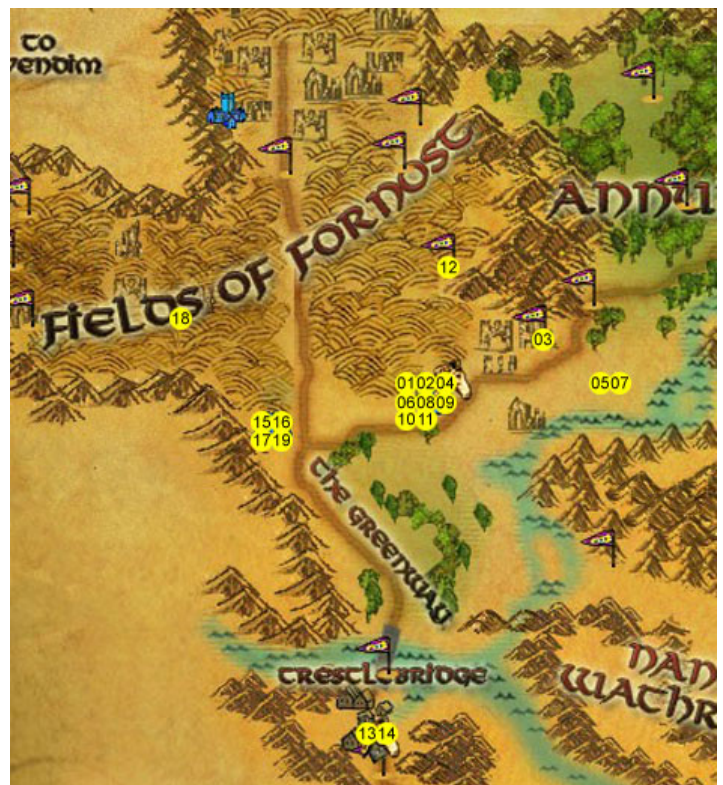


LOTRO Leveling Guide FREE Sample - Level 24-26 Amon Raith (North Downs)

01. Go East to Amon Raith (12.6S,52.8W). Talk to the Stable-master (12.3S,52.5W) and discover Amon Raith travel location.
02. Talk to Amarion (12.5S,52.8W) and accept [Low Food Stores](#).
03. Go North-East and discover Minas Vrun (11.4S,51.2W) for The Western Ruins Deed. Find a mound at (11.4S,51.4W), right click on it and collect the Kemp's Stash for [Kemp's Stash](#). Kill boars until you loot 10 Tough Boar-meat for [Low Food Stores](#).
04. Go Back to Amon Raith (12.6S,52.8W). Talk to Amarion (12.5S,52.8W), turn in [Low Food Stores](#) and accept [Spying on the Goblins](#).
05. Go East to the goblin camp (12.4S,50.0W), without being spotted by any goblins, for [Spying on the Goblins](#). At this location, the quest will update. Go back to Amon Raith (12.6S,52.8W), again without being spotted by any goblins. If you can't manage to sneak up without being spotted, try to go South-East to the river and swim to East. At (12.9S,50.0W) go North to (12.4S,50.0W), update the quest and go back to Amarion (12.5S,52.8W) through the river.
06. Talk to Amarion (12.5S,52.8W), turn in [Spying on the Goblins](#) and accept [The Scout Becomes the Hunter](#).
07. Go East to the goblin camp (12.4S,50.0W) and kill 12 goblins for [The Scout Becomes the Hunter](#).
08. Return to Amon Raith (12.6S,52.8W), talk to Amarion (12.5S,52.8W), turn in [The Scout Becomes the Hunter](#) and accept [Assisting Mincham](#).
09. Talk to Londrandir (12.5S,52.8W) and accept [Londrandir's Message](#).
10. Talk to William Peake (12.5S,52.8W) and accept [Family Heirloom](#).
11. Talk to Agnes Martlet (12.5S,52.8W) and accept [Thinking Ahead](#).
12. Go North to Amon Amrun (10.3S,52.6W). Collect the Heirloom-chest (10.3S,52.5W) for [Family Heirloom](#) and collect the Golden Bracelet from the Old Chest (10.3S, 52.7W) for [Treasures From The Fields](#).
13. Go South to Amon Raith (12.6S,52.8W) and take the horse to Trestlebridge. Talk to Kemp the Wheelwright (17.5S,53.9W) and turn in [Kemp's Stash](#).
14. Talk to Elsie Woodruff (17.3S,53.7W) and turn in [All's Well](#).
15. Take the horse to Amon Raith (12.6S,52.8W) and dismount near Mincham's Camp (13.1S,55.3W). Talk to Mincham (13.1S,55.3W) and turn in [Assisting Mincham](#).
16. Talk to Colbert the Mad (13.1S,55.3W), turn in [Treasures From The Fields](#) and accept [The Bracelet's Past](#).
17. Talk to Mincham (13.1S,55.3W) and continue [The Bracelet's Past](#).
18. Go North-West to Haudh Eglan (11.0S,56.7W). Investigate the graves of Mincham's wife and child (11.1S 57.1W) for [The Bracelet's Past](#).
19. Return to Mincham's Camp (13.1S,55.3W). Talk to Mincham (13.1S,55.3W), turn in [The Bracelet's Past](#) and accept [Mincham's Dream](#).
20. Go East to Amon Raith (12.6S,52.8W). Talk to William Peake (12.5S,52.8W), turn in [Family Heirloom](#) and accept [Wargs of Annundir](#).
21. Talk to Camilla Peake (12.5S,52.8W) and accept [Fighting Back](#).
22. Talk to Nathan Hodges (12.5S,52.8W) and accept [Fallen to the Wargs](#).
23. Follow the road North-East to William Peake's Farm (10.9S,50.4W). From there go North towards Haud Eglan (7.7S,49.5W). On your way, kill Foraging Downs-Bears and Downs-Bear Cubs, loot Heavy Bear-hides for [Thinking Ahead](#).
24. Collect 3 Gnawed bones from the Bone-piles (7.7S,49.5W) for [Fallen to the Wargs](#). Search the Disturbed Earth (7.7S,49.5W) and continue [Wargs of Annundir](#). Kill 16 wargs for [Fighting Back](#).
25. Go South and kill Foraging Downs-Bears and Downs-Bear Cubs until you loot the rest of 18 Heavy Bear-hides for [Thinking Ahead](#).
26. Return to Amon Raith (12.6S,52.8W). Talk to William Peake (12.5S,52.8W) and turn in [Wargs of Annundir](#).
27. Talk to Camilla Peake (12.5S,52.8W) and turn in [Fighting Back](#).
28. Talk to Nathan Hodges (12.5S,52.8W) and turn in [Fallen to the Wargs](#).
29. Talk to Agnes Martlet (12.5S,52.8W), turn in [Thinking Ahead](#) and accept [More Business With Bears](#).
30. Talk to Amarion (12.5S,52.8W) and accept [An Urgent Message](#).
31. Go East to the goblin camp (12.4S,50.0W), defeat Stonehold Chief (11.7S,49.7W) and retrieve Urgent Goblin-message for [An Urgent Message](#).



LOTRO Leveling Guide FREE Sample - Level 24-26 Amon Raith (North Downs)

32. Go back to Amon Raith (12.6S,52.8W). Talk to Amarion (12.5S,52.8W) and turn in [An Urgent Message](#).

33. Go North and discover Falconer's Tower (8.7S,53.4W) for The Western Ruins Deed. On your way, kill 16 bears for [More Business With Bears](#).

Find a fellowship for the next 2 quests.

34. Go North and discover Ost Nuaran (8.0S,53.2W) for The Western Ruins Deed. Talk to Oath-Breaker Captain (8.1S,53.0W) and defeat him and his adds for [The Oathbreakers](#).

35. Go West and discover Norbury Gates (8.8S,55.2W) for The Western Ruins Deed.

36. Go South-West and discover Tham Lorn (11.2S,59.2W) for The Western Ruins Deed. Talk to fell spirit Olnathron (11.2S,59.2W) and defeat Olnathron (level 30 elite) for [Mincham's Dream](#).

37. Go North and discover Gliroth (9.7S,59.3W) for The Western Ruins Deed. You should have completed The Western Ruins Deed.

38. Go South-East to Mincham's Camp (13.1S,55.3W). Talk to Mincham (13.1S,55.3W), turn in [Mincham's Dream](#), turn in [The Oathbreakers](#) and accept [Dire News](#).

39. Go East to Amon Raith (12.6S,52.8W). Talk to Agnes Martlet (12.5S,52.8W), turn in [More Business With Bears](#) and accept [Corruption From Fornost](#).

40. Go North towards Amon Amrun (10.3S,52.6W) and kill 14 Barghests for [Corruption From Fornost](#).

41. Return to Amon Raith (12.6S,52.8W). Talk to Agnes Martlet (12.5S,52.8W) and turn in [Corruption From Fornost](#).

You should be level 26.



LOTRO Leveling Guide FREE Sample - Level 47 Goblin-town (Misty Mountains)

01. Go North-East and cross the Whiteleft pass (23.3S,0.2E) to the Eastern Briunen Source. Go East to the path that starts at (21.8S,2.2E), follow the path up the mountain to the Northern High Pass. Cross the bridge to Cirith Daur (23.3S,3.4E) and go to Vindurhal (23.3S,4.3E).

02. Go East to Starkhath (20.9S,8.0E) and pick up Glorwen's Bow (20.8S,8.5E) for [Glorwen's Fate](#). Kill 10 Tempest Wargs and 5 Tempest Stalkers for [Against the Pack](#).

03. Go back to The Mountain's Throat (21.0S,6.1E), follow the path that starts at (21.4S,6.5E) up the mountain to North-East and discover The Black Crack (20.3S,5.4E), the backdoor of Goblin-town, for [Passage to Darkness](#).

The next few quests are in Goblin-town. This is a pretty tough area, the quests can be done solo but I suggest to group with other player(s) to save time. If you know the Goblin-town well, you can run through the aggro from a loading point to another without killing the mobs on your way. Click here for [Goblin-town Overview Map](#).

04. Enter Goblin-town Tunnels and go East to the main room. Kill Goblin-town Guards until you loot the Sheaf of Papers for [Order From the Darkness](#).

05. Go North and cross the first bridge to East. Go North again and turn East to another tunnels. Go North and turn East at the next 3 crossroads and enter to the Slave Pens.

06. Go down to the lowest level of Slave Pens. Talk to the Elf Scout, turn in [A Missing Scout](#) and accept [Other Prisoners](#).

07. Talk to Oghuk the Hooligan, continue [Other Prisoners](#) and accept [Keepers and the Kept](#).

08. Go to the upper level, talk to Glorwen and continue [Other Prisoners](#).

09. Go back to the lowest level and kill Goblin-town Jailors until you loot 12 Plain Keys for [Keepers and the Kept](#).

10. Talk to Oghuk the Hooligan, turn in [Keepers and the Kept](#) and accept [Drummers in the Deep](#).

11. Talk to the Elf Scout, turn in [Other Prisoners](#) and accept [Stirring Up Trouble](#).

12. Exit the Slave Pens, go back to the main room and go North until you enter in the second area.

13. Collect a Sharp Post from the Sharpened Pike, which is right as you enter in second area, for [Stirring Up Trouble](#).

14. Go back to the Slave Pens, talk to the Elf Scout, turn in [Stirring Up Trouble](#) and accept [Plan in Motion](#).

15. Exit the Slave Pens, go back to the main room, go West and enter to the War Steadings.

16. Go to the lower level and turn North. Place the bag on the Mound of Earth for [Plan in Motion](#).

17. Exit the War Steadings and go back to the Slave Pens. Talk to Elf Scout and turn in [Plan in Motion](#).

You need to group with other player(s) for the next quest.

18. Exit the Slave Pens, go back to the main room, go North to the second area and go West to Thundergrot.

19. Kill 6 Cave-trolls for [Drummers in the Deep](#).

20. Go back to the Slave Pens, talk to Oghuk the Hooligan, turn in [Drummers in the Deep](#) and accept [Matuga and the Jailor's Key](#).

21. Talk to the Elf Scout and continue [Matuga and the Jailor's Key](#).

22. ...

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