secondly, remember that defeat is not permanent. If you fall in battle, all you need to do is run back to the fight, and give it another shot. No shame in being beaten. And lastly, remember to have fun. That's what the game is about. Friendly competition, with the added perks of rewards from all your bloodshed.

Crafting Guide

1.0 INTRODUCTION AND TERMINOLOGY:

So, you want to be a crafter. Well, may we welcome you as you start your journey. As a crafter, you will be able to make many useful items, and a few useless one. Though crafting is not required for advancing your character, it can be beneficial in several ways. You can get some beneficial equipments. Plus you will always be able to make friends, as you have items that they will want. Crafting in a kinship can be a great help to your kinship, plus you have access to more recipes. Before you get started you need to decide what type of crafter you want to be. This guild will help you get started.

Terminology:

- **Professions:** A field of specialization, such as Metalsmithing.
- **Vocations:** A bundle of 3 professions, such as an Armorer knows Tailoring, Metalsmithing, and Prospecting (gathering raw materials). Each player can only have one vocation.
- **Critical Success:** Crafting something of a different level of quality entirely; crafted items have the chance to be of "similar fashion, but of greater lineage." Critical success is something special; something that only happens for truly dedicated crafters, something worth writing home about.
- **Optional ingredients:** Special additions to a recipe that alter the odds of a critical success in their favor.
- **Gathering professions:** Collect resources used in crafting, such as Prospecting and collecting ore
- **Production professions:** Using the resources and creating an item, such Metalsmithing crafts a shield.
- **Tier:** The ranking system for all resources and recipes. The tier determines the difficulty and whether you can advance in the skill by crafting the item.
- **Node:** A node is a specific place you can gather a resource. A prospector would harvest from an Ore node.

2.0 VOCATIONS:

As a Crafter you will chose a Vocation, which includes three different professions. Most Vocations have a gathering profession, a related production profession, and an unrelated profession. The Vocation system is designed to encourage community interdependence. There is no "best" vocation for any class. Choose the one that interests you the most. It is more important that you enjoy the professions you get with your vocation. Here are the current vocations:

- **Armsman:** [Prospecting](#), Weaponsmith, Woodworker
- **Armorer:** [Prospecting](#), Metalsmithing, Tailor
- **Explorer:** [Forester](#), [Prospector](#), Tailor

- **Historian:** Farmer, Scholar, Weaponsmith
- **Tinker:** Prospector, Jeweller, Cook
- **Woodsmen:** Farmer, Forester, Woodworker
- **Yeoman:** Farmer, Cook, Tailor

3.0 PROFESSIONS:

Gathering Professions:

- **Prospector:** One who gathers ore and stone.
- **Forester:** One who gathers resources from the forest, such as collecting wood.
- **Farmer:** Collecting items from farms.

Producing Professions:

- **Cook:** A long march can be made all the easier with the promise of a good meal at the end. While it may seem a mundane talent, a good cook is every adventurer's best friend.
- **Jeweller:** Simple adornments and objects of beauty are the heart of the jeweller's trade. However, exceptional adornments can go far to increasing the stature and confidence of an adventurer, and a skilled jeweller can produce true works of art.
- **Metalsmith:** Metal armors and sturdy shields are the metalsmith's domain. Though their initial products may be of simple make, eventually their skills will allow them to work finer materials and greater designs.
- **Scholar:** Perhaps the most mysterious of the professions, the Scholar collects fragments of lost lore, and attempts to interpret their secrets. In doing so, he can produce scrolls that other craftsmen can read to improve their chances of producing a superior product. They can create scrolls that can buff your fellowship. They can also make potions that allow you to heal while in combat.
- **Tailor:** A skilled tailor can make simple clothing from common cloth, but with time and practice can create garments of great beauty that provide significant protection to their wearer. The Tailor can also work with tanned hides to produce leather armor – light, tough and suitable for travel.
- **Weaponsmith:** As expected, the Weaponsmith is the primary source of melee weapons. Swords, daggers, and axes of all varieties are the Weaponsmith's purview, ranging from bronze training gear to weapons of ancient design and great renown.
- **Woodworker:** As any archer will tell you, it takes more than a stick and a string to make a worthy weapon. The woodworker is an expert bowyer, but expands his trade to include staves, spears, and other hafted weapons. A master Woodworker can produce weapons that even an Elven hero would be proud to wield on the battlefield.

4.0 GETTING STARTED:

Gaining a Vocation: You will need talk to the "Master of Apprentices" or "Mistress of Apprentices" who are located in most crafting areas. You will get a quest option once exiting the newbie area (and entering Little Delving or other starter areas) that will direct you to visit a person near the crafting area who tells you some information about crafting. Below are the locations:

The Shire

- **Michel Delving:** Blossom Proudfoot, Mistress of Apprentices, in the crafting area to the south and west of the Michel Delving post office / bank location (up the hill to the slight north east of the market) (34.6S, 75.5W)

Bree-land

- **Combe:** Jill Brushwood, Mistress of Apprentices, follow the path to the Eastern edge of Town to the Crafting Hall (28.9S, 48.7W)
- **Bree-town Crafting Hall:** Old Roger Sorrel, Master of Apprentices, in Bree in the Crafting Hall (30.3S, 51.1W)

Ered Luin

- **Gondamon:** Alfwin, Master of Apprentices (need ;loc)
- **Celondim:** Golphedinir, Master of Apprentices, up the cliff from the starting location (need ;loc)
- **Thorin's Hall:** Nási, Master of Apprentices, can be found East of the Main Hall (13.7S, 103.2W)

Crafting Window: Opened by the "f" key. You will have a tab for each of your professions under your chosen vocation.

Crafting Item: On the crafting window you can click on the item to be crafted to get the description window for that item.

Crafting Tools: Each profession requires its own tools. Once you choose a vocation, you receive a set of cheap tools (decreased effectiveness). As soon as you can, you should upgrade and purchase your the bronze tools from the "Provisioner". Tools have different toughness rating, just like standard equipment. **Suggestion:** Place your tools on the Shift or Control Hot key bars to make it easier to change tools.

Crafting Locations: The Craft Yard has in it a workbench, a forge, a stove, and a study. These are the locations you must be at to craft. Each profession has a specific location to craft. See next section for more info.

Harvesting Resources: You will need your respective tool (ie. a prospector needs his pick). Open your skills menu ('K') and drag the tracking skill to one of your action bars.

You can only have one tracking skill up at a time. Make sure you have this enabled at all times to help you find the nearby veins (Nodes for show up as a little pile of rocks on your mini-map). As you travel the world, you will find nodes. The radar will show a blue arrow when you get within a certain range of a resource node - this arrow will turn into a pile of rocks once the node is in range to be on the radar. A prospector will find nodes of ore sticking out of the ground. At first you will only be able to harvest from lower level nodes. As you progress you will be able to harvest higher level nodes. If you have issues finding nodes, you might want to enable item names. If you do not have the gathering profession needed, you can also purchase your resources at the Auction House.

Work Order System: NPC will complete Work Orders (WO) for a fee. You can purchase several different types of WOs. When you turn in the WO, you will be told how long it will take to complete. Once you return after the time has been completed, you will be issued a key to a chest. Inside the chest will be your order.

- Wood location is Combe Lumber camp
- Ore location is Silverdeep mine in Vale of Thrain
- Scholar location is Scholar Enclave in Duillond

Purchased Resources: Many ingredients for recipes are purchased from the provisioner in town. If you can not find them on the Provisioner, make sure to check the Grocers and Tavern Keeps, they now sell some of the items. You can Shift click on items to buy stacks of 50.

Quick Harvest Process: (Great for hard to reach nodes)

- Click delete key to target node
- Type /follow to go right up to it
- Click U to use your tool

UI Settings for harvesting

- **Item Names** - Item names will show the item name over the item in the world (helpful when resource nodes are in the ground and such).
- **Directional Selection Indicator** - Directional Selection Indicator is at the bottom of the UI Settings. What it does is puts a few dots in the direction of the target (in 3d space, so the dots point directly at the object). The color of the dots changes depending on how far you are from the object. It's an alternative to /follow.

Recipes: Each profession tab has recipes for Apprentice level to start with. You can buy or find other recipes. (The Gathering Professions gain their recipes automatically.) Clicking on the plus sign (+) will expand the list of available recipes. Clicking on a recipe shows you what resources are need to make that item. A recipe will show in green with the quantity you can produce if you have all the needed resources. Click on the "Make" button to produce one. Recipes that are purple are single use, so be careful.

- **Auto-granted:** You gain these recipes automatically when you gain access to a tier.
- **Store-bought:** Scrolls that you can be purchased from the Novice or Expert Trainer/Vendor of your profession
- **Dropped:** These recipes scrolls are random loot drops from the mobs in Middle Earth.
- **One-shot:** These are dropped recipes scrolls that can only be used once. Once you have crafted the item, you will forget the recipe. You may relearn the recipe through another scroll. All One shot recipes require special drops from named monsters. Lord of the Rings Online rare crafting component list.

Advancement: Profession tiers are gained through crafting. Each item you create grants a certain number of skill points. The amount gained for each item is listed on the crafting screen ("F"). To move to the next tier of your profession you need to gain all the skill points for your current Level (i.e., An Apprentice needs to gain 200 skill points, before he can start gaining Journeyman skill points).

Mastering a Tiers: Once you have have completed a tier you can work on "Mastering" that tier. To master a given tier you have to master the previous. You do not need to gain mastery in any tier to become a Master, but you need to gain Mastery in all tiers to Gain Mastery of the Master tier.

Profession Levels:

- **Level (Skill needed/Mastery Skill)**
- Apprentice (200/400)
- Journeyman (280/560)
- Expert (360/720)
- Artisan (440/880)
- Master (520/1040)

Mastery Option: Mastery Option allows you to increase the chance of a Critical success when crafting an item. It is another tab at the bottom of the crafting screen ("F"). You must have gained Mastery in a Tier to be able to use the Mastery option. Once you have collected all the normal ingredients, you can add the item(s) listed on the Mastery Option tab and click on the check box before crafting (Clicking MAKE).

Craftsman's Mark: Your name will be on every item you create.

Naming Items: Upon successful Critical completion of an Artisan recipe a dialog window opens up which allows you to name the item you have made.

Item Links in Chat: If you have an item in your inventory you can create a link in your chat. This can be done by dragging it from your inventory or Holding down shift and clicking on the item.

Removing crafting spam: All those lovely items crafted or harvested can be filtered out

by removing STANDARD and REGIONAL filters from the GENERAL tab. I recommend adding them to the COMBAT tab or a new tab.

Applying Dye: Open your Character panel (paper-doll, as some call it). Now open your inventory. Right-click on the dye pot. Move your cursor over the item you wish to dye in your Character panel and left-click. You should see the "dying" progress bar and be done in a second or two.

Sell-Lock from Inventory: You can lock items in your inventory through mapping a key to Sell-Lock (Options > Keymapping). Then you can Alt-click (select) the item and press the key you mapped to Sell Lock. This works just like click on the lock in the sell window of vendors.

5.0 CRAFTING LOCATIONS:

5.1 Farmland: See below in the Farming locations

5.2 Forge:

- Breeland, Combe, Craft Hall 28.8S, 48.7W
- Breeland, Bree 29.7S, 52.3W
- Ered Luin, Celondim (need ;loc)
- Ered Luin, Gondomon (need ;loc)
- Ered Luin, Duillond (need ;loc)
- North Downs, Trestlebridge (need ;loc)
- Shire, Michel Delving 34.6S, 75.6W

5.3 Superior Forge:

- Ered Luin, Thorin's Gates, Thorin's Halls (need ;loc)

5.4 Oven:

- Breeland, Combe, Craft Hall 28.8S, 48.7W
- Ered Luin, Gondomon (need ;loc)
- Ered Luin, Duillond (need ;loc)
- Ered Luin, Thorin's Gates (need ;loc)
- Shire, Brockenborings 27.6S, 68.2W
- Shire, Over The Hill 29.6S, 71.6W

5.5 Superior Oven:

- Shire, Michel Delving 34.6S, 75.6W

5.6 Study:

- Breeland, Combe, Craft Hall 28.8S, 48.7W
- Ered Luin, Celondim (need ;loc)
- Ered Luin, Gondomon (need ;loc)
- Ered Luin, Duillond (need ;loc)
- North Downs, Estilden-Eastern side of town (need ;loc)
- North Downs, Trestlebridge (need ;loc)
- Shire, Brockenborings (need ;loc)
- Shire, Hobbiton, Inn (need ;loc)
- Shire, Michel Delving 34.6S, 75.6W

5.7 Superior Study:

- Rivendell, Last Homely House - top floor with elrond and gandalf (need ;loc)

5.8 Workbench:

- Breeland, Combe, Craft Hall 28.8S, 48.7W
- Breeland, Staddle 31.0S, 48.7W
- Ered Luin, Gondomon (need ;loc)
- Ered Luin, Duillond (need ;loc)
- North Downs, Trestlebridge (need ;loc)
- Shire, Bywater 31.9S, 69.4W
- Shire, Michel Delving 34.5S, 74.7W
- Shire, Michel Delving 34.6S, 75.6W

5.9 Superior Workbench:

- North Downs, Esteldin (need ;loc)
- Shire, Hobbiton 34.4S, 74.4W??? (Plz verify ;loc)

6.0 CRAFTING:

6.1 Cook

Crafting Locations: Cooking is a bit unique in location. For Cooking: Items listed as "Ingredients" do not require an Oven to produce. So for the three different types of items, Cooked Foods require an Oven + Cooking Tools, Ingredients just Cooking Tools, and Trail Food requires Cooking Tools + Campfire. The official name for the campfire is "Campfire Materials" (at least that's how it's listed on the Auction House). A campfire is a Woodworker crafted item that has approximately 20 uses per fire.

Crafting Tools: Cooking Supplies

Recipes: **NEEDED**

Novice Trainers:

- Shire, Michel Delving 34.6S, 75.6W

Expert Trainers: Shire, Michel Delving 34.6S, 75.6W

6.2 Farmer

Crafting Locations: Workbench, (Superior) Grain Field, (Superior) Pipeweed Fields, and (Superior) Vegetable Field, and .

- Michel Delving, Delving Fields located left of the Crafting Area on the road to Little Delving. It sits above the town. 34.4S, 74.4W
- Combe, East of Staddle
- Superior Fields: The Shire, North of Hobbiton (just head north over the bridge) for Superior fields

Crafting Tools: Farming Tools

Novice Trainers:

- Shire, Hobbiton 30.5S, 70.7W
- Shire, Michel Delving 34.5S, 74.7W

Expert Trainers: Shire, Hobbiton 30.4S, 71.0W At the workbench between the two superior fields in Michel Delving, north of Hobbiton.

6.3 Forester

Crafting Locations: Workbench

Crafting Tools: Foresters Axe

6.4 Jeweller

Crafting Locations: Study

Crafting Tools: Jeweller Tools

Recipes: Jeweller Recipes by Kol

Novice Trainers:

- Ered Luin, Celondim (need ;loc)
- Shire, Michel Delving 34.6S, 75.6W
- Trollshaws, Rivendell, Last Homely House, Library

Expert Trainers: Trollshaws, Rivendell, Last Homely House, Library

6.5 Metalsmith

Crafting Locations: Forge

Crafting Tools: Smithing Hammer

Recipes: Metalsmith Recipes by Kol

Novice Trainers:

- Ered Luin, Thorin's Gates Thorin's Halls, Forging Hall (need ;loc)
- Shire, Michel Delving 34.6S, 75.6W

Expert Trainers: Ered Luin, Thorin's Gates Thorin's Halls, Forging Hall (need ;loc)

6.6 Prospector

Crafting Locations: Forge

Crafting Tools: Mining Pick

6.7 Scholar

Crafting Locations: NONE! (Used to need Study)

Crafting Tools: Scholar's glass

Recipes: Scholar Guide by DarkkHero

Novice Trainers:

- Bree-land: Bree - Scholar's Stairs
- Ered Luin: Dulliond
- Shire, Michel Delving 34.6S, 75.6W
- Trollshaws, Rivendell, Last Homely House, Library

Expert Trainers: Trollshaws, Rivendell, Last Homely House, Library, top floor with Elrond and Gandalf.

6.8 Tailor

Crafting Locations: Workbench

Crafting Tools: Tailor tools

Novice Trainers:

- Breeland, Combe, Sara Crabgrass 28.7S, 48.7W Up the shorter stairway on the left, next to the Workbench.
- Breeland, Bree, Mat Hedgerow 30.6S, 51.1W Inside building on the SW side of the Traders area. Take a left once you're in the building.

- Ered Luin, Thorin's Gates
- Ered Luin, Celondim, Cannasgam 28.2S, 92.7W On your left as you enter the crafting area, up the hill from the Stablemaster.
- Ered Luin, Gondamon, Dragmall 20.1S, 97.1W Main level, north side, second alcove from the left.
- Ered Luin, Thorin's Gates, Thorin's Halls, Sandar (need ;loc) Past large statue, right & down at first stairway is in the far right corner.
- Shire, Brockenborings 27.4S, 68.3W At the center of town near traders and next to the Workbench.
- Shire, Budgeford, 31.4S, 66.1W On the west side of town near Workbench and Woodworker Novice.
- Shire, Michel Delving 34.6S, 75.6W

Expert Trainers:

6.9 Weaponsmith

Crafting Locations: Forge

Crafting Tools: Smithing Hammer

Recipes: Weaponsmith Recipes by Kol

Novice Trainers:

- Ered Luin, Thorin's Gates Thorin's Halls, Forging Hall (need ;loc)
- Shire, Michel Delving 34.6S, 75.6W

Expert Trainers: Ered Luin, Thorin's Gates Thorin's Halls, Maker's Hall (need ;loc at entrance)

6.10 Woodworker

Crafting Locations: Workbench

Crafting Tools: Woodworking Saw

Recipes: Woodworking Recipes by Kol

Novice Trainers:

- Shire, Michel Delving 34.6S, 75.6W

Expert Trainers: Shire, Overhill 28.2S, 70.1W

7.0 QUESTS (SPOILERS):

NOTE:

- To advance to higher levels in your production professions, you will need to

complete quests.

- All quest are labeled by what level you are trying to gain access.
- You must first complete the quest to unlock the "Superior" versions of the crafting locations (i.e., Superior Oven versus regular Oven) before you can complete the Artisan quest.

7.1 Cook Quests

Journeyman: A Taste of Skill Part 1

- Receive from any Novice Cook
- Talk to Allsen Chubb at Green Dragon Inn, Bywater, Shire (S31.8, W69.6).
- Reward: Craft Cook Complete Proficiency Tier 1

Expert: A Taste of Skill Part 2

- Receive from any Novice Cook
- Buy Cut of Beef, Hearty Stock & Tater before leaving Novice Cook
- Talk to Allsen Chubb @ Green Dragon Inn, Bywater, Shire (S31.8, W69.6).
- He wants you to make Serene Stew and gives you the recipe and a note
- Click on the Serene Stew recipe to learn it.
- Mountain Basil can found on top of a hill in Lone-Lands
- In Lore-Lands it is NW of Forsaken Inn on top of the mountain with a keep on top
- If your viewing range is far enough, you can see it from the Forsaken Inn
- Cook Serene Stew and turn in to Allsen Chubb
- Reward: Craft Cook Complete Proficiency Tier 2

Artisan: A Taste of Skill, Part 3: Talk to Rollo Boffin's in buckland

Superior: Fill the Orders: Rollo Boffin's quest requires a critical mushroom pie, though he will take a regular mushroom pie off you.

Master: A Taste of Skill Part 4

- Receive from any Novice Cook
- Talk to Pasco Grubb in Michel Delving in the Shire.(S34.6, W75.6)
- Pasco Grubb wants a Roast of Heroes - 1 savory seasonings (from expert cook) and 1 giant boar-flank from the giant boar in the trollshaws just north of Giant Valley.

- Cook the roast of Heros and turn it in to Pasco Grubb
- Reward: Craft Cook Complete Proficiency Tier 4 & Roast of Heros

7.2 Jeweler Quests

Journeyman:

Expert:

Artisan:

Superior:

Master:

7.3 Metalsmith Quests

Journeyman: The Will of the Iron Part 1

- Receive from any Novice Metalsmith.
- Talk to Glasi Ironhand near the forges in Thorin's Hal.
- Reward: Craft Metalsmith Complete Proficiency Tier 1.

Expert: The Will of the Iron Part 2

- Receive from any Novice Metalsmith.
- Talk to Glasi Ironhand near the forges in Thorin's Hall.
- Obtain ancient emblem? dropped by wight? in North Downs
- Craft Feather Weight Shield
- Reward: Craft Metalsmith Complete Proficiency Tier 2 and Feather Weight Shield.

Artisan: The Will of the Iron Part 3

Superior: ???

You must go meet someone in Othrikar (North Downs) who asks you to find a friend of his lost in the hills around the camp and bring the Amber he has back to the character in Othrikar. This is actually a quest where you have to carry the amber back without dropping it. If you attack anything, slide down a cliff, walk into water etc you fail the quest.

Master: The Will of the Iron Part 4

- Receive from any Novice Metalsmith.
- You are directed to talk to Birrungur Blacksteel at Thorenhad in the Trollshaws (**Need ;loc**).

- Speaking to Birrungur will further the quest to the next step when you are asked to be tested by creating a Steadfast Helm.
- You receive a one shot recipe for the Steadfast Helm and instructions on how to get the ingredients.
- You will need to collect the following:
 - Westernesse Steel Ingot (2) - crafted
 - Westernesse Scale (2) - crafted
 - Ancient Crown - North of the road through the wilderness of the Trollshaws, evil wights stalk the old ruins of Rhudaur. The place is called Nan Tornaeth. One of the evil creatures surely still bears the crown of its host body, and that will form the foundation of the Steadfast Helm. In this way, we take something evil and refashion it for good. It is the metalsmith's way.
- Reward: Craft Metalsmith Complete Proficiency Tier 4 & Steadfast Helm (Type: Medium Armor Head Armour Value: 61 Add 13 to Will Add 13 to Might Useage Requirements: Minimum Level: 47 Durability: 50/50 Sturdiness: Normal Worth: 4 sp 99 cp)

7.4 Scholar Quests

Journeyman: The Path of Learning Part 1

- Receive from any Novice Scholar
- Talk to Nathronwen in Duillond, the great Elf-refuge in the Blue Mountains (S24.2, W92.7).
- Reward: Craft Scholar Complete Proficiency Tier 1

Expert: The Path of Learning Part 2

- Receive from any Novice Scholar
- Talk to Nathronwen in Duillond, the great Elf-refuge in the Blue Mountains (S24.2, W92.7).
- She wants you to make Ballad of Aiglos
- Collect Lost Stanzas of Aiglos (Need more info)
- Reward: Craft Scholar Complete Proficiency Tier 2 and Ballad of Aiglos

Talk to the novice scholar and she send you to Narthronwen in Ered Luin, who wants you to create a Ballad of Aiglos (need 3 faded sindarian passage, 1 cracked dwarf carvings and 1 lost stanza of Aiglos). You will receive a note with directions on finding these and a recipe to make the Ballad. Learn the recipe. To find the Lost Stanza's of Aiglosis go to Annundir in the North Downsis, it is in a VERY small bag just down the WSW side of the hill, in between two of the stole pillars going down the side of the largest mound. Run around the main mound pushing the "delete" key to target it (and have your directional indicator turned on in settings) and you will find it easy

enough.

Artisan: The Path of Learning Part 3

Superior:

Master: The Path of Learning Part 4

7.5 Tailor Quests

Journeyman: The Thickest of Skins Part 1

- Receive from any Novice Tailor.
- Talk to Carver Greenlake (26.4 S, 53.7W).
- Reward: Craft Tailor Complete Proficiency Tier 1.

Expert: The Thickest of Skins Part 1

- Receive from any Novice Tailor.
- Talk to Ranger Erandit in Esteldin, North Downs (near to mailbox). He places a recipe for Deft Gloves into your recipe list. Required items: River Maiden's Thread, 2 x Leather Brace, 2 x Leather Guard , 2 x Boiled Medium Leather Hide
- Seek River Maiden Thread from Trampletusk (Signature mob, 20) south west of Esteldin.
- Must travel back to Trestlebridge to make gloves, as workbench in Esteldin is superior.
- Reward: Craft Tailor Complete Proficiency Tier 2 and a pair of Deft Gauntlets.

Artisan: The Thickest of Skins Part 3

- Receive from any Novice Tailor.
- Talk to Millicent Greenlake at Thornley's work-site, north of Bree (S26.5, W53.7).
- Reward: Craft Tailor Complete Proficiency Tier 3.

Superior:

- Receive from Millicent Greenlake after completing previous quest.
- She sends you to talk to Supervisor Beecher in Trestlebridge (located *under* the bridge)
- he asks you to collect driftwood from along the banks of the river below

- Bring the wood back to Beecher, he then asks you to repair 10 breaches in the Trestlespan with the wood
- Talk to him after doing so, he sends you back to Millicent
- Talk to Millicent; quest completed. You now have Superior access..
- Talk to Millicent Greenlake at Thornley's work-site, north of Bree (S26.5, W53.7).
- Reward: Access to Superior Workbench.

Master: The Thickest of Skins Part 4

- Talk to Expert Tailor in Esteldin
- Talk to Branda Rumble in Ost Guruth
- You'll need the following ingredients for Branda to make a Drake-Skin Cuirass:
 - 1 Drake Skin (dropped from any drakes in Nan Amlug)
 - 3 Pristine Leather Brace (2 Boiled Pristine Leather x 3)
 - 1 Darkened Leather Bindings (4 Boiled Pristine Leather 1 Polished Adamant)
 - 1 Darkened Leather Guard (4 Boiled Pristine Leather + 1 Polished Adamant)
- Show the end product to Branda to judge.
- Rewards: Craft Tailor Complete Proficiency Tier 4 and Drakeskin Cuirass (Light Armor; AV 144; +13 Vit; +13 Will; Level 47)

7.6 Weaponsmith Quests

Journeyman: Strength of the Smith Part 1

- Receive from any Novice Weaponsmith.
- Talk to Jon Whetstone in the Bree crafter's hall (S30.5, W51.2).
- Reward: Craft Weaponsmith Complete Proficiency Tier 1.

Expert: Strength of the Smith Part 2

- Receive from any Novice Weaponsmith.
- Talk to Jon Whetstone in the Bree crafter's hall (S30.5, W51.2).
- He wants you to craft an Elven hunting dagger.
- The Rich Iron ore and the Smithing to create the ingots should not be a problem, but finding the rare "Ruined Elven Blade" will be an issue. Go East, into the LONE LANDS, past the Forsaken INN, Past Weathertop to a dirt road heading North into the ruined fortress of Naerost 31S, 34.2W.
- Hunt the half Orcs there until one of them drops the "Ruined Elven Blade".
- Reward: Craft Weaponsmith Complete Proficiency Tier 2 and Elven

Hunting Dagger.

Artisan: Strength of the Smith Part 3

Superior: See Metalsmith

Master: Strength of the Smith Part 4

- Involves going to Ered Luin and talking to a dwarven weaponsmith master, at which point you will have to build a "special" hammer.

7.7 Woodworker Quests

Journeyman: The Heart of Wood Part 1

- Receive from any Novice Woodworker.
- Talk to Sarabeth Lowbanks in the gazebo in center of Staddle (S31.1, W49.4).
- Reward: Craft Woodwork Complete Proficiency Tier 1.

Expert: The Heart of Wood Part 2

- Receive from any Novice Woodworker.
- Talk to Sarabeth Lowbanks in the gazebo in center of Staddle (S31.1, W49.4).
- Need twistwood branch from Harmon Rushes (lvl 20 sig) on the western fringe of dourhand camp in LL south of road surrounded by craban (S33.5, W34.4).
- Reward: Craft Woodwork Complete Proficiency Tier 2 and Twistwood staff.

Artisan: The Heart of Wood Part 3

- The black heartwood is found on the ground in the giant valley just south of Rivendell. This area is full of elite drakes, worms, and trolls levels 38-44. When you enter the giant valley just stay on the right and you will come to a friendly giant (Arifael?) just go South past him and you will see some woodtrolls. There are two entrances to the troll area. The second from the right is the shorter way to the heartwood. The npc is not a friendly - it a woodtroll related to a an epic quest and it is non - aggro. You must have a group to reach the heartwood. So you want to fight them and work you way back about around 10 trolls and you will see a friendly npc. I believe it's an ent or a tree or maybe even a wood troll that i'm not sure. Well I found the black heartwood right near him. He's actually near the other entrance just south of the one I'm talking about where you fight your way in. If you fought through the other entrance you probably only fight like 5 trolls.

Superior:

Master: The Heart of Wood Part 4

- Receive from any Novice Woodworker.
- Talk to Gile Chadwick in Trestlebridge
- Giles Chadwick asked you to prove your woodworking ability by making a Bow of Shadowy Might for him to judge.
- He gives you; [Bow of Shadowy Might Recipe] [Giles Chadwick's Notes]
- You will need 5 treated Lebethron wood and a Black Huorn Heartwood which can be found near Taur Ornalf, south of Rivendale in the Trollshaw's.
- Reward: Craft Woodwork Complete Proficiency Tier 4 & Bow of Shadowy Might (Weapon Speed 2.4, DPS 24.9, +1% critical, Reduces threat during combat, level 47 req.)

8.0 ECONOMICS:

8.1 Currency: The basic unit of currency is the silver coin. Copper and gold are used as well, but silver is the baseline.

100 copper = 1 silver

1000 silver = 1 gold

8.2 Auction House: You can access the global Auction House through the **Solicitor/Notary** (Auctioneer). Solicitors or Notaries can be found in the following locations:

- Bree inside Town hall (need ;loc)
- Michel Delving behind the hunter trainer in the merchants area (just to the south and west of the milestone, bank & post office) 34.2S, 74.8W
- Thorin's Hall (need ;loc)
- Rivendell (need ;loc)

8.3 Mail System: Mailboxes are in most of the cities. They show up on your mini map and big map as an envelope.

8.4 Banking/Storage: There will be a system that allows additional storage beyond what you carry on your back - the exact form it will take is still being worked on. As a couple people have mentioned, crafters (and packrats, and the obsessive-compulsive) do appreciate having the extra space.

9.0 FAQ:

Does a character's level limit how far they can advance their crafting skills?

While there are no level restrictions. Some of the required resources are in high level areas and many of the quest are not doable, by a solo low level character. If you are in a kinship, consider getting some help with the higher level quests.

Can I un-train a craft so that I can learn a new one? You can change your vocation at any time, which will change your professions. You will retain skills in any profession that is in the new and old vocation. But you will lose all other skills and recipes on professions that are not in both vocations.

Do skills atrophy over time through non-use? No. though they will not increase with out use.

How much demand is there for crafted items? A crafter will always find that some of their items are in demand. Profiting from this is something you will have to learn for yourself.

Are there rare ingredients that need to be collected for some recipes?

How can I tell if a loot item can be used in a recipe? Look at the description and it will mention crafting. Please give to a crafter, or sell it on the Action House.

Scholar Guide

Well now, you've decided to take the path of the Historian/Scholar (or perhaps you just want to learn). It is a difficult and time consuming journey for those who wish to seek knowledge of the ancient arts. The Scholar's path is perhaps the hardest Profession out there. It requires you to hunt enemies to collect items, or search infested ruins in hopes of finding pots to unlock items. The Scholar's path is a great choice for those of you who want to craft all kinds of dyes or who want that extra buff that gets your team over the edge.

One could say that the Primary role of a scholar is a behind the scenes character. The scholar provides buffs for the whole team for a long period of time, or perhaps to make their team looking sharp or spiffy through dye. The scholar can always assist another profession through their critical chance scrolls. Either way you look at it, the Scholar can be a profitable job if you can manage your time wisely.

The Historian has a store at duillond in Ered Luin. This warehouse will get you a bunch of random items for tier 1 through 3 depending on which level you want to acquire. The warehouse is like farming where you will put money in and hope to get more of the better items. The scholar pots are your fastest route to acquiring items for crafting. It is apparent to me that the type of pot found is usually determined by what region the ruin is located. For example, Bree Land will generally have Tier 2 pots while Erid Luin will generally have Tier 1 pots.

The Scholar's Glass is what tool you will be using to either search through pots or craft items. The better the Glass, the higher the critical chance for anything you do scholar associated. It is a very good idea for you to carry their Scholar glass on them at all times, because you never know when someone will request something, or when you stumble upon that ancient pot. The big bonus with a scholar is that he or she does not require a workbench. You can craft any of your Scholar items on the go.

Now, I know you're sick of me rambling on about the stuff you already know, so let's get to the good shall we? The following is a list of all known general locations, and known recipes for the Scholar profession. It will be updated as the game is, so check back often for the most up to date information. Enjoy!

SCHOLAR NODE GENERAL LOCATIONS

Tier 1 Scholar Nodes (Shattered Pitchers)

- Bree-Land East of Asdo's Camp
- Goblin Hole Ruins in Midgewater
- Ruins just East of Combe
- Ost Baranor

Tier 2 Scholar Nodes (Broken Urns)

- Forest north of Buckland

- Ruins in Barrow Downs
- Ruins east of Far Chetwood
- Ost Barandor
- Ruins South of Bree
- Half-Orc ruins in Andrath

Tier 3 Scholar Nodes (Ancient Vase)

- Dwarf Ruins by Dori in the North Downs
- Swamp in southern-central North Downs
- Naerost - Lone Lands
- Mithrenost - Lone Lands
- Ost Cynr - Lone Lands
- Nindor - Lone Lands
- Ost Galumar - North Downs
- Dol Nendir - North Downs
- Merenost - North Downs

Tier 4 Scholar Nodes (Forgotten Lore)

- Wight Ruins North of Thorenhad - Trollshaws
- Dun Covad - Angmar

SCHOLAR RECIPES

TIER 1: APPRENTICE

BATTLE LORE - Description: Consumable scrolls that provide 30 minutes of a party buff in either **Offence** (Battle Lore) or **Defense** (Warding Lore).

-Minimum level: 7

-Mastery: 1 Dirty Neekerbreaker Eye, grants 3 scrolls instead of just 1.

Scroll of Minor Battle Lore

Ingredients: 3 Aged Scraps of Text, 1 Early Third Age Relic, and 1 Worn Tablet Fragment.

Scroll of Minor Warding Lore

Ingredients: 3 Aged Scraps of Text, 1 Early Third Age Relic, and 1 Worn Tablet Fragment.

CONSUMABLES – Description: Drinkable Bottles that will restore power or morale when used at higher Tiers.

-Even oil can be made and applied to arrows for extra damage.

-Mastery: 1 Dirty Spider Eye - Grants 2 potions instead of 1.

Lesser Celebrant Salve

Ingredients: 3 Aged Scraps of Text, 2 Worn Tablet Fragments, 1 water, and 1

Glass Phial.

Restores 120 – 140 power when used.

Lesser Essence of Athelas

Ingredients: 3 Aged Scraps of Text, 2 Worn Tablet Fragments, 1 water, and 1 Glass Phial.

Restores 120 – 140 to Morale when used.

CRAFTING LORE - Description: A consumable scroll that increases a skills critical chance for a small amount of time. (Minor level adds 1.0% chance)

- Minimum Level: 7

- Mastery: 1 Dirty Toad Eye, grants 3 scrolls instead of 1.

Scroll of Minor Metalworking Lore

Ingredients: 3 Aged Scraps of Text and 1 Early Third Age Relic.

Scroll of Minor Tailoring Lore

Ingredients: 3 Aged Scraps of Text and 1 Early Third Age Relic.

Scroll of Minor Weaponsmithing Lore

Ingredients: 3 Aged Scraps of Text and 1 Early Third Age Relic.

Scroll of Minor Woodworking Lore

Ingredients: 3 Aged Scraps of Text and 1 Early Third Age Relic.

DYES – Description: Dyes are used to color cloth or other objects of that sort. Crafting dye is an excellent idea for selling at an Auction house or on the street.

- Mastery: 1 Huge Worm Eye, grants 3 dyes instead of 1.

Gold Dye – Gold color

Requires: 3 Yarrow Roots, 1 Chalk, 1 Water, and 1 Glass Phial.

Sienna Dye – Brown color

Requires: 3 Sienna, 1 Dye salts, 1 Water, and 1 Glass Phial.

TIER 2: JOURNEYMAN

BOOKS – Description: Books are for the Loremaster Class. It allows the Loremaster to reduce the cost of power for certain skills.

- This tier allows for -2% power cost

- Minimum level: 20

- Mastery: 1 blackened Crawler Egg Sac, Grants another -1% to power cost

Minor Book of Beasts

Requires: 3 Cryptic Texts, 2 Ruined Second Age Trinkets, 1 Hand-Bound Journal, and 1 Quill and Ink set.

- Reduces cost for "Wild Power."

Minor Book of Nature

Requires: 3 Cryptic Texts, 2 Ruined Second Age Trinkets, 1 Hand-Bound Journal, and 1 Quill and Ink set.

- Reduces cost for "Lore Power."

Minor Book of the Dunedain

Requires: 3 Cryptic Texts, 2 Ruined Second Age Trinkets, 1 Hand-Bound Journal, and 1 Quill and Ink set.

- Reduces cost for "Signs of Power."

CONSUMABLES – Description: Drinkable Bottles that will restore power or morale when used at higher Tiers.

- Even oil can be made and applied to arrows for extra damage.
- Mastery: 1 Blackened Spider Eye, grants 2 potions instead of 1.

Celebrant Salve

Requires: 3 Cryptic Texts, 3 Ruined Second Age Trinkets, 1 Water, and 1 Glass Phial.

- Restores 220 – 240 to power when used. (Minimum Level: 15)

Essence of Athelas

Requires: 3 Cryptic Texts, 3 Ruined Second Age Trinkets, 1 Water, and 1 Glass Phial.

- Restores 220 – 240 to Morale. (Minimum Level: 15)

Fire-oil (makes 4)

Requires: 3 Cryptic Texts, 2 Ruined Second Age Trinkets, 1 Water, and 1 Glass Phial.

- Can be applied to arrows to deal additional Fire damage.
- Requires Characteristic "Use of Fire" and Hunter class. (Minimum Level 20)
- Mastery: 1 Blackened Spider Eye, Grants faster cool down.

CRAFTING LORE – Description: A consumable scroll that increases a skills critical chance for a small amount of time.

- Lesser level adds 2.5% chance (Minimum Level: 13)
- Mastery: 1 Blackened Crawler Egg Sac, grants 3 scrolls instead of 1.

Scroll of Lesser Metalworking Lore

Requires: 3 Cryptic Texts and 1 Ruined Second Age Trinket.

Scroll of Lesser Tailoring Lore

Requires: 3 Cryptic Texts and 1 Ruined Second Age Trinket.

Scroll of Lesser Weaponsmithing Lore

Requires: 3 Cryptic Texts and 1 Ruined Second Age Trinket.

Scroll of Lesser Woodworking Lore

Requires: 3 Cryptic Texts and 1 Ruined Second Age Trinket.

DYES – Description: Dyes are used to color cloth or other objects of that sort. Crafting dye is an excellent idea for selling at an Auction house or on the street.

-Mastery: 1 Huge Worm Eye, grants 3 dyes instead of one.

Olive Dye – Off-Green color

Requires: 3 Copper Salts, 1 Dye Salts, 1 Water, And 1 Glass Phial.

Umber Dye – Dark Brown color

Requires: 3 Umber, 1 Dye Salts, 1 Water, And 1 Glass Phial.

TIER 3: EXPERT

BATTLE LORE - Description: Consumable scrolls that provide 30 minutes of a party buff in either **Offence** (Battle Lore) or **Defense** (Warding Lore).

-Minimum level: 24

-Mastery: 1 Flawed Huron Heartwood, grants 3 scrolls instead of 1.

Scroll of Battle Lore

Requires: 3 Faded Sindarin Passages, 1 Torn Craftsman's Diary, and 1 Cracked Dwarf-carving.

Scroll of Warding Lore

Requires: 3 Faded Sindarin Passages, 1 Torn Craftsman's Diary, and 1 Cracked Dwarf-carving.

BOOKS – Description: Books are for the Loremaster Class. It allows the Loremaster to reduce the cost of power for certain skills.

- This tier allows for -4% power cost

- Minimum level: 30

- Mastery: 1 Flawed Warg Ear, grants an additional -2% to powercost.

Book of Beasts

Requires: 3 Faded Sindarin passages, 2 Torn Craftsman's Diary, 1 Cloth-Bound Journal, and 1 Quill and Ink set.

- Reduces cost for "Sign of the Wild"

Book of Nature

Requires: 3 Faded Sindarin passages, 2 Torn Craftsman's Diary, 1 Cloth-Bound Journal, and 1 Quill and Ink set.

- Reduces cost for "Lore Power."

Book of the Dunedain

Requires: 3 Faded Sindarin passages, 2 Torn Craftsman's Diary, 1 Cloth-

Bound Journal, and 1 Quill and Ink set.

- Reduces cost for "Sign Power."

CONSUMABLES – Description: Drinkable Bottles that will restore power or morale when used at higher Tiers.

- Even oil can be made and applied to arrows for extra damage.

- Mastery: 1 Flawed Spider Eye, grants 2 potions instead of 1.

Greater Celebrant Salve

Requires: 3 Faded Sindarin Passages, 2 Cracked Dwarf-carvings, 1 Water, and 1 Glass Phial.

- Restores 320 – 340 Power when used. (Minimum level 25)

Greater Essence of Athelas

Requires: 3 Faded Sindarin Passages, 2 Cracked Dwarf-carvings, 1 Water, and 1 Glass Phial.

-Restores 320 -340 Morale when used. (Minimum level 25)

Light-oil (makes 4)

Requires: 3 Faded Sindarin Passages, 2 Torn Craftsman's Diary, 1 Water, and 1 Glass Phial.

- Can be applied to arrows to deal additional Light damage. - Mastery: 1 Flawed Spider Eye, Grants faster cool down.

CRAFTING LORE - Description: A consumable scroll that increases a skills critical chance for a small amount of time. (Scroll level adds 3.5% chance)

- Minimum Level: 24

- Mastery: 1 Flawed Warg Ear, grants 3 scrolls instead of 1.

Scroll of Metalworking Lore

Requires: 3 Faded Sindarin Passages and 1 Torn Craftsman Diary.

Scroll of Tailoring Lore

Requires: 3 Faded Sindarin Passages and 1 Torn Craftsman Diary.

Scroll of Weaponsmithing Lore Requires: 3 Faded Sindarin Passages and 1 Torn Craftsman Diary.

Scroll of Woodworking Lore

Requires: 3 Faded Sindarin Passages and 1 Torn Craftsman Diary.

DYES – Description: Dyes are used to color cloth or other objects of that sort. Crafting dye is an excellent idea for selling at an Auction house or on the street.

-Mastery: 1 Huge Worm Eye, grants 3 dyes instead of one.

Navy Dye – Blue color

Requires: 3 Woad Plants, 1 Chalk, 1 Water, and 1 Glass Phial.

Violet Dye – Light Purple color

Requires: 3 Juicy Blackberries, 1 Chalk, 1 Water, and 1 Glass Phial.

TIER 4: ARTISAN

BOOKS – Description: Books are for the Loremaster Class. It allows the Loremaster to reduce the cost of power for certain skills.

-This tier allows for -6% power cost.

-Minimum level: 40

-Mastery: 1 Flawed Warg Ear, grants an additional -2% to powercost

Major book of Beasts

Requires: 3 Fragments of Dunedain Script, 2 Relics of Lothlorien, 1 Leather-Bound Journal, and 1 Quill and Ink set.

- Reduces power cost for "Sign of the Wild."

Major book of Nature

Requires: 3 Fragments of Dunedain Script, 2 Relics of Lothlorien, 1 Leather-Bound Journal, and 1 Quill and Ink set.

- Reduces power cost for "Lore Power."

Major book of the Dunedain

Requires: 3 Fragments of Dunedain Script, 2 Relics of Lothlorien, 1 Leather-Bound Journal, and 1 Quill and Ink set.

- Reduces power cost for "Sign Power."

CONSUMABLES – Description: Drinkable Bottles that will restore power or morale when used at higher Tiers.

- Even oil can be made and applied to arrows for extra damage.

- Mastery: 1 Scarred Spider Eye, grants 2 potions.

Refined Celebrant Salve

Requires: 3 Fragments of Dunedain Script, 3 Relics of Lothlorien, 1 Water, and 1 Glass Phial.

- Restores 420 – 440 power when used. (Minimum Level 35)

Refined Essence of Athelas

Requires: 3 Fragments of Dunedain Script, 3 Relics of Lothlorien, 1 Water, and 1 Glass Phial.

- Restores 420 – 440 morale when used. (Minimum Level 35)

Refined Fire-oil (makes 4)

Requires: 3 Fragments of Dunedain Script, 2 Relics of Lothlorien, 1 Water, and 1 Glass Phial.

- Can be applied to arrows to deal additional Fire damage.

- Requires Characteristic "Use of Fire" and Hunter class.

- Minimum Level 20

- Mastery: 1 Scarred Spider Eye, Grants faster cool down.

CRAFTING LORE - Description: A consumable scroll that increases a skills critical chance for a small amount of time.(Elder level adds 7.5% chance)

- Minimum Level: 30

- Mastery: 1 Scarred Worm Eye, grants 3 scrolls instead of 1.

Scroll of Elder Metalworking Lore

Requires: 3 Fragments of Dunedain Script and 1 Relic of Lothlorien.

Scroll of Elder Tailoring Lore

Requires: 3 Fragments of Dunedain Script and 1 Relic of Lothlorien.

Scroll of Elder Weaponsmithing Lore

Requires: 3 Fragments of Dunedain Script and 1 Relic of Lothlorien.

Scroll of Elder Woodworking Lore

Requires: 3 Fragments of Dunedain Script and 1 Relic of Lothlorien.

DYES – Description: Dyes are used to color cloth or other objects of that sort. Crafting dye is an excellent idea for selling at an Auction house or on the street.

-Mastery: 1 Huge Worm Eye, grants 3 dyes instead of one.

Indigo Dye – Dark Purple color

Requires: 3 Indigo plants, 1 Chalk, 1 Water, and 1 Glass Phial.

Green Dye – Green color

Requires: 3 Green Onion Skin, 1 Chalk, 1 Water, and 1 Glass Phial.

TIER 5: MASTER

CONSUMABLES – Description: Drinkable Bottles that will restore power or morale when used at higher Tiers.

- Even oil can be made and applied to arrows for extra damage.

- Mastery: 1 Scarred Spider Eye, grants 2 potions.

Pure Celebrant Salve

Requires: 3 Long-Lost Second Age Texts, 3 Undeciphered Moon-Letters, 1 Water, and 1 Glass Phial.

- Restores 520 – 540 power when used. (Minimum Level: 45)

Pure Essence of Athelas

Requires: 3 Long-Lost Second Age Texts, 3 Undeciphered Moon-Letters, 1 Water, and 1 Glass Phial.

- Restores 520 – 540 morale when used. (Minimum Level: 45)

Refined Light-oil (makes 4)

Requires: 3 Long-Lost Second Age Texts, 3 Undeciphered Moon-Letters, 1 Water, and 1 Glass Phial.

- Can be applied to arrows to deal additional Light damage.
- Requires Characteristic "Use of Light" and Hunter class. (Minimum Level 30)
- Mastery: 1 Huge Spider Eye, Grants faster cool down.

CRAFTING LORE - Description: A consumable scroll that increases a skills critical chance for a small amount of time.(Elder level adds 10% chance)

- Minimum Level: 40
- Mastery: 1 Scarred Worm Eye, grants 3 scrolls instead of 1.

Scroll of Ancient Metalworking Lore

Requires: 3 Long-Lost Second Age Texts and 1 Undeciphered Moon-Letters.

Scroll of Ancient Tailoring Lore

Requires: 3 Long-Lost Second Age Texts and 1 Undeciphered Moon-Letters.

Scroll of Ancient Weaponsmithing Lore

Requires: 3 Long-Lost Second Age Texts and 1 Undeciphered Moon-Letters.

Scroll of Ancient Woodworking Lore

Requires: 3 Long-Lost Second Age Texts and 1 Undeciphered Moon-Letters.

DYES – Description: Dyes are used to color cloth or other objects of that sort. Crafting dye is an excellent idea for selling at an Auction house or on the street.

-Mastery: 1 Huge Worm Eye, grants 3 dyes instead of one.

Rust Dye – Red and Brown color

Requires: 3 Ancient Iron Oxides, 1 Dye Salts, 1 Water, and 1 Glass Phial.

- Mastery: 1 Huge Worm Eye, grants Black Dye

Red Dye – Bright Red color

Requires: 3 Neekerbreaker Ichor, 1 Dye Salts, 1 Water, and 1 Glass Phial.

Lord of the Rings Online Rare Crafting Component List

This is a list of crafting components required by rare recipes. The components drop from named creatures so the purpose of the table below is to document the location of the individual creature that drops each component. There is a second table below that lists recipes and the components they require.

Notes: **E** = elite, **EM** = elite master, and **S** = signature.

Creatures

Name	Level	Species	Region	Coordinates	Roaming	Notes	Component
Asht	20	Warg	Lone Lands	35.3S, 39.0W	N	In Minas Eriol (the area with Arnorian Rubble)	Asht's Tooth
Birzrit		Spider	Ered Luin		Y	On the path to the pond west of the ruins with all the spiders	Birzrit's Mandible
BlackClaw	18S	Bear	Breelands		Y	Barrow Downs, far south by the elite trees	Blackclaw's Claw
Bleakwind	33EM	Drake	North Downs	6.5S 41.0W	Y	Nain Amlug west at the "w" on the map	Bleakwind's Tongue
Colnor	52EM	Drake	Angmar	8.0N, 24.0W	N	In the valley on the right of the road to Minas Caul (Nan Gurth, E Angmar)	Colnor's Scale
Darkheart	31EM	Huorn	Lone Lands		Y	Agamaur north of the undead area	Darkheart's Black Heart
Driftmane	41	Lynx	Misty Mountains		Y	Stealthed. NE of Gloin's camp and east of Cirith Imladris	Driftmane's Fang
Eitor-kalsak	18E	Spider	Old Forest		Y	Roams The Weaver's Den	Eitor-kalsak's Mandible
Gloom-Gaze	15	Bat	Breelands	34.9S, 58.1W	N	Old Forest	Gloom-Gaze's Fang
Gnashmaw							Gnashmaw's Tongue
Grish	33E	Warg	North Downs		Y	Dol Dinen south of the binding stones	Grish's Tail
HoarTusk	46EM	Mammoth	Misty Mountains		Y		Hoartusk's Horn
Ironhide	20E	Boar	Lonelands	28.9S, 36.8W	Y	Echad Sul, hill north of Weathertop	Tuft of IronHide's Fur
Karnasht	37E	Wolf	Trollshaws		Y	Drauglad, wolf den south of the road	Karnasht's Tooth
Khurshat	27E	Warg	North Downs	11.3S, 43.5W	Y	South of Esteldin near The Snares	Khurshat's Tooth

Kindle-Maw	43EM	Drake	Misty Mountains			On the slopes above the western half of Caldwell's Pool	
Kraur	26S	Warg	Lone Lands	32.8S, 26.3W	Y	Near Haragmar and the East-West Road	Kraur's Paw
Moss-back	~28E	Bog-lurker	Lone Lands		Y	Roams Haragmar east of Ost Guruth	Green Moss
Nurzum	33S	Warg	North Downs	12.1S, 37.0W	Y	East of Esteldin on the road south into Dol Dinen	Nurzom's Tail
Raugzok	33E	Warg	North Downs	14.7S, 37.7W	Y	Roams the east side of Dol Dinen	Raugzok's Ear
Sagrurz							Sagrurz's Tooth
Sawtooth	18S	Wolf	Lonelands	28.6S, 41.6W	N	Spawns in Den near Weatherway bridge	Sawtooth's Tooth
Silverclaw	35E	Wildcat	North Downs	8.2S, 45.4W	Y	S of Othrikar near the wildcat lair	Silverclaw's Claw
Skulkmire	28S	Bog-lurker	North Downs	15.4S, 43.2W	N	Meluinien south of the Orc camp at Merenost	Skulkmire's Moss
Skybreaker	48EM	Drake	Angmar			Under the Th in Maethad	
Snowback	49E	Snowbeast	Misty Mountians	20.4S 2.3W	Y	In the open field South of Helegrod raid instance (roughly west of the instance for Book 5 Chapter 8)	Snowback's Claw
Steelmaw	39E	Bear	Trollshaws	30.3S, 16.3W	Y	Western edge of the forest north of Thorenhad	Steelmaw's Paw
Thaukoth	24E	Warg	North Downs	8.3S, 49.5W	Y	Annundir near the Burial Mounds	Thaukoth's Tail
Trampletusk	21S	Auroch	North Downs	12.0S 45.2W	Y	South of Gatson's Farm	River Maiden's Thread
Umling	42E	Spider	Trollshaws			Trap Door ruins at the north end of the Wovenvales	
Wildthorn	17E	Huorn	Old Forest	34.2S, 57.6W	N	Forlorn Glade, south of Tom Bombadil's house	Wildthorn's Bark
Windscreamer	31S	Lynx	Trollshaws			Patrols the High Moor	
							Windscreamer's Claw

Lord of the Rings Online

Leveling Guide

Knowing what path to take to a painless and efficient leveling spree is one of the greatest things any player can have beside them in an MMO. Understanding where to go and how to complete quests in a highly efficient manner by grouping quests in the shortest amount of time can help you achieve victory over nearly anyone else. When you first create your character you will find that you are very weak and it is kind of a letdown since you have little life and do peanuts for damage. Not to mention if you haven't played the game much then you don't know how the game may work or what is an efficient manner to quest in and will be wandering around and wasting time doing quests in single fashion order instead of grouping them together to save time and maximize your play experience. Not to mention that you will miss the storyline of the game if you don't quest correctly or skip quests.

It's important to know that some points in this guide will have a location like x,y which is just like that of a graph. To see your coordinates type **!loc** into the chat box.

Once you hit close to level 13 every race meets up at the town of Bree. Refer to that section when the individual zone you start in is complete. Once you hit 35 you can go north of Bree to the horsefarms and do the quest line here to prove you are worthy of your mount. You also get more money the higher you get naturally. This guide will get you to 35 no matter what race or class you choose by using an efficient walkthrough on efficiently questing in a fashion so that you maximize your time.

This guide starts off at a different location for 1-15 depending on what race you pick to play. Eventually you will merge at Bree. Until then you need to be able to learn the game and quest in your races starting area.

In terms of the sections beyond the races, each town is organized by the levels obtained within it. Every time you leave town you will be doing groups of quests. This simply means that you will be doing a bunch of quests in an area or in a big loop. This is great if you just leveled in the field and turn in 6 quests for a nice boost. While some runs are easier, they take into account the amount of experience you can get from doing a hard group quest to a couple solo quests.

Another term used is contacts. You will also be questing along with the LOTR epic storyline in which you are learning more about LOTR. This is pretty similar to how the main quest line worked in Oblivion. You need to complete these if you want to advance in the future. Anytime that you get a deed as well you need to keep an eye out for what needs to be done for it while you are questing. Deeds are like a side quest and completing them will grant you various awards. Don't ever skip a deed if you can help it.

NOTE: Turbine will most likely make changes to things in the game. If you've ever played any Turbine game before than you know how this works. Maybe they got new

managers since Asheron's Call 2, but in that game they changed stuff just to make you mad it seemed. There will always be a chance that something has changed within the game. If you are ever having problems with a quest because of changes then try to ask people in the game for assistance. When the guide is updated it will fix things that are noticed to be not working or changed in general. As always your help is appreciated to get changes noticed since it's hard to monitor all the quests, especially once you are past them.

The Race of Elves

TRAINING QUEST

Now that you have created your new Elf lets get started with some training quest.

1. Talk to Talagan to continue your first quest.
2. Loot the corpse of Haerandir on the ground next to Talagan and equip the gear you picked up.
3. Speak with Talagan again to continue your quest.
4. Go through the gate and follow Edhelben until he tells you to go through the next gate
5. Go up the stairs in front of you and follow the path killing 4 goblins and a dwarf standing in your way.
6. Once you go through the next gate follow Dorongur till a ring pops up above his head.
7. Talk to Dorongur to continue the quest and continue to follow him.
8. Next you will talk to Elrond to complete this quest line.

1-6 REFUGE OF EDHELION

1. Start off by talking to Merethen directly in front of you and continue the quest.
2. Take the path that leads west and follow the path until you come upon Dorongur.
3. Speak with Dorongur to complete the current quest and accept the quest **Meditating on the past**. This quest will lead you to speak with your trainer. Don't worry he's only standing a few feet away from you.
4. Speak with your trainer to continue the quest and then return to Dorongur.
5. Hand the quest in to Dorongur and accept **Scouting the Ruins**. Also speak with Orodlin to receive **Fear of collapse**, Laegil to get **Restoring the balance**, and Gailthin to get **The lost lore of Edhelion**.
6. Go just south of town off the path and kill 6 cave claws to complete one of the quests.
7. Since your inches from town just return and hand it in to Ordolin.
8. Now leave the encampment and head down the path leading down the mountain and when come to a fork in the path go right. Follow the path till you come to Elladan at 14.6S, 101.9W.
9. Speak with Elladan to turn in **Scouting the ruins** and accept **The halls of Edhelion**.
10. Now go past him heading north to get to the silver deep mine. Open the door to the mine and go in.
11. Once inside the mine follow the path down and make sure you loot 4 of the dead goblins lying around. When you come to a bridge go across and turn left. At the end

of this path you will stumble onto some rubble. Loot this rubble to obtain the scroll. Now just leave the mine the way you came in.

12. Remember Elladan just to the south? Well speak with him and turn in your completed quest. Make sure to accept **The longbeards**.
13. Head west and go ahead and stray off the path and cross over that frozen lake. You should run into plenty of lynx around this lake. Kill the prowler lynx till you collect all your pelts.
14. Now head to Frerin's court that is in the center of the map where all the roads meet.
15. Speak with Dwalin in the court and turn in your quest and accept **Goblin Prowlers**. You will also want to speak with Bogi to obtain **Stocking the larder** and Mathi Stouthand to get **Frostmantle**.
16. Now head west out of the court off the path until you cross the frozen river.
17. Once you cross the river you should see plenty of Aurochs to kill. Goblin prowlers are also in the immediate area to obtain your dwarf-made sword for a quest. Frostmantle is also in this area and can be found around 15.1S, 104.7W. If you don't see him right around there someone may have just killed him so just sit tight he respawns pretty quickly. Kill Frostmantle and take his horn.
18. Once you have obtained Frostmantle's horn, the dwarf-made sword, and all of your Aurochs meat return to Frerin's court.
19. At the court talk to Mathi and turn in your horn, speak with Bogi and turn in your meat, and speak with Dwalin to turn in the sword and also accept the quest **Goblins in the crags**.
20. Now head NW on the path that leads to the mountains. Before crossing the frozen river make sure you speak with Erynwen and accept the quest **Deadly bloom**.
21. Once you start going up the mountain the path will be called Axe-head path. Once you see you're on axe-head path keep your eye out for skorgrims blooms. Destroy the blooms for the **Dealy blooms** quest. At the top of the path you will come to Mirkstone tunnels. Enter the tunnels once you've destroyed all your blooms.
22. Once inside follow the path and when you see a fork in the path where the fire is turn right and continue to follow the path till you reach Elrohir. Speak with him to continue your quest. Then leave the tunnels the way you came and head back towards the court.
23. Be sure you follow the path on the way back so you can turn in the **Deadly Blooms** quest at Erynwen. Once you arrive at Frerin's court Talk to Dwalin and turn in your quest. **Before** taking his next quest and traveling complete all quest.
24. Once again before traveling head back towards the Refuge of Edhelion. Once you arrive at the encampment just before the refuge turn in your quest with Laegil and Gailithin. Also this will be a good time to speak with your trainer here in the encampment to learn any new skills.
25. Now you may go back to the court and talk to Dwalin and take his travel to the tomb.
26. Once inside the tomb talk to Dwalin to get this instance started and continue your quest. Follow him through the tomb and kill all the minions that stand in your way. Once you come to a wood gate and Dwalin sits talk to him and get him up so he can open that gate. Then follow him a bit more till you have to fight Marrec.
27. Once you have defeated Marrec speak with Elrohir to continue quest and then again speak with Dwalin to complete this quest line and travel.

6-8 CELONDIM

1. After traveling from the tomb, talk to Elian to complete your quest and accept the quest **At the Behest of Cardavor**. Then follow the path towards Celondim.
2. Once in Celondim in the center, speak with Cardavor and accept the quest **Unlike Avorthal**. Also near Cardavor is the milestone that you will want to activate for easy travel back to Celondim for the quest here.
3. You will gather a few quests here in town before going out to complete quests. Talk to Mibrethil in the southern end of town to accept the quest **A Terrace in Celondim** and Thinglear to obtain the quest **Hallowed Ground**. Thinglear can be found near the merchants in town that sell gear. Also before leaving learn any new skills you can at your trainer.
4. Follow the path that leads out of town to the north till you come to a bridge where Athal can be found. Speak with him to move on to the next part of this quest. Return to Cardavor (near the milestone) and obtain the quest **Avorthals Favorite Haunts**. Next you will head to the northern end of town up a few stairways and enter the crafting section of town.
5. Now speak with Gwaloth and turn in **A Terrace in Celondim**. If you have the time to spare you can read up on the various professions and pick your trait or you can just continue to save time leveling as fast as you can.
6. Head northwest out of town to Tham Gelair. Once you come to the old ruins here kill your foes for your favorite haunts quest. Now place Thinglear's token on the table like stone here in the ruins.
7. Travel east just a bit from here and there is a goblin corpse and a satchel. Pick up the satchel for your quest. Then head back to Celondim.
8. Once back in town speak with Thinglear to turn in your quest and accept **Calengils Vigil**. Also speak with Cardavor and turn in your quest and accept **The Wrath of the Elves**. While in town also see Brethilwen in the merchant section again and pick up **Cleaning the Field**.
9. Head north out of town cross the bridge ahead west till you come to Limaels vineyard. Once in the vineyard, keep an eye out for the grape vines and loot them when you see them. Also kill 6 goblins for your other quest. While collecting your grapes and killing goblins, head to the northeast side of the vineyard towards a house. Once you get close to the house you should be able to see Pampraus, take him out. Be careful of the adds around him as they can be deadly in groups.
10. Head back to Celondim to turn in your quest. Accept **Master of the Refuge** from Cardavor and speak with Brethilwen to accept **Need of a Cask**. Now speak with Bregedur in the crafting terrace to continue your quest.
11. Next go SW out of Celondim to arrive at woodland of Nen Hilith. This area can be a little hard to find but just look at the area of the map SW of Celondim and you should be able to find it ok.
12. Once here, search the piles of lumber to find 5 pieces of lumber. Not all the piles have lumber of any worthiness so make sure you search till you find 5 good pieces. Then head back to Celondim.

13. Now speak with Bregedur and hand in your quest. Now speak with Brethilwen and accept **Gift for a Friend**. Before leaving town again, speak with Toronn, which is located in the SE section of town, to accept the quest **Leaving Middle-Earth**. Head to the docks and speak with Laegil and accept **Sickening of the Land**.
14. You should be level 8 or close to it by now. If you are not then you should stay around here and hunt a few things to reach this level. It is recommended that you complete deeds whenever possible. If you need to hunt a bit you can kill wolves to collect that deed. There is also a deed for goblins so you could go back to the vineyard and kill goblins. The vineyard is barely out of the way of your next stop.

8-9 DUILLOND AND CELONDIM CONTINUED

1. Now that you're level 8 head north along the road to reach Duillond. Let's turn in our quest for this area. In the center of town you will find Calengil. Turn in your quest here and accept **Cleansing Drought**. A little to the east in town you will come across Dolengly. Turn another quest in here as well. Now go up the stairs to the part of town hanging over the great cliff view and speak with Bregar and continue **Leaving Middle-Earth**. Then speak with Dorongur to hand in **The Master of the Refuge** and accept **The Emissary**.
2. Head just north outside of town and then east off the path down the steep hill towards the river. Here you will find some herbs and you need to pick up 3 of them for your quest. Once you have your 3 head back to the path.
3. Follow the path NW. After a short distance you will see a red tree in the background amongst all the other green trees. Go to that tree and around on the ground are fallen leaves which you will need to collect. In case you can't find that tree the cords are 22.8S, 94.4W. Get back on the path and return to Duillond.
4. Speak with Calengil to turn in quest and accept **Cleansing the ruins**. Turn in other quest. **Leaving Middle-Earth** should be on the part to return to Celondim. So if you set your milestone there and it's not awaiting a cooldown use it. Otherwise go to the stables and pay for a ride or just walk. After all it's not that far.
5. Once you're back in Celondim head to the docks and speak with Toronn to complete your quest and accept the quest **What was lost**. Head North now again out of town and follow the path. When you get near Duillond head west off the path to arrive at Rol Ringwest.
6. In Rol Ringwest you have a few quests. Inside the ruins along the east wall you can find the first tower. When the message pops up use the bottle you got from the quest to do the cleansing. These ruins are pretty small so just search inside to find the cairn for the broken sword and the second tower can be found inside the walls once again at the NW corner of the ruins. Head back to Celondim.
7. Speak with Calengil to turn in quest and accept **Glamirs vigil**. Also speak with Bregar to turn in quest and accept **Now is Found**.

9-12 HAUDH LIN AND LOW-LANDS

You can complete most of the quests in this area solo but for a real boost in speed and ease you should fellow up with someone. You will also want some help for the harder quests. The weaker classes may find some of these quests difficult to do on their own.

1. Now there is a bit of traveling involved so head north along the path and pass up Duillond. When you arrive at a crossroad take the SW path until you come to a lodge. Speak with Langlas to continue your quest and obtain the poem Lay of Nimrodel. Return to Duillond.
2. Once there speak with Bregar to turn in and accept **The Days Ahead**. Now head to Gondamon. To get there you need to leave on the northern path and head towards the lodge then pass it up and continue westward. You will see the fortress within a short time.
3. Once there speak with Gailthin to continue your quest and obtain **Suspicious Encampment**. Also speak with Askill in the merchant district to obtain the quest **The Sundered Shield** and Nithi to obtain **Old Bones**. Now find at least one other person to complete your epic quest.
4. Once you have someone, head north to the ruins of Ringdale. In Ringdale you will see two paths split off, there you will have to kill a chief and warrior to obtain the shield for your quest. Now take the path that leads under the bridge. You will then come to another fork and hiding in the bushes will be Aglarachen. Speak with him and be ready to defend him from the attacking foes. Once the quest is done you will return to Gondamon.
5. Now back in Gondamon speak with Gailthin to turn in your quest and accept **Reluctant Allies**. Then head to the eastern part of Gondamon and speak with Mathi to turn in your quest and accept **Mutual Dislike**. While in town also speak with Askill to turn in the shield and accept **Vow of Vengeance**. Then head out back to Thrasi's lodge.
6. Once you arrive here, speak with Langlas and hand in your quest **Mutual Dislike** and accept **To Avert a War**. Also speak with Celairant and accept **A Remarkable Bow**. Then head east of the lodge to the port of Kheledul.
7. Once you see the large structure above the water, head towards the gate but do not enter the gate. Instead follow along the outside of the port northward. Here you will find Starkath. Slay him and loot the bow of his corpse. Return to the lodge.
8. At the lodge speak with Celairant to turn in the bow and accept the quest **Someone Worthy**. Now head NW towards the mountain range.
9. In the small pond between two structures on your map you will find Glamir. If you're lost, the location of him is 18.8S, 95.3W. Speak with him and accept the quest **Webs of Sorrow**. Now head east to the eastern side of Haudh Lin.
10. On your travel eastward, there should be plenty of spiders to kill and make sure you do so because you need to kill 20 for one of your quests. Once you reach a darker area on the map, you are on the eastern side of Haudh Lin and the spiders in this area are around level 13. These spiders will count towards both of your spider-killing quests so be sure to kill at least 7 of them. Also in this area is an exploration deed. On the far NE area of the map, there is a small tower called wardspire. If you have the time to discover, do so. Once you kill all your spiders return to 18.8S, 95.3W to speak with Glamir.

11. Once there speak with Glamir to turn in your quest and accept **Haunted Lands**. Now you should still have your milestone in Celondim so use it. If you do not, then you must walk there.
12. In Celondim speak with Laergil to accept **A Grisly Task**. Also while in town speak with Toronn and turn in quest **The Days Ahead**. Now head north to Duillond.
13. In Duillond speak with Penglir and accept the quest **The Elf-Sword**. Now head to the northern section of Haudh Lin to a place called Emyr Hoedh. This area is west of Grim water around the coordinates 18.0S, 93.0W.
14. Now that you're in the area, on the first mound at coordinates 18.7S, 93.8W defeat the wights here. Collect the sword to complete your quest. Now in this area kill 5 normal wights and 1 archer. Make sure you loot the corpses to obtain the skull for the **Old Bones** quest. Once you've got everything from this area head to Gondamon.
15. In Gondamon speak with Nithi to turn in the skull and accept **The Elf Stone**. Then head to Glamir to the north again.
16. Speak with Glamir and turn in your **Haunted Lands** quest and **The Elf Stone** quest. Also accept the quest **The Standing-Stone**. Hopefully you have at least another member helping you make these quests a breeze and you'll want help now. So head back to Emyr Hoedh.
17. In the back of Emyr Hoedh near the mountain, find the mound with a large stone that is blinking in the center of it. Right click this stone but be careful because when you do a level 14 elite will pop out. Now you see why you wanted help for this part. Once he is defeated, go east past the mounds with your fellowship to kill 12 bears for **A Grisly Task**. The bears are pretty tough so have your fellowship help out for ease. Now head back to Glamir.
18. Speak with Glamir to turn in **The Standing-Stone**. Then use your milestone to return to Celondim.
19. In Celondim speak with Laergil and hand in **A Grisly Task**. Now you should be level 12 or higher if not I would head back north of Thrasi's lodge and kill there for a bit to reach level 12.

12-14 THRASI'S LODGE AND EPIC QUEST LINE.

1. It is very important for your epic quest line that you find a decent group of at least 3 strong members but I recommend 4. **To Advert A War** will be your first difficult quest so make sure you are prepared with a good group. Hopefully your group will also like to do some other quest to speed things up and once again make it an ease.
2. You can meet up with your group or try to form a group at the lodge if you don't have one.
3. Start the instance for **To Advert a War** and speak with Langlas to obtain a quest where you have to protect him. Don't let him get out of sight. At the first campsite you come to there is an elite kill him to complete **Vow of Vengeance**. Continue through this place till you reach the end in which you will fight the boss. Then talk to Langlas and accept **Rescue by Moonlight**.
4. Now travel east down the road toward Kheledul. Along the path you will come to Svanr. Speak to him to start the next instance.

5. Now in this port just fight your way through, being careful of ganking style mobs. Once you get to the back of the port there is a small boat where you should see Avorthal. Speak with him when fully powered up and be ready for battle. You will have to defend his life against the attacking Dourhands. Once they are all killed the quest is complete. Now speak with Langlas and accept **Preparations for the Assault**.
6. Now head south of Gondamon toward the valley on the map. Once you arrive at Rath Teraig take out 10 Blue crag goblins and 10 blue crag stingers. Once you have killed all the required goblins head back to the lodge.
7. At the lodge speak with Langlas to turn in quest and accept **Assault on Rath Teraig**.
8. **Assualt on Rath Teraig** is another epic instance quest so have your group ready. Hopefully you had a good group and you guys stayed together through these instance type quests. Just fight your way through all the goblins till the end of the dungeon and complete this quest. Now you can go your separate ways. Now return to Gondamon.
9. In Gondamon speak with Askell and accept **The Plundered Port**. Then follow the path eastward out of Gondamon past the lodge and into Kheledul again.
10. In Kheledul keep an eye out for those treasure boxes scattered all around the port. Kill the dwarfs that stand in your way. Now return to Gondamon.
11. Now that you arrived speak with Askell to turn in your quest.
12. Now use your milestone to return to Celondim. Learn any new skills at your trainer then if you have more than 60 silver saved up, go to the stables and take a horseback ride directly into Bree. If you do not, then you will have to walk to Journey. Congratulations you can now meet with the other races in the game in the town of Bree.

Revert the page ? for continuing quest in Bree.

The Race of Hobbits

TRAINING QUEST

1. Start off by speaking with Postman Took to continue the quest **A Road Through the Dark**. Now leave the post office by exiting the door behind you.
2. Travel the road east till you come to hobbit Bound Boffin. Speak with Boffin to continue the quest. Loot the satchel on the ground next to him and equip the gear that was looted. Speak with Boffin again and go inside the gate.
3. Once in the gate, follow the path and kill the 2 spiders that are along the way. Now that they are dead return to Boffin at the gate and speak with him to continue the quest. Follow Boffin. When he arrives at the path that is blocked with webs he will start cutting them down. While he is cutting them down kill the 3 spiders that come down from the web.
4. Now he arrives at a house where he breaks the key off in the lock. Once he does this, speak with him to get him moving again then follow. You will watch the dark rider and wait for help to appear and chase him off. Once the dark rider is gone speak with Gildor. Now speak with Amdir to complete this training quest line.

1-6 TOWN OF ARCHET

1. Talk to Kate Henseed and accept **Amdirs Request** then head slightly south in town. When you see Amdir, turn in your quest and accept **Captain Brackenbrook**. Then go into the Mad Badger which is the building just to the left of Amdir and speak with the Brackenbrook to continue the quest. Then go back out of the building and speak with Amdir again and accept the quest **Honing your skills**. Head south in town and make a right just before the stables.
2. You should now see a group of NPC's and mixed in those is your trainer. Speak with him to continue the quest line. Now return to Amdir again and turn in the quest and accept **Seeing to the Defence**. Before leaving town also speak with Celandine to get **Remedy of the Old Kings**.
3. Go just outside of town and make a slight right towards the house just outside of town on the farm. Speak with Dirk here and continue your quest. If you are having trouble finding him he is located at 25.8S, 48.9W. Now go east just across the path and you will run into wolves. Kill 6 of these wolves to complete your quest.
4. Returned to Dirk to turn in your quest and accept **The Spies**.
5. Return to the path and follow it south till you reach the fork that splits off towards Browne's folly. In between these 2 paths you will find the spy. Kill him and loot his dead corpse. Then turn towards Browne's Folly and walk around the folly. While you are walking around it you will see plants along the wall growing in the ground. Loot these plants to collect 4 kingsfoil. Then head back to Dirk.
6. Speak with Dirk to continue the quest then head back into Archet just to the north. In town see Celandine and turn in **Remedy of the Old Kings** and enter the Mad Badger to turn in your other quest to the captain and accept **The Captains Son**.

Lead the Mad Badger and just to the north of you in town speak with Peg Pruner and accept **Fresh Supplies** then enter the jail just a little SE of your current location. In the jail speak with Ned and accept the quest **Question the Prisoner**. On your way out of town near the entrance of town across from the stables speak with Thistlewool and accept **Beyond the Bulwarks**. Grab any new skills at your trainer as well if possible.

7. Leave town and take the east path right away. Continue east along the path towards the lake. Once you are near the edge of the lake keep your eye out for Bilberry bushes. You will need to collect 4 of these but you should collect these easy enough on your way to your next location. The path will end at the Hunters lodge located at 25.0S, 46.9W.
8. Once you arrive at the lodge speak with Ann and accept **Stolen Treasures** also speak with Atli to accept **Spiders at the Walls**. Then enter the lodge. Inside the lodge, talk to Jon and hand in the quest **The Captains Son** and accept **The Blackwolds Roost**. Now leave the lodge and head west.
9. Directly in front of you should be a castle looking wall with an open gate. Enter this area and follow the path inside, killing the spiders along the way. Towards the end of the path, in these walls, you will come to a dead hunter wrapped in webs lying on the ground. Click his corpse to continue this quest. You should have killed all the spiders you needed by now; if not make sure you do. Once you have killed enough spiders return to the lodge.
10. At the lodge, turn in the quest **Spiders at the Walls**. Now head directly south of the lodge until you enter the Blackwolds ruins located at 26.6S, 46.6W.
11. Once you are at the ruins, kill the Blackwolds for the **Blackwolds Roost** quest. Once you enter the gates of the ruins, directly in front of you next to the stairs are some boxes. On these crates you will find Ann's satchel. Collect the satchel. Once you got the satchel and killed enough blackwolds for the roost quest head SW to Springleys farm.
12. Once you arrive at the farm talk to Cal and continue **Beyond the Bulwarks** and accept the **Bloodtusk** quest. Head just east of the farm and on the other side of the mountains near the farm along the mountain range wall you will come to an old dead looking stump. This is where you will find Bloodtusk so go ahead and kill him. Also in this area you will find a lot of Piglets. Slay them while here and collect 6 slabs of boar meat. Once you have collected them, return to Cal at his farm and turn in the **Bloodtusk** quest. Now get back on the path and make your way north back to Archet.
13. When you come to Archet, first speak with Thistlewool near the gate and turn in the Bulwarks quest. Head to the north section of town and speak with Peg to turn in the Bilberry piles for **Fresh Supplies**. Now enter the jail and speak with Ned to turn in **Question the Prisoner**. Before leaving town make sure you stop by your trainer and grab any new skills. Then return to the lodge to the east of Archet.
14. Back at the lodge speak with Ann and give her the satchel. Then enter the lodge and speak with Jon to turn in **Blackwolds Roost** and accept **The Assault on Archet**. Just speak with him again to turn it in and travel.
15. Once it loads just follow down the path killing any foes you come across till you enter Archet that is now burning. Here you will slay Cob and speak with Ned to continue

the quest. Now continue till you find Amdir and speak with him to continue the quest yet again. Behind you now is a well, go to the well fetch some water. Once you fetch the water go back near Amdir and walk towards the fire to throw the water and douse the fire. Behind that fire are a few blackwolds you will have to slay. Once you defeat them, speak with Mundo to continue your quest line. Then speak with Celandine right next to you to complete the quest. Just socialize once more and you will be able to travel.

6-1 1 THE SHIRE

1. Now that you have arrived, speak with Mundo to turn in **The Assault on Archet** and accept **Mundo's Complaint**. Also speak with Bounder and accept **Join the Bounders**, Alf Goodclif to accept **Michel Delving Craft-Fair**, and Postman Newbuck to accept **Bundle for Michel Delving**.
2. Before you begin **Bundle for Michel Delving** know that you must deliver various parcels from one place to another, avoiding nosey hobbits along the way. They will be marked on your mini-map, so avoid them or else you will fail the quest and have to restart that delivery. Start by grabbing the bag on the table. You will need to travel to Michel Delving. Follow the pathway to the SE of Little Delving and it will lead right to the area. Go to the post office on the eastern section of town. Speak with Postman Proudfoot to give him the letter.
3. Don't accept his next delivery quest. Instead behind you, speak with Second Sheriff Bodo Bunce to turn in **Join the Bounders** and Mayor Will Whitfoot to turn in **Mundo's Complaint** and accept **Flourdumpling's Stand**. Head SW into the crafting section and speak with Emerald Borings to turn in **Michel Delving Craft-Fair**. Now make Michel Delvings your home by using the milestone.
4. Now return to Proudfoot to make the next delivery to Waymeet. Take the NE pathway out of town and continue till you hit the four-way intersection of Waymeet. Once there, speak to the Postman to continue the quest. Then head on the northern path out of Waymeet. Follow this path past Rushock Bog to the far NW section of the shire to arrive at Needlehole. From here continue your quest and return to Michel Delving by going through Waymeet. Do not go in any water or you will ruin the delivery and have to start over. Continue your quest again and head far east of here to Tuckborough which is SE of Waymeet.
5. Continue your quest and then travel along the North path out of Tuchborough to Hobbiton which is a town with a river running through it. Drop off the goods at the Postman however instead of grabbing the next load and heading off, go slightly north of town to a crossroads. Now head west into Bags End.
6. Once you arrive, speak to Lobelia Sackville-Baggins to turn in **Flourdumpling's Stand** and accept **Make Yourself Useful**. Now you may return to Hobbiton.
7. Back in Hobbiton speak with the Postman to get the delivery quest restarted. Quickly travel north into forest area and into Overhill. Turn in the delivery and then travel south back towards Hobbiton. Once in Hobbiton take the SE path out of there until you arrive in the town at Bywater. Again turn in your delivery and head east on the road out of Bywater. You will then arrive in Frogmorton.

8. Speak with Postman Oddfoot to start your next set of deliveries. Now head to the SE to the town of Woodhall. The path won't be of much use to this town. In Woodhall, continue your quest to Budgeford, which can be found north of Woodhall. Take the shortcut back to the road up north and follow the pathway until you reach the town. Speak with the Postman to continue your quest.
9. Leave this town by heading north and slightly east at the intersection at the very top and you will arrive in the town of Scary. Speak with the Postman here to deliver the goods.
10. In the town of Scary you will want to speak with Wilcome Tunnelly to turn in **Make Yourself Useful** and accept **Pansy Tunnelly's Tale**. Then see Pansy Tunnelly, which you can find right behind you. Continue your quest and head into the NW into the fields.
11. Once here, search the area for a rabbit hole in the ground. Click on the rabbit hole to receive a pointy rock. Return to Scary and turn in your quest. She will now direct you to Bounder Primstone. Also speak with the Postman to get the next set of delivery quest. Head west of the path avoiding the nosey hobbits to arrive in Brockenborings.
12. Once in Brockenborings, speak with the postman here. In the center of town is the Watch-Office. Enter this building and speak with Primstone to turn in **Pansy Tunnelly's Tale** and accept **The Aid of Harlos**. Also in town, speak with Ponto Hornblower to accept **Distant Dangers**. Now head out the east gate of town and go north and slightly east into the fields and the small forest area.
13. Speak with Harlos here to turn in your quest and accept **Goblin Foothold**. Head north of Harlos til you find a base with goblins inside. You might need a helper or two if your one of the weaker classes. Go to Golfimbul's Hole at 24.7S, 69.5W in the NW direction of where you spoke with Harlos.
14. Once you are there, kill all the goblins that stand in your way. Gramsfoot Hurlers are the spear-wielders for **Distant Dangers**. Return to Harlos.
15. Speak with Harlos to turn in your quest and accept **Troubles to Come**. Return to Brockenborings.
16. Here you will speak with Bounder Primstone. Now head back over to Scary.
17. In Scary speak with Wilcome Tunnelly to turn in your quest and accept **The Quarry in Scary**. Also speak with Lily Proudfoot to accept **Spiders in the Quarry**. You should join with someone to complete this a lot faster. Head east of town now to the quarry.
18. Follow the path here killing the spiders along the way. When you come to the entrance of the cavern, kill the queen and the Tree-Weavers and enter the cavern.
19. Follow the path inside killing the loads of spiders in the way. When you come to a room with another queen, slay her then examine the skull in this room. Go ahead and head back out into the quarry.
20. Once you have killed eight Greenfields Biters, six Greenfields Tree-weavers, and two Greenfields Queens go and speak with your contacts to continue your quest. Once you're done and you speak with Wilcome Tunnelly to continue your quest, use your map to return to Michel Delving.
21. In Michel Delving speak to Postman Proudfoot to end and complete the deliveries quest line. You will also want to speak with Brombard Foxfail, who is located in the NW part of Michel Delving to turn in that quest and get the new one. You will have to

return to Brockenborings again. Take as many horseback rides along the way to slim down your travel.

22. Once your long travel is over and you arrive in Brockenboring, speak with Bounder Primstone inside the Watch-Office. Now he will have you return to Harlos, so head NE again to Harlos. Speak with Harlos to turn in your quest and accept **Beneath the Greenfields**. You will want to join a fellowship for this quest. Once you have a few people to help you out, return to Golfimbul's Hole at 24.7S, 69.5W.
23. When you arrive, you will have to fight your way through all of the guards and warriors until you reach the door to the cavern on the far NW part of the base. Once inside the cave with your other members, progress through the cave slaying any goblins that get in your way. Once you come to the captured Primstone, free him and follow him to the goblin leader. Kill the leader and his bodyguards to complete the instance.
24. Now speak with Harlos to turn in your quest and accept **The Shire Unprotected**. Return Brockenborings.
25. In Brockenborings, speak with Bounder that is nearby and accept his quest for Bree. Leave town on the path to the south from Scary, through Budgeford, and take the east path through stock and to the NE into Bree-Land. Head east on the long path to Bree.
26. In Bree speak with the mayor in the town hall to turn in your quest. Also go inside the Prancing Pony in the NE of Bree and speak with Barliman Butterbur to turn in your quest. Don't worry about accepting his next quest since this will be covered later on. Leave Bree heading east and arrive in Staddle. You will now be level 11 or 12 depending on how many side quests and grinding you did in the Shire.

1 1-13 STADDLE

1. Head west into Bree and turn in **To a Ranger's Aid** for a nice bonus.
2. Go back east towards Staddle and at the crossroads talk to Lolo Wendingway and then continue to Staddle talk to Watcher Redweed go to the east of town and talk to Gammy Boggs and accept **Concern for a Friend**
3. Once ready go talk to Falco Greenhand.
4. Talk to Eldo Swatmidge and accept **Widow's Farmland**.
5. Go SW and talk to Falco
6. Run to Asphodel Froghorn's farm since it is close and at Froghorn turn in **Widow's Farmland** and accept **Widow Froghorn's Pipe-Weed**.
7. Run west to the second field to find the pipe-weed and talk to Froghorn. Just collect one and then head back to Ms. Froghorn
8. Run back NE to Gammy's Farm Head to Gammy Boggs and Eldo Swatmidge and turn in **Widow Froghorn's Pipe-Weed** and accept **Eyes of Staddle** and **Quality and Character**.
9. Go to the center of town and talk to everyone with a ring over their head for **Eyes of Staddle**.
10. Run back to gammy farm and just to the east of it talk to Lily Underhill and turn it in.

11. Go back to Froghorn's farmland and then south if you need to kill 6 bears and talk to Froghorn for **Quality and Character** and then go where she points you to Eldo and turn it in.
12. From Gammy Boggs accept **Lily's Secret** and from Eldo Swatmidge accept **Farmer's Market**.
13. Go east of Gammy's and talk to Lily Underhill then go SE until you get to the yellow tree collect some lilies.
14. Once done go back and talk to Lily Underhill, go back to Gammy Boggs and turn in **Lily's Secret**.
15. Talk to Asphodel and then Himloc Grouse in the center of Staddle and then head back to Asphodel for **Farmer's Market**.
16. From Gammy Boggs accept **Falco's Garden** and talk to Asphodel and accept **Wanetta the Wedge**.
17. Talk back and forth between Asphodel and Eldo to complete **Wanetta the Wedge**.
18. Go SE to Constable Bolger and he'll want you to protect him from a few waves of blackwolds.
19. Once you help him talk to Falco Greenhand and turn in **Falco's Garden**, accept **Fixing Falco's Folly**.
20. Go south past the Yellow Tree until you reach the ruins of Ost Baranor and look for Jasper Mudbottom and kill him.
21. Go back to the center of Staddle and talk to Constable Tanglerush, Watcher Reedy, Watcher Redwood, and Longo Deagmund and accept **Dangerous Boars, Neekers in the Marshes, Scouting the Marshes**, and **Ailing Hound**.
22. Go south into the fields around town and kill 10 Rampaging Bristlehides for **Dangerous Boars**.
23. Run back far east now to Midgewater Marshes.
24. Kill neekers for **Neekers in the Marshes** and for fennel seeds from them for **Ailing Hound**.
25. Go to the SW part of the marshes and kill goblins for **Scouting the Marshes**.
26. Go east to the Goblinhole Ruins and talk to Roderick Neeker-Fiend.
27. Go to the south edge of the marsh and kill greater sickle-flies for 4 wings
28. Go back to Saddle and turn in all your quests.
29. If its night, then talk to Himloc Grouse in the center and accept **Message for the Constable** and then go SE to Constable Bolger's farmland and talk to Constable Bolger and turn it in and accept **Stolen Pipe-Weed**.
30. Go south into the ruins of Ost Baranor into the SE part of it and grab the barrel of stolen pipe-weed.
31. Go back north to Himloc and turn it in and accept **The Vigil**
32. Get a group and go to Eldo Swatmidge's farm and then north on the hill and kill 3 Blackwold Thieves and Vance Waithman
33. Go back to Himloc and turn it in.
34. Talk to Longo Deagmund and accept **Unwell Water** then go east to Lily Underhill's Farm and turn it in and accept **The Wise Woman**
35. Go back to Staddle and click the well in the center of town and then go east on the road to Widow Froghorn's Farm and then south to Constable Bolger's Farm and then SE to Willowsong hiding in the stream.

36. Make sure you are walking by pressing the insert key or else you will spill your water now. Walk down to Willowsong down the steep hill.
 37. Now accept **Fresh Flowers**.
 38. Go SW to the yellow tree and grab the flowers around it and then go back NE to Willowsong and turn it in and accept **All's Well that Ends Well**
 39. Walk back up the hill again with the bucket and go to the NW back to Staddle pour it in the well.
 40. Go to the center of town and talk to Watcher Reedy and Watcher Redwood and accept **Spiders in the Midgewater** and **The Threat of Fire**.
 41. Go back east again to the marsh around the fort and kill Marsh Brood-Watchers and Marsh Spiders for **Spiders in the Midgewater**.
 42. Right next to the entrance of the fort you need to kill The Marsh Queen for the last part of **Spiders in the Midgewater**.
 43. Go to the south part of the marsh and kill Midgewater Sappers for **The Threat of Fire**
 44. Go back to Staddle to Watcher Redweed and accept **Two Chieftains**.
 45. Go back again east into the marshes but into the Goblinhole Ruins.
 46. Go to the NE part of the flag marker and kill Gurztaz
 47. South of him is Gurzrum who spawns asleep in the center of the ruins.
 48. Go back to Staddle and turn in your quests
 49. Go to Watcher Redweed and accept **Report from Staddle**.
 50. Now you will be meeting up with every other race in Bree.
- Revert the page ??? for continuing quest in Bree.**

The Race of Men

TRAINING QUEST

1. First talk to Amdir that is directly in front of you to continue the quest **Jail Break**. Go through the gate and loot the crate for gear. Equip this gear to help you fight. Then talk to Amdir again to continue the quest.
2. Head through the door in front of you and follow the path killing the Blackwolds along the way. After killing 4 Blackwolds, talk to Celandine Brandybuck to continue your quest. Follow her until you come to Edric.
3. Slay Edric then talk to Mundo to continue your quest yet again. When you get to the locked gate that the black rider is behind, just sit tight and watch him do his thing.
4. Once the gate opens, go through it and talk to Amdir to continue quest. Now speak with Celandine to finish this quest line and travel.

1-6 TOWN OF ARCHET

1. Talk to Mundo and accept **Amdirs Request**, then head slightly south in town. When you see Amdir, turn in your quest and accept **Captain Brackenbrook**. Then go into the Mad Badger which is the building just to the left of Amdir and speak with the Brackenbrook to continue the quest. Then go back out of the building and speak with Amdir again and accept the quest **Honing your skills**. Head south in town and make a right just before the stables.
2. You should now see a group of NPC's and mixed in those is your trainer. Speak with him to continue the quest line. Now return to Amdir again and turn in the quest and accept **Seeing to the Defence**. Before leaving town also speak with Celandine to get **Remedy of the Old Kings**.
3. Go just outside of town and make a slight right towards the house just outside of town on the farm. Speak with Dirk here and continue your quest. If you are having trouble finding him, he is located at 25.8S, 48.9W. Now go east just across the path and you will run into wolves. Kill 6 of these wolves to complete your quest.
4. Returned to Dirk to turn in your quest and accept **The Spies**.
5. Return to the path and follow it south till you reach the fork that splits off towards Browne's folly. In between these 2 paths you will find the spy. Kill him and loot his dead corpse. Then turn towards Browne's Folly and walk around the folly. While you are walking around it you will see plants along the wall growing in the ground. Loot these plants to collect 4 kingsfoil. Then head back to Dirk.
6. Speak with Dirk to continue the quest then head back into Archet just to the north. In town see Celandine and turn in **Remedy of the Old Kings** and enter the Mad Badger to turn in your other quest to the captain and accept **The Captains Son**. Leave the Mad Badger and just to the north of you in town speak with Peg Pruner and accept **Fresh Supplies** then enter the jail just a little southeast of your current location. In the jail, speak with Ned and accept the quest **Question the Prisoner**. On your way out of town, near the entrance of town across from the stables, speak

with Thistlewool and accept **Beyond the Bulwarks**. Grab any new skills at your trainer as well if possible.

7. Leave town and take the east path right away. Continue east along the path towards the lake. Once you are near the edge of the lake, keep your eye out for Bilberry bushes. You will need to collect 4 of these but you should collect these easy enough on your way to your next location. The path will end at the Hunters lodge located at 25.0S, 46.9W.
8. Once you arrive at the lodge speak with Ann and accept **Stolen Treasures** also speak with Atli to accept **Spiders at the Walls**. Then enter the lodge. Inside the lodge, talk to Jon and hand in the quest **The Captains Son** and accept **The Blackwolds Roost**. Now leave the lodge and head west.
9. Directly in front of you should be a castle looking wall with an open gate. Enter this area and follow the path inside killing the spiders along the way. Towards the end of the path in these walls you will come to a dead hunter wrapped in webs on the ground. Click his corpse to continue this quest. You should have killed all the spiders you needed by now if not make sure you do. Once you have killed enough spiders return to the lodge.
10. At the lodge turn in the quest **Spiders at the Walls**. Now head directly south of the lodge until you enter the Blackwolds ruins located at 26.6S, 46.6W.
11. Once you are at the ruins, kill the Blackwolds for the **Blackwolds Roost** quest. Once you enter the gates of the ruins, directly in front of you next to the stairs are some boxes. On these crates you will find Ann's satchel. Collect the satchel. Once you got the satchel and killed all the blackwolds for the roost quest head SW to Springleys farm.
12. Once you arrive at the farm, talk to Cal and continue **Beyond the Bulwarks** and accept the **Bloodtusk** quest. Head just east of the farm and on the other side of the mountains near the farm along the mountain range wall you will come to an old dead looking stump. This is where you will find Bloodtusk so go ahead and kill him. Also in this area you will find a lot of Piglets. Slay them while here and collect 6 slabs of boar meat. Once you have collected them return to Cal at his farm and turn in the **Bloodtusk** quest. Now get back on the path and make your way north back to Archet.
13. When you come to Archet, first speak with Thistlewool near the gate and turn in the Bulwarks quest. Head to the north section of town and speak with Peg to turn in the Bilberry piles for **Fresh Supplies**. Now enter the jail and speak with Ned to turn in **Question the Prisoner**. Before leaving town make sure you stop by your trainer and grab any new skills. Then return to the lodge to the east of Archet.
14. Back at the lodge speak with Ann and give her the satchel. Then enter the lodge and speak with Jon to turn in **Blackwolds Roost** and accept **The Assault on Archet**. Just speak with him again to turn it in and travel.
15. Once it loads, just follow down the path killing any foes you come across till you enter Archet that is now burning. Here you will slay Cob and speak with Ned to continue the quest. Now continue till you find Amdir and speak with him to continue the quest yet again. Behind you now is a well, go to the well fetch some water. Once you fetch the water go back near Amdir and walk towards the fire to throw the water and douse the fire. Behind that fire are a few blackwolds you will have to slay. Once

you defeat them speak with Mundo to continue your quest line. Then speak with Celandine right next to you to complete the quest. Just socialize once more and you will be able to travel.

6-8 RETURN TO THE TOWN OF ARCHET

1. Start by speaking to Jon Brackbrook and accept **Burying the Dead**. You will also want to speak with Constable Thistlewool to accept **Disease Among the Boars**, Atli Spider-Bane to accept **A Threat from Spiders**, and Builder Earur to accept **Builder Earur**.
2. Speak to Cal Springley who is right next to Atli Spider-Bane and continue your quest **A Threat from Spiders**.
3. Just outside of town speak with Edward Carver to accept **Strong of Arm and Sharp of Mind**. Head to the SE corner of Dirk Mudbrick's farm locate his corpse by the corner of his fence and bury him for **Burying the Dead**.
4. Go south on the road until you get to the gate that leads to Combe, but before you get to it you will see a Mad Bristlehide standing beside the turned over cart. Kill him and get the toolbox for **Builder Earur**.
5. Go NE to 27.2S, 48.5W to bury Wil Wheatley's body next to the pond by some bushes for **Burying the Dead**. Now work your way to Cal Springleys farm.
6. When you get to Cal's farm just fight your way through the spiders until you discover a Dead Farmhand and a strongbox for **A Threat from Spiders**. Loot the Dead Farmhand and grab the bow then grab the contents from the strongbox. Now keep going west in the farm until you find the seed bag next to the cellar door.
7. Now head to the hunter lodge. Just NW of the lodge around the pond is plenty of diseased boars which you will want to slay 10 of them for **Disease Among the Boars**. Once you have killed them all then go to the lodge.
8. Just south of the porch to the lodge you will find Nate Whisperwoods corpse located at exactly 25.0S, 46.9W. Bury him for the last part of **Burying the Dead**. Now head back to the town of Archet.
9. Once in Archet speak to Builder Earur to hand in **Builder Earur** and accept **Message to Taylor Green**, Constable Thistlewool to complete **Disease Among the Boars**, Cal Springley to hand in **A Threat from Spiders** and accept **Finding Reason**, Then speak with Atli Spider-Bane to continue **Finding Reason**, and Jon Brackenbrook to turn in **Burying the Dead** and accept **An Urgent Summons**.
10. Now head towards the jail and go around the corner of the jail through the open gate. Turn right and you should see an opening in the fence. Go through the opening and you will be on Old East Path.
11. While working on your quest here kill all the spiders you can here until you finish your spider killing deed. Don't leave this area till you have completed this deed. There are lots of low-level spiders to easily get it done. Work your way down the path till you come to the cave on your right. Here you will see Bali's body. Click on Bali's corpse to move to the next part of the quest then enter the cave.
12. Take note that the spiders in here are tougher and spawn faster than outside. You need to find 5 journal pages in here that are hidden inside spider web cocoons. Take the first fork left and here you will find the 1st page. Now go back and take the right

fork. Along this tunnel you will find the 2nd page attached to the wall on your right so pay attention. Once you arrive in a large room follow along the left wall and when you come to a narrow pathway the 3rd page will be on the wall to your right. Follow the path now and when it forks stay to the left and you will come to the 4th page on the wall to your right. Now return to the large room. Enter the tunnel on the opposite corner of this room and you will find the last cocoon with the 5th page inside. Now you can leave this cave.

13. Return to Archet and speak with Atli Spider-Bane turn in **Finding Reason** and accept **Spider-Bane**. For the better classes if your level 8 or higher it is possible to complete this quest alone but for the weaker or lower levels you will want to join with another person to complete this quest as you will have to kill a level 9 elite. Once you are ready for this quest go back to the cave and enter it.
14. Once you're inside take the first fork right and into the large room. In the large room take the western tunnel which is where you found the cocoon with the 5th journal page. Follow the path till the end and here you will find Iornaith. Kill him for **Spider-Bane**. Now return to Archet.
15. In Archet speak with Atli Spider-Bane to complete **Spider-Bane**. You should now be 8 or very close. If you're really close then you can grind on a few things to level like the higher level spiders in the cave.
16. Take the south exit from Archet and keep going until you reach Combe.

8-11 COMBE

1. Go into the center of town into the Inn. Once you are inside speak with Lizbeth Honeymeade to continue your quest **An Urgent Summons**. Now head up the stairs of the inn and into the back room to speak with Toradan. Hand in **An Urgent Summons** and accept **Finding Amdir**.
2. Leave the Inn and talk to Constable Underhill. You can find him in front of the door of the building just to the west and continue **Finding Amdir**.
3. Go SE out of town until you reach the Craft Hall which you will find Roderick Carver turn standing in front of it. Speak with Roderick Carver turn to complete **Strong of Arm and Sharp of Mind**.
4. Go on the road east to the Combe Lumber Yard and at Taylor Green turn in **Message to Taylor Green** and accept **Den of Wolves**.
5. You will also want to speak with Posco Burrows to accept **Posco's Uncle** and Old Bauman to accept **Old Bauman's Farm**.
6. Return to the center of Combe. Speak with Constable Sageford and accept **Unpaid Debts**, Gail Catchpole for **Mourning the Dead**, Maida Woodwright, for **Reconnecting Ties**, Burl Breeman for **Friendship's Renewed** and Ted Pickthorn for **Beneath the Hanging Tree**.
7. Take the SW path out of town and speak with Lolo Wendingway to turn in **Friendship's Renewed** and accept **The Errant Coinpurse**.
8. Now go back in town and take the SE path out of town to Constable Wren. Speak with him to continue **Mourning the Dead** and **Reconnecting Ties**. Now head south to the river and you should see a bunch of chopped down trees. Click on the 3 glowing stumps for **Beneath the Hanging Tree**.

9. Go back North to the road and follow it east past the lumberyard and into the forest until you come to Filbert Burrows (28.6S, 46.0W). Speak with him to continue **Posco's Uncle**.
10. Keep going east and you will see a small camp near the road on the edge of the forest. Kill the Blackwolds here and grab the recruit's pack lying on the ground for **Finding Amdir**
11. Go NE to the next campsite. You'll know it's the one when you see the level 10 lookout. You may need a group to clear this camp to get the lockbox on the ground for **Unpaid Debts**.
12. Go back to the road go north and you will get to the Blackwold HQ and talk to Covell Woodwright for **Reconnecting Ties**. If he's not outside then just wait for him to come outside. You have to fight him, but only to 25% life.
13. Now look for a single Blackwold and kill it to get a fishing pole for **Mourning the Dead**.
14. Go east on the road to the east of the HQ right before the road turns south to your left is a castle wall looking structure. Go behind it and towards the mountain take the path up and up top of it you will find Cole Sickleleaf. Kill him and you will find Filbert's Handkerchief on his body for **Posco's Uncle!**
15. Go direct SW across the main road and up the hill to arrive at Old Bauman's Farm on top of the hill at 27.8S 43.9W. Kill the Blackwolds here till one of them drops a Sally's Chain for **Old Bauman's Farm**.
16. Go back towards Combe but stop at Filbert Burrows to continue your quest **Posco's Uncle**.
17. From Filbert run NW into the woods until you reach Wolf Den and kill 15 wolves
18. Return to the Lumber Mill and speak with Poscow Burrows to complete **Posco's Uncle!**, Taylor Green to complete **Den of Wolves**, and Old Bauman to complete **Old Bauman's Farm**. Now return to Combe but on the way be sure to speak with Constable Wren to continue **Reconnecting Ties**.
19. Once in Combe speak with Ted Pickthorn to complete **Beneath the Hanging Tree** and accept **The Logger's Ledger**, Constable Sageford to turn in **Unpaid Debts** and accept **Treasure in the Web**, and Constable Underhill to turn in **Finding Amdir** and accept **Cutleaf's Good Intentions**.
20. Go to the NW of town and talk to Ellie Cutleaf in her house to continue **Cutleaf's Good Intentions**.
21. Go east to the Lumber Camp and talk to Mason Thorne to continue **Logger's Ledger**.
22. Go east back to the Chetwood Forest right back to the first campsite where you found the recruit's pack and kill a Blackwold Sergeant to get the axe for **Logger's Ledger**.
23. Go past the HQ and Bauman's Farm until you're at the Midgewater Marshes and head to 28.8S, 43.8W, and take out the den mother on the east side for **Cutleaf's Good Intentions**.
24. Go into the center of the marsh and look for Midgewater Fort and look for the blackwold strongbox located at 31.7S, 44.8W for **Treasure in the Web**. Also behind you is an altar which you will want to interact with for a new deed.

25. Run back to Combe Lumber Camp and speak with Mason Thorne to turn in **The Logger's Ledger** and accept **Pickthorn's Treasure**.
26. Now return to the town of Combe. Once you arrive speak with Constable Sagefore to turn in **Treasure in the Web** and accept **Blackwold Valuables**, Maida Woodwright to complete **Reconnecting Ties**, Gail Catchpole to hand in **Mourning the Dead**, and Ellie Cutleaf to turn in **Cutleaf's Good Intentions** and accept **Greater Responsibility**. If you are having trouble finding Ellie remember she is just NW of town around the lake in her house.
27. On the very SW edge of town you will need to talk to Leecher Cartwell. He is inside his house located at 28.8S, 29.8W. You have to just head outside of town and go up the path as his house is on the hill. Speak with him to continue **Greater Responsibility**.
28. Go south of Combe to the Gate and go through it. On your left will be a house. Go behind it and grab the honey from the beehives. Go NE but not back into Combe and look for red berries that are growing everywhere.
29. Go back to the stump field SW corner you need to click the stump for **Beneath the Hanging Tree**. If you are having any problems with this try these coordinates 29.7S, 47.8W.
30. Go back north of the Combe Lumber Camp and back to the Wolf Den and pick up blackwort roots all over the place for **Greater Responsibility**.
31. Follow the road into Chetwood and follow it until you reach Old Bauman's farm and kill a Blackwold Supervisor and grab the parchment from him for **Blackwold Valuables**.
32. Return to Combe and speak with Ted Pickthorn to turn in **Pickthorn's Treasure**, Constable Sageford to complete **Blackwold Valuables** and accept **Rurik Fennel Locksmith**, Speak with Rurik Fennel to continue the quest (you can find him in town on the path that leads SW out of town), Leecher Cartwell to continue **Greater Responsibility**, then Ellie Cutleaf to complete **Greater Responsibility** and accept **A Critical Strike**, and last Constable Sageford again to turn in **Rurik Fennel Locksmith** and accept **Blackwold Thieves**..
33. If you are a weaker class try to get a group and go back to the Blackwold HQ and take the left bridge to a small room with a fire. Up the stairs to the left is applewood kill him and get the key off of him for **Blackwold Thieves**
34. Go to the east side of the HQ and you will see a lot of sacrificed sheeps. Click on 6 of these and work your way towards the very back. When you reach the very back you will find Jagger Jack, Slay him! Once you have killed him and clicked on 6 dead sheeps for **A Critical Strike** head back to Combe.
35. Once you arrive back at town speak with Constable Sageford to hand in **Blackwold Thieves** and Ellie Cutleaf to hand in **A Critical Strike** and accept **The Hideout**. Now talk to Toradan. He is located in a room on the top floor of the inn.
36. Return to the stump field where the old hanging tree used to be and just to the SE is a waterfall. Jump down to the bottom of the water fall and just north is a door that is the entrance to the hideout. The coordinates to the hideout are 30.1S, 47.4W.
37. Once inside start off by talking to the guard and then just follow the quest directions from there. This is a simple and small instance so you should have no problem doing

it alone. Once you kill the blackwold leader and watch Amdir kill Toradan you are done with **The Hideout**.

38. Return to Crombe and speak with Constable Underhill to turn in **The Hideout** and accept **Chasing Amdir**.
39. Exit through the south entrance of town and go east until you get to Staddle and talk to Constable Tanglerush in the center of town to continue **Chasing Amdir**.
40. Now travel east through Midewater Marsh to the far east side. Just north of the Midgewater pass is a cave located at 30.7S, 42.8W. Enter the cave once you arrive.
41. Once inside talk to Mundol to complete **Chasing Amdir** and accept **To a Ranger's Aid**
42. If you are a weaker class or lower level you might want to get a another member to kill this next boss. I had no problems killing him with a champion at level 11 using not a single potion. Go back to Marshwater Fort at 31.0S, 44.7W. Enter the fort to start this instance.
43. Start off by speaking with Reniolind to continue **To a Ranger's Aid**. Follow him and protect him as he lights the torches and makes his way to Amdir. Once there fight Amdir to scare him away and then you have to kill the spider boss Morin. Once he is dead speak with Reniolind to complete **To a Ranger's Aid** and leave via the door in front of you.

11-13 STADDLE

51. Head west into Bree town which can be found due west of Staddle. Once you enter town go along the norther path and on the right you will find the Prancing Pony Inn which is located at 29.6S, 51.2W. Enter the Inn and speak with Barliman Butterbur to turn in **To a Ranger's Aid** for a nice bonus. Now return to Staddle.
52. Once you arrive talk to Watcher Redweed and accept **Gammy Boggs** and **Scouting the Marshes**. Go to the east of town and talk to Gammy Boggs located at 31.0S, 48.2W to hand in **Gammy Boggs** and pick up **Concern for a Friend**. Head directy SW to 31.4S, 48.6W to speak with Falco Greenhand to contine your quest **Concern for a Friend**. Return to Gammy Boggs to complete **Concern for a Friend** and accept **Eyes of Staddle**.
53. Go directly east and talk to Lily Underhill to continue Eyes of Staddle. Continue east till you find Eldo Swatmidge. Talk to him and accept **Widow's Farmland**. Now return to Gammy Boggs to complete **Eyes of Staddle** and accept **Lily's Secret**.
54. Now just south of you is Asphodel Froghorn's farm. Go there and speak with her at 31.4S, 48.0W to turn in **Widow's Farmland** and accept **Widow Froghorn's Pipe-Weed**.
55. In her field just to the west of you is where the pipe-weed is. It's on the second half of her little field. Collect one pipe-weed and return to Froghorn.
56. Now head almost directly NE along the path back to Lily Underhill to continue your quest **Lily's Secret**. Now head east to Eldo Satmidge **Widow Froghorn's Pipe-Weed** and accept **Quality and Character**.
57. Go south of Froghorn's farmland to The Yellow Tree located at 32.7S, 48.0W. Around this tree in the forested area you will want to kill 6 bears and collect 6 Red

58. Speak with her to continue **Quality and Character**. Then head NE and talk to Eldo Swatmidge to complete **Quality and Character** and accept **Farmer's Market**. Head west now to Lily Underhill to continue your quest **Lily's Secret**. Head SW to Froghorn and continue **Farmer's Market**. Go north to Gammy Boggs and complete **Lily's Secret** and accept **Falco's Garden**. Head SW to Falco Greenhand and continue **Falco's Garden**.
59. Return to the center of Staddle and speak with Himloc Grouse to continue **Farmer's Market**. Now return to Froghorn to the SE and speak with her to turn in **Farmer's Market** and accept **Wanetta the Wedge**.
60. Talk Eldo Swatmidge to continue **Wanetta the Wedge**. Return to Froghorn to the SW to again continue your quest. Then head directly south on the road to Constable Bolgers house and speak with him to continue **Falco's Garden**. You will have to defend him now and be careful because he does die rather easy. Just make sure you keep all them aggroed on you. If you do fail the quest return to Gammy Boggs to obtain it again.
61. Go NE now back to Eldo and turn in **Wanetta the Wedge**. Go east now back to Falco and turn in **Falco's Garden**. And accept **Fixing Falco's Folly**.
62. Now you will want someone or even more to help you out with this next part. Once you find some help go south of Falco's farm to the ruins near the Yellow Tree. The ruins are called Ost Baranor. Work your way to the back and slay Jasper Mudbottom and his guards. Once he is dead return to Falco and turn in **Fixing Falco's Folly**.
63. Go back to the center of Staddle and talk to Constable Tanglerush to accept **Dangerous Boars**, Watcher Reedy for **Neekers in the Marshes**, and Longo Deagmund for **Ailing Hound**.
64. Go directly south of Staddle and start killing the boars here. Head east killing your 10 boars along the way. Once you kill all 10 for **Dangerous Boars** head to Eldo Swatmidge to continue Ailing Hound.
65. Now head SE into Midgewater Marsh. Kill the neekers here for **Neekers in the Marshes** and for fennel seeds from them for **Ailing Hound**.
66. Once you are finished also in the Marsh you will need to go to 32.0S, 45.8W which is the location of the sukken stones and 33.0S, 43.2W which is Goblinhole Ruins to kill the goblins at these location for **Scouting the Marshes**.
67. While you are at the Goblinhole Ruins Speak with Roderick Neeker-Friend to accept **Neeker-Friend**. You can find him on NW of the Ruins flag on the map at 32.5S, 45.5W. You will now need to kill greater sickle-fly's and collect 4 of their wings. You can find them all over the southern section of the marshes. Return to Roderick and turn in **Neeker-Friend**.
68. Return to Eldo Swatmidge to continue **Ailing Hound**. Return to the center of town now and speak with Watcher Reedy to turn in **Neekers in the Marshes** and accept **Spiders in the Midgewater**, Watcher Redweed to turn in **Scouting the Marshes** and accept **The Threat of Fire**, and Constable Tanglerush to turn in **Dangerous Boars**. Also near the center of town at the well is the dog Gar, give him the remedy

- from Swatmidge to continue **Ailing Hound**. Now speak with Longo Daegmund to complete **Ailing Hound** and accept **Unwell Water**.
69. If its night, talk to Himloc Grouse in the center and accept **Message for the Constable** and then go SE to Constable Bolger's farmland and talk to Constable Bolger. Turn in **Message for the Constable** and accept **Stolen Pipe-Weed**.
 70. Go south into the ruins of Ost Baranor into the SE part of it and grab the barrel of stolen pipe-weed.
 71. Go back north to Staddle and speak with Himloc to turn in **Stolen Pipe-weed** and accept **The Vigil**.
 72. Get at least one more and go to Eldo Swatmidge's farm and then north on the hill and kill 3 Blackwold Thieves and Vance Waithman. Return to Staddle and turn in **The Vigil**.
 73. Go east to Lily Underhill's Farm. Speak with her to turn in Unwell water and accept **The Wise Woman**.
 74. Go back to Staddle and click the well in the center of town and then go east on the road till you get to Froghorn. Now head south to Constable Bolger then just SE to Willowsong at the pond. If you spill the water before you get to her do it again and make sure you are walking by pressing the insert key.
 75. Speak with Willowsong to turn in **The Wise Woman** and accept **Fresh Flowers**.
 76. Go SW to the yellow tree and grab six flowers from around it and then go back NE to Willowsong and turn it in **Fresh Flowers** and accept **All's Well that Ends Well**.
 77. Grab the bucket next to you on the ground and Walk back up the hill again with the bucket and go to the NW back to Staddle and pour it in the well.
 78. Once you deliver the water speak with longo to complete **All's Well that Ends Well**.
 79. Go back east again to the marsh around the fort and kill Marsh Brood-Watchers and Marsh Spiders for **Spiders in the Midgewater**. Right next to the entrance of the fort you need to kill The Marsh Queen for the last part of **Spiders in the Midgewater**.
 80. Go to the south part of the marsh and kill Midgewater Sappers for **The Threat of Fire**.
 81. Go back to Staddle now and speak with Watcher Reedy to turn in **Spiders in the Midgewater** and Watcher Redweed to turn in **The Threat of Fire** and accept **Two Chieftains**.
 82. You might want some help with this next part. Head back into the marshes and into the Goblinhole Ruins. Once there Kill Gurtaz which is NE of the flag on your map and radar. Then in the center of camp sleeping is Gurzum. Slay him for **Two Chieftains**.
 83. Return to Staddle and speak with Watcher Redweed to turn in **Two Cheiftains** and accept **Report from Staddle**.
 84. Now just to the west of you is Bree you will want to head there. Once you arrive take the path to the north. You will come to a boar statue, speak with Second-Watcher Heathstraw to complete **Report from Staddle**.
 85. Now you will be meeting up with every other race and leaving your starting zone for Man.

Revert to page ??? for continuing quest in Bree.

The Race of Dwarf's

TRAINING QUEST

1. Start off by speaking to Gloin to continue your quest. Then head down the path and go inside the door.
2. Now speak with Gimli to continue quest and continue heading down the path until you come to Otur. Speak with him continue your quest. Then loot the pack on the ground next to him. Equip the gear you just picked up. Again speak with Otur and follow him through the mine.
3. When you come to a troll, wait for him to chase after Gimli then speak with Otur yet again to continue your quest. Follow him so he can unlock the next gate for you. Now go through the gate.
4. Cross the bridge and turn left. Follow this path and kill the cave claws along the way for your quest. When you come to the gate, open it and follow the path. Gandalf will come out and turn the troll into stone. After he does that and he gets done talking, speak with him to complete your quest and travel.

1-6 BERGHOLD

1. When you arrive at Thorins gate speak with Bolli directly in front of you and accept **Return from the Lonely**. Also speak with Dori just east of you to hand in your quest and accept **Sharpen your Skills**. Now go speak with your trainer in town to continue this quest line. Return to Dori to turn the quest in and accept Guards of the **Silver Deep**. Before leaving town also speak with Otur just behind you and pick up **The Lost Lore of Edhelion** and Nos Grimsong to **accept Restoring the Balance**.
2. Head north along the path, stopping at the front gate to speak with Selur and accept **Fear of Collapse**. Now take the west path to Frerin's court. In the very west corridor of the court you will find the guardhouse. Enter the guardhouse and speak with Olin to hand in your quest and accept **Dark Places**.
3. Now leave the guardhouse and head NE toward the Silver Deep Mine which is marked on your map with a flag. Don't worry about following the path. You will want to stray off the path and cross over the frozen lake. There you will find plenty of lynx to kill. Slay the lynx and collect your 6 pelts before making it to the mine.
4. Silver Deep Mine is located at 14.3S, 101.6W if you are having trouble finding it. Enter the mine and kill the cave claws that stand in your way for your other quest. This place should look familiar as it's the mine that was in the tutorial. Follow the path and get to where you watched Gandalf turn the troll into stone. Once there pass the troll up and you will find rubble on the ground. Search the rubble to advance your quest and get the scroll. Now leave the mine.
5. Head directly south to the very SE corner of your map. You will have to follow the path up the mountain that leads to the Refuge. When the path makes a U-turn do not follow it. Instead, head directly south and you will be in Winterheight. Very south on the mountain is a portal for a cave the coordinates are 15.8S, 101.6W. Enter the portal.

6. In the cave and in here you will be on the look out for Nestadala mushrooms that are growing all over on the ground. Collect 4 of these mushrooms then you may leave. Once you are out, head back to Berghold. Berghold is the location you started at in this zone.
7. Once in Berghold speak with Nos to turn in your quest. You will also want to speak with Otur and turn in your quest. Now head north towards Frerin's court. Don't forget at the front gate of Berghold to stop and turn in your quest with Selur.
8. Return to the western corridor in Frerin's court to get to the guardhouse. Go inside and turn your quest in to Olin and accept **Gormr's Deeds**. Leave the house and go to the center of Frerin's court. There you will speak with Dwalin to turn in your quest and accept **Goblin Prowlers**. You will also want to speak with Bogi to obtain **Stocking the larder** and Mathi Stouthand to get **Frostmantle**.
9. Now head west of the court off the path until you cross the frozen river.
10. Once you cross the river, you should see plenty of Aurochs to kill. Goblin prowlers are also in the immediate area to obtain your dwarf-made sword for a quest. Frostmantle is also in this area and can be found around 15.1S, 104.7W. If you don't see him right around there, someone may have just killed him so just sit tight he respawns pretty quickly. Kill Frostmantle and take his horn.
11. Once you have obtained Frostmantle's horn, the dwarf-made sword, and all of your Aurochs meat return to Frerin's court.
12. At the court talk to Mathi and turn in your horn, speak with Bogi and turn in your meat, and speak with Dwalin to turn in the sword and also accept the quest **Goblins in the crags**.
13. Now head NW on the path that leads to the mountains. Before crossing the frozen river, make sure you speak with Erynwen and accept the quest **Deadly bloom**.
14. Once you start going up the mountain, the path will be called Axe-head path. Once you see you're on axe-head path, keep your eye out for skorgrims blooms. Destroy the blooms for the **Dealy blooms** quest. At the top of the path you will come to Mirkstone tunnels. Enter the tunnels once you've destroyed all your blooms.
15. Once inside, follow the path and when you see a fork in the path where the fire is, turn right and continue to follow the path till you reach Elrohir. Speak with him to continue your quest. Then leave the tunnels the way you came and head back towards the court.
16. Be sure you follow the path on the way back so you can turn in the **Deadly blooms** quest at Erynwen. Once you arrive at Frerin's court Talk to Dwalin and turn in your quest and accept his travel.
17. Now that you have arrived in the tomb, speak with Dwalin to continue the quest. Follow Dwalin killing anything that gets in your way. When you are stuck because of the fire in your way, look behind you. There is a tub of water. Go collect a pal of water from the tub. Then walk over to the fire and throw the water on the fire and put it out. Now again continue to follow Dwalin and slay Gormr. Once you slay him Dwalin will take a seat. Speak with him to get him on the move again. Follow him to the end and there you will slay Marrec. Now that he's dead speak with Elrohir who is tied up to continue your quest. Once more speak with Dwalin to complete the quest line and travel.

6-8 THORIN'S GATE

1. Now that you have arrived you should be level 6 or very close to it. Start of by talking to Skogi directly in front of you to turn in **Skorgrim's Tomb** and accept **At the Behest of Unnarr**. Speak with Bogi Deepdelver and accept **The Maker's Hall**. Open gates in front of you and go inside Thorin's Hall.
2. Once inside speak to Unnarr right in front of you and accept **The Missing Guard**. Head north into the big hallway and turn left until you reach the crafting section of the hall. Speak with Egil Oldbeard here for **The Maker's Hall**. Also see Bavor in the first room in the NE section and accept **The First Gear**.
3. Get out of Thorin's Hall speak with Flosi and accept **The Lost Tool**. Head south to Frerin's Court. Once there speak with Halli Shimmersield and Tindr. Make sure you get both quest **A New Shine** and **Sprung a Leak**. Head south to the gate that leads out of Thorin's Gate around 16.2S, 103.2W. You will come by a dwarf named Ormr. Speak with him and accept the quest **Gisli's Favorite**. Return to Frerin's court and take the western pathway and follow it out and into the NW. Continue moving and eventually you will reach The Arming Cave.
4. Go inside and speak with Vitharr to complete **The Missing Guard**. Exit the cave and continue to head on the NW path onto Axe-Head Path. You will find a good amount of goblins surrounding this place. You can kill these goblins for a bit of XP and mainly to obtain and complete the goblin killing deed. Fight your way to the top and into Mirkstone Tunnel.
5. Once inside kill as many Cave-Claws as you can and collect five gypsum and five stones. The gypsum will take a little longer to discover and will force you to go into the back of the cave. This will finish your current objective for **Gisli's Favorite**, **The Lost Tool**, and two-thirds of **Sprung a Leak**. Return to Frerin's Court.
6. From here take the eastern path that leads up the mountain towards the Refuge of Edhelion. When the path makes the U-turn do not take it, instead go directly south of the path to the far SE corner for the map to reach Winterheight. Enter the portal to go inside the cavern.
7. Here you will complete three separate tasks. You must collect five pieces of sand. You can find them scattered all across the cavern. The others can be done by heading to the bottom of the cavern. Follow the path inside the cave until you reach the bottom. There you will find the chest for **The First Gear** and the lost pick-axe required for **The Lost Tool**. Exit the cavern now.
8. Return to Frerin's Court to hand in **Sprung a Leak** and accept **A Patch in Time**. Head north to Thorin's gate and turn in **The Lost Tool**. Enter the hall and turn in **The First Gear** and **The Missing Guard** also accept **The Second Gear** and **Beyond the Cave-In**.
9. Head west to the tunnels in the hall and keep an eye out for a small hallway between the Throne room and the western section. You will see a lot of water coming out of the walls. Plug three holes to complete **A Patch in Time**. Now head into the western hall and speak to Bruni to continue **A New Shine**. Return to Frerin's Court and speak with Tindr to hand in **A Patch in Time** and accept **The Flow to Noglund**.
10. Take the path east out of Frerin's Court then take NE fork Silver Deep Mine. This location is marked on the map with a flag.

11. Go inside the mine and make your way through the path till you see a dead Dourhand, killing anything that gets in your way along the path. Click on his body to obtain a sword-hilt. Now leave the mine.
12. Return Thorin's Hall and speak with Unnar to complete **Beyond the Cave-In**. and accept **Dwalin's Bad Day**. Head far north of the hall and you can find Dwalin sitting on a throne. Speak with him and accept **The Wisdom of the Thrushes**.
13. Leave the hall and head south past Frerin's court and speak with Ormr and accept **Gisli's Favorite**. Continue heading south until you hit around 17.8S on your map. You will then want to head west into the area of Thrushstones. You will find Nos there.
14. Speak with Nos and save him from the attacking Wildcats. Keep an eye on his health but you should have little trouble completing this. Once the third wave finishes, he will give you his notes and tell you to go back to Dwalin. Return to Thorin's Hall.
15. See Dwalin and complete **The Wisdom of the Thrushes** and accept **Longbeard Loyalty**. Now you will travel south along the path and continue to travel until you come to a small building with many dwarves inside.

8-10 NOGLAND

1. Speak with Rothgar to turn in **Longbeard Loyalty**. Also speak with Geitir to continue **A New Shine** and **The Flow to Nogland**, then Olaf to continue your quest, and Gisli to hand in **Gisli's Favorite**.
2. Speak with Getir, Olaf, Ketill, Grimkell Stonebearer, and finally Rothgar to obtain the available quest. You will now have the following quests **Quenching a Thirst**, **Herding Cats**, **Clear the Roads**, **Cutting Cords**, and **The Old Dourhand**.
3. Now that you have these quest follow the northern road out of Nogland till you come upon a campfire on your left. Speak with Vifill for **Cutting Cords** quest.
4. Return to Nogland and speak with Grimkell Stonebearer to turn in your quest and accept **Hunting Goblins**. Head up the mountain to the north off the path till you arrive at Hunter's Notch.
5. Here you will find plenty of bears to kill for your quest. Slay 4 of them and Return to Nogland. Now go to the south of Nogland over the riverside and stay around the path. Dive into the water and follow the river till you come to the big canal that is seen in the background.
6. When you arrive, you will have to destroy eight thickets that are clogging the canal. Head back to the shore.
7. Once on land, you will find hendrevails in this area and Vale Wildcats also can be found in this area. The prowlers are in stealth and will only show up when you are nearby. Kill the other types and you should eventually run into enough of them for your quest. Keep exploring this area and you should also be able to find a goblin hanging around. Kill him to retrieve the Goblin Fetish for **Hunting Goblins**. After you have completed all of your quests in the wilderness, return to Nogland.
8. Turn in your quests here in Nogland leaving **The Old Dourhand** still to do. Also make sure you have **On to Gondamon** from Grimkell and **Villains in the Vale** from

Stonebearer. Now follow the path to the north and then west into the ruins located in the mountains.

9. Once you're in the goblins hideout of Ordost. You will want to reach the southern end of the hideout taking all the stairs you come across killing goblins along the way. When you arrive at the crossroads, to your right will be a Dourhand burglar and some other goblins. Slay them but watch out more goblins are on their way. Loot the slain burglar to get the gold for **The Old Dourhand**. Now go the left direction towards the gate that is guarded with foes. Now keep an eye out for a chest in the southern section of the ruins. Loot this chest to for **The Second Gear** quest. The road will end and you will see a chieftain with some buddies. Slay him now for **Villains in the Vale**. Make sure you also got the 12 goblins for this quest.
10. Now Return to Thorin's hall to turn in **The Second Gear** and accept **The Third Gear**. Once you get that quest head back to Nogland.
11. Once you arrive in Nogland, hand in your quest for this area and make sure Rothgar gives you quest **Gondamon in the Low-Lands** and Grimkell gives you **Goblins in the South**. Now head east towards Gondamon.

10-12 GONDAMON

1. Once you arrive, speak with Bolli to hand in **Goblins in the South**, Otkell for **On to Gondamon**, and Mathi for **Gondamon in the Low-Lands**. Make sure to accept their next quest and also speak with Askill. When you accept what they have to offer, you should have the following quests **Clear the Way**, **Protecting the Hunt**, **The Sundered Shield**, **Old Bones**, and **The Misplaced Cook**.
2. Now head north to Ringdale near the mountains. Once you arrive you can find the shield for **Sundered Shield** quest at about 18.0S, 96.0W; which is near the crossroads by the bridge. This shield is on the rock that is being guarded by a few Dourhands. Head inside the camp more now and slay the other Dourhands for the quest **Protecting the Hunt**. Now leave this place and head to the SW of Gondamon.
3. You will arrive to Clovenvale. Here you will need to slay 1 Blue-crag Trapper, 3 Novices, and 3 Spoilers. You can find them all in the camp but the spoilers are in short supply. This will complete your quest **Clear the Way**. Now head NE of Gondamon. You will eventually come to Eryn Hoedh.
4. Once here kill the Wights in the area to get a skull of their corps for the **Old Bones** quest. Also in the back of the mounds is a small ruin and locate the chest for **The Third Gear quest**. The chest can be found inside a building at 17.9S, 94.0W. Be careful of the level 12 enemies inside the building. Make your way back to Gondamon.
5. Once you arrive in Gondamon, turn in your quests. Also go to the stables and take a horseback ride to Thorin's gate.
6. Now in Thorin's gate turn in **The Third Gear** and accept **The Fourth Gear**. Then return to Gondamon.
7. In Gondamon Speak with Nithi to get **The Disturbing Affair**, Orlygr to get **Warming the Garrison**, and Askill to get **Vow of Vengeance**. To turn in your quest of **The Disturbing Affair** speak with Gailithin in the southern part of Gondamon and accept **The Elf Stone**. Now head out of town to the west.

8. Stay close to town and kill the wolves to collect pelts of their corpse for **Warming the Garrison**. Once you have collected all your pelts return to Gondamon to turn in the quest. Speak with Orlygr to turn in your quest and accept **Feeding the Outpost**.
9. This time head north out of town till you find bears roaming the area. Look for Menacing Thickjaws. Slay them and collect 6 haunches of meat. Continue your journey to the north to locate Glamir. He is in between the two building looking structures on the map in a circle. His exact coordinates are 18.8S, 95.3W.
10. Speak with Glamir to turn in **The Elf Stone** and accept **The Standing-Stone**. Head NE now into Emyn Hoedh, which is where you killed the Wights before and found the chest for **The third Gear** quest.
11. Now in Emyn Hoedh, locate the mound in the back towards the mountain that has a big stone in the center that is blinking. Slay the Wights around the mound as when you click on the stone a level 14 Wight will appear. You will have to slay so be prepared. You may need another member if you have troubles beating him. Now that he is dead head back to Glamir at 18.8S, 95.3W.
12. Speak with Glamir to continue your quest. Now return to Gondamon to the SW.
13. In Gondamon you will want to speak with Gailthin to turn in **The Standing-Stone**. Now you will want to head over to Thrasi's Lodge. To get to the lodge follow the path east from Gondamon. Soon you will see a lodge to your right. Go there!

12-14 THRASI'S LODGE

1. Speak with Celariant and accept **A Remarkable Bow** and speak with Thrasi to accept **The Cat's Meow**. Head just north of the lodge and look for a den. Click on the den to advance your quest. Now you will have to slay those Hendrevails that attack it to get the loyalty of the cub inside. If you are not able to kill 6 of them here head a little north to find more then return to the den. Now that the cub has come out and is following you return back to the lodge.
2. Speak with Thrasi to hand in your quest and accept **Hungry Mouths to Feed**. Just around the lodge to the east and west there are various traps. Click these traps to search them. If you're lucky you will find a rabbit carcass right away but other times it can take a little while. Once you have the carcass return to the lodge.
3. Return to Thrasi to turn in your quest and accept **On the Mend**. Now sitting right now to Thrasi should be the mother lynx. If she is not then other players might be on that quest right now. Just sit tight and wait for her to return. Once she returns interact with her to begin this escort quest.
4. Follow the mother around the den killing anything she goes after. Once she has had her fill she will return to the lodge. Speak with Thrasi to complete this quest. Now head directly east to the port of Kheledul.
5. When you arrive, do not enter the gates. Instead follow the wall north along the outside till you find Starkath. Slay him and loot his dead corpse to receive the bow from him. Now you can enter the port and go to the northern section to locate the chest for **The Fourth Gear** quest. Loot the chest and return to Gondamon.
6. Once you are in Gondamon go to the stable and take a horseback ride to Thorin's gate if you can spare the money.

7. At Thorin's gate you will turn in **The Fourth Gear** and accept **The Fifth Gear** quest. Now return to Thrasi's Lodge.
8. It is very important for your epic quest line that you find a decent group of at least 3 strong members but I recommend 4. **To Advert A War** will be your first difficult quest so make sure you are prepared with a good group. Hopefully your group will also like to do some other quest to speed things up and once again make it easy.
9. You can meet up with your group or try to form a group at the lodge if you don't have one.
10. Speak with Langlas to start the instance for **To Advert a War** and speak with Langlas to obtain a quest where you have to protect him. Don't let him get out of sight. At the first campsite you come to there is an elite. Kill him to complete **Vow of Vengeance**. Continue through this place till you reach the end in which you will fight the boss. Then talk to Langlas and accept **Rescue by Moonlight**.
11. Now travel east down the road toward Kheledul. Along the path you will come to Svanr. Speak to him to start the next instance.
12. Now in this port just fight your way through being careful of ganking style mob. Once you get to the back of the port there is a small boat where you should see Avorthal. Speak with him when fully powered up and be ready for battle. You will have to defend his life against the attacking Dourhands. Once they are all killed, the quest is complete. Now speak with Langlas and accept **Preparations for the Assault**.
13. Now head south of Gondamon toward the valley on the map. Once you arrive at Rath Teraig take out 10 Blue crag goblins and 10 blue crag stingers. Once you have killed all the required goblins, head back to the lodge.
14. At the lodge, speak with Langlas to turn in quest and accept **Assault on Rath Teraig**.
15. **Assault on Rath Teraig** is another epic instance quest so have your group ready. Hopefully you had a good group and you guys stayed together through these instance type quests. Just fight your way through all the goblins till the end of the dungeon and complete this quest. Now you can go your separate ways.
16. Speak with Langlas and accept **The One Called Strider**. Now return to Gondamon.
17. In Gondamon speak with Askell to turn in **Vow of Vengeance** and accept **The Plundered Port**. Then follow the path eastward out of Gondamon past the lodge and into Kheledul again.
18. In Kheledul, keep an eye out for those treasure boxes scattered all around the port. Kill the dwarfs that stand in your way. You will now want to head to the NE in a place called Talath Ondren. The entrance is located at 19.7S, 91.7W.
19. Once here kill the spiders that stand in your way. Near the center is a small body of water. The cheat for **The Fifth Gear** is located at 19.0S, 91.0W. Now head SE of Talath Ondren to find cook Bersi.
20. Speak with him to turn in **The Misplaced Cook** and accept **Tangled Up**. This is an escort quest so follow him and protect him from the spiders that attack.
21. Now return to Gondamon and turn in your quest here. After the quest is turned in, go to the stables and take another horseback ride to Thorin's gate.
22. At Thorin's gate, now and finally complete **The Fifth Gear** for you gear quest line. Bavor will also give you **The Puzzle-Vault**. Head to the north hallway and take the stairs to the east. Here you will find 4 levers select these levers in this order; Lever

23. Now its time to go to Bree, but this requires some travel on your part. If you have a chunk of change you're willing to spend then head to Celondim. You can find Celondim by following the path east of Gondamon, then south past Duilliond. You will eventually arrive in Celondim. When you enter town, the stables are directly to your right. Take the horseback ride to Bree now. If you do not have the money to spend, when you arrive at Duillon take the road east instead of south. You will now enter the shire. Follow the path SE and then east till you reach Breeland. Keep traveling east toward Buckland. In Buckland go to the stables to discover this ride for future use. Now continue east until you reach the gates of Bree. When you arrive by walking or horse go into the Prancing Pony located in the NE section near the Milestone. Make this Milestone your home for now.

Revert the page ??? for continuing quest in Bree.

All Races in Bree

13-15 BREE

1. First thing you will want to do in Bree is set your milestone to here. You can find the milestone near the prancing pony at the far NE section of Bree.
2. Now go into the Prancing Pony and speak with Barliman Butterbur to accept **Foreword: An Unwanted Guest**. Now head into the backroom and speak with Strider to complete **Foreword: An Unwanted Guest** and accept **Book 1 Chapter 1**.
3. For **Chapter 1** you will need to get a group of at least 3 people and hopefully you can do the first 3 chapters together, if not more, since you are all starting on the first and will be doing the rest eventually.
4. Once ready, talk to Strider to start the quest.
5. You will meet with Strider at the base and have to escort him and head towards the back area. Do not kill the ones who are afraid since it's just wasting time, unless you want more XP
6. Once you hit the back you will get ambushed.
7. Once you're taken to the top of the stairs you will fight Amdir. Kill anyone trying to help him and then kill him.
8. Once you kill him you will be complete the quest and travel. Speak with Strider in the Prancing Pony and turn in **Chapter 1** and when your group is ready accept **Chapter 2**.
9. For **Chapter 2**, keep your group or try to gather one for the next chapter.
10. Strider teleports you into Combe near Constable Underhill. Run to him and turn in **Chapter 2** and when your group is ready accept **Chapter 3**.
11. For **Chapter 3** you should still have a group or you should try to get a small one.
12. Once you start this you will be teleported to a cave and have to escort Constable Underhill.
13. When you get to the end you will see the blackwold leader being killed and then they will try to kill you so kill them.
14. The Constable will take a few more steps and then stop.
15. Turn in **Chapter 3** accept **Chapter 4**. Use your milestone and return to Bree.
16. Head back into The Prancing Pony and go to Strider in the back room to turn in **Chapter 4** and accept **Chapter 5**.
17. Go west from Bree and follow it down to Buckland and go to the NE road outside of it and you should see a quest ring showing up on your radar.
18. Go up the hill to Lenglinn, if you are having trouble he is located at 30.1S, 61.3W and turn in **Chapter 5** and accept **Chapter 6**.
19. Go SW down the hill and kill 4 Crebains that are located to the SW of this camp.
20. Once done, go back up to Lenglinn and turn in **Chapter 6** and accept **Chapter 7**.
21. You may need at least 1 other person on this one, particularly non-combat classes.
22. Go SW to Buckland and once you get there go SE to Crickhollow and look for Fredegar Bolger's gated home.
23. Talk to Fredegar and then keep him alive during the ambush.

24. Once the attacks stop continue the quest and head back to Lenglinn.
25. Go back up to Lenglinn to continue your quest. If your milestone is reset then use it to return to Bree, if not then you will have to walk. Then go back to Strider in The Prancing Pony and turn in **Chapter 7** and accept **Chapter 8**.
26. Now head into the Old Forest which is east of Buckland. At the Far East end of the Withywindle River is a path that leads up the hill to the NE. Take the path up to NE to find Tom Bombadil's house located at 32.6S, 57.4W. Speak with Tom to turn in **Chapter 8** and accept **chapter 9**.
27. Go SW to the river with the small bridge and follow it downstream to the lilies and then collect 4 of them.
28. Return to Tom and turn in **Chapter 9** accept **Chapter 10**.
29. It is highly recommended to have at least 4 strong players with a healer or 6 without for **Chapter 10**.
30. From Tom's house take the path directly north then turn east and follow the Barrow downs road. You will eventually come out of the forest to the barrow downs. Turn south and follow along the ridge overlooking the forest and you will come to a tree with Andraste. Once you speak with him you will be ambushed so be ready.
31. Talk to Andraste and get ready to kill the mobs around him. You should kill the Crebain first while your tank controls Andraste.
32. Once you slay Andraste go back to Tom and turn in **Chapter 10** and wait for your group to be ready before you accept **Chapter 11**.
33. Try to get a full group if you don't have one. Once you talk to Tom you will be transported.
34. When you arrive go up the hill until you get to the main gate and go in.
35. Once inside Dourhands will constantly ambush you. Keep going until you fight the leader.
36. Once you get to the bottom you will fight an elite who you cannot kill. His life will just keep regenerating. Hold him off until Tom comes and saves you.
37. Once Tom saves you then you're done. Talk to him to turn in **Chapter 11**. And accept **Chapter 12**.
38. Go back to Bree and attempt to talk to Strider in The Prancing Pony and you will find out his room is locked. Go talk to Barliman Butterbur and he will tell you to go to the room above Stride so go ahead and go there. Once inside speak with Gandalf to turn in **Chapter 12** and accept **Foreword: Aiding the Order**. You will hold on to this quest for awhile before actually completing it so put it to the side for now.
39. If you are level 15 then it's time to head to the Lone-lands, However if you are not it is recommended to stay in Bree and do some side quest till you reach 15. To get to the Lone-lands simply take the Great East Road that leads out of Bree to the SE. past the southern part of Midgewater Marshes and you will enter the Lone-lands. Continue till you reach the Forsaken Inn.

Lone-lands

15-19 THE FORSAKEN INN

1. Once you arrive speak with Constable Bram Ashleaf to accept **Noble Deeds**, Falster the Fox to accept **Falster's Delivery** and **A Price on Their Heads**, Old Mugwort to accept **A Fitting Meal**, Arinora to accept **Blankets from the Baying Wolves** and **By Hoof and Crook**, Candac Brightwood to accept **Candac's Obligation**, and Anlaf the Forlorn to accept **Goblin Exiles** and **Missing Supply Cart**.
2. Leave the Forsaken Inn now and head west back into Bree-Land. Once you enter Bree-Land you will see a Supply cart in front of you just off the main road. Click on the cart for **Missing Supply Cart**. Head west from the destroyed cart and you will see a small camp with some Goblins in it. Just to the west of that camp resting against a tree is the dead cart driver. Click his corpse for the second half of this quest.
3. Now return to the Forsaken Inn and head south of it into Minas Eriol killing any Boars and wolves along the way to collect items for other quest.
4. When you see the ruins on the hill in front of you make a left and go down the hill instead of inside. Work your way towards the back of the valley killing wolves to collect teeth, hides, and tails. Also watch out on the ground for Arnorian rubble and ancient pottery shards near the ruins. They contain Heirlooms, coins, and pottery that you need to collect. Once you have collected enough Heirlooms, coins, pottery, wolf teeth, and wolf hides for **Candac's Obligation**, **Falster's Request**, and **Blankets from the Baying Wolves** then head back out of this valley and make a left up the hill this time inside the ruins.
5. Now in this area you will find lots of Goblins. You need to kill enough to collect your 12 scabbards for **A Price on Their Heads** and also to complete **Goblin Exiles**. Once you have completed the goblin quests here then return to the Forsaken Inn.
6. Once there speak with Falster the Fox to turn in **Falster's Delivery** and **A Price on Their Heads** and accept the new **Falster's Delivery** quest, Arinora to turn in **Blankets from the Baying Wolves**, Candac Brightwood to turn in **Candac's Obligation** and accept **Candac's Delivery**, Anlaf the Forlorn to turn in **Goblin Exiles** and **Missing Supply Cart** and accept **Fair Trade with Bree**. You will also want to speak with Hunulf Munce to accept **A Greater Theft**, Old Mugwort to accept **Enfeebling the Foe**, Lieva Dourlily to accept **A Clear Message**, and Gadaric Munce to accept **Vengeance for the lost**.
7. Hopefully your map is still set to Bree since we didn't mention to set it here. If so teleport to Bree, if not walk or take the horse back to Bree.
8. Once in Bree head towards Bree hill which is located along the most northern road in Bree and you will find Lily Sandheaver standing outside her house. Speak with her to continue **Candac's Delivery**. Now head towards the road that leads out of Bree to Staddle and on the corner of that road and the road that runs north and south in Bree is a weapons and armor shop. Inside you will find Ollie Redbrush. Speak with Ollie to continue **Falster's Delivery**. Now just across the

street from you is the Town Hall. Enter the Town Hall and once inside speak with Chief Watcher Grimbriar to continue **Fair Trade with Bree**. Now you can either walk or take a horseback ride to the Forsaken Inn.

9. Once you arrive go inside and speak with Falster the Fox to complete **Falster's Delivery** and Candac Brightwood to complete **Candac's Delivery**. Now you will want to head back into Minas Eriol to the section where you killed the goblins before up the hill and inside the ruins.
10. Once here you will want to kill 8 white hand guards, 8 white hand spear-throwers, 1 white hand thrasher (which can be found on the west ridge at the top near the small camp fire) , open 10 trade bundles (crates which are scattered about by the plenty), and collect 10 tabards from killing goblins. Once you complete everything above return to the Inn.
11. Once there speak with Gadaric Munce to turn in **Vengeance for the Lost** and accept **Hunters Become Prey**, Lieva Dourlily to turn in **A Clear Message**, and Hunulf Munce to turn in **A Greater Theft** and accept **Weavers Beneath the Ruins, Earned Trust**, and **Our Greatest Find**. Also outside speak with Constable Bram Ashleaf to accept **The Goblin Leader**.
12. Let's head NE of the Inn this time towards Weathertop. You are looking for Weatherfoot which contains a few small goblin camps just SW of Weathertop at 31.9S, 38.6W. You will be looking for glowing barrels, 6 of them to be exact. When you find them interact with them to poison their food supply for **Enfeebling the Foe**. Before you leave these camps I am sure you noticed Pengail which is tied up. Speak with him to start the escort quest **A Deal Gone Sour**.
13. Now head directly North of Weatherfoot to Glumhallow located at 30.1S, 38.6W. Kill the Orcs here to collect 4 shields from them for **Noble Deeds**. Hopefully you have been killing any boars you've crossed and you're complete or close to complete with all your quests that require boar parts. If not then hunt along the hills between weathertop and Midgewater marshes till you get everything you need.
14. Next you will need to head NW across the river towards weather way which is located at 28.9S, 41.3W. Just under the bridge here and to the NW at 29.7S, 41.6W is a haven of wolves for **Fair Trade with Bree**. You might have to clear this area out a few times in order to get all 4 Lurkings. Once complete head back to the Forsaken Inn.
15. Here back at the Inn speak with Constable Bram Ashleaf to turn in **Noble Deeds**, Old Mugwort to turn in **Enfeebling the Foe** and **A fitting meal**, Arinora to turn in **By Hoof and Crook** and accept **Fluffing the Pillows**, Anlaf the Forlorn to turn in **A Deal Gone Sour**.
16. Head just NE now back towards the goblin camps. Just along the east side of those camps you can find wargs there to slay and collect their tails for **Hunters Become Prey**. You may need to let them respawn in order to get enough. If you are having trouble you can also find them in Minas Eriol where you collect pottery and coins from the rubble on the ground. Once you have all your tails make your way east of here staying just below the ridge of weathertop and kill any birds you find to collect feathers for **Fluffing the Pillows**. You can also find the birds inside

weathertop. Now that you have those 2 quest complete return to the Forsaken Inn.

17. Speak with Gadaric Munce to turn in **Hunters Become Prey** and Arinora to turn in **Fluffing the Pillows** and accept **Better Blankets**.
18. You will now want to travel just SE of weathertop. In this area is where you will find the lynx to kill for **Better Blankets**. Once you have collected them all return to the Forsaken Inn.
19. Speak with Arinora to complete **Better Blankets**. Now use your milestone, walk, or ride back to Bree.
20. In Bree go to the Town Hall and speak with Chief Watcher Grimbriar to turn in **Fair Trade with Bree**. Notice that this leaves you with only 4 quests, 3 of which are harder fellowship quest. You know have 2 choices you can either find a fellowship and complete these quests or proceed to the next section which is Weathertop and return to these quests when you reach around 22 to make them easier to find fellowships. For the sake of keeping things organized in this guide we chose to go ahead and complete these fellowship quests first.
21. Return to the Forsaken Inn and try to get a fellowship going preferably one that needs all of these quests. Once you have a strong fellowship proceed to Minas Eriol.
22. Once there the easiest quest to do is **Weavers Beneath the Ruins**. To find these spiders take the left path towards the place you found the pottery again and work your way back through the wargs. In the back of this area you will notice spiders covering a pathway. Kill them and work your way through here to get to the elite spiders. Simply kill them and collect their eyes to complete this quest.
23. Next is **The Goblin leader** quest. You can find him by working your way to the very SW part of Minas Eriol. You will come to a rope bridge that will connect to where plenty of elite goblins are. Work your way through them and up the hill. Take a left and work your way around the fence up the hill again. When you come to the top you will see a ruin structure. Instead of preceding inside the ruins make a left turn and there will be Nishruk. Slay him to complete this quest then work your way back out the same direction you came.
24. For the last fellowship quest here **Our Greatest Find** you will work your way back towards the east part of Minas Eriol. When you leave the area from the last quest make a right towards the wargs. Follow the path east and north you should now run into more goblin elites. Work your way into their ruins and when you come to a narrow hallway with rooms on your left and right work your way towards the back of the hallway. Go into the last room on your right. Once you enter the room, kill all the goblins and in the corner near the hallway you just came from is a box. Inside that box is the statue you need. Make sure your weakest member that is not the healer gets the statue from the box as carrying it will not allow you to fight. Go back into the hallway and make a left. Then take your first room on the right. Inside this room you will notice a whole in the wall that you can jump out of so go ahead and do that. Now just walk along the outside the ruins till you make your way around to the road and you will see a

bridge. Across the bridge is your contact. This will finish up that quest. Now you can return to the Forsaken Inn to turn them all in.

25. Once you arrive speak with Constable Bram Ashleaf to turn in **The Goblin Leader** and Hunulf Munce to turn in **Weavers Beneath the Ruins** and **Our Greatest Find**. It's time to leave the Inn and make our way to Weathertop.

19-21 WEATHERTOP

1. Now you will want to head to Candaith's Encampment located at 30.1S, 37.9W which is just slightly east of Glumhallow and NW of Weathertop. Once there speak with Candaith and accept **Rise of the Orcs**.
2. Now head west into Glumhallow and kill 12 White-hand Pillagers and 12 Foul-arrow white hands. Once you have killed enough of them for your quest return to Candaith to turn in **Rise of the Orcs** and accept **Orc Messenger**.
3. Return to Glumhallow and you will be on the lookout for the Orc Messenger. He will walk throughout the three camps in the area so search them all. If there are lots of other players clearing out the camps hang out around the south camp as he seems to spawn there. There is only 1 messenger so you may have to wait a bit if others are killing him as well. Once you slay him and collect the order return to Candaith to turn in **Orc Messenger** then accept **War-Master Uzorr** and **Orc-Theives**.
4. If you are a weaker class or under 21 you may want some help for this next part. Take the path that is just north of Candaith. Travel east at first then you will turn towards the north. When you see the rocks on the left go in between them and down the hill off the path. Keep heading north and slightly east till you cross the river. Once you cross the river stay along the mountains wall to the west of you and you will find Bleakrift located at 28.0S, 38.4W. Work your way up the paths and cross the bridges here till you reach the top. Once there you will have to kill Uzorr. At first glance he may seem easy seeing as how he is only a 20 non elite and non signature but don't be fooled. He will spawn 2 body guards so be prepared to kill 3 at once. Don't forget to grab the orc letter on the table next to him once he is dead. You also need to kill the archers here until you collect Candaith's bow for **Orc-Theives**. Once you kill Uzorr, collect the letter, and have the bow return to Candaith.
5. Speak with Candaith to turn in **Orc-Theives** and **War-Master Uzorr** then accept **Lost in Interpretation** and **Light in the Darkness**. Use your map, walk, or ride back to Bree.
6. Once you are in Bree go to the north section of town and take the north road out of town. Follow the road north and head towards Saeradan's cabin located at 25.5S, 52.9W. Once there speak with Saeradan to continue **Lost in Interpretation**. Now head back to Bree and go to the southern stables. Take a ride or walk back to the Forsaken Inn.
7. Once your back at the Inn go inside and speak with Old Mugwort to obtain the quest **Raising The Wargs' Ire**. Now you will want to work your way up Weathertop to the summit.

8. To reach the summit just work your way up following the paths that lead towards the top. Once you arrive at the summit go to the north part of Weathertop and look for a glowing rune-covered rock on the ground. If you are having a hard time the rune covered-rock is located at 31.0S, 36.8W. Grab the rock rubbings from it for **Light in the Darkness** and head back to candaith.
9. Speak with Candaith to turn in **Lost in Interpretation** and **Light in the Darkness** and accept **Retake Weathertop** and **Lore-Master in Brown**.
10. Once you have a strong fellowship then speak with Candaith to travel for **Retake Weathertop**. Speak with Candaith to start the quest and work your way up Weathertop. If you find yourself at a locked gate make sure you grab a torch and light the wood piles on fire to open them. Once you make it to the top be prepared because the end is tough. Once you defeat Rizgul and his minions speak with Candaith to return to his campsite. Now speak with Candiath to turn in **Retake Weathertop**.
11. Now you will want to make your way over to Ost Guruth which can be found by traveling the Great East Road east of the Forsaken Inn.

21-26 OST GURUTH

1. Once you have made it into Ost Guruth speak with Frideric the Elder to turn in **Earned Trust** and accept **Man-Slayers**, **An Offering of Peace**, and **Hana's Dream**. Also speak with Daegwalt to accept **An Honourless People**, Gestr Quicksilver to accept **Half-Breed Thieves**, Tortwil to accept **Elders in the Shadows** and **A Plague of Spiders**, Stanric to accept **Venom of the Ruin-Stalkers**, Hana The Young to turn in **Hana's Dream** and accept **Noisome Neighbours** and do **NOT** accept **Oatmeal Problems**, then go inside the tower and speak with Radagast The Brown to turn in **Lore-Master in Brown** and **Foreword: Aiding the Order** and accept **Book II, Chapter 1**. On your way out speak with Frideric the Elder again to accept **The Stone-Speaker**. Now make your way out of Ost Guruth and to the NW into Amon Ros located at 39.0S, 31.7W.
2. Once here kill ruin-web spiders for **A Plague of spiders** and to collect poison sacs for **Venom of the Ruinstalkers**. Once you have killed all your spiders head farther west now into Naerost which is located at 30.7S, 33.9W.
3. Once you arrive here you will want to keep a look out for the piles of ancient artifacts on the ground for **Half-Breed Thieves**. You will also want to kill the Half-Breeds here till one of them drops the necklace of Daegwalt for **An Honourless People**. Once you have the necklace and all your artifacts you will want to head back to Ost Guruth.
4. Once you arrive speak with Daegwalt to turn in **An Honourless People**, Gestr Quicksilver to turn in **Half-Breed Thieves** and accept **A Righteous Theft**, Tortwil to turn in **A Plague of Spiders** and accept **Profound Losses**, Refr Quicksilver to accept **Dour Dwarves**, and Stanric to turn in **Venom of the Ruin-Stalkers** and accept **A Plague Upon Us**. Now you will want to head back to Amon Ros.
5. Once you arrive here seek out and destroy the spider egg-sacs for **Profound Losses**. Once you have finished that up head over to Naerost again.

6. Once you arrive, work your way through the ruins killing the half-orcs as you go. While you are working your way through these ruins keep on the lookout for crates that you need as well for **A Righteous Theft**. Once you have that quest finished up then head south to the Thandobel ruins located at 33.8S, 32.7W.
7. Once you arrive in Thandobel head to 33.6S, 33.7W which is due west of the flag marker on your map and click the banner there for your **Dour Dwarves** quest. Once you have the banner then you will want to head to Ost Cynr located at 33.6S, 30.9W.
8. Once you arrive you will want to kill 12 Angered Tarkrips and 10 Dreadful Tarkrips for **Man-Slayers**. You will also want to keep an eye out for a bloated corpse and a barrel of flesh both which can be found inside the ruins near the western wall for **A Plague Upon Us**. Once both of those quests are complete return to Ost Guruth.
9. Once you arrive you will want to speak with Frideric The Elder to turn in **Man-Slayers** and accept **Iron-Jaws** and do **NOT** accept **To Agamaur** (This will lead you to a quest area that only contains difficult fellowship quest and its main reward will be gear not XP and since this is a leveling guide it will be left out but you can go there if you want some good gear), Refr Quicksilver to turn in **Dour Dwarves** and accept **A Dwarf's Duty**, Gestr Quicksilver to turn in **A Righteous Theft** and accept **Sever The White Hand**, Tortwil to turn in **Profound Losses**, and Stanric to turn in **A Plague Upon Us** and accept **Terror In The Sky**.
10. Now you will want to leave Ost Guruth and head all around Ost Guruth mainly to the SE then make your way back towards the west looking for Warg Scrub-stalkers for **Raising the Wargs Ire**. You will also want to kill the Crebains you come across to collect gore-crow eyes for **Terror in the Sky**. Make sure you loot the wargs you kill to collect warg-paws for **Iron-Jaws**. Don't leave the area around Ost Guruth till you have all your wargs killed for **Raising the Wargs Ire**. You can get the remainder of the paws from easier wargs. You will want to head to the SE of Weathertop and kill the lynx there to obtain your furs for **An Offering of Peace**. If you remember from a past quest the lynx are scarce and only in a small area so you may have to wait for re-spawns in order to collect them all. You also still want to kill the Crebains all over the area if you have not collected enough gore-crow eyes while you were killing the wargs. All the gore-crow crebain types drop them so don't worry about staying really close to Ost Guruth for those, but if you start seeing Thorn-Talon sentry Crebains then you are going too far away from Ost Guruth. Once you have all your furs you will want to kill the boars in weather hills working your way towards the Forsaken Inn to collect their haunches of meat. If you still need warg-paws then take a trip into Minas to kill some wargs there. Once you have everything for **An Offering of Peace**, **Terror in the Sky**, **Raising the Wargs' ire**, and **Iron-jaws** then make your way to the Forsaken Inn.
11. Once here you will want to speak with Old Mugwort to turn in **Raising the Wargs' Ire** and accept **Drawing the Pack**. Now walk or ride back to Ost Guruth.
12. Once you arrive speak with Frideric the Elder to turn in **An Offering of Peace** and **Iron-Jaws** accept **An Offering of Peace, Part II** and **Master of the Lash**, Stanric to turn in **Terror in the Sky** and accept **Well-Prepared** and **Clear Water**.

Now you will want to head east from Ost Guruth to The Circle of Blood located at 31.2S, 27.2W.

13. Once here you will want to kill the Norbogs and collect 12 of their legs for **Noisome Neighbours**. You will most likely have to wait for re-spawns since they are scarce and only spawn around this little area. Also in this area you might have noticed the glowing Bog-Prowler Nest on the ground. You will want to search out 10 of these while here for **Book II, Chapter 1**.
14. Once you have completed both of those quests you will want to get back on the Great East road and follow it east to the very edge of the Lone-lands. Just before you make it to the bridge south of the road are some tough boars. If you can take them then go ahead and collect their stomachs for **Well-Prepared**. If they give you too much trouble then don't worry, you can kill some easier boars a little later so move on.
15. Once you are at the Last Bridge instead of crossing it go down by the river on the left side (north) of the bridge and use your empty water pouch to claim some water for **Clear Water**. Next you want to go west to Tornstones located at 33.8S, 29.0W.
16. Once you arrive here look for their leader Kekkonen. Speak with him to turn in **An Offering of Peace, Part II** and accept **Pursued by the Past**. Now head west to Ost Cynr.
17. You will want some help with this next quest. Once you have someone to help you enter Ost Cynr. Once here you will want to kill 20 orcs to collect their swords and slay the Tarkrip Slaughterer which is on the top of the ruins and is the only part you really need help with for **Master of the Lash**. If you could not kill the boars near the bridge then you need to go back to Weather hills to kill some boars.
18. Once you are in Weather hills kill any boar around and collect 12 boar-meat and 12 boar-stomachs for **Well-Prepared** they do have a rather crappy drop rate on these low level boars but at least you can slice through them pretty easy. Once you are complete with that you must return to Ost Guruth again.
19. Once you arrive at Ost Guruth speak with Frideric the Elder to turn in **Master of the Lash** and accept **Foreword: Fires in the North**, Stanric to turn in **Well-Prepared** and **Clear Water**, Hana the Young to turn in **Noisome Neighbours**, and Radagast the Brown to turn in **Book II, Chapter 1** and accept **Book II, Chapter 2**. Now you will want to find a good fellowship to knock out the next series of fellowship quest. Try to find a group that wants to do them all or as many as possible to make this less time consuming.
20. Once you have a group you will want to start off by heading to Amon Ros. Once you get there you will be looking for 3 specific spiders that can take some time to find. The Ruin-Web Trapper can be found on the bottom level near the broken down wall that has lots of egg-sacs inside. He is hidden so walk around the walls and wait for him to un-stealth. If you do not find him search the immediate area and you might have to wait for a respawn. Next go up the small hill just south of the broken walls and cross the bridge. Shortly after on the path to your left (sometimes just down the hill on the left) is the Ruin-Web Weaver. Once he is dead you have to find the Ruin-Web Spinner which can be found normally either

at the top of Amon Ros or sometimes along the eastern boarder of Amon Ros down the hill. None the less search and destroy them all to complete **Elders in the Shadows**.

21. Next you will be heading to Naerost. Once you get there just work your way all the way to the top and there you will find Hontimurz and his guards standing in the broken watch tower. You will need to kill 4 of the guards plus him to complete **Sever the White hand**.
22. Now you will want to head SW to get on the Great East Road and head towards the Forsaken Inn. Once you are just north of Mithenrost then turn directly south and in the valley you will find the stone table at 32.7S, 34.3W. Right click it to get the leader of the wargs to come down for a bite. Once he arrives with his body guard slay him to complete **Drawing the Pack**.
23. Now you will want to head to Candaith's encampment located at 30.2S, 37.9W. Remember that his encampment is just NW of Weathertop. Once you arrive speak with Candaith to continue in **Foreword: Fires in the North**.
24. Now you might as well head to the Forsaken Inn and speak with Old Mugwort to hand in **Drawing the Pack**.
25. Now make your way to Thandobel to kill some dwarfs. You each must collect 24 axes so be prepared to kill a lot of dwarves. If you have a weaker fellowship then you can kill the small various dwarves around the campsites here. If you have a stronger fellowship and want to clear this a lot faster than head up the mountain trail to your south and make your way into Mithrenost which is located at 34.7S, 34.4W. Once you make it there just go to town on them and collect your 24 axes for **A Dwarf's Duty**. Once those quest are complete head back to Ost Guruth.
26. Back in Ost Guruth speak with Refr Quicksilver to turn in **A Dwarf's Duty** and accept **Enemies of the Eglain**, Gestr Quicksilver to turn in **Sever the White hand**, and Tortwil to turn in **Elders in the Shadows**. Once you have turned in your quest then it's time to travel.
27. You can do this next part alone or with your group if they need it as well. This will be for **Book II, Chapter 2**. If you need to skip it and come back to it to keep your group together then go ahead and do so. Head back into Haragmar then towards the ruins on the eastern border. On the field in front of the ruins you can find plenty of Wights with the name Bile-Spewers (if you want you can avoid the elite ones). Go ahead and kill 15 of them to complete **Book II, Chapter 2**.
28. You will want to travel to the far SE into the eastern forest of Harloeg. Once you arrive you may start to notice the large elite trolls in the forest. You will want to 16 of these beasts to complete **Pursued by the Past**. Be careful not to pull too many as they can become pretty mean. There are plenty that can be found along the streams in the forest with quick re-spawn rates. Once you have killed enough then head to Tornstones.
29. Speak with Kekkonen now to turn in **Pursued by the Past** and accept **A Brokered Peace**. Now you will want to head back to Mithrenost for the last fellowship quest.
30. Once you arrive and enter the building take a left and go up the stairs and outside. You know you are in the right area by the fact that you have dread against you. Work your way through these goblins and just in front of you is the

dwarven boss Shornbeard Overseer at the campsite. Slay him and take the medallion from his corpse to complete **Enemies of the Eglain**. Now you can return to Ost Guruth.

31. Back in Ost Guruth speak with Frideric the Elder to turn in **A Brokered Peace**, Refr Quicksilver to turn in **Enemies of the Eglain**, and Radagast the Brown to turn in **Book II, Chapter 2** and accept **Book II, Chapter 3**. You will want to do **Book II, Chapter 3** with a group.
32. Once you find a group for it head back to the ruins on the eastern border of Haragmar. This time you will want to kill the Elite Gaunt-men to collect their sigils. Just be careful and with a decent group you shouldn't have that hard of a time. Once you have killed 5 and collected the sigils from their corpse for **Book II, Chapter 3** return to Ost Guruth.
33. Speak with Radagast the Brown to turn in **Book II, Chapter 3** and accept **Book II, Chapter 4**. Now head SE to Ost Haer located at 37.6S, 28.0W in Harloeg.
34. This travel can be dangerous as everything here will be well above your level. Be careful of enemies and travel down the center path in Harloeg when you come to the end of the road just due west of you is Ost Haer. Once you arrive speak with Aric the Stone-Speaker to turn in **The Stone-Speaker** and **Book II, Chapter 4**, also accept **Book II, Chapter 5**. If you are not a strong class you may find a friend useful for this next part as you will have to defeat 2 level 28's at once.
35. When you are ready speak with Emelin just behind you to continue **Book II, Chapter 5**. You must defeat his two dead warriors you will have to speak with him again to turn in **Book II, Chapter 5** and accept **Book II, Chapter 6**.
36. If you had someone with you for the last part then stay together for this. You will want to headwest into the ruins of Nindor located at 37.9S, 29.6W. Work your way to the very back corner directly on the flag marker. Once you get there you will have to defeat Brudraw for **Book II, Chapter 6**. Once you are complete return to Emelin to turn in **Book II, Chapter 6** and accept **Book II, Chapter 7**.
37. Now just return to Ost Guruth and speak with Radagast the Brown to turn in **Book II, Chapter 7** and accept **Book II, Chapter 8**. You may want to skip chapter 8 till you are in the low 30's. If you have a strong fellowship then you should be fine however. To keep things organized we will cover this now. Once your fellowship is well prepared speak with Radagast the Brown to travel.
38. Speak with Radagast to start the quest and follow him killing all that stands in the way. When you arrive at Dannasen speak with him to continue your quest. Then continue down to your right until you reach Neven. Once you are ready for a battle walk up to him to start the fight. Then speak with Dannasen to continue your quest yet again. Follow the shades back the way you came now but now you will take a new path with them. Follow Radagast now up the tower and speak with Elsa the Bold to continue the quest. Then speak with Radagast and follow him once more till you reach Ivar. Once he leaves speak with Radagast to finish this place up and travel to Agamaur.
39. Once you arrive speak with Elsa the Bold behind you and up the steps to continue in **Book II, Chapter 8**. Enter the tower in front of you and walk up the stairs to find Radagast the Brown here in Agamaur. Speak with him to turn in **Book II, Chapter 8** and accept **Book II, Chapter 9**. Go back outside and speak

Now it's Time to leave the Lone-Lands and adventure somewhere new. Your new location will be the North Downs. You can reach this place by taking the road north out of Bree till you enter the North Downs. When you first enter the North Downs you will come to a town called Trestlebridge. This is where you will start your questing in this new area.

North Downs

26-28 TRESTLEBRIDGE AND AMON RAITH

1. First speak with Hal Fincham to get your new stable location. You will also want to speak with Dallin Endholder to accept **The Search for Idalene**, Captain Trotter to accept **Trotter's Task**, Marla Shelton to accept **The Founder's Book**, Talbot Hinton to accept **A Poor Guard**, and Elsie Woodruff to accept **Bolster the Defences**.
2. Now leave town via the North path and cross the bridge. Just on the other side of the bridge you can find Aggy Digweed. Speak with him to turn in **Trotter's Task** and accept **Defending the Bridge**. Now take the small path to your east then when it forks take the NE path.
3. Just off the road to your right is a small encampment that contains the barrel of nails for **Bolster the Defences** and 1 vile liquid from the cauldron near the fire for **A Poor Guard**. You can disregard the crates as none of them contain the book you need. Continue on the road and when you see the fort in front of you go to the left side (west) to another small encampment located at 15.3S, 52.2W. Collect another vile liquid here from the cauldron and the crate of hammers. Now continue along this path north that is alongside the fort. You will come to another small encampment located at 14.9S, 52.1W. Here you will collect a crate of saws to complete **Bolster the Defences** and the last vile liquid for **A Poor Guard**. Now enter the gated fort and work your way to the very NE corner. Here you will find a crate located at 14.9S, 51.6W that contains the founder's book for **The Founder's Book**.
4. Now leave the fort via the SE corner and cross the Bridge in front of you. Continue to follow the path and cross the next bridge till you enter Nan Wathren. Follow the path just a little more and right before it makes a southern turn you will see the black fire chest on top of the platform. Kill the orcs and collect the contents of the crate located at 15.0S, 49.9W for **Defending the Bridge**. Now make your way back to Trestlebridge.
5. Just before you reach the bridge in front of town speak with Aggy Digweed to turn in **Defending the Bridge** and accept **The Black-Fire**. Enter town now and speak with Elsie Woodruff to turn in **Bolster the Defenses** and accept **Felling Trees**, Talbot Hinton to turn in **A Poor Guard** and accept **Talbot Redeemed**, Marla Shelton to turn in **The Founder's Book** and accept **Restoring the Founder's Book**, Kemp The Wheelwright to accept **Kemp's Revenge**, and Captain Trotter to turn in **Talbot Redeemed** and accept **Vile Poison**. Now you will want to head north out of town again.
6. Follow the path till you see a small campsite on the left. Speak with Mattie Woodruff here to turn in **Felling Trees** and accept **Salvage a Wheel**. Now head north along the path. When the road forks north and east head to the NW just off the road to Mincham's Camp located at 13.1S, 55.3W. Speak with Mincham to accept **The Oathbreakers** and Colbert the Mad to turn in **The Search for Idalene** and accept **The Dream Voice**.

7. Now head NW more in the Fields of Fornost to find Idalene. She is located at 11.7S, 56.3W. Speak with her to continue **The Dream Voice** and be prepared to kill her. Once she is close to death the evil spirit will leave her and that will complete **The Dream Voice**. You will need a small group for this next part as you will have to fight a level 25 elite. Once you have a few people head NE now towards Fornost.
8. Along the very eastern section of the walls outside Fornost is a place called Ost Nuaran located at 8.0S, 53.2W. You will want to enter the ruins and speak with Oath-Breaker Captain to continue your quest **The Oathbreakers**. You will have to slay him to complete the quest but be careful as he has allies that come to aid him in the fight. Once you are done then head SW back to Mincham's Camp. Speak with Mincham to turn in **The Oathbreakers** and accept **Dire News**.
9. Now return to the Orc fort from earlier quest. Once there you will want to kill 25 orcs for **Kemp's Revenge**, collect 8 map pages for **Restoring the Founder's Book**, and collect the cart wheel for **Salvage a Wheel**. You can find the map pages from the orcs once you slay them and the cart wheel can be found in the middle of the orc fort at 15.1S, 51.7W. Once you have completed those three quests return to Mattie Woodruff which is located at the small campsite between Trestlebridge and Mincham's Camp. Speak with Mattie Woodruff to turn in **Salvage a Wheel** and accept **All's Well**. Now you can return to Trestlebridge.
10. Speak with Elsie Woodruff to turn in **All's Well**, Marla Shelton to turn in **Restoring the Founder's Book**, Kemp the Wheelwright to turn in **Kemp's Revenge** and accept **Kemp's Stash**, and Dallin Endholder to turn in **The Dream Voice**. Now leave town heading north on the road.
11. Once you come to the fork that goes east near Mincham's Camp go ahead and take the east route. Follow the path and when it makes a northern turn follow the path to the right that leads to the stable. Get your new travel route and continue up the hill to Amon Raith. Speak with Amarion here and accept **Low Food Stores**.
12. Now head just east of you in Minas Vrun located at 11.4S, 51.2W killing any boars you come across to collect their tough boar-meat for **Low Food Stores**. Boars can be found all around Minas Vrun and should be easy to collect all your meat. Once you are inside Minas Vrun look for large building looking structure in the back near the mountains. To the left of the staircase beside it is a doorway that has an x marked on the wall. On the ground below the x is a mound of dirt that contains Kemp's Stash. The exact coordinates are 11.4S, 51.4W. This will complete **Kemp's Stash**.
13. Once you have the stash and all your meat return to Amarion at Amon Raith. Speak with him to turn in **Low Food Stores** and accept **Spying on the Goblins**.
14. Now head east on the road till you come to a big square piece of rubble on the ground then head directly east off the path and get as close to a campsite as you can without any of the goblins going into to combat with you. If you can get to one side work your way around the other side. Just

take your time and avoid the goblins and this quest is simple. If you do get spotted you will have to return to Amarion and start the quest over again. Once you have assessed the goblin threat return to Amarion back at Amon Raith. Speak with him to turn in **Spying on the Goblins** and accept **The Scout Becomes the Hunter**.

15. All you have to do is kill 12 goblins back at their campsite or the surrounding area to complete this quest. Once you have killed enough of them return to Amarion to turn in **The Scout Becomes the Hunter**. Wait for him to give his speech then talk with him again to accept **Assisting Mincham**. Also speak with Londrandir to accept **Londrandir's message**, William Peake to accept **Family Heirloom**, and Agnes Martlet to accept **Thinking Ahead**.
16. Now head over to Mincham's Camp and speak with Colbert the Mad to accept **Treasures from the Fields** and Mincham to turn in **Assisting Mincham**. Now return to Trestlebridge.
17. Speak with Kemp the Wheelwright to turn in **Kemp's Stash**. Now you will want to get a fellowship going to complete a few quest. Once you have a fellowship you will want to head into Nan Wathren.
18. Work your way toward the chest you had to interact with before then continue down the path. Once you make a few turns on your left you will see a valley down the hill. You will want to go down the hill and take out the Takrip Defiler for **Vile Poison**. Once he is dead you will want to head back on the main road and go deeper in Nan Wathren.
19. Keep a look to your left and you will notice a bridge. You will want to cross this bridge and then make a right to enter your first camp site. Stay to the right along the wall (south) until you come to a bridge. Cross that bridge and work your way to the back of the camp and on the right you will see a campfire. Kill the elites around the campfire and collect the torch from the ground. Now to the right of the camp are the boxes that you will need to run into with the torch to destroy for **The Black-Fire**. Make your way back out of this small camp across the bridge. Make a right when you cross it back into the main camp and along the southern ridge you will find another set of boxes and a torch near the fire. Do what you did before then continue east to the next bridge. Cross it and stay to the right and nestled back in the corner you can find the last set of boxes and the torch. This will complete **The Black-Fire**.
20. Head back to Trestlebridge and speak with Aggy Digweed at the bridge just before town to turn in **The Black-Fire** and accept **Half-Orc Schemer**. Also enter town and speak with Captain Trotter to turn in **Vile Poison**. Hopefully you still have a group from before and make sure your fellowship is strong as this is harder than the other 2 quests. Once your group is ready depart back into Nan Wathren.
21. Once you arrive make your way towards the back. Skip past the bridge you crossed for the black fire quest and keep heading down the path. Keep an eye out to your right (south) for a path that leads up a hill towards large wood walls. Make your way inside then take a left at the intersection.

When you come to the open area with lots of goblins make your way NE through the gate. Now in this area to your right (east) there are a few campsites. In those campsites you can find Lugbas. Instead of clearing out these camps just wait for him to stray away from the mobs and pull him. Slay him to complete **Half-Orc Schemer**. Now make your way back to Trestlbridge.

22. Speak with Aggy Digweed in front of the bridge to Trestlbridge and turn in **Half-Orc Schemer**.
23. Now head directly north of Amon Raith to a place called Amon Amrun located at 10.3S, 52.6W. Once you arrive here go directly to the center and on the left side of the gazebo loot the Old Chest to get the golden bracelet for **Treasures from the Fields**. Also on opposite side of the gazebo hiding behind some rubble is the Heirloom Chest which you will want to take for **Family Heirloom**.
24. Now head over to Mincham's Camp and speak with Colbert to turn in **Treasures from the Field** and accept **The Bracelet's Past**. Now speak with Mincham to continue **The Bracelet's Past**. Now head over to Amon Raith.
25. Speak with William Peake to turn in **Family Heirloom** and accept **Wargs of Annundir**. You will also want to speak with Camilla Peake to accept **Fighting Back** and Nathan Hodges to accept **Fallen to the Wargs**. Now get back on the road and head eastward.
26. Look on your map and behind the word Annundir is a forest. You will want to head into the forest there. Slay any bears you come across in the forest to collect their hides for **Thinking Ahead**. Work your way north while killing bears. If you find any wargs you will want to slay 16 of them as well for **Fighting Back**. You will want to head to Haudh Eglan located at 7.6S, 49.5W. Once you make it there continue to kill wargs and make your way to the center of the marker on the map which is the top of the mound here. You will want to collect 3 bone-piles that are scattered around the mounds here for **Fallen to the Wargs** and click the disturbed earth at the top of the big mound to continue **Wargs of Annundir**. If you still need more bear hides then return to the south just a bit and finish that one off. Now head back to Amon Raith.
27. Speak with Agnes martlet to turn in **Thinking Ahead** and accept **More Business with Bears**, Nathan Hodges to turn in **Fallen to the Wargs**, Camilla peake to turn in **Fighting back**, William Peake to turn in **Wargs of Annundir**, and Amarion to accept **An Urgent Message**.
28. Now head into the Fields of Fornost and have your way with 16 bears here to complete **More Business with Bears**. Once that quest is complete return to Amon Raith and speak with Agnes Martlet to turn in **More Business with Bears** and accept **Corruption from Fornost**.
29. Head back into the goblin camps now and slay goblins inside till you find the Stonehold Chief. You will want to kill him and loot his corpse to obtain the message and that will complete **An Urgent Message**. Return to Amon Raith and speak with Amarion to turn in **An Urgent Message**.

30. Now you will be heading back into the Fields of Fornost. You will want to head WNW into the fields killing any barghests you come across for **Corruption from Fornost** while heading to Mincham's family's graves located at 11.7S, 57.2W. Once you arrive you will want to click on the undisturbed grave along with the opened grave to complete **The Bracelet's Past**. Now head back to Mincham's Camp and speak with Mincham to turn in **The Bracelet's Past** and accept **Mincham's Dream**. Now you will want to get a fellowship going for this next part but it doesn't need to be that powerful of one.
31. Once you have a few members you will want to head to a place called Tham Lorn located at 11.2S, 59.2W. Head NW from Mincham's Camp. Once you arrive on the SW corner of this place you can find Olnathron which should be simple as he will have a quest ring on the mini-map. You will need to slay him to complete **Mincham's Dream**. Once that is complete simply return to Mincham's Camp and speak with him to turn in **Mincham's Dream**.
32. Now return to Amon Raith and speak with Agnes Martlet to turn in **Corruption from Fornost**.
33. You will now want to head out of town to the east and follow to road till it forks north and south near Gatson's Farm. Take the road south and follow it till you reach Lin Giliath located at 13.7S, 44.9W.

28-31 AREA'S SURROUNDING KINGSFELL

1. Once you arrive speak with Aglardir to complete **Londrandir's Message** and accept **Scattered Belongings**. You will be searching shattered barrels now for this quest. Note that there is more than 7 of these and can be found SE of here. I will list the location of 8 shattered barrels and there may be even more out there. The locations are (14.0S, 43.1W), (14.3S, 43.1W), (14.8S, 43.7W), (14.2S, 44.1W), (14.2W, 42.6S), (14.6S, 42.5W), (14.8S, 42.1W), and (14.5S, 42.3W). Once you have searched enough barrels return to LinGiliath.
2. Speak with Aglardir to turn in **Scattered Belongings** and accept **Provisions for the Glade**. You will also want to speak with Thaliollang to accept **The Wayward Companion**, Medlichen to accept **Guardians of the Glade**, Gandelin to accept **Touch of Corruption**, Brethiwen to accept **Orc Excursions**, and Silefalas to accept **Insect Menace**.
3. Head out of town to the east now killing any sickle flies you come across for **Insect Menace**. You will want to head to 14.0S, 43.5W where 2 sleeping bog guardians and a flat stone are. You will want to interact with the flat stone to place canel on it for **Guardians of the Glade**. Now head SW to the next flat stone located at 14.5S, 43.8W. Then head SSW to 15.4S, 44.0W for the last flat stone. Kill any orcs you find around this last flat stone for **Orc Excursions**. You can then head east into Merenost to clean up some more orcs to complete this quest. If you are having a hard time with finding sickle flies that is because they are in a short supply around the marshes. Just as the quest stays though they

can be found all in the marshes of Meluinen. Just search them out and kill 10 of them to complete **Insect menace** then return to Lin Giliath.

4. Speak with Medlichen to turn in **Guardians of the Glade**, Brethilwen to turn in **Orc Excursions**, and Silefalas to turn in **Insect menace**. Now you will need to complete some fellowship quest for this area so go ahead and get a group going. You will want to try to find a strong group that has completed all the solo quests here and is willing to stay and complete a series of fellowship quest.
5. Start off by heading NW of town to a place called Gurzlum located at 12.1S, 46.3W to kill orcs and collect 12 venom-pouches from their corpses along with slaying the defiler in the center of this place to complete **Touch of Corruption**. Then you can head out into the fields here of Kingsfell and kill some Aurochs to collect 5 steaks for **Provisions for the Glade**. Now you will want to head almost directly east of Lin Giliath to 14.2S, 41.5W to find Lagorlam to complete **The Wayward Companion** and accept **Rescuing Vengeance**. This will start a escort quest and be a bit of a challenge as sometimes you can get up to 5 elites on your during this quest. With a strong fellowship it is pretty easy and rather short however. Head back to Lin Giliath now.
6. Speak with Thaliollang to turn in **Rescuing Vengeance**, Aglardir to turn in **Provisions for the Glade** and accept **Inform Esteldin**, and Gandelin to turn in **Touch of Corruption**. Also once you turn in all those quests go back to Thaliollang and accept **The Stolen Ornament**. Head out of town to the east and up the hill near where you did the escort before. Up top of the hill you will find Gumagath which drops the broken ornament for **The Stolen Ornament**. If he was recently killed just hang out near the cave and he will eventually respawn near it. Once you have it, return to Lin Giliath and speak with Thaliollang to turn in **The Stolen Ornament** and accept **The Troll-Keeper**. Make sure you also speak with Baranwen in town to accept **Disarming the Valley**.
7. If your fellowship has had a hard time with the last few quests then either get some more members or wait till you're are a few levels higher. If you are ready then start off by heading back towards Taur Gon Waith but instead of going into it stay along the river and follow it till it dumps into the large lake. When you are close to the lake head east up the hill and towards that large group of trolls blocking the entrance to the cave here. You can just run straight in if you do not feel like fighting them. Once you have entered the Etten caves carefully work your way towards the back. Once you start fighting hillmen then keep your eye out for the weapons chest you need to collect for **Disarming the Valley**. All the chests can be found very close to Favargair Troll-Keeper which you need to kill for **The Troll-Keeper**. Once those quests are complete head back to Lin Giliath.
8. Speak with Thaliollang to turn in **The Troll-Keeper** and Baranwen to turn in **Disarming the Valley**.
9. Head over to Esteldin now which is located NE of Lin Giliath along the mountain side at 9.6S, 421.5W. Only accept the quest called out here for now as we will return to this town at a later time. Speak with Dagoras to turn in **Inform Esteldin**, Daervunn to pick up **The Black Tide of Angmar**, and speak with Halbarad which is located inside a building in the back of town to turn in **Dire News** and

- Foreword: Fires in the North** and accept **Book III, Chapter 1**. Also in the front of town near the stables speak with Mallennor to pick up **Food and Shelter**.
10. Now you will want to head to a place called Othrikar located at 7.1S, 45.0W. You can find this place by heading North on the road till you reach the settlement.
 11. Once you arrive speak with Quartermaster Orgrin to accept **Winter Gloves**, Regin to accept **Played-Out**, Hannar to accept **A Bird in the Hand** and **Stop the Scouts**, and Hornbori to accept **Bear-Hunter** and **Common Blood**.
 12. Go up the steps one more level from where Hornbori is and you will find a footlocker. Collect the mining-records from it for **Played-Out**. Now return to Regin to turn in **Played-Out** and accept **Rune-Kenner**.
 13. Next you will be hunting in the hills anywhere from the NW to NE of Othrikar. You will want to be on the lookout for 3 things; lynx to collect their furs for **Winter Gloves**, Dourhand scouts for **Stop the Scouts**, and hawks for **A Bird in the Hand**. You can find plenty of lynx along the hills and just loot their corpses to pick up the furs. The hawks are also all over these hills and you need to slay 16 of them. The scouts seem to be pretty spread out and can be hard to find at times. Just keep searching the northern area of town and be lucky you only need to kill 8 of them. If you ever come to the Dourhand camp called Thurum just pass it up for now but we will be returning to it. Now head south of Othrikar and along the hillside west of the road you should find lots of bears here. Slay enough of them to collect 12 pieces of bear-meat. Return to Othrikar now.
 14. Speak with Quartermaster Orgrin to turn in **Winter Gloves** and accept **Hunting Wargs**, hannar to turn in **A Bird in the Hand** and **Stop the Scouts** and pick up **Feathered Foes** and **Dourhand Plans**, and Horbori to turn in **Bear-Hunter** and accept **Grain-Buyer**.
 15. Now head east into Nan Amlug West. Once you start to see the Aurochs just head a little more east and you will find Wargs that need to be killed. They hang around between the two paths that lead to Angmar. Slay 12 of them to complete **Hunting Wargs**.
 16. You will now want to head all the way over to Mincham's Camp. Once you arrive speak with Mincham to turn in **Book III, Chapter 1** and accept **Book III, Chapter 2**. Head north now through the fields or Fornost on the path until you reach the Norbury gate. On the outside of the gate to the west you can find a camp of orcs with a wooden fence. At the entrance is a banner you need to collect for **The Black Tide of Angmar**. Also here you will need to kill 16 orcs and 8 wargs for **Book III, Chapter 2**. You can kill the orcs in the camps east and west of the Norbury gates. Once those are complete head back to Mincham's Camp and speak with him to turn in **Book III, Chapter 2** and accept **Book III, Chapter 3**. Now take a horseback ride from Amon Raith to Esteldin. Speak with Halbarad in the back inside the building to turn in **Book III, Chapter 3** and accept **A Call to Dwarves**.
 17. Next you will want to head down to Lin Giliath and speak with Glambaen to continue **Rune-Kenner**. Now head north to Gatson's Farm located at 10.3S, 45.5W and speak with Gatson to turn **Grain-Buyer** and accept **Grain-Hunter** and **The Last Farm**. Also Speak with Gilmar to accept **Long-Horns**.

18. Head SW of the farm to the orc camp of Gurzlum. On the NW section of camp you can find sacs near the tents. You will need to collect 3 of these to complete **Grain-Hunter**. If you are alone avoid the elite in the camp and just collect the sacs to the sides. Once you have all 3 head east and slightly north to around 11.2S, 44.3W which is where a herd of aurochs live. In the herd you will find a yearling that will continue your quest. Follow him back to the farm and protect him from anything that attacks. Once he arrives Alwin will take care of him and this completes **Long-Horns**. Head just north and speak with Gatson to continue **Grain-Hunter** and Gilmar to turn in **Long-Horns**.
19. Now head NW of the farm to a place called Ost Lagoros located at 9.6S, 47.6W. Once you arrive speak with Orthonn just NE of the Ost Lagoros marker on the map to continue **Feathered Foes** and **The Last Farm**.
20. Now return to Gatson's farm and speak with Gatson to turn in **The Last Farm** and accept **The Orc Threat**. Now simply head due south just into Gatson's southern fields and slay 12 orcs here to complete **The Orc Threat**. Once you killed enough return to Gatson and turn in **The Orc Threat** and accept **Defending the Herd**. Now just south of you is Alwin which is who took your auroch yearling to before. This next part is a fellowship quest but the better classes shouldn't have too hard of a time with it solo. Speak with Alwin to continue your quest and get ready for orcs to attack in groups of 3. Make sure you stay ahead of Alwin so they attack you instead of him (if he dies you will have to start over). Once they are finished off return to Gatson to turn in **Defending the Herd** and accept **Spoiler Raid**. Make your way back down to Gurzlum. You will want to kill 10 dead-aim and 10 grim ongburz to complete **Spoiler Raid**. Once you are done with them return to Gatson to turn in **Spoiler Raid**.
21. Now head north back to Othrikar. Once you arrive speak with Quartermaster Orgrin to turn in **Hunting Wargs** and accept **Meat for the Hungry**, Hannar to turn in **A Call to Dwarves** and **Feathered Foes** then accept **Book III, Chapter 4** and **Birds Of A Feather**, Regin to turn in **Rune-kenner** and accept **The Lost Map**, and Hornbori to turn in **Grain-Hunter** and accept **Brew-Master**.
22. Leave town by the north path then head due west into the ruins of Ost Alumar located at 7.2S, 47.0W. This place has a lot of dwarves so watch your step. The chest is located in the back of this place west of the marker on the map for Ost Alumar at exactly 7.2S, 47.3W. Collect the plans from the chest for **Dourhand Plans** and then head north of Othrikar to Thurum located at 4.8S, 45.6W. Head directly to the marker on your map. Just east of the marker is a campsite where Foreman Nyrad is located. You don't need to kill him instead the north tent here holds a chest with the map you need for **The Lost map**. Also in any of the camp sites you need to collect a pouch of yeast for **Brew-Master**. Once you have those things return to Othrikar.
23. Speak with Hannar to turn in **Dourhand Plans** and accept **Pulling Beards**, Regin to turn in **The Lost Map** and accept **The Father-Lode**, and Hornbori to turn in **Brew-Master**.
24. Take the north path out of town then head NW to the very corner of the mountains to a place called Hrizgur located at 5.7S, 47.2W. In here you will find

- ore-deposits along the mountain. Click on one to get a sample for **The Father-Lode**. Return to Othrikar and speak with Regin to turn in **The Father-Lode**.
25. It's time to complete some group quest so fellow up and get ready to hunt. Once you have a few members head north out of Othrikar to Thurum. Head to the northern most part of this place and you will find Torfi Hammerhorn with some body guards. When your group is ready slay Torfi and his guards to complete **Pulling Beards**. When that is done head SE but stay along the mountain range. You will want to find a place called Kamskut which is located at 5.6S, 43.2W. There is a path that leads north into the mountain range that leads to this place. Work your way north along the path here killing any Dourhand Falconers. You will need to kill a total of 6. When you see the building to the north you should see Facloner Bruni with some friends in front of it. Slay him and that will complete **Birds of a Feather**. Return to Othrikar now.
 26. Once you arrive speak with Hannar to turn in **Birds of a Feather** and **Pulling Beards**.
 27. Now would be a good time to find a group to complete the rest of Book III. You will want to find a fellowship that is ready and willing to do Chapters 4, 5, and 6. To start off speak with Hannar to turn in **A Call to Dwarves** and accept **Book III, Chapter 4**. You will want to head west out of Othrikar to Ost Galumar. Work your way to the south section inside the walls and you should come to a cart. Open the cart to find Dori inside. Speak with him to continue the quest. Follow him and protect him while he collects the gems. Once you safely make your way out of here the quest will be complete. Return to Othrikar and speak with hannar to turn in **Book III, Chapter 4** and accept **The Dwarves Shall Come**.
 28. Return to Esteldin now and speak with Halbarad and turn in **The Dwarves Shall Come** and accept **A Call to Elves**. Head down to Lin Giliath now and speak with Gildor Inglorion inside the building to turn in **A Call to Elves** and accept **Book III, Chapter 5**. Head south of here and take the Nan Wathren Eastern Pass to enter Nan Wathren. Work your way south into an area called Higropor located at 18.6S, 46.3W. Head west from the marker on your map then up the hill until you arrive at the camp that has Drukordh in it. You can wait outside the camp and he will walk towards you so that you may pull him with less of a hassle. Also before leaving this place you should try and find an orc-banner to collect here for **The Black Tide of Angmar** quest. Once he is dead and you collected a banner return to Lin Giliath. Once you arrive speak with Gildor Inglorion to turn in **Book III, Chapter 5** and accept **Might of the Elves**.
 29. Return to Esteldin and speak with Halbarad to turn in **Might of the Elves** and accept **A Call to Men**. Now take a ride all the way back to Trestlebridge. Go to Nellie Boskins house and speak with her inside to continue **A Call to Men**. Unfortunately you have to return all the way back to Esteldin. Speak with Halbarad again to turn in **A Call to Men** and accept **Book III, Chapter 6**. Once your fellowship is ready speak with him again to travel and begin your quest. Once you arrive in Trestlebridge speak with Halbarad to continue your quest then follow him till you arrive at the bridge. Orcs will now attack in waves so just keep fighting till they are all dead. Once the attack is over speak with halbarad to complete the quest. Speak once more to travel and arrive at Nellie Boskins

house. Speak with Nellie to turn in **Book III, Chapter 6** and accept **The Free Peoples of Trestlebridge**. That's right all the way back to Esteldin again.

30. Once you arrive speak with Halbarad to turn in **The Free Peoples of Trestlebridge** and accept **Book III, Chapter 7**. Now this chapter will make you head all the way over to Rivendell. I would suggest mapping your home to Esteldin to save on travel time before heading off. If you have an elf hunter in the fellowship I would ask him to transport your fellow there. If not you will have to walk it. To reach Rivendell you must travel east from Bree into the Lone-Lands then even more east into the Trollshaws. From here follow the road east then NE towards the Misty Mountains. You will eventually reach Rivendell. Once you arrive speak with Aragorn which can be reached on the very east side of town inside the last homely house and turn in **Book III, Chapter 7**. Now return to Esteldin.

31-35 ESTELDIN

1. Once you arrive speak with Holger Tanner to accept **Spider Gems**, Dagoras to pick up **Blunting the Spear**, **Herbs and Simples**, **Spider-Queen**, **Warg-Slayer**, and **Scouting the Ram Duath**, Ferrif to pick up **A Pilgrimage to the Past**, Faronwen to pick up **Esteldin's Preparation**, Celephadh to pick up **Spider-Bounty**, Arohir to pick up **The Wardens of Annuminas**, and **Fall of the Earth-kin**, and last inside one of the buildings in the back is a book called of Arthedain and its settlements which you will want to click and pick up **Ruins of Arthedain**. Also once you accept that quest near the other building just to the south of you in front of it is Istuienn. Speak with her to continue **Ruins of Arthedain**. Now in the middle of the first section of town is the Founding stone which you will want to click to continue **Ruins of Arthedain**. Return to Istuienn again to continue this quest once more.
2. Head just south of Esteldin to the Snares located at 11.3S, 42.7W. Here you will need to kill a total of 20 spiders for **Spider-Bounty** along with the queen for **Spider-Queen** which is just a signature mob. She will roam all around the Snares so just make sure you get her before you return to Esteldin. You will also need to find a caccon with a gem for **Spider Gems**. There are many caccons in the Snares but you need one specific one. It can be found in the southern most section of the Snares near the mountain ridge at exactly 12.3S, 42.3W. Once these spider quests are complete you will need to slay the 12 wargs for **Warg-Slayer**. They roam all around the Snares and Esteldin. Once these four quests are complete return to Esteldin.
3. Speak with Holger Tanner to turn in **Spider Gems**, Dagoras to turn in **Spider-Queen** and **Warg-Slayer**, and Celephadh to turn in **Spider-Bounty** and accept **Orc-Bounty**.
4. Now you will be traveling all around Kingsfell so be ready to do some extensive running. Start out by heading west from Esteldin over to Ost Lagoros. The founding stone for this place can be found at the coordinates 9.4S, 47.7W. You can also see a ring on your mini map which may be easier to pay attention to. Click the founding stone for **Ruins of Arthedain**. Also speak with Orthonn just to

your east to continue **Herbs and Simples**. Head west along the path now to Minas Vrun which is towards Amon Raith if you don't remember. Once you arrive click the finding stone here which is located on the far NW section of Mina Vrun. Now head to the orc encampment of Gurzlum. Once you arrive you will want to kill 20 orcs for **Orc-Bounty** and the Cheiftain for **Blunting the Spear**. He can be found on the far NW corner of the camp. You may need one other member to slay him since he is elite.

5. Once those quests are done head SE towards Lin Giliath. You will want to search the rivers around Lin Giliath. You will be looking for butterbur-plants growing on the river bank. Collect 5 of them for **Herbs and Simples**. Once you have 5 head SE to Merenost. You will want to click the founding stone here which can be found almost directly at the flag marker on the map. Look for the ring icon on your mini map. Now head NE to the Snares.
6. Once you arrive you may notice all the Meadowsweet growing around the trees. You will want to collect 5 of these here. Once you have collected all 5 head NW over to Ost Galumar which is due west of Othrikar. You are looking for the founding stone which is east of the flag marker on the ledge which will complete **Ruins of Arthedain**. Now head north of Othrikar and look on the ground for Periwinkle growing all over the fields. Collect 5 of them to complete **Herbs and Simples**. Now head SW back to Ost Lagoros and speak with Orthonn to turn in **Herbs and Simples**. Now return to Esteldin.
7. Speak with Gondranc to accept **A Request to the Earth-Kin**, Dagoras to turn in **Blunting the Spear**, Hithlim to accept **Masters of the Black Siege** and do **NOT** accept **Odd Requests** (you can choose to do it but it will not be covered in this guide), Celephadh to turn in **Orc-Bounty** and accept **Warg-Bounty**, and Istuienn to turn in **Ruins of Arthedain**.
8. Your next location will be Rusfold. You can reach this small settlement located along the mountain range on the east side of Nan Amlug at 9.3S, 39.9W. You can cut through the path in the back of Esteldin then head north to reach the camp.
9. Once you arrive speak with Ragnarr Hornsunder to turn in **Common Blood** and accept **A Token of Worth**. Also speak with livari to accept **A Brother's Plea**, Mauno to accept **Purging the Plains**, and Asikko to turn in **A Request to the Earth-Kin** and accept **Techniques of the Masters**. Now directly around the outside of Rusfold and even while you head north you can find dire wargs which you will need to slay 10 for **Purging the Plains**. You will also be completing **Warg-Bounty** at the same time as **Purging the Plains**. If you have a hard time finding enough dire wargs here then head east of Rusfold into the forest and on the eastern side you can find a lot hanging around over there. This area is good to hunt them since their respawns can give either another warg or Rauta-Lehma warriors and hunters which you will need to kill 6 of each for **Fall of the Earth-Kin** (the kills can also spawn the elite aurochs and if no one ever kills them they can overrun this area and it would be best to move to the other locations). You can also find more of these guys located at Fashat Laug which is directly east of Rusfold on the far eastern border of Amlug.

10. Once you either decide to hunt the other area or you have all you need from these guys then head directly north of Rusfold around the word Nan in “Nan Amlug East” to find the warg hunters. Once you have killed all your wargs head NW to the western path that leads to Angmar. Just start walking down the path like you’re heading to Angmar and it will tell you when you have found the Hillman pass for **Scouting the Ram Duath**.
11. Now head SE just past where you were killing the warg hunters and just north of the 2nd n in “Nan Amlug East”. At the exact coordinates of 7.3S, 38.4W you can find the auroch skull needed for **A Token of Worth**.
12. Now around you here and to the south of all in the forest areas on your map keep an eye out for ranger troves for **Esteldin’s Preperation**. These look like a mound of loose soil on the ground and can be very rare. Once you have enough for this very annoying quest head north of the m in “Nan Amlug East” towards the big hill with the path that leads up it and you will discover the Hillman camp to complete **Scouting the Ram Duath**.
13. Your next location will be SE of here across the main path to Fashat Laug located at 8.8S, 33.6W which is north of the word **East** from “Nan Amlug **East**”. Once there head to the SW corner of the encampment and in one of the little tent looking structures near the camp fire at exactly 9.0S, 33.8W you can find Asikko’s Book for **Techniques of the Masters**. Now if you follow the path in the camp to the east you will reach another encampment in this place which contains livari. Kill the enemies around him and then speak with him to continue **A Brother’s Plea**.
14. Return to Rusfold now (if you don’t mind paying to repair your equipment you could just let something kill you here and it will retreat you almost directly at Rusfold).
15. Speak with livari to turn in A Brother’s Plea and accept **Staunching the Flow**, Asikko to continue **Techniques of the Masters**, Mauno to turn in **Purging the Plains** and accept **Coat of Shadow**, and Ragnarr Hornsunder to turn in **A Token of Worth** and accept **Heritage Restored**. Then return to Esteldin
16. Back at Esteldin speak with Daervunn to turn in **Fall of the Earth-Kin**, Celephadh to turn in **Warg-Bounty** and accept **Ravaging Orc-Bounty**, Faronwen to turn in **Esteldin’s Preperation** and accept **A Symbol of Hope**, Dagoras to turn in **Scouting the Ram Duath**, Arastil to pick up **Valley of the Worms**, Gondranc to turn in **Techniques of the Masters** and accept **Aurochs mantles** and **Leathery Wings of the Drakes**, Elur to pick up **Reclamation**, and Arohir to pick up **Hillmen of the North**.
17. Now head north of Rusfold to the western path that leads to Angmar. You will come across cold-worms here which you will want to slay 10 of for **Valley of the Worms**.
18. Now you will want to head east towards to Ost Crithlanc located at 7.6S, 35.0W. You will want to kill the Hillmen Bondsman to collect 12 brooches for **Hillmen of the North**. You will also need to kill 3 Hillmen Armourers for **Staunching the Flow**. These guys are level 35 signatures and might be hard for the lower levels and weaker classes. If you are having a hard time you might want to grab someone to help. They can be found wandering from camp to camp.

19. Once those 2 quests are completed then head SE to Fashat Laug. You will need to kill some Rauta-Lehma's to collect 8 Earth-Kin weapons for **Reclamation**.
20. Head west now back across the path and into the forest of Nan Amlug East and Rhunenlad. You will want to search these forests for Hillborn Orchanet and Hillbor woad for **A Symbol of Hope**. They are both plants that grow all over but mainly in Rhunenlad. You will also want to search for another plant called Harrow-weed for **Coat of Shadow**. They shouldn't be too hard to find but you may need to do some searching and they grow equally as well all over Nan Amlug East and Rhunenlad. While you're collecting plants in Rhunenlad just head a little more south on the main road to reach Dol Dinen. You only need to come here to collect a banner on the side of the road to finish up **The Black Tide of Angmar** then you can go back north a bit and collect the rest of your plants.
21. Once you have collected all your plant life head over to the east side of the forest to slay some dire wolves. You will need to collect 10 hides to finish up **Coat of Shadow**.
22. Once that is finished you will want to locate and collect the great aurochs skull for **Heritage Restored**. There are a few of these but the easiest one is located just east of the main road in between the words on the map Nan Amlug East and Rhunenlad. Its exact coordinates are 10.1S, 36.7W which is next to a few boulders. Once you collect the skull you will want to hurry back to Rusfold. Keep in mind that you cannot fight while carrying the skull and anything that hits you will reduce the carrying time so avoid monsters as much as you can. Also note that you need to avoid any water because if you swim the skull will drop and you will have to go back and pick it up again. Once you arrive in Rusfold just walk up to Ragnarr Hornsound and it will automatically turn it in.
23. Speak with livari to turn in **Staunching the Flow** and accept **Sealing the Pact**, Ragnarr Hornsounder to turn in **Heritage Restored**, and Mauno to turn in **Coat of Shadow**. Now head back over to Esteldin.
24. Speak with Daervunn to turn in **The Black Tide of Angmar** then wait for him to look at the banners and speak with him again and accept **Orders from the Front**. Also speak with Arohir to turn in **Hillmen of the North** and accept **War and Famine** and **Shattering the Alliance**, Celephadh to accept **Forced into Service**, Faronwen to turn in **A Symbol of Hope**, Arastil to turn in **Valley of the Worms** and accept **Destroying the Hatchery**, and Elur to turn in **Reclamation** and accept **Caught in the Wake**. Return to Rusfold now and speak with Assiko to continue **Caught in the Wake**. These next set of quest are mixed with fellowship quests and non fellowship quests. Since most of them are mixed in the same locations you might as well join up with a fellowship to accomplish all that you can. This guide will cover these next set of quest as if your fellowship was doing them all so if for some reason they won't help with the solo quests in the same area then make sure to do those after your group disbands.
25. Once your fellowship is ready the first thing you will want to do is go slightly NE of Rusfold and kill the large amount of Aurochs here. You will need to kill enough of them to collect 10 slabs of meat for **Meat for the Hungry**, collect 4 mantles for **Aurochs Mantles**, and 6 thick aurochs hides and meat for **Food and Shelter**.

Once those are complete then head north and take the western path that leads to Angmar.

26. You will need to do 2 things here. First keep an eye out for the drakes nest. You will need to destroy 6 eggs in the nest for **Destroying the Hatchery**. The eggs do respawn in their nest in time and some may be empty from other players collecting them. You can find them all over Ram Duath in various locations. Also as you work your way up here you will start running into young drakes and drakes which are both elites. You will need to kill them with your fellowship in order to obtain 4 leather-hides for **Leathery Wings of the Drakes**.
27. Head to the SE now and take the main road in Amlug to enter Dol Dinen to the south. While walking on the road notice the banners on each side when you first enter that you should have collected from a past quest. Once you see them head directly east up towards a small cave and inside protected by 4 goblins is the Uruk-orders located at 12.8S, 36.5W. Collect the orders for **Orders from the Front**. These goblins along with others goblins you will be fighting in Dol Dinen will be dropping slave-collars for **Forced into Service**, Ongburz badges for **Shattering the Alliance** (only the Ongburz Skirmishers drop these), and helms of the fallen for **Ravaging Orc-Bounty**. Make sure you collect everything you need for those quests before leaving Dol Dinen. Once you have collect the order return to the path and start heading south till you start to reach some elite trolls. You will need to kill 16 of them around here for **Masters of the Black Siege**. Be careful as everything in this area respawns pretty fast. Once you have everything for your quests in Dol Dinen you will need to complete a quest to the north back where the hillmen are at Ost Crithlanc (If your group does not have the quest and is not willing to help you should be able to solo this without too much of a hassle). Once you arrive from the main path take the western path towards the large tent on the very southern border of their encampment. You will need to collect 6 of the food-crates surrounding the tent for **War and Famine**. Keep heading west now on the path up the hill towards the flag marker. In this larger camp you can find weapon racks and shield racks that need to be destroyed. Destroy 4 of each to finish up **War and Famine**. Once that is complete you will want to head over to Othrikar.
28. Speak with Quartermaster Orgrin to turn in **Meat for the Hungry** and **Sealing the Pact**. Now take a horseback ride to Esteldin.
29. When you arrive speak with Elur to turn in **Caught in the Wake**, Mallenor to turn in **Food and Shelter**, Arastil to turn in **Destroying the Hatchery** and accept **Mother of the Valley**, Gondranc to turn in **Aurochs Mantles** and **Leathery Wings of the Drakes** and accept **A Promise Fulfilled** and **Scales of the Earthbound Foe**, Hithlim to turn in **Masters of the Black Siege** and pick up **Weakening the Tide** and **Siegecraft**, Celephadh to turn in **Ravaging Orc-Bounty** and **Forced into Service** and accept **Breaking the Front Lines**, Arohir to turn in **Shattering the Alliance** and **War and Famine** and pick up **Captains of the Black Tide**, **Plague-Bearer of the North**, and do **NOT** accept **Into the Ram Duath**. Also speak with Daervunn to turn in **Orders from the Front** and pick up **Deciphering the Black Speech**.

30. Now take a horseback ride over to Amon Raith. From here head west to Mincham's Camp. Speak with Mincham to continue **Deciphering the Black Speech** and accept **Warning Amon Raith** and **Word to Trestlebridge**. Head back east to Amon Raith and speak with Amarion to turn in **Warning Amon Raith**. Now take a horseback ride to Trestlebridge. Speak with Captain Trotter to turn in **Word to Trestlebridge** and Jared Mason in the NW corner of town to continue **A Promise Fulfilled**. Now return to Esteldin.
31. Speak with Gondranc to turn in **A Promise Fulfilled** and Daervunn to turn in **Deciphering the Black Speech**.
32. You will now need a good fellowship to complete a large amount of fellowship quests. Try to find a fellowship that has all the quests you have. Once your fellowship is ready head north to the western path that leads to Angmar. Kill any worms you cross to collect 16 thick, 6 sturdy, and 4 thin worm-scales for **Scales of the Earthbound Foe**. Work your way up the hill and when you get around the elite drakes again stay towards the south and you will come to another hill which you will want to head up to find the drake matron. Slay the drake matron to complete **Mother of the Valley**.
33. Now head to the far NE corner or Nan Amlug to Ost Crithlanc. On the far eastern boarder slightly NW or the marker for Fashat laug is a tent. The Plague Bearer resides inside. You will have to slay her along with about 4 adds to complete **Plague-Bearer of the North**.
34. Once that is complete you and your fellowship should head south into Dol Dinen. When you first enter from the main road near that first main camp on your right is where you can find Natkam. Natkam will be patrolling from the main road to the beginning of that first camp. If you cannot find him simply wait for him to respawn and patrol. Slay him to complete **Breaking the Front Lines**. Now you will be completing a few quests at once so you will want to kill any captains you come across on this run along with Bone-speaker goblins. First head into that first camp to your right. Towards the far western boarder of that camp you should be able to find Captain Thorgal. Kill Captain Thorgal for **Captains of the Black Tide**. If you have a hunter in your fellowship you can have him track for these captains. Next head south of here till you start running into all the siege weapons. You will need to interact with these siege weapons in order to collect enough parts to complete **Siegecraft**. They are around the word Dol in Dol Dinen and even around the main path to your east. You will have to do a bit of searching to find them all. Before you leave the area around the word Dol you should find Captain Shum-Batar that resides in this area. He is normally just above the o in the word Dol. The last Captain is around the trenches between where you are now and the main road. Sometimes he will be north of the trench near the road which is SE of the first camp when you enter Dol Dinen. Find and kill Captain Dombri to finish up **Captains of the Black Tide**. Make sure you get the siege weapons that are to the east of the main road to finish up **Siegecraft**. Also you should have been killing any Bone-Speakers for the quest **Weakening the Tide**. You don't have to kill them all right now as you will run into more on the next quests you will be coming here for. Return to Esteldin once you have found all the captains and siege weapons.

35. Speak with Arohir to turn in **Captains of the Black Tide** and **Plague-Bearer of the north** and accept **Orcs of the Blood Mountain**, Celephadh to turn in **Breaking the Front Lines** and accept **Warg-Master**, Arastil to turn in **Mother of the Valley**, Gondrac to turn in **Scales of the Earthbound Foe**, and Hithlim to turn in **Siegecraft**. Once your fellowship is ready then head back into Dol Dinen.
36. Once you arrive, stay on the main path and head south towards all the elites. When you first start to hit elites you should be able to find Raugzok to your right (he may be sleeping between the two siege weapons to the west of the main road). Kill Raugzok the warg to complete **Warg-Master**. Keep heading south killing any Bone-Speakers till you complete **Weakening the Tide**. You will also need to kill 16 Ongburz Combatants, 12 Ongburz Man-Slayers, and 6 Ongburz Battle-Masters for **Orcs of the Blood Mountain**. If you are having a hard time finding Man-Slayers then keep heading move south on the path and you will run into them. Do not travel too far south though. Stay around the beginning of Hishuk for now. Once those quests are complete return to Esteldin.
37. Speak with Arohir to turn in **Orcs of the Blood Mountain** and accept **Master of the Black Tide**, Celephadh to turn in **Warg-Master**, and Hithlim to turn in **Weakening the Tide** and accept **Siege-Master**.
38. This next part will be the most challenging of the area so make sure your fellowship is very strong and ready for a fight. Head back into Dol Dinen and take the main road south into Hishuk. This time work your way through the campsite at the flag marker for Hishuk and head deeper south towards the mountains. On your way to complete **Master of the Black Tide** you will run into Pakonka the siege master. You will want to kill him to complete **Siege-Master**. When you get towards the mountain take a right (west) and follow the path along the ridge towards the large tent. Once you make it to the tent start clearing out the closely grouped together mobs. Once you kill a few Zaukil will appear with his 2 body guards. When he does appear do not just go and try to kill him. Clear out everything in the tent first otherwise they will all jump you. Once the tent is cleared then take on Zaukil and his two guards. Once he is dead loot his corpse to collect his armor and complete **Master of the Black Tide**.
39. Return to Esteldin and speak with Arohir to turn in **Master of the Black Tide** and do **NOT** accept **A Leader Unveiled**. Also speak with Hithlim to turn in **Siege-Master**. You should now be at least level 35 and ready for your mount.
40. To obtain your mount head north of Bree to the horsefields. This place is where the horse image is on the map near the North Downs entrance. Eogar is the main guy you will be dealing with in order to obtain your mount. He will have you deliver horses to various locations. First to the western stable master in Bree (just click on the horse or pony he wants delivered in the stables next to him in order to mount it), then the stable master in Michel Delving, and last the stable master in Othrikar. Last to get your riding ability he will have you race around the perimeter of Hengstacer Farm (the horse or pony you need to mount for this one is just east of the other horses). It might take you a time or two but just run under the flags and make a large circle and arrive back where you started. Once it is complete you will have learned you're riding ability and you can now browse his shop and pick out your mount.

41. Once you have your mount it is time to head over to Evendim. To reach this zone head to the Fields of Fornost. Once you arrive go to west boarder to the Evendim Gate located at 10.3S, 59.6W. Go through the gate and you have arrived.

Evendim

35-37 EVENDIM

1. When you first arrive in the zone, just north of you will be Torogethir, which you will want to speak with to pick up **An Island in the lake**. Once you have that quest head west to Tinnudir, which is where the stable icon is located to your west on the map.
2. When you first arrive make sure you speak with the stable master to get this riding location discovered. Then head just south into the camp and speak with Kelsey West to accept **Ost Forod in Tyrn Fornech**, Rudbessain to accept **Danger Among the Dunes**, Halsey Reed to accept **Tooth and Scale**, Calenglad to turn in **A Pilgrimage to the Past** and **An Island in the Lake** and do **NOT** accept **The Rangers of Esteldin** (unless you want the reputation for it). Also speak with Ferrod to accept **A Dangerous Road** and **Friends at Eavespires**, Uiriell to accept **An Increase of Nerbyg**, Harmony Grayson to accept **Relics in Barad Tharsir**, and Unity Tilden to accept **The Robbers of Barad Tharsir**.
3. Now head NW just a bit into the actual settlement and speak with Calatherdir to accept **The Burning Island**, Culag to accept **The Treasure Hunt**, Cannuion to turn in **The Wardens of Annuminas** and accept **Tomb-Raiders' Sashes – Introduction**, Helechir to accept **Breakfast in the Ruins**, and Balchelos to accept **The Thief-Takers**. Don't worry about entering the keep here.
4. Follow the road out of here now to the east and when you come to the crossroad look on the ground very close to the structure here and find the Stone Marker. Click the marker to complete **The Treasure Hunt** and accept **The Hunt Continues**. Now take the south road from here. Once you cross the river at High King's Crossing you will enter the Barandalf. Here you will be completing quite a few quests.
5. Be sure to kill any of the following mobs you come across: any type of Sand-Lurker which can be found west of the main road when you enter Barandalf for **Danger Among the Dunes**, Huge Sand-Norbog which can be found in almost the dead center of Barandalf near the actual words on the map west of the main road for **An Increase of Nerbyg**, Burrowing Sand-norbog which can be found on the sandy beach near the river just south of the words Barandalf on the map for **An Increase of Nerbyg** (you may also find some Huge Sand-norbog around here), and Salamanders which can be found on the beach around the Norbog which you will need to kill and collect Sand-swept scales and Sand-crusted teeth for **Tooth and Scale**. Once those 3 quests are completed then head across the river just north of the other river that leads to the North Downs.
6. Here you will find a large structure called Barad Tharsir. You will be collecting a Broken Shield, Broken Sword, and Time-worn Bottle for **Relics in Barad Tharsir**. Also while working on that quest kill any of the Tomb-Robbers here for **The Robbers of Barad Tharsir**. You will also need to kill Ansley Atwood and Ogden Oakes for this quest as well. To find Ansley Atwood search the lower section of the ruins on the south (SW of the mini map marker). Also near Atwood is the Broken sword near the corner of the walls to the south of you. Ogden Oaks can be found patrolling the outside of the ruins with his dog. The Broken Shield is

7. Speak with Rudbessain to turn in **Danger Among the Dunes**, Halsey Reed to turn in **Tooth and Scale**, Uiriell to turn in **An Increase of Nerbyg**, Harmony Grayson to continue **Relics in Barad Tharsir**, Unity Tilden to turn in **The Robbers of Barad Tharsir**, Astiul to continue **Relics in Barad Tharsir**, and Harmony Grayson again to complete **Relics in Barad Tharsir**.
8. Now leave town to the east and when you come to the crossroads take the north path up to Ost
9. Speak with Parr Chopley at this moment to accept **A Striking Absence of Boar**. That quest has a quest timer to find a boar but you won't find any. Just let the timer run down while doing stuff in and around town till you get the message that you can't find any and return to him (we will cover the next quest from him soon). Speak with Ballard Wilmer to accept **Ballard Wilmer and the White Warg**, Spring Standish to accept **Trouble at Cirith Rhiw**, Basil Gummidge to turn in **Ost Forod in Tyrn Fornech**, Rowena Parker to accept **Practiced Villainy**, Poppy Seaton to accept **Goblins in the Hollow**, and Clark Standish to **accept Escape from Duskenleft**.
10. Take the north path out of town and just slightly north of the "o" in Ost Forod is a ruin structure. On the floor you will find the Stone Marker for **The Hunt Continues**. Turn in **The Hunt Continues** and accept **Surely Almost There**. Before continuing the next quests run you will want to wait for the quest timer to run out on **A Striking Absence of Boar**. Once it does return to Parr Chopley to turn in **A Striking Absence of Boar** and accept **A Curious Number of Bears**.
11. Take the main north path out of town now. You will want to kill any bears you sight to collect their meat for **A Curious Number of Bears**. You will also want to kill any Veteran Tomb-robbers and Scouting Tomb-robbers you see along this quests run to complete **Practised Villainy** and **The Thief-Takers** (Don't worry about killing them all out here in the fields as you will be going to an island later in this quests run that has these guys as well). The Tomb-robbers you will be slaying also drop Sash's that you need for **Tomb-Raiders' Sashes – Introduction**.
12. When you come to the gate on the road you will need to kill the Tomb-robber Captain to complete **Trouble at Cirith Rhiw**. Since he has 2 guards the best way for me to complete this was to pull them and then run a bit south till the Captain disappears and then turn around and take on the 2 guards. Now he will be alone and much easier to kill. Head just a bit south then west into the hills and keep an eye out for any wargs you see here. You will need to kill 8 of them to complete **Ballard Wilmer and the White Wargs**.

13. Your next destination is Tum Fuin and can be found directly north of Ost Forod along the mountain ridge. Here you will need to kill 12 goblins for **Goblins in the Hollow**. Now you will want to head west along the mountain ridge outside of Tum Fuin. When you come to The Duskenleft look for the ruin wall. Right before you pass through the wall there is a bush. Look behind the bush to find the Sachel for **Escape from Duskenleft**. Once you have that you will want to head towards Rantost which is the island that is to your SW and is also to the NW of Tinnudir. Once you reach the shore however you should come to Tham Habad. NW of the marker on your mini map is a small L shaped broken ruin wall and inside those walls is a stone marker. Use it to turn in **Surely Almost There** and accept **One More Marker**.
14. Once here you will want to kill the Tomb-Robbers here to finish up **Tomb-Raiders' Sashes**, **Practised Villainy**, and **The Thief-Takers**. You will also need to find 3 relic-crates as well to complete **The Thief-Takers**. You can find them on the very SW corner of the ruins here. As long as you stay on the outskirts of this place it should be easy enough for you to complete all three of those quests here.
15. Your next location is to the Island to your SW called Tul Ruinen. Once you arrive at the Island head to the dead center to the ruins of Tollobel. Just south of the ruins you will find a man with the name Humfrey Rumming. Speak with him to turn in **The Burning Island** and accept **Rumming's Ridiculous Request**. You will now have to do some searching on this island to find three chests. Make sure open the chest for each quest in the correct order. If you open the wrong one you will need to start the quest again. The chest for this quest is called the BAT chest and is located at 12.7S, 72.0W which is directly south of you on the beach near some large rocks. Easiest way is to simple head south jump in the water till all agro is off then head north back to the beach and kill the one salamander that guards it and loot the BAT chest. Now head north and return to Rumming to turn in **Rumming's Ridiculous Request** and accept **Rumming's Resolute Resolve**. For this one you will want to loot the WARG chest which is directly south of Rumming again this time just on the hill between Rumming and the BAT chest at exactly 12.3S, 72.0W. Once you loot the chest return to Rumming and turn in **Rumming's Resolute Resolve** and accept **Rumming's Remaining Riddle**. Now you will want the WORM chest which you can find by going west to the beach then a little south to a little island just off the big one at exactly 12.0S, 71.0W. Once you have looted the chest return to Rumming to turn in **Rumming's Remaining Riddle** and we do **NOT** recommend you to accept **The Terrible Secret of the Salamanders**.
16. Now is a good time to return to Tinnudir. Once you arrive speak with Balchelos near the big keep to turn in **The Thief-Takers** and we do **NOT** recommend accepting **Thief-Taker's Bane**, Cannuion to turn in **Tomb-Raiders' Sashes – Introduction** and accept do **NOT** accept **Tomb-Raiders' Sashes**. Next you will want to head up to Ost Forod.
17. Once you arrive speak with Parr Chopley to turn in **A Curious Number of Bears**, Ballard Wilmer to turn in **Ballard Wilmer and the White Warg**, Spring Standish to turn in **Trouble at Cirith Rhiw**, Clark Standish to turn in **Escape**

from **Duskencleft**, Rowena Parker to turn in **Practised Villainy**, and Poppy Seaton to turn in **Goblins in the Hollow**.

18. Now you will want to head to the West and just slightly north of this island to the river you can see on the map west across the lake. When you reach the shore just south of the river is the small encampment called The Eavespires at exactly 6.1S, 72.0W. Once you arrive speak with Erchiel to continue **Friends at Eavespires** and pick up **Guaradan Artifacts** and Lithuifin to complete **Friends at Eavespires** and pick up **Knocking Heads**.
19. Now you will want to head to the SW of here to around the location of 7.6S, 74.4W. When you see the elite giants you will know you are in the right area. You won't have to fight any just stay to the outside of this area and search for a small stone cairn which is located at 7.6S, 74.4W. Click the small stone cairn to throw a rock at the giant. The one believes the other giant threw it and if you throw a few more they will start to fight each other. Once they start to fight each other run in really fast just to your west behind the one on the right and loot the lucky stone on the ground he was guarding for **Knocking Heads**. Once you have the lucky stone you will want to hurry out of there before they stop fighting. You will now journey to the south of here to the coordinates of 9.4S, 73.0W. Read this next part completely before continuing your quest. You will want to speak with Treasure-Hunter Captain to continue **One More Marker**. They will start making their way toward the stone marker and the group of enemies guarding it. You will want to stay back, circle around them, and avoid agro to get behind them. Once your guys start attacking run in from behind really fast examine the marker turn in **One More Marker** and accept **Beyond the Gloaming Falls** and hurry the heck out of there before your guys die.
20. Now you will want to head to north to the very NW corner of the zone just NW of the word Uial in Emyrn Uial. There is a path that leads into the mountains that you will have to take right around 4.3S, 72.4W. Once you come to the path keep on the lookout for three items as you make your way up this mountain path; Gauradan-ward, and Gauradan-spear (this is on the bottom just north of the pool of water leaning against a tree at a campfire), and Gauradan-basket which will complete **Gauradan Artifacts**. It is kind of a long path and you will have to fight a lot of mobs along the way so just be careful and take your time. When you get to a camp where the road ends just head SW through the grass towards the campfire and just behind the fire you will see the stone marker glowing. Examine the marker to turn in **Beyond the Gloaming falls** and accept **There and Back Again**. Now you can just jump down the hill here and make your way back to The Eavespires.
21. Once you arrive speak with Lithuifin to turn in **Knocking Heads** and accept **Fruits of the Forest**. Also speak with Erchiel to turn in **Gauradan Artifacts** and accept **Hunting the Hunters**.
22. Head back to where to that uphill path where you completed **Gauradan Artifacts** before and this time you will want to kill 5 tribesman, 8 gorge-stalkers, and 1 soothsayer for **Hunting the Hunters**. There is one soothsayer on the bottom where you found the spear along with one in a camp halfway up and one at the very end of the path. The other types are in the plenty as you make your way up

the path. Once you have all of them you can return to the Eavespires and speak with Erchiel to turn in **Hunting the Hunters** and accept **Wards of the Gauredain**. You will again have to go back to the path up the hill again and this time, gather up 5 Gauradan-wards. These are the banner looking items that you had to gather one before for a previous quest. Once you have all 5 wards return to Eavespires and speak with Erchiel to turn in **Wards of the Gauredain** and accept **False Wards**. For this next part you will have to search out some wards that surround the Gauradan area. They are located at (5.6S, 71.9W) - (5.4S, 72.4W) – (6.1S, 73.1W) – (6.6S, 73.7W) – (6.6S, 74.2W). Once you have placed all the false wards return to the Eavespires again and speak with Erchiel to turn in **False Wards**. We do **NOT** recommend speaking with Longbough and accepting **Hewing the Wood**.

23. Now you will want to search the fields to the south of here for colorful berries for **Fruits of the Forest**. You should have no problem finding plenty of them. Just keep a lookout for glowing bushes near the trees. Once you have collected 6 of them return to the Eavespires and speak with Lithuifin to turn in **Fruits of the Forest** and accept **An Unpleasant Meal**.
24. Now head back towards Amon Moth. This time you will want to be on the very southern edge of this place. There is a small path the leads into the ruins that you will want to look for. Watch out for the giants here while do this next part as you can do it without having to fight them at all. If you sneak around the west side and wait for the one patrol to be away from the pot you can run up place the poison in the cauldron and run out without any of them messing with you. You can find the giant pot at exactly 9.0S, 75.0W. Once you place the poison that will finish up **An Unpleasant Meal**. You can now return to the Eavespires. Once you arrive speak with Lithuifin and turn in **An Unpleasant Meal** and do **NOT** accept **Fool's Crown**.
25. You will have to head back to the other side of the river to the crossroads between Tinnundir and Ost Forod. Here you will have to interact with the first marker you did awhile back to continue the quest **There and Back Again**.
26. Now head south of you to the place called Men Erain. This place is along the shore SE of Tinnundir. From the path the leads to this place there will be some stone steps at 15.0S, 66.0W just when you enter the ruins to the left side of the road. Go up these steps and you will get the message that Alfred is missing. There is a journal on the box just up these steps that you need to loot.
27. Now just return to Tinnundir and speak with Culand to turn in **There and Back Again** and Helechir to turn in **Breakfast in the Ruins** and accept **Treasure in the Ruins**. Return to Men Erain now and this time head just a bit south on the road from where you looted the journal and on your right will be a small island almost connected to the mainland. Here you will find Sid Waring camped out. Speak with him to continue **Treasure in the Ruins**. You will now need to loot 4 relics. They are guarded pretty well but there is a good trick on how to loot them. The first 2 relics are in the building to the island just south of you. If you hug the outside wall you can loot one on the north wall just slightly east of the center of this wall. You can use the delete key to select the nearest target and the u key to loot the relic. The next one you can loot from the outside at the west wall

between the center and the south corner. Next, you will need to go about 2 small islands south the another island with a building that looks just like the one you looted from. It will be the one just south of Haudh Valandur. Here you will be able to loot them outside from the west wall close to the north corner and the south wall close to the east corner. Once you collect all 4 you can return to Tinnundir and speak with Helechir to turn in **Treasure in the Ruins** and accept **Murder in the Ruins**.

28. Now once again you will want to head back to Men Erain. This time you will need to head to the SE of Men Erain to Arthobel to make contact with Glirion. The best way to reach this place is to take the steps where you started this quest line and make your way up the hillside here and then head to the south and slightly east to the highest point around and keep your eye out for the ruin structure. The exact coordinated of this place are (18.1S, 65.0W). Once you arrive speak with Glirion to continue **Murder in the Ruins**. Once you continue the quest you will have to protect him while 2 waves of three attack you both. Once you have successfully protected him you will need to return to Tinnundir.
29. Once you arrive speak with Helechir to turn in **Murder in the Ruins** and accept **Vengeance in the Ruins**. Now you will want to head to Ost Forod which is NE of here. Once you arrive you will want to find Brychan the Bald which is on the very west side of town. Speak with him to continue **Vengeance in the Ruins** and be prepared to fight him. He can be pretty tough so you may want to have a health potion on hand if you are a lower level or a weaker class. Once you get him around 500 health he claims he will change his ways. Once that is done return to Tinnundir one more time. Speak with Helechir to complete **Vengeance in the Ruins**. Now go ahead and speak with the stable master and take a swift travel to Esteldin then to West Bree. Continue taking horse rides till you reach the Rivendell.

Trollshaws

37-39 RIVENDELL AND BARACHEN'S CAMP

1. Once you arrive at Rivendell you will need to seek out Aragorn. He can be found on the very east side of town inside the last homely house. Speak with him to turn in **A Dangerous Road** and pick up **A Momentous Decision** and **Foreword: The Troubles of Rivendell**. Once you accept those to you left (north) is the hall of fire. Enter the hall of fire and speak with Bilbo Baggins to accept **The Riddle-Game**. Then speak with Lindir to continue **The Riddle-Game**. Now you can leave the last homely house and head to the very west part of town near the stable master.
2. On the way stop at the Gazebo and speak with Glorenglir and pick up **Unwitting Scavengers**. Once you arrive near the stables in between the two stables there is a table. On the table are work gloves that you will need to pick up for **The Riddle-Game**. Next you will need to head to the NW corner just across the first bridge then north to the forge. Speak with Hemeldir here to continue your quest.
3. Now return to the last homely house and speak with Aragorn to turn in **A Momentous Decision** and accept **A Man Called Estel**. Now go into the hall of fire and speak with Lindir to turn in **The Riddle-Game** and pick up **The Riddle-Maker**. Speak with Bildo to continue your quest. Now go back into the main room and head up to the third floor on the south side to find Elrond's library. Enter the library and speak with Elrond to turn in **Foreword: The Troubles of Rivendell** and **A Man Called Estel**. Also make sure you pick up **Book IV, Chapter 1** and **The City of His Fathers**. Speak with Gandalf to accept **Frodo's Burden**. Head back to the main room and speak with Aragorn to turn in **The City of His Fathers** and accept **Calenglad Remained**.
4. Go just outside the last homely house on the deck is Frodo Baggins. Speak with him to continue your quest and then speak once more to travel with him. Once you arrive speak with him again to pick up the quest then follow him as he makes his way through the city. Finally when he is done with his slow and boring walk, speak with him to complete **Instance: Frodo's Burden**. Speak with him once more to travel back. Now go back into the library and speak with Gandalf to turn in **Frodo's Burden**.
5. Now leave this place and head directly south across the small bridge. Once you reach the river follow it east just a short distance till you come to Glorfindel. Speak with him and pick up **Glorfindel's Company**. Once that is done you will want to set your map here at the milestone to save on travel time. You can find the milestone just west on the road from your current location at the entrance of Rivendell from the Trollshaws. Once you have set it then return to the stable master on the west side of the city. Just inside one of the stables here you can find a broom that you are able to pick up for **The Riddle-Maker**. Now unfortunately you will have to head back over to Tinnundir in Evendim. Once you finally arrive speak with Calenglad just south of you in the ranger's camp to turn in **Calenglad Remained**. Do **NOT** accept **Loyalty's Proof** unless once again you want the rep with them. Just NW of the ranger camp speak with Culang to continue in **Glorfindel's Company**. Then head to the Eavespires which is NW of

- Tinnundir across the lake. Once you arrive speak with Erchiel to turn in **Glorfindel's Company**. Now you can use your map to go back to Rivendell.
6. Once you arrive return to the last homely house and then into the hall of fire and speak with Bilbo Baggins to turn in **The Riddle-Maker** and accept **The Riddle-Finder**. Speak with Lindir to continue your quest. Now head to the exit of Rivendell heading towards Misty Mountains. Right before you leave town you can find Boromir. Speak with him to get his badge and continue your quest.
 7. Again return to the last homely house and then enter the hall of fire. Speak with Lindir to turn in **The Riddle-Finder** and accept **The Riddle-Seeker**. Speak with Bilbo to continue your quest then make your way to the library. Speak with Elrond to continue your quest. Now head outside and head south. Cross the small bridge then follow the river east shortly till you come upon Glorfindel. Speak with him to turn in **The Riddle-Seeker** and pick up **The Riddle-Master**.
 8. Now you will want to make your way out of Rivendell heading into the Trollshaws. Make sure you stay on the main road while traveling south. When you come to Anhebir stop and pick up **To Thorenhad**. Keep following the path south now. When the path goes to make a sharp turn towards the west stray off the path and keep heading south. You should see some large rocks on your mini map and this will let you know you are in the correct location. Behind the big boulder and along the larger rock walls there is a smaller rock that is clickable called rock pillar. The exact coordinates are (33.2S, 6.4W). Click the rock pillar to open the hidden doorway. Once it's opened enter the vault. Work your way through the vault and kill anything that stands in your way. Once you reach the back loot the Celebrian's Legacy on the small wooden table for **The Riddle-Master**.
 9. Now you can return to Glorfindel in Rivendell. Speak with Glorfindel to continue **The Riddle-Master**. Head inside the last homely home then inside the library and speak with Elrond to complete **The Riddle-Master**.
 10. It's time to make your way over to Barachen's Camp located at (34.1S, 20.2W). You can reach this place by taking the road south out of Rivendell into the Trollshaws. Follow the main road west heading towards the Lone-Lands. Once you start to get close to the Lone-Lands, keep a look out for Rochwen standing on the side of the road. Once you spot her, stop and speak with her to accept **A Road Seldom Travelled**. Next head just south of the word troll in south trollshaws is Barachen's Camp. Once you arrive here speak with Barachen to accept **Trampling Hooves**. To complete this quest all you need to do is go west outside of his camp and kill 10 boar in the surrounding area. Once you have killed all 10, return to the camp and speak with Barachen to turn in **Trampling Hooves** and accept **Trouble by the Last Bridge**.
 11. Now get back on the main road and head west back to The Last Bridge. Once you arrive speak with Alphlanc to continue your quest. Head just off the road towards the short directly north. You will find a shattered crate near the water. Search the crate to continue your quest then return to Barachen's Camp. Once you arrive speak with Heithur Ironfist to turn in **Trouble by the Last Bridge** and accept **The Stolen Stones**.
 12. Head just north to the main path and speak with Rochwen along the side of the road to continue your quest. Also make sure you accept **Some Disease Affects**

Them. Head NW now to Ost Durgonn located at (31.8S, 20.7W). Once here kill any Whiskerbacks in the area for **Some Disease Affects Them** as you make your way just to the NW of the mini map marker. Here you will find Toki Whitebeard. You will want to speak with him to continue **The Stolen Stones** which you will next have to protect him. Be prepared to fight a lot of them at once. Just take them out as fast as you can and make sure you keep him alive. If you fail you will have to return to Barachen's Camp and start it over again. Once you have protected him and killed enough cave claws return to Rochwen along the road to the SE. Speak with her to turn in **Some Disease Affect Them**. Then go to Barachen's Camp and speak with Heithur Ironfist to turn in **The Stolen Stones** and do NOT accept **The True Theives**. Also do NOT speak with Barachen to pick up **Very Unlike Trolls**.

39-40 THORENHAD AND BOOK IV

1. Next on your list will be the settlement of Thorenhad located at (31.6S, 15.1W). The best way to reach Thorenhad is to get back on the main road from the camp and start heading east. About halfway to the main river that runs through the Trollshaws there will be a smaller path that heads north. Take that path and follow it until you arrive.
2. In Thorenhad get the stable location then speak with Narlinn to pick up **A Scout Among the Bruinen Gorges** and Elladan to turn in **Book IV, Chapter 1** and pick up **Book IV, Chapter 2** and do NOT accept **A Scout in the North Trollshaws**. Also speak with Elrohir to turn in **To Thorenhad** and pick up **A Scout in Nan Tornaeth** and Fimgris to accept **A Snarling Threat**.
3. Now leave this place and head south and just slightly east towards the main road. Just north of the road along the cliff and just south of the "n" in Bruinen Gorges you can find Arrod. Speak with him to turn in **A Scout Among the Bruinen Gorges** and pick up **A Perfect Feather**. Now you will want to travel NE of him just north in between to two letters "r" and "g" in Bruinen Gorges. Here you will find the Hendroval-Nest at exactly (32.7S, 13.2W). Loot the feather from the nest for **A Perfect Feather**. Return to Arrod to turn in **A Perfect Feather** and accept **Lilies in the Valley**.
4. Now you will want to follow the main path to the east till you reach the river. Just shortly before the river is a small path that leads up the hills on the west bank of the river. When the path forks west or south take the west path. Work your way back to Drauglad. Once you arrive you will need to work your way to the very end of this place killing 14 moor-stakers along the way. Be careful here as there are many of them in stealth that like to jump out and get you. Once you reach the back you will find a signature spooked moor-stalker which needs to be slain. Once he is dead walk into his den behind him to explore it and complete **A Snarling Threat**. Now head back to the main path and this time swim just south in the river till you enter the blooming fens. Right around the marker for the blooming fens on your mini map near the rock cliffs you can find the perfect lily. Pick it up for **Lilies in the Valley**.
5. Now take the lily back to Arrod at his scouting post SE of Thorenhad to turn in **Lilies in the Valley** and pick up **A Gift for the Elf-maid**. Head back to

Thorenhad and speak with Narlinn to continue your quest. Also speak with Fimgris to turn in **A Snarling Threat**. Return to Arrod once more to give him the necklace and complete **A Gift for the Elf-maid**.

6. Next you will be heading north of Thorenhad. Keep traveling north till you uncover the map for Nan Tornaeth. You will be looking for Calenthon which can be found at (28.2S, 15.3W) which is just north between the letters "T" and "o" in Nan **T**ornaeth. Once you arrive speak with Calenthon to turn in **A Scout in Nan Tornaeth** and pick up **Beasts Among the Ruins**. You will now need to scout the hills and valley here and slay 8 bears in order to collect 8 tainted bear-hides. Once you have all 8 return to Calenthon and turn in **Beasts Among the Ruins** and do **NOT** accept **Calenthon and Malloval**.
7. This would be a good time to group up and knock out all of Book IV starting with **Book IV, Chapter 2**. Try to find a group that is willing to do a good amount of the book with you if not all of it. Once you have found a group you will want to head to the southern Trollshaws. You will want to head directly south from Barachen's Camp. Once you come to the elite trolls take the path more south and stay to the left once you are in the path. When you reach the ruin structure with all the non-elites then you reached the right place. Just inside is the dead horse which you need to loot to pick up the saddle. Once you have the saddle just return to Thorenhad and speak with Elladan to turn in **Book IV, Chapter 2** and pick up **Book IV, Chapter 3**.
8. Now you will need to speak to Glorfindel back in Rivendell just south of the last homely house by the waterfall to continue **Book IV, Chapter 3**. For the next part you will need to head back to the middle of the Trollshaws to the main river that runs through it. Your destination is The Ford of Bruinen which is just in the river near the main road. Once you are here use the elf-stone to complete your quest. Return to Glorfindel back at Rivendell to turn in **Book IV, Chapter 3** and pick up **Book IV, Chapter 4**.
9. It's time to return to Thorenhad and speak with Elladan to turn in **Book IV, Chapter 4** and pick up **Book IV, Chapter 5**. For this next part you will have to visit 3 caves in the Trollshaws. The note that came with this quest will be in your bags and contains a very good description of where these caves are. For the reason I will give brief details on where they are and if you can't follow them simply read Elladan's Note. The first one is almost directy east of Thorenhad just a bit and just south of the elite trolls at the exact location of (32.2S, 13.4W). Once you arrive with your group enter the cave and work your way to the very back till it says you are in the deepest chamber. Once you are back here use the elf-stone. Now you will need to leave this cave and head to the west towards the last bridge. Once you are just north of Barachen's Camp head north into the north Trollshaws. Follow this valley till you reach the elite trolls. Once you see them, hug the western mountain wall and you will soon come to another cave at exactly (29.5S, 20.3W). Just do as you did before by reaching the back and use the elf-stone. The last cave is sort of NE of your current location. You will have to travel through some valleys in order to reach it and they do kind of twist and turn a bit. The exact location is (29.3W, 18.2W). Again just work your way all the way back and use the elf-stone to complete **Book IV, Chapter 5**.

10. Return to Thorenhad and speak with Elladan to turn **Book IV, Chapter 5** and accept **Book IV, Chapter 6**. Head over to Barachen's Camp and speak with him to continue chapter 6. Now you will need to cross over the main river and head to the Giant Valley. This place can be found on the very SE section of the Trollshaws. Once you arrive in the valley you and your fellowship will want to head to middle but along the west mountain wall to the exact coordinates of (35.9S, 7.2W) where you will find Onodrim. Speak with him to continue your quest and get ready to slay him. Once he is dead that will complete **Book IV, Chapter 6**.
11. Return to Thorenhad and speak with Elladan to turn in **Book IV, Chapter 6** and pick up **Book IV, Chapter 7**. Head over to Rivendell and speak with Elrond which resides in the library in the last homely house to continue your quest. Now leave the last homely house and head to the NE corner of Rivendell to the haven of Orladion and speak with Legolas to turn in **Book IV, Chapter 7** and pick up **Book IV, Chapter 8**. Once your group is ready speak with him again to travel to the instance.
12. Once you arrive you will need to speak with Legolas to start the quest line. Once you start just follow him as you kill enemies and make sure you keep him alive. Once you get to the end with the Nazgul you will have to take on the big wood troll boss named Taushakh. Once he is dead speak with Legolas to travel back to Rivendell. When you arrive speak with Legolas to turn in **Book IV, Chapter 8** and accept **Book IV, Chapter 9**. Speak with Elrond back at the library inside the last homely house to turn in **Book IV, Chapter 9** and accept **Book V, Chapter 1**. Also pick up **Foreword: Turning to the North** from Elrond. Speak with Aragorn to turn in **Foreword: Turning to the North** and pick up **Book VI, Chapter 1**.
13. Now you will want to make your way back towards Thorenhad but instead of going there stop just past the river and take the small path south towards Drauglad where you killed all the moor-stalkers before. This time however when you come to the fork, right before you enter this Drauglad take the south path instead. Once you enter Tal Bruinen follow the path till you reach Haradir. Once you reach Haradir speak with him to continue **A Road Seldom Travelled**. Next you will want to head just up the hill to your SE and make your way just a tad bit more south till you reach the settlement of Echad Candellesh.

40-41 ECHAD CANDELLETH

1. Speak with Bainthir to pick up **A Bumpy Road**, Indor for **Toad Stews**, Wistan for **The White Hart**, Tongannel for **Dangerous Enterprise**, Nestael to turn in **A Road Seldom Travelled**, do **NOT** speak with Cerys and accept **More Confused Than Usual**, and Daervellas for **Worms On the Heights**.
2. You can now leave town and head back towards the road to the north. Once you find the path you can head east gathering any brambles and stones along the road. You will also want to slay 4 great glen-bucks to finish up **A Bumpy Road** (you may need to kill some of the glen-hinds in order to get more of the bucks to spawn). Once you get near the streams you will also want to kill the toads here to collect their tongues and legs for **Toad Stews**. Once you kill enough toads you

can follow the path back towards town to get the rest of the bucks, brambles, and stones. Continue to follow this path till you come to the stray barrel on the side of the road. Open the barrel to pick up the quest **Surprise Pipe-Weed**. Continue to head south on this path till you arrive at Garbert's Cottage.

3. Speak with Garbert to pick up **Bert, Tom, and Bill**. Now cross the river and head up the steep mountain path. Just a little ways up you will find a broken cart and you will need to loot the broken crate here to complete **Dangerous Enterprise**. Once you loot it 2 guys will jump you but you can just run back down the path and across the stream to avoid them. Now you will want to head SW from the cottage and about mid level of the hill here you will find a large footprint. Examine the footprint to pick up **Giant Footprints**. Continue almost due south examining the footprints along the way. When you examine the one with the lost brooch collect it to continue the quest. Next head NW to just at the "a" in **Tal** Bruinen to find the white hart at exactly (37.5W, 16.0W). Loot the white hart to gather the arrows for **The White Hart** quest.
4. Return to Echad Candelleg and speak with Indor to continue **Toad Stews**. Use the grinding stone right next to him to mush the ingredients together. Speak with him again to turn in **Toad Stews** and pick up **Best Served Cold**. Also speak with Wistan to turn in **The White Hart** and accept **The Hunter's Injury**, Bainthir to turn in **A Bumpy Road**, and Tongannel to turn in **Dangerous Enterprise** and accept **An End to the Enterprise**.
5. You will now want to leave town and head towards the main path that leads east to the stream. Once you reach the stream go just south a bit then more east to the shore with the steep mountain path. Make sure you kill all crawlers you come across for **Best Served Cold**. You will want to make sure that quest is complete before returning to town. Follow the mountain path till you reach the top. Once you are up to the open fields make your way to the south to reach Cirith Ulunn. Once you arrive you will want to head to the west of it up the hill just before you enter the place. You will come to a monument which you need to type /look while standing in for one part of the quest. Now you can enter Cirith Ulunn. Once inside you will need to kill 8 rock-worms along with Sarlug. He can be found near the marker on your mini-map and you should have no problem finding him while clearing this place out. This will complete **Worms on the Heights**.
6. Now would be a good time to run around and turn in some of the scattered quest. To start off make your way to Rivendell. Once you arrive speak with Bilbo Baggins in the hall of fire inside the last homely house to continue **Bert, Tom, and Bill**. Then head over to the stable master and speak with Peregrin Took to turn in **Surprise Pipe-Weed**. Now take a ride over to Thorenhad. Speak with Elrohir once you arrive to turn in **Giant Footprints** and accept **Down from the Mountains?**. Next you will want to go to the stone-trolls' glade which is located at (31.2S, 18.2W). In order to reach it from here you will have to go south back to the main road then west just a bit and once the road starts to turn towards the SW instead stray off the path north till you reach this place. Once you walk near the 3 stone trolls you will complete **Bert, Tom, and Bill**. Your next destination will be all the way in the Lone-Lands at the Forsaken Inn. Speak with Adwold inside the inn to continue **The Hunter's Injury**.

7. You will now have to make your way back to Echad Candellesh. Back at Echad speak with Indor to continue **Best Served Cold**. Use the grinding stone again to mush it all up and then speak with Indor to continue your quest. Also speak with Wistan to turn in **The Hunter's Injury** and accept **The Creeping Shadow** and Daervellas to turn in **Worms on the Heights** and accept **Sarnemil's Flight**.
8. You will then want to go to the Garbert's Cottage and speak with him to turn in **Bert, Tom, and Bill**. Now head just south of you towards that path that leads up the hill where the broken cart is found. Instead of going up the path however follow along this ridge till you near the waterfall. Just before you hit the water at exactly 39.0S, 14.2W you can find chewed fishbones for **The Creeping Shadow**. It will look like a small glowing piece of mush just near the water. Next head almost directly west and just a little south across the river and on the east bank near the end of the river you can find Sarnemil the rock-worm which you will need to kill within an hour of accepting the quest for **Sarnemil's Flight**. You can go back to town and speak with Daervellas to turn in **Sarnemil's Flight** before the quest timer runs out. Also speak with Wistan to turn in **The Creeping Shadow** and pick up **The Open Window**.
9. Now head back over to Garbert's Cottage and speak with Afanen to continue your quest. Now speak with Garbert to continue your quest once more. Now you will need to get 5 fish out of his nets in order to complete the quest. Note that not all the nets have fish in them. If you search a net in the coming listed locations and its empty there must be another net very close to it that has the fish. The first net with a fish you can find to the north just before the path crosses the river at 37.6S, 14.6W. Next you will want to cross the river to the east and follow the bank south. The bank will then turn to the east which you will follow. There are two nets along this bank with fish at 37.6S, 13.8W and 37.2S, 13.5W. Now you will need to go back to the cottage and this time head west along the bank from his cottage and you can find two nets which contain fish along this bank as well at 38.7S, 14.6W and 39.2S, 14.9W. Once you have all 5 fish collected return to the cottage and speak with Garbert to continue the quest. Now you will need to return to Wistan at Echad. Speak with Wistan to turn in **The Open Window** and pick up **A Trap for the Creature**.
10. Now you will need to speak with Wistan again to travel to the instance. Once you arrive speak with Wistan to continue your quest and follow him to the cottage. Once he goes to the side of the house you will have to click the flat stones to place the fish down. Once he runs behind the hut speak with him again to continue your quest and wait for a moment. Speak with him yet again to continue your quest. Wait while the creature Gollum comes up and starts to snack on the fish. Once Wistan tells you to go after him just follow him around till he comes to the mountain side and starts to climb up. At this point an orc named Udulug will come after you. He is a level 41 Signature which you will need to defeat. Once he is dead speak with Wistan to complete the Instance quest. Speak with him again to travel back to Echad. Now that you're back at town speak with Wistan to turn in **A Trap for the Creature**.
11. Now you will need to do a little traveling. First you will want to head over to Thorenhad. Once you arrive speak with Wethorm to turn in **Best Served Cold**

and pick up **A Surprising Taste**. Now you will need to travel east across the river and enter the giant valley where you went for part of book IV. Once you enter the giant valley, hug the western mountain wall in here avoiding mobs to reach Amon Nendir. You can find Arifael at exactly 35.2S, 8.0W which you will need to speak with in order to turn in **Down from the Mountains?** You will have to head back over to Echad Candellesh now and speak with Indor to turn **A Surprising Taste**.

12. Now you will have one last quest to complete before leaving this place and it will be the hardest one yet. If you are unable to do it alone you will want to find one other member to help you knock it out. The part that makes it hard is they can call for help which tends to get you caught off guard and the ritualist you need to kill can be level 45 which is a bit high for you right now. When you are ready head towards the cottage and up in the hill directly west of the cottage you will find Echad Gauradan. Here you will need to kill all the mobs to collect 10 wooden figurines that drop off them along with three ritualist which are accompanied by a wolf. Once you have this quest complete return to town and speak with Tongannel to turn in **An End to the Enterprise** and pick up **Cause for Sorrow**.
13. This next part will require you to head all the way over to Bree. You can use the swift travel in Rivendell to reach southern Bree with ease. Once you arrive, head on the path taking it NW till you are near the burglar trainer. From here follow it directly west into the beggar's alley. It is about the middle of the Bree map all the way to the west on a small path. Here you can find Nora Strawley at exactly 31.0S, 52.7W. Speak with her to turn in **Cause for Sorrow** and pick up **Cause for Joy**. Unfortunately, you will have to return to Echad one more time.
14. Once you arrive back at the settlement speak with Tongannel to turn in **Cause for Joy**. This will finish up the quest for the Trollshaw and you can now head back to Rivendell. Once you reach Rivendell you will want to head out the north exit towards the Misty Mountains.

Misty Mountains

41-42 GLOIN'S CAMP

1. Once you are on the path leading to the Misty Mountains be sure to speak with Malthenor to pick up **Rampaging Beasts**. Once you enter the mountains stick to the very western edge and at 24.8S, 4.0W you can find Gloin's Camp.
2. Speak with Vighar Roadwalker to pick up **Warning: Evil Men**, Larus Sharpshard to pick up **Old Treasures**, Tralli Gemfinder to pick up **Arctic Hunters**, Gloin to turn in **Book V, Chapter 1** and accept **Book V, Chapter 2**. Also be sure to pick up **Into the High-pass**, **Goblins at the Gate**, and **Bears of the North** from Gloin.
3. You will want to kill a few types of mobs as you make your way towards the north. You will need to kill snow-lurkers to collect relic-fragments for **Unwitting Scavengers** and snowbeast for **Rampaging Beast**. Once you are far enough north where you start to run into bears make sure you also kill enough of them to collect 12 hides for **Bears of the North**. You will need to continue north all the way to the north of northern bruinen source. Near the very top of the map you will come to the bitter stair. Just before you enter this area just below the first set of stairs to the left of them is a signpost. Click the signpost to post the warning sign for **Warning: Evil Men**.
4. You can head back south now into the western bruinen source. To the NW of this section is a river. You will need to follow it all the way north till it ends and just to the west of the river is an old fort. Just at the bottom of the steps at exactly 21.7S, 4.4W you can find the chest you need to loot for **Old Treasures**. Now finish killing the rest of the stuff you need for the other quests. If you are having trouble finding enough bears don't worry about it.
5. Next you will want to head directly east of Gloin's Camp till you reach the higher level bears. Kill the bears here till you are done with **Bears of the North**. Next you will want to head north from where you first started running into the bears towards Whittleft which is located at 23.4S, 0.2E. Keep heading north in this path till you have reached the goblin camp and **Book V, Chapter 2** updates telling you to kill Gurzmat. You will also want to kill 12 wargs around this area for **Arctic Hunters**. While you kill your 12 wargs try to find at least one other to help you kill Gurzmat. To find him just head west of the camps near Caldwell take the path that leads up hill and at the end you will need to kill Gurzmat which is a 43 signature with 2 43 bodyguards. He is not too tough but you will most likely need at least one other member at your level to complete it. Once that is complete you can return to Gloin's Camp.
6. Back at camp speak with Vighar Roadwalker to turn in **Warning: Evil Men** and pick up **Warning: Evil Dwarves**, Larus Sharpshard to turn in **Old Treasures** and pick up **Every Last Ingot**, Tralli Gemfinder to turn in **Arctic Hunters**, Gloin to turn in **Book V, Chapter 2** and accept **Book V, Chapter 3**. Also turn in **Bears of the North** to Gloin. You can now head back to Rivendell. Along the way be sure to speak with Malthenor to turn in **Rampaging Beast** and accept **Hidden by Fur and Snow**. Continue to Rivendell and speak with Glorenglir in about the center

of town near one of the bridges to turn in **Unwitting Scavengers** and pick up **Deluros of Rivendell**. Head over to the last homely house and then go in the library and speak with Deluros to turn in **Deluros of Rivendell** and accept **The Missing Fragments**. You can now return to the Misty Mountains.

7. Start out by heading north killing any lurkers along the way in order to collect 4 jagged relic-fragments for **The Missing Fragments**. Also when you reach the bears you will need to kill 7 here for part of **Hidden by Fur and Snow**. You can also search any snow drifts you find on the ground for jagged relic-fragments. A good area filled with these snow drifts is all the way to the west of the western bruinen source. If you find the area around here is loaded with the aurochs but not the bears nor the lurkers you may need to slay them in order to get the types you need to respawn.
8. Next you will want to head back towards the goblins where you did **Book V, Chapter 2**. This time you will want to just kill the goblins here to collect 24 ingots of dwarf-gold for **Every Last Ingot**. Once you have collected them all, head south into the high crag.
9. You will want to hug the western side heading south and when you come to a keep type entrance with dwarves you will want to find the sign post just outside of it. The exact coordinates of the sign post are 26.6S, 0.3E. Place the sign to complete **Warning: Evil Dwarves**. You will also want to kill 7 bears in the high crag for another part of **Hidden by Fur and Snow**. Once you have all 7 bears for the high crag you will need to head south into the giant halls.
10. You will need to take a lot of caution in here because there are a lot of level 44-47 elite trolls and giants roaming this place. You can reach this place by heading directly south from where you placed the sign or by heading south farther to the east. Once you arrive in the giant halls you will need to kill 7 bears here to finish up **Hidden by Fur and Snow**. You can now return to Gloin's camp.
11. Speak with Vighar Roadwalker to turn in **Warning: Evil Dwarves** and accept **Warning: Evil Giants**. Also speak with Larus Sharpshard to turn in **Every Last Ingot** and accept **The Other Chest**. Next you will want to make your way to Rivendell.
12. Along the way stop and speak with Malthenor to turn in **Hidden by Fur and Snow**. Also right around here is Golhador which you can speak with to pick up **The Masters of the Mammoth**. You can now continue to Rivendell. Once you arrive enter the last homely house and speak with Deluros inside the library to turn in **The Missing Fragments** and accept **A Scholar's Lesson**. You will then need to head over to Glorenglir. If you don't remember she is in a gazebo near the very center of Rivendell and also near one of the bridges. Inside the gazebo is a display case which you need to place the vase. Once you have done that return to Deluros in the library to turn in **A Scholar's Lesson**.
13. You should be near 42 now and this would be a good time to find a group to knock out Book V. If you need to help other members with chapter 2 go ahead and work on a solid group as once you get to Book V, Chapter 5 it will get tough. It would also be nice to find a fellowship that needs **The Masters of the Mammoth** and **Warning: Evil Giants** as well. Just remember along the way to completing book V kill any mammoths you cross to collect 3 silver tusk-rings.

Once you have a sturdy fellowship make your way into the high crag and back down to where you put the sign up for the evil dwarves. This time enter their stronghold and go in the door to your right in the first open area of this place. Inside you will find the Gabilazan cornerstone which you will need to loot in order to collect the plans for **Book V, Chapter 3**. Leave this room and go back outside and make a right (south). Down a bit in the next open area is another door on your left. Go inside and speak with Halmur to turn in **The Other Chest** and accept **The Last Ingot**.

14. Return to Gloin's camp and speak with him to turn in **Book V, Chapter 3** and accept **Book V, Chapter 4**. Now you will want to head north from Gloin's camp to iskeld's lookout which is where you found the first strongbox for the old chest quest. At exactly 21.6S, 4.5W you can find the keystone vault which you will need to loot in order to collect the key-stone. Return to Gloin and speak with him to turn in **Book V, Chapter 4** and accept **Book V, Chapter 5**.
15. This next part is the first of 2 tough parts in this book so make sure you have a decent fellow then speak with Gimli to travel. When you arrive speak with Gimli to continue your quest then follow him and defend him as he makes his way through the dwarves and giants. Once he stops atop the steps, rest up then speak with him again. You will now have to continue to protect him and follow him. Speak with him again when you arrive near the top to get the quest going again. Once at the top you will need to kill Skorgrim. Once he is dead speak with Gimli to complete your quest and travel back. Now back at camp speak with Gloin to turn in **Book V, Chapter 5** and accept **Book V, Chapter 6**.
16. For this part you will need to head all the way to the north towards the bitter stair. Just above the word northern you will want to stay to the east to find a door at 20.0S, 1.5W. Once you go up the stairs two wights will appear and attack you. Once you kill them just loot them to collect a sigil. If they don't drop it just wait for respawns and try again. Once you have collected it return to Gloin and speak with him to turn in **Book V, Chapter 6** and accept **Book V, Chapter 7**.
17. You will have to head to Rivendell and go to Elrond in the library. Speak with him to turn in **Book V, Chapter 7** and accept **Book V, Chapter 8**. Also go ahead and pick up **A Missing Scout** from him as well for later on.
18. You will need a very strong fellowship for this next part and you might have better luck returning to this in a few levels. Simply to keep the guide organized and because it is possible to do at your level we will cover it now. You will need to return to the place where you killed the wights and enter the instance with your fellowship. Fight your way to the first obelisk where you will start out. You will need to interact with 3 obelisks to further the quest. If you hug the wall to the left and go clockwise you will reach caves along the left wall. You will need to enter caves 1, 4, and 5 in order to find the obelisk you need. You can now head back to the ramp where you came into this room and enter the center. You will watch them bring the dragon to life and then you will need to fight the Nazgul. This guy is no joke so be prepared to have one hell of a battle. When he is low on health he will gain a lot of his health back. Once the Nazgul is dead you will need to return to Rivendell and enter the library to speak with Elrond to turn in **Book V, Chapter 8**.

19. You can actually do this next part alone if you are careful but after it you will probably need at least one other member to kill a 45 signature mob. You will want to head to Rakhas-bizar just above the east side of giant halls. Follow the road from here just a bit more south and just as you enter giant halls there is a sign post at 28.0S, 2.6E. You will want to place the warning sign here for **Warning: Evil Giants**. Now you will want to head into Orod-Laden. To get here you will need to head SW from the sign post. It is in the circle of the mountains just west of the words giant halls on the map. You will want to stay along the eastern internal mountains walls here till you reach Hjortur. When you find him you will need to speak with him to continue your quest and be prepared to fight him. Once you kill him you will need to loot his chest to pick the stolen gold ingot from it. You can now return to Halmur Stoneshaper to your north inside the dwarf stronghold to continue your quest. Once he is done speaking you can loot the chest behind you to pick up the ancient dwarf-chest. Hopefully during your travels you have killed Mammoths and gotten all 3 silver tusk-rings for **The Masters of the Mammoth** but if not go ahead and finish this up before returning to Gloin's Camp.
20. Speak with Vighar Roadwalker to turn in **Warning: Evil Giants**, Larus Sharpshard to turn in **The Last Ingot** and accept **Real Treasure**. Make sure you set your map to this location to save on a long journey later on. Once your map is set you will want to head towards Rivendell and just before you reach it speak with Golhador to turn in **The Masters of the Mammoth** and accept **Few Who Dare**. You will then want to continue to Rivendell and take a horseback ride to South Bree. You will need to continue your travels via horseback over to the shire. We suggest Michel Delving since from West Bree it's only 1 silver for swift travel. You will need to make your way over to Gondamon which is in the center of Ered Luin if you never been there.
21. Once you arrive you will want to speak with Gailthin to turn in Few Who Dare and accept **Towering Champions**. Next you will need to leave this place heading west then north till you reach Thorin's Hall. Enter the great hall once you arrive and directly in front of you speak with Guard-Captain Unnarr to pick up **Seeking Glory**. Head directly towards the back of this place and near the end you can find Heikki Goldwatcher on some steps to your left. Speak with him to turn in **Real Treasure**. Now in the very back of this place you can find Dwalin which you need to speak with in order to pick up **Dwalin's Concern**. Also in the room all the way on the western edge with the waterfall in it you will need to find Torth to turn in **Seeking Glory** but do **NOT** accept **Dourhand Crests** unless you want the reputation. Now you can go ahead and Map back to Gloin's Camp.
22. Speak with Gloin to turn in **Dwalin's Concern**. You will need to get a group together for **Towering Champions**. Once your group is ready you will need to head back into the giant halls. This time you will want to hug the eastern wall till you find some ruin with lots of giants inside. You need to kill 3 giants here to complete this quest. You can find Madfurr located at 39.4S,4.3E in the Lower section towards the very south, Kulgurz is located in the Upper section at location 30.7S,4.6E which is towards the south end of the upper level, and Sukdyr is located at 28.7S,4.5E in the Upper section on the very NE corner. Once you

have them all slain you can return to Golhador just north of Rivendell to turn in **Towering Champions**.

23. This will conclude the Misty Mountains for awhile but this guide will return to in after a few more levels. You will want to make your way to Esteldin by whatever means. Once you arrive you will want to speak with Arohir to pick up **The Council of the North**, **Beyond the Ram Duath**, and **Into the Ram Duath**. Also speak with Daervunn to turn in **Book VI, Chapter 1** and accept **Book VI, Chapter 2**. Now that you picked them up head north from Esteldin and take the eastern path out of the two paths directly north that leads into Angmar.

Angmar

42-45 WESTERN ANGMAR

1. Lehma-Koti is located just inside Angmar on the road running north. Once you arrive speak with Reko to pick up **Claws of the Earth**, Aarnikka to pick up **Silken Strands**, Aslak to accept **The Goblins' Treasure**, Eetu to accept **Fruits of the Earth**, Chief Tuokki to turn in **Into the Ram Duath** and accept **In the Dark Clefts** and **Orcs in the Ram Duath**.
2. Now you can start heading east into the ram duath. You will need to kill all the cave-claws you come across to collect 10 of their beaks for **Claws of the Earth** along with the spiders in order to collect 10 silks for **Silken Strands**. Make your way along the main path here heading east and once you see the siege weapons just off the road you will want to kill the orcs all around here for **Orcs in the Ram Duath**. Once you finish killing all the orcs you need, look on the map and right around here when the road splits east/west and north you will want to find a small path along the mountain ridge to your left (western ridge) and head up it to reach the Earth-Kin Scout. Speak with him to turn in **In the Dark Clefts** and accept **Wings of Darkness and Death**. You will then want to head just a bit more north on the path sticking to the western mountain ridge till you reach Duvaire. Once you arrive here you need to kill 10 Morroval for **Wings of Darkness and Death** and collect 10 root vegetables that grow on the ground near the mountains edge for **Fruits of the Earth**. If you have a hard time killing the Morroval in the area you may want to group with someone but most classes at this level shouldn't have too hard of a time killing them as long as you are careful and pull only one at a time
3. Return to the Earth-Kin Scout to turn in **Wings of Darkness and Death** and accept **Mistress of Shadows**. Also once all the other quest are done that were previously written about return to Lehma-Koti and speak with Santtu to accept **Stolen Skulls**, Aarnikka to turn in **Silken Strands**, Eetu to turn in **Fruits of the Earth**, Chief Tuokki tu turn in **Orcs in the Ram Duath** and accept **Strength and Stone**, and Reko to turn in **Claws of the Earth**.
4. Next you will want to get a small fellowship together to knock out 2 quests. You will be doing **Mistress of Shadows** and **Stolen skulls**. You can probably even do them with just 2 other members. Once you are ready make your way east and when you reach the first siege weapons just off the road make sure you destroy them. You will also want to enter Skathmur. When you first enter this camp go just south and in one of the small camps is the skull you need to complete **Stolen Skulls**. Once you have the skull go back out of camp and head a tad bit more east then north to Duviare. Make sure you get the last siege weapons along the way to finish up **Strength and Stone**. When you arrive at Duvaire, head north of it inside the cave. Once inside fight your way towards the back where Morcheryn is. Slay Morcheryn to complete **Mistress of Shadows**.
5. Return to the Earth-Kin Scout and turn in **Mistress of Shadows**. Make your way back to Lehma-Koti and speak with Chief Tuokki and turn in **Strength and Stone** and accept **The Far Reaching Hand**. Also speak with Santtu to turn in **Stolen**

Skulls. Hopefully you are still with your small group so you can do the last quest for this camp.

6. Leave camp and head east then north back towards Duvaire but instead of going to Duvaire stay to the eastern side of this path and you will find a fort looking structure with iron crowns inside of it called Frith-Vaile. You will need to work your way up to the top where you can find the Iron Crown Commander. It would be wise to clear the area a bit before pulling him. You will just need to kill him to complete **The Far Reaching Hand**. You can then return to the camp and speak with Chief Tuokki to turn in **The Far Reaching Hand**. Also before you leave, make sure you speak with Pirkka and pick up **Men of the Hills**.
7. Leave this place and head north along the path till you reach the settlement of Aughaire. Once you arrive, go around and gather up the quests here. You will want to speak with a Clan Hunter to pick up **Present Yourself to the Chieftain**, Crannog to turn in **Present Yourself to the Cheiftain** and **Men of the Hills** also accept **Crannog's Challenge**, Torquil to pick up **Dark Raiders**, Osbail to accept **Predators in the Foothills**, Raith to accept **Trophies of War**, and Corunir to turn in **Beyond the Ram Duath** and **Book VI, Chapter 2** also pick up **Book VI, Chapter 3**.
8. Start out by leaving town via the north exit leading into Fasach-Larran. You will need to kill 8 wargs in this area before leaving for **Predators in the Foothills**. Your destination in Fasach Larran after killing all your wargs will be to the very south SW corner in here at just about 0.5N, 36.6W. Once you arrive around the cave here you will need to kill the ongburz inside the cave till you have completed **Dark Raiders**. Once that is done, leave the cave head north till you reach a path. Follow the path just a bit north till a smaller path cuts east just above "rr" in Fasach Larrran. You should have come to a fort called Tor Gailvin. Right near the entrance to this place you can find a watching stone which you will need to click in order to collect some rubbing from the stone for **Book VI, Chapter 3**. You will also need to kill enough of the hillmen here to collect 4 bloodstone-pendants and 6 skull-amulets for **Trophies of War**.
9. Next you will want to leave this place and follow the main path south then east till you reach western Malenhad. When the road forks take the south road and follow it till you reach Bail Rova. Inside this place mainly focus on killing goblins in order to try to get them to drop goblin-gems for **The Goblins' Treasure**. Also inside the big circle fort you can find goblin treasure chest which also contains the gems. Use a lot of caution in here to avoid pulling too many. Once you are done with this you can return to Lehma-Koti.
10. Back at the Lehma-Koti speak with Aslak to turn in **The Goblins' Treasure**. Next make your way north to Aughaire. Once you arrive speak with Corunir to turn in **Book VI, Chapter 3** and accept **Book VI, Chapter 4**. Also speak with Raith on the other side of town to turn in **Trophies of War**, Osbail to turn in **Predators in the Foothills**, Torquil to turn in **Dark Raiders**, and Crannog to turn in **Crannog's Challenge** and accept **Crannog's Second Challenge**. Now head to the center of town and speak with Lakhina to accept **Bloodstones**, Finnann to accept **Dark Hunters**, Camran to accept **Dark Standards**, and Rona to accept **Rona's Concern**.

11. Head out the north exit of town and head just a tiny bit north of the “s” in Fasach Larran. Here you will find Tasgall which you need to speak with in order to turn in **Rona’s Concern** and accept **Strange Beasts**. Head just NW of him into the mountains and kill enough hill-beasts in order to complete **Strange Beasts** and collect 8 dull bloodstones to complete **Bloodstones**. The only thing you will have to be careful of here in the hills is the running patrols that can agro. Once you are done with both quests head just SE and return to Tasgall.
12. Speak with Tasgall to turn in **Strange Beasts** and accept **Treacherous Hunger**. Next you will have to scavenge the area around here to kill enough ash-crawlers to collect 8 crawler remains for this quest. Once those are done again return to Tasgall and turn in **Treacherous Hunger** and accept **The Matron and the Master**. Speak with him again to travel. Once you travel speak with Tasgall again to start the instance quest then escort him and protect him from the waves of hill-beasts. Once you reach the cave, be ready to fight a 41 elite mob with Tasgall. Once he is dead then you will go out of the cave and soon be fighting a 42 elite mob to finish the instance quest. Speak with Tasgall to travel back. Now you can speak with him again to continue your quest.
13. Next you will want to head east back into Tor Gailvin. This time once you reach this place you will have to destroy 5 of their battle standards to complete **Dark Standards**. Once that is done, leave this place and head south till you reach the main road. Then follow it east till it comes to a fork that goes north and south. Instead of taking either route instead just keep heading east into Malenhad. Just a bit north from the “l” in Malenhad right around 0.7N, 31.2W is a pool with elite turtles. Inside this pool are 3 watching-stones. You may have to interact with all 3 stones in this pool till you finally it get the heart for **Book VI, Chapter 4**. If you are careful you can get to all three stones without agroing any turtles. Once you have the heart you will want to return to Aughaire.
14. Once you arrive speak with Lakhina to turn in **Bloodstones**, Camran to turn in **Dark Standards**, Rona to turn in **The Matron and the Master**, Crannog to turn in **Crannog’s Second Challenge** and accept **Crannog’s Third Challenge**. Also speak with Raith to continue this quest and Corunir to turn in **Book VI, Chapter 4** and accept **Book VI, Chapter 5**.
15. You will want to head NE out of town back to Tor Gailvin fortress. Once there you will need to fight your way up and around the first corner. Now straight in front of you is another watching stone with sorcerer Tath, a fell spirit, and 2 guards. If you clear the area you can stand away and pull the two guards alone. Once they are dead heal up then go in and take out sorcerer Tath. Once he is dead loot his corpse to collect the stone-heart. Now leave this place and just to your north a bit is a line of small torches leading up a path to the north. These small torches are easy to miss so just in case you can’t find them the first one is at 4.3N, 36.0W. Just follow the torches up the path till you come to a ring of fire with some boulders piled on each other in the center. Climb up these boulders so you can grab the clucath stone that is sitting on top.
16. Return to Aughaire and speak with Crannog to turn in **Crannog’s Third Challenge** and accept **Crannog’s Fourth Challenge**. This quest will require you to defeat 3 people here in town. The first one, Moridac, is very close to you here

in the auroch pen. Speak with him to continue the quest and be ready to fight him. The next guy you will want to defeat is Feradakh and he can be found just a bit SE from your current location. Once he is defeated make sure you also speak with Guirman right next to him and pick up **The Ongburz and the Iron Crown**. Also inside the tent speak with Eilig to accept **Dark Vengeance** and Sorkha to accept **Dread in the Fallen City**. The last guy you need to defeat is Fonghala which is on the very east side of town. Once she has been defeated make sure you also speak to Latharna next to her and pick up **The Bloodstone Trove**. Also inside the tent speak with Machar and accept **Buried Treasure** and Cuinthorn to accept **Bloodwing**. You can now return to Crannog and turn in **Crannog's Fourth Challenge** and accept **Crannog's Fifth Challenge**. Before leaving town make sure you speak with Corunir and turn in **Book VI, Chapter 5** and accept **Book VI, Chapter 6**.

17. This next part will contain a mixture of some fellowship quests along with solo quests. Since many of the solo quests are contained in the same areas as the fellowship ones, you should be able to knock them all out at one time. If for some reason your group is not willing to help with the solo quest you can always return to them once the fellowship quests are done. You may not be able to get all your fellowship quests done with one group so you may need to get in multiple groups during this process. Once you have a decent fellowship you will need to leave town from the north exit and head north to Nad Nathair. This place is located just north from where you killed all the hill-beasts before. Once you arrive you will have to kill a total of 14 drakes and 1 boss drake named Bloodwing to complete the **Bloodwing** quest. Bloodwing can be found up the paths NW of the mini-map marker at 3.8N, 39.9W.
18. Once that is done you will want to head out of here then slightly east then north a ways and make your way to Dun Covad located at 6.4N, 37.6W. Here you will be doing 4 quests. Once you enter go south killing orcs. You will need to kill 12 of them before you leave this place for part of **The Ongburz and the Iron Crown**. You will also need to kill enough to collect 12 silver-nuggets for **Buried Treasure**. South a bit more at 5.4N, 38.2W you can find Chieftain Nulthauk that you will need to kill for **Dark Vengeance**. Just behind him is the first lesser watching stone you will need to just get near for **Dread in the Fallen City**. Just before you reached the chieftain was a ramp that led west. You will need to go up that ramp and here along the western wall you can find the second watching stone. From here just head north a bit to find the third and last lesser watching stone to complete **Dread in the Fallen City**. Now just east of you is where a lot of elite angmarims are. You will need to kill 8 of them to finish up **The Ongburz and the Iron Crown**.
19. Now you can head east of this place from the main path and a bit south to reach Burzum Pushdug which is located right around 4.2N, 35.1W. You can do this next part solo with a bit of a challenge but I recommend doing it with at least 1 other person to make it a lot easier. Once you arrive enter the cave and you will need to kill 12 tarkrip warriors and 8 tarkrip skirmishers to complete **Dark Hunters**.

20. You can complete this next part solo later on if needed as long as you are careful of your pulls. Head south from here on the main path and go in Tor Gailvin fortress. You will need to work your way all the way to the top of the fortress here. The top level is the most risky and where you will really have to watch your pulls because there are a lot of wandering patrols that can catch you off guard if you are doing it solo. Once you reach the top, the chest you need is just near the right campfire and tent. Once you loot the chest it will complete **The Bloodstone Trove**.
21. Once that is done head south and get on the main path that leads east in Malenhad. This part you can complete solo very easy. Head south and fight or run your way through the mobs on the road till you reach a large watching stone. Click the stone to summon the spirit. Slay him and this will complete **Book VI, Chapter 6**.
22. This next part you can complete solo very easy as well. You will want to head north out of this place now back to the main road then head west back into Fasach Larran. Once you are back in here, head east and just south of the "ch" in Fasa**ch** Larran you can find Nekhtan. You will need to speak with him then fight him to complete **Crannog's Fifth Challenge**.
23. Once those are all finished return to Aughaire and speak with Corunir to turn in **Book VI, Chapter 6** and accept **Book VI, Chapter 7**. Also speak with **Finnan to turn in Dark Hunters**, Lathaarna to turn in **The Bloodstone Trove**, Cuintron to turn in **Bloodwing**, Machar to turn in **Buried Treasure**, Eilig to turn in **Dark Vengeance**, Sorkha to turn in **Dread in the Fallen City**, Guirman to turn in **The Ongburz and the Iron Crown**, Crannog to turn in **Crannog's Fifth Challenge** and accept **The Rite of Clucath**.
24. Speak with Osbail just near you to continue your quest. Go to the center island here in Aughaire and speak with Camran to continue your quest. Next you will want to speak with Tasgall. He is the guy next to the tree surrounded by water at 2.5N, 38.4W which is north of Aughaire and SE of all the hill-beasts that you had to kill earlier for him. Once you speak with him to continue your quest you can return to Crannog back at Aughaire. Speak with Crannog to continue it again. Now you can speak with him to travel.
25. When you arrive, speak with Crannog then follow him to confront Domongart. You will have to fight a level 43 signature and a level 43 elite close to death but Cana will help you with this. You should defeat the signature mob named Drostan first since he will go a lot faster. Once they are both defeated, speak with Crannog to turn in the instance quest. Speak with him again to travel back to Aughaire. Now you can speak with him back at Aughaire to turn in **The Rite of Clucath** and accept **Fail-a-Khro Retaken**. Also speak with Taraghlán to pick up **The Brimstone Swamp**.
26. Head out of here using the north exit and make your way NE to Fail-a-Khro. Once you arrive speak with to turn in **Fail-a-Khro Retaken** and accept **A Poultry for our Hurts**. Also speak with Budan to pick up **Oppression's Yoke**, Ekhangán to accept **Stealing Stores**, and Soltakh to accept **False Orders**.
27. Leave Fail-a-Khro and head just west of you to the small pond where Tasgall stands. Around this pond collect 3 spiky mugworts from the ground for **A**

Poultice for our Hurts. Next you will want to head north of you a bit back to Dun Covad. Once you enter the main fortress keep an eye out for small chest named sub-commander's strongbox. The first one is in the camp just inside at 5.9N, 38.3W. You will need to place the false orders inside these chests for **False Orders**. The other 3 you will find deeper inside to your right up the ramp. You will find two in the main open room here. One is the SE corner and the other near the watching stone. Take the small alley a bit south turn to your right and hiding on the right side of some stairs you will find the last chest. The exact location of these three chest are (5.8N, 38.5W), (5.6N, 38.7W), and (5.9N, 38.5W).

28. For this next part you might as well get a decent fellowship together because the end of this next quest will lead you to a few fellowship quests. Next you will want to leave this and head east along the main road. When it forks SE and NE take the NE route. Along this road will be several farms. Along these farms grow red lovage which you will need to collect 4 of for another part of **A Poultice for our Hurts**. Once you have enough continue NE along the main road till you reach the town of Donnvail. Once you are inside keep any eye out for crates of food in here. You will need to collect a total of 8 for **Stealing Stores**. Also just inside is Branan which you will need to speak with in order to turn in **Oppression's Yoke** and accept **The Light of Hope**. Continue to work your way back collecting more stores of food till you reach Garvan. Speak with Garvan to continue your quest. Work your way back even more till you reach Morven. Speak with her to continue your quest again. Continue down the path more to get to Uthagan. Once you speak with Uthagan you will have to defeat him so be ready. Once he is dead your quest will update to speak with Una. She can be found deeper inside here about 2 large rooms up. Once you find her speak with her to complete **The Light of Hope** and accept **A Call for Allies**.
29. Also before you leave this room, speak with Enan to pick up **Fushath the Beast**, Raghnaid to accept **Muirathakh, the Silent Judge**, and Artagan to accept **The Minions of Muirathakh**. Just east of you now is another pathway through this place that you and your fellow will need to travel. Back here you will need to kill 8 iron crown warriors and 6 iron crown crossbowmen to complete **The Minions of Muirathakh**, Fushath the beast which is in the second large room from here for **Fushath the Beast**, and Muirathakh to complete **Muirathakh, the Silent Judge**. Speak with Raghnaid to turn in **Muirathakh, the Silent Judge**, Artagan to turn in **The Minions of Muirathakh**, and Enan to turn in **Fushath the Beast**.
30. Now you will want to make your way out of this place. Near the entrance where you came in speak with Branan continue **A Call for Allies**. Head south now to Tor Gailvin. Just around this place on the ground you will need to collect 3 silverbell to complete **A Poultice for our Hurts**.
31. Next you will want to head back to Aughaire and speak with Crannog to turn in **A Call for Allies**. Now you can return to Fail-a-Khro.
32. Once you arrive speak with Soltakh to turn in **False Orders** and accept **The Lord of the Western Marches**, Cana to turn in **A Poultice for our Hurts** and accept **Restoring the Peas**, and Ekhagan to turn in **Stealing Stores** and accept **Fuel for the Forge**. Also speak with Budan to accept **The Lost Dwarves**.

33. This next part again will require a decent fellowship to complete **The Lord of the Western Marches**. Once your fellowship is ready start out by heading NW to Dun Covad. Once you arrive, work your way back to where you placed the last false order in a previous quest. Head east now into the elites then north into the next room. Follow this room east to the mini-map marker. Just past it you will find Gilles Andras at 6.4N, 37.5W. Slay him to complete **The Lord of the Western Marches**.
34. Next you will want to head near Donnvail. Search the farms around Donnvail to collect 10 pea plants for the quest **Restoring the Peas**. Next head north of Donnvail. . Once you reach the area north of there you can find coal veins in the gorges. The gorges are in the NW and east of this small area. You can find a few around 8.5N, 36.8W and farther west around 8.0N, 35.4W. You will need to collect 8 of them for **Fuel for the Forge**.
35. Return to Fail-a-Khro and speak with Cana to turn in **Restoring the Peas**, Ekhagan to turn in **Fuel for the Forge**, and Soltakh to turn in **The Lord of the Western Marches**.
36. You will next want to head SE of here on the main path till you reach Malenhad. Make your way to the SW corner of Malenhad to a settlement called Tyrn Lhuig located at 1.9S, 32.2W.

More Coming Soon...

This leveling and quest guide may be over for now. Further levels are being played through and written for the maximum efficiency.

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