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THE UNOFFICIAL LORD OF THE RINGS ONLINE BURGLAR GUIDE

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INTRODUCTION

The role of the Burglar is deeply entrenched in the *Lord of the Rings* mythology. In the book *The Hobbit*, the wizard Gandalf the Grey enlists Bilbo Baggins as a burglar. However, the wily Hobbit isn't tasked to just take any random bauble, but to aid the Dwarves in retaking the Lonely Mountain and their stolen treasure from the dragon Smaug.

In the Lord of the Rings Online (LOTRO) game, the Burglar class extends far beyond that of a common thief. Yes, as a Burglar you can still sneak around and burgle (in this case, mobs). However, the main role of the Burglar in LOTRO is that of a debuffer, who does a little bit of crowd control (CC; rendering an enemy mob immobile for a short period of time) and DPS (damage per second) on the side. The Burglar is also the only class that can start a Fellowship Maneuver (AKA Conjunction) at will, a special group-oriented skill which is very helpful if your group is in trouble and need a miracle to save them. Fellowship Maneuvers will be discussed at length further in the guide.

Should you play a Burglar? That entirely depends on you. Burglars are a very rewarding but complex class to play. It takes patience and time to fully understand this class's potential. The Burglar is a support class that is often overlooked when it comes to forming groups (AKA fellowships). Unlike the ever popular Minstrel and Guardian, people don't normally seek out Burglars for groups. However, they are always a welcome addition to any group. They are also ideal for soloing due to their high survivability.

Because of their ability to stealth, Burglars are capable of entering deep in dangerous territory with nary a scratch. In fact, Burglars can even solo certain fellowship quests because they don't need to kill every single mob along the way. Conversely, when a Burglar does need to kill many enemies, it can take a long time since he or she can only do single target DPS, and not a lot at that. Therefore, if a Burglar needs to kill many mobs for a quest, it may take him or her longer to do so than other classes. Burglars only have one area-of-effect (AoE) skill, Knives Out. An AoE skill affects more than one target. It's on a long, two minute cooldown and really not worth using to kill trash mobs (general enemies that are relatively easy to kill).

As mentioned, unlike stealth and assassin classes in other MMORPGs, Burglars do not do very high DPS. Leave that to Champions and Hunters. Some may argue that even a Minstrel's tactical attacks are stronger than a Burglar's melee. Burglars can still do some

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decent damage though, especially when they strike from behind and from stealth. Burglars can also put nasty bleeds on mobs, which can be even nastier with the right traits slotted.

When fellowships do look for a Burglar, it's usually for their crowd control skills. However, it's quite limited compared to a Lore-master. Burglars can only CC humanoid mobs and drake-kind (including salamanders and other lizard-like creatures), but not bugs and other kinds of animals. Also, the normal maximum length of a Burglar's CC is a scant 15 seconds while the cooldown is 30 seconds. Fortunately this is easily remedied by toggling on the Mischief skill, which adds an extra 15 seconds to the CC and allowing the Burglar to chain mez a mob. Chain mezzing is the ability to keep a target perpetually immobile.

So, if you still think that the Burglar class is right for you, then continue reading!

CHARACTER CREATION

Now that you've decided to roll a Burglar, the next step is to choose a race. Should you pick a Man or Hobbit? While both classes come with advantages and disadvantages, it makes little difference in the long run. Your gear, traits, and playstyle ultimately determine the type of Burglar you'll have. Nevertheless, to help your decision-making a little easier, here are the differences between the two races.

Man Racial Traits

Upon character creation, Men receive the following passive traits. **Gift of Men** grants them an extra 15 Fate, while **Strong Men** gives them 15 Might. The **Easily Inspired** trait also gives the Man race increased Morale regeneration. On the other hand, **Diminishing of Mankind** starts Men off with eight less Will than other races. To learn more about the numbers that accompany these traits, please read the section "The Numbers Game".

During your journey to level 60, you'll be able to earn more Racial Traits. Some are important to slot, others are nice to have, and at least one is relatively useless. Most are passive traits but a few are active skills that you can slot on your hotbar. Traits are mainly earned by completing Enmity deeds, which involve killing a certain number of enemies exclusive to a particular race.

At level 13, you unlock two traits. **Man of the Fourth Age** grants you 20 Will, which obviously offsets the Diminishing of Mankind handicap. To earn this trait you need to complete the deed Enmity of the Wargs I, which is to kill 50 wargs anywhere in Eriador. **Uppercut** is a much less important skill. It grants you Uppercut, a melee skill that deals a miniscule amount of amage. Three out of the four races have some type of useless skill like this. Granted, Uppercut can be used if you're disarmed but the damage you do is so minimal that it's not worth wasting a trait slot for this skill. Complete the deed Enmity of the Dead I (kill 50 wights) for the Uppercut skill.

At level 19, you can start earning the **Tactics and Might Bonus** trait, which adds five percent to Conjunction healing and damage. It's not a must-have trait, but it's nice to have bonuses to Conjunctions. Complete the Enmity of the Dead II deed (kill 100 wights) to earn this skill. Level

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25 introduces the **Man Sword-Damage Bonus**, which adds 2% to one-handed and two-handed sword damage. One-handed refers to weapons wielded with one hand, and two-handed refers to weapons that need both hands to carry. It's useful to slot if you like to use swords but not a necessity. Complete Enmity of the Dead III (kill 150 wights) for this trait.

At level 29 you can get the **Return to Bree** trait, which allows you to teleport to Bree-town. It's definitely a must-have since it's important to expand your methods of travel. Complete Enmity of the Wargs II (kill 150 wargs) for this trait. By the next level you can earn the **Balance of Man** trait, which adds 1% to evade, parry, and block. Although Burglars can't block because they don't use shields, they do parry with their weapons, and they definitely evade. You need to complete Enmity of the Hillmen I (kill 150 Hillmen) to get this trait.

Level 35 introduces the most important Man trait of them all: **Strength of Morale**, AKA "the man heal". It's a self heal that restores about 3000 morale. It's the Men's "Oh crap!" button and the primary reason why people might choose this race. It's a powerful skill and thus on a long, one-hour cooldown. You need to complete Enmity of the Hillmen II (kill 250 Hillmen) for this trait/skill. Another

juicy trait at level 35 is **Duty-Bound**, a clickable buff that adds 2% to your fellowship's morale for 10 minutes and is on a one hour cooldown. It's not necessarily a must-have trait, but extra morale is always handy when facing a particularly tough boss fight. Complete Enmity of the Wargs III (kill 250 wargs) to earn this trait/skill.

Finally, there is the **Virtuous Man** trait, which differs from the others in that it's not earned through an Enmity deed. Instead, you obtain this trait by achieving Friend status reputation with the Men of Bree faction and purchase it in their headquarters. I'll discuss reputation more in detail later. Virtuous Man adds an extra level to the following Virtues: Justice, Confidence, and Patience. Check out the section on Virtues to learn more about them. In essence, it artificially inflates the levels of those particular Virtues. However, the Mines of Moria expansion introduced many new deeds that allow people to earn these Virtue levels the "proper" way. Overall, the Virtuous Man (Hobbit, etc.) trait is nice to slot temporarily while you work on those deeds, but once you've reached the max cap (10) on them feel free to replace it with something more useful.

Hobbit Racial Traits

Like Men, Hobbits are born with many bonuses and one deficiency. **Hobbit-Courage** adds 1% Fear resistance, while **Hobbit-toughness** adds 15 Vitality off the bat. Hobbits have an extra 60 non-combat Morale regeneration thanks to **Rapid Recovery**, and have an extra 1% Shadow mitigation with **Resist Corruption**. However, they have eight less Might because of their **Small Size**.

At level 13, Hobbits can earn two traits. Similar to Men, one offsets a deficiency while the other grants a rather worthless skill. **Hobbit-stature** gives 20 might, making up for Small Size. Complete the Enmity of the Spiders I (kill 50 spiders) deed for this trait. **Stoop for a Stone** earns you Throw Stone, a ranged skill (i.e., you throw a rock) that deals a pathetic 9 common damage. Completing the Enmity of the Wolves I (kill 50 wolves) deed gets this trait. Some may argue that Throw Stone is useful for tagging mobs since Burglars don't have any ranged attacks, but you can always buy throwing axes from vendors, not to mention that the Addle skill has a nice range and can also be used to pull a mob.

At level 19, Hobbits can earn the **Guile and Conviction Bonus** trait, which adds 5% to Conjunction (AKA Fellowship

Maneuver) damage over time (DoT) and Morale healing. Again, it's not crucial but it's nice to have any type of Conjunction bonus. Complete the Enmity of the Wolves II (kill 100 wolves) for this trait. By level 25 you have access to **Hobbit Club-damage Bonus**, which earns you an extra 2% damage while wielding one-handed or two-handed clubs. Like the Man Sword-damage Bonus, it's only useful if you find yourself using clubs often. Complete Enmity of the Wolves III (kill 150 wolves) for this trait.

Level 29 grants you two traits. **Return to Michel Delving** allows you to teleport to Michel Delving and is on a one hour cooldown. Again, it's a must to earn for the extra port. You'll need to complete the Enmity of the Spiders II (kill 150 spiders) to get this trait. **Hobbit-stealth** grants you stealth ability and is a weaker version of the Burglar's Sneak skill. Add the fact that it's on a 30 minute cooldown (compared to Sneak's 10 second cooldown) and you can see why this skill is useless to Burglars. Complete Enmity of the Goblins I (kill 50 goblins) for this trait.

Level 35 gives you access to **Hobbit-silence**, easily the best and most important Racial trait. It's the Hobbits' "Oh snap!" button. It's similar to the Minstrel's Feign Death skill in that you can play dead for 30 seconds, dropping all aggro (the attention your character attracts from

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enemies). In fact, many players who roll Minstrels choose a Hobbit to gain both "play dead" skills. Like Strength of Morale, it is on a one hour cooldown. Complete Enmity of the Goblins II (kill 100 goblins) for this trait/skill. Another trait earned at level 35 is **Hobbit-resilience**, which gives you a skill that adds one hope to your fellowship for 10 minutes and is on a one hour cooldown. Complete Enmity of the Spiders III (kill 250 spiders) for this trait. Although Hobbit-resilience may come in handy at very low levels, it's actually ineffective considering it doesn't stack with other avenues of hope (e.g. Edhelharn "hope" tokens). In addition, you'll usually need way more than just +1 hope when encountering bosses, so you're better off popping a hope token.

Finally, similar to Virtuous Man, at level 35 you can earn the **Virtuous Hobbit** trait, which adds an extra level to the following Virtues: Empathy, Honesty, and Idealism. You'll need to achieve Friend status reputation with the Mathom Society faction and purchase this trait in their headquarters. Again, it's nice to have to temporarily buff your levels in these particular Virtues but you can replace it once you've reached max level for them.

THE NUMBERS GAME

While in Middle-earth, hit the C key to bring up your character's stats. Check out all those numbers! What do they mean? Let's take a closer look.

Morale is simply your health. To maintain the illusion of realism in LOTRO, characters don't die, they are merely "defeated". The concept is that only one person in the *Lord of the Rings* lore was able to die and return to life: Gandalf. Thus health is called "Morale".

Power of course, refers to the power you use for your skills. **Armor** is also self-explanatory, and refers to how much armor points you have. Burglars start off wearing light armor but quickly graduate to medium armor at level 10.

Statistics

Might essentially determines how much melee damage you deal, which is important for Burglars to work on since they don't have ranged or tactical attacks. Might also reduces common damage from incoming attacks and increases your ability to block (with a shield) and parry.

Agility is one of the most crucial stat for Burglars to develop. It increases your ability to evade and parry attacks, your chance to critically hit a mob, and it reduces your miss chance. Agility also adds to the damage you deal with a ranged weapon (important for Hunters but not applicable to Burglars). Recall that Burglars' attacks aren't very strong compared with Hunters and Champions. Therefore, much of your survivability depends on avoiding being hit as much as possible, critting on that mob, and making sure most of your attacks don't miss. Crits will be discussed shortly.

Vitality is arguably the most important stat for any class. It increases your morale, resistances to Wound, Disease, and Poison, and incoming damage from Shadow, Frost, Acid, Lightning, and Fire. On a lesser note, it also increases your out of combat morale regeneration (OCMR). The ratio of morale to Vitality is 1 Vitality = 3 Morale. When it comes to choosing

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gear, having Vitality is often better than just having tons of empty Morale, because of all the added benefits it brings.

Will affects your OCMR, how you resist Fear (including cowering from Dread), and increases your overall power pool. It's not too important for Burglars to have very high Will.

Fate affects both in-combat power and in-combat morale regeneration (ICPR/ICMR) and also increases one's crit chance on tactical-based skills. Again, it's not too important a feature for a Burglar to focus, unless you find that you run out of power quickly during simple fights.

Radiance is a new concept that was introduced with the Mines of Moria expansion. It's essentially another term for Hope (1 Hope = 10 Radiance), which has been in the game since the beginning but wasn't actually part of a character's statistics. Radiance decreases the chance of cowering from Dread and adds a little bit of extra morale. Radiance is exceedingly important when facing bosses that give large amounts of Dread, such as Thaurloch in the Rift of Nurz Ghashu (a level 50, 12-person raid instance in Angmar) and the Watcher in the Water in the Vile Maw (a level 60, 12-person raid instance in Moria). Dread is a negative effect that lowers your

Morale and in large amounts causes you to cower. Radiance can be boosted temporarily with Edhelharn tokens and other similar buffs or more permanently with Radiance gear, which will be discussed in great detail later.

Criticals

Criticals are the chances that you'll damage the target far greater than usual. There are three kinds of crits in the game: melee, ranged, and tactical. Since Burglars don't use bows nor spells, Ranged and Tactical attacks are not applicable to them. As for melee, as mentioned earlier Burglars do single-target damage per second (DPS), which is decent but not nearly as strong as Champions and Hunters.

Avoidances

These numbers refer to your chances of avoiding incoming damage. There are three types: block, parry, and evade. While block isn't applicable to Burglars since they don't use shields, the ability to parry and evade attacks are crucial to the somewhat squishy, not-very-hard-hitting Burglar's survival.

Resistances

Most mobs will put an effect on you during combat, which you may or may not be able to successfully resist. Fortunately, in most cases you can improve your resistances against these and even take potions (pots) to remove these effects. Pots come from Healer NPCs (non-playable characters), random mob drops, and from player characters with the Scholar crafting profession. They have a thirty-second cooldown. Players characters with the Cook crafting profession can make special soups that increase one's resistance to these effects for a period of time, with the high-level soups lasting for 20 minutes. Learn to identify the icons of these effects so you can quickly pot out of it. Additionally, if

you're in a fellowship and notice that a group mate has one of these effects, call it out so that he or she can use a pot to remove it, or someone can take it off for that person.

Wound often does damage over time (DoT), but can also slow your run speed. Use Healing potions (red pots) to remove them. Lore-masters can also remove Wounds from the whole fellowship but need to slot a trait for in-combat wound, area-of-effect (AoE) removal.

Fear often saps your Will and Fate. Use Conhuith potions (purple pots) to remove Fear. Captains and Minstrels can remove Fear, though the Minstrel's Cure Fear skill is on a one minute cooldown and he or she would have to stand right next to the afflicted person, which can be difficult during certain situations.

Disease can decrease Might, Agility, Vitality, or Power, depending on the mob that inflicts it. Use Lhinstad potions (yellow pots) to remove it. Lore-masters can remove disease but need to slot a trait for AoE removal.

Poison often puts a DoT on you. Use a Milkthistle potion (dark green pots) to remove it. Burglars can use the Cure Poison skill to remove Poison, but it's on a one minute cooldown with an induction time of two seconds. You're better off using a pot or having a Hunter remove it for you with the Purge Poison skill, which

is on a much shorter cooldown.

Mitigations

Some mobs perform attacks that mitigate certain damage types. If you take damage from one of these types, it's reduced according to your mitigation rating. Note that resist does not equal mitigate. Recall that Fear, Wound, etc. are types of effects that can be resisted. Failure to resist some of these effect may do a type of damage, which can be mitigated based on how high your mitigation ratings are. Damage types cannot be resisted nor can they be removed.

Common damage is just that - the enemy's run of the mill damage with a weapon.

Fire damage mainly comes from creatures that generate fire, such as the salamanders in Evendim's Tyl Ruinen island or the fiery dragonets in Moria's Flaming Deep.

Frost damage not surprisingly, comes from creatures found in snowy areas such as the grims in Forochel.

Shadow damage usually comes from some bosses like Thaurlach in the Rift of Nurz Ghashu, and bosses in Moria's Dark

Delvings. The Dark Delvings is an extremely challenging six-person instance.

Lightning and **Acid** damage were introduced in the Mines of Moria expansion. While few mobs (so far) do lightning damage, acid damage can come from Eregion lizards and some animals in the Water-works. The water in the Watcher in the Water raid does minor acid damage (which is Poison-based).

VIRTUES

Virtues are a type of trait that improve a character's stats, such as Might, Will, or Fate. They can also improve resistances to certain debuffs and damage types (e.g. ranged, melee). All Virtues have a maximum level cap of 10, but you can earn more than this. Currently, any extra levels beyond 10 won't count toward your total. However, keep in mind that there's always the possibility that the max cap will be increased at the next expansion, as it was with the Mines of Moria.

How do You Earn Virtues?

Virtues are obtained in several ways. One is by killing a certain number of mobs in a specific area (AKA "Slayer Deeds"). Another is by completing Exploration Deeds, which require you to discover specific locations on the map. One other way to earn Virtues is to collect items in an area (e.g. the ring-lore of Eregion), which are in specific locations or dropped from mobs. Finally, you can also earn Virtues by completing

a specific number of quests in a region.

In many cases, earning Virtues is a tiered process. For example, the first tier of a Slayer Deed requires you to kill say, 100 spiders. Completion of the first tier grants you just a title. The second tier always requires you to kill double the amount from the first tier. Only after finishing the second tier do you earn the Virtue. Similarly, quest completion deeds are tiered, though in most cases you're rewarded with a Virtue after each tier rather than just a title. Note that some deeds grant two Virtues.

You don't have to complete every single Virtue, which is good since it would be a large undertaking and not for the faint of heart. However, it's encouraged to do as many as possible, to improve your character's ability to adjust to many different combat scenarios.

Are Virtues Really Necessary?

Admittedly, earning Virtues can be a real pain in the neck, especially the Slayer Deeds. No one wants to spend hours, even days, in one area killing the same mobs over and over. It's even worse when the required mobs require a fellowship to kill, like trolls. Fortunately, in many cases you earn Virtues by regular questing and exploring, especially for lower level deeds that don't require too many mobs to kill.

You don't need 10s across the board to be able to survive through Moria. However, having Virtues less than level 5 while adventuring in Moria can seriously hinder your character. You may find yourself dying more often, taking longer to kill mobs, or being more susceptible to certain damage types. In addition, having low Virtues may make you less appealing to potential fellowships, who may see you as a liability to their group. If you want to improve your survivability in raids and other tough group instances, I highly suggest to max your Virtues or at least get them to level 8. Ultimately though, it's up to you.

List of Virtues

Here are the Virtues and their benefits. The starred Virtues are highly recommended for Burglars. Note that slotting certain Virtues is situational and also depends on your playstyle (e.g. opting for a resistance build).

Charity

- Increased wound resistance
- Increased out-of-combat power regeneration (OCPR)
- Decreased incoming ranged damage

Compassion*

- Increased OCPR
- Decreased incoming ranged damage
- Decreased incoming tactical damage

Confidence

- Increased Fear resistance
- Increased Will
- Increased OCPR

Empathy

- Increased Fate
- Increased armor value
- Increased Fear resistance

Determination*

- Increased Agility
- Increased Morale
- Increased in-combat Morale
regeneration (ICMR)

Fidelity*

- Increased Shadow defense
- Increased power
- Increased Vitality

Discipline*

- Increased Might
- Increased melee damage
- Increased Disease resistance

Fortitude

- Increased Might
- Increased out-of-combat Morale
regeneration (OCMR)
- Increased Disease resistance

Honesty

- Increased power
- Increased Fate
- Increased armor

Innocence*

- Increased Poison resistance
- Increased Shadow defense
- Decreased incoming melee damage

Honor

- Increased Vitality
- Increased Poison resistance
- Increased Shadow defense

Justice*

- Increased Morale
- Increased ICMR
- Increased OCMR

Idealism

- Increased Fate
- Increased Fear resistance
- Increased Will

Loyalty*

- Increased Vitality
- Increased armor
- Increased power

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Mercy

- Increased Agility
- Increased OCMR
- Decreased incoming tactical damage

Valor*

- Increased Morale
- Increased Might
- Increased OCMR

Patience

- Increased Wound resistance
- Increased OCPR
- Decreased incoming ranged damage

Wisdom

- Increased OCPR
- Increased Wound resistance
- Increased Will

Tolerance

- Increased Agility
- Increased ICMR
- Decreased incoming tactical damage

Zeal

- Increased Disease resistance
- Increased Poison resistance
- Decreased incoming melee damage

Recommended Burglar Virtues

As I mentioned earlier, the starred Virtues are what I recommend for a Burglar to slot. Determination is the #1 Burglar Virtue. Recall that a Burglar's survivability depends on his or her ability to evade incoming attacks and critting on a mob as many times as possible. After all, Burglars don't wear heavy armor, use shields, and don't have very high DPS. Incidentally, since Burglars don't have a lot of DPS, it's also important to work on Might, which is where Discipline comes in. You'll never hit as hard as a Champion or Hunter, but with a high Discipline level, you can still deal some heavy damage in fights.

Valor is a must-equip Virtue for any class since it greatly improves your Morale. It's important to have a lot of Morale, especially when facing tough bosses that can take a huge chunk of it with one swipe. Similarly, Loyalty is another must-have Virtue for anyone because it increases your Vitality, though Loyalty also makes your character a little tougher because of the bonus to armor.

Innocence is also high on the Burglar's Virtue list because it decreases your incoming melee damage. Who likes high repair bills? I sure don't! Slotting

Innocence decreases wear and tear on your gear, and allows you to stay alive longer.

Fidelity and Compassion are recommended Virtues but for certain situations. Slot Fidelity if you'll be fighting mobs and bosses that deal high Shadow damage, such as Thaurlach in the Rift or the bosses in the Dark Delvings. Use Compassion when you know you'll be encountering a lot of ranged attacks, such as the Watcher in the Water or in the Ettenmoors, the PvP (player vs. player) section of the game in which players can play as the enemy, AKA "creeps". Many Monster players enjoy playing Blackarrows, a ranged orc class. Justice is also nice to have for the bonus to morale, but in most cases you're better off slotting something that reduces incoming damage or improves your resistance, such as Innocence.

You may wonder why some Virtues with similar benefits were not recommended. It's because some bonuses are better than others. For example, Tolerance also increases Agility. However, level 10 Tolerance only adds 15 Agility to your stats while level 10 Determination adds 30 Agility.

Virtue Deeds by Region

- Charity
- Compassion
- Confidence
- Determination
- Discipline
- Empathy
- Fidelity
- Fortitude
- Honesty
- Honor
- Idealism
- Innocence
- Justice
- Loyalty
- Mercy
- Patience
- Tolerance
- Valor
- Wisdom
- Zeal

Charity

+1 Bree-land Adventurer (advanced):
Complete 30 quests in Bree-land.

+1 Ally of Ered Luin: Complete 10
quests in Ered Luin.

+2 Hero of Ered Luin (final): Complete
30 quests in Ered Luin.

+1 Tales of the Lonely Road: Complete
15 quests in the Lone Lands.

+1 Of Glories Long Past (advanced):
Complete 30 quests in the North Downs.

+1 Forochel Expeditionary: Complete
10 quests in Forochel.

+1 The Minions of Wisdan (advanced):
Defeat 100 Angmarim in Barad Gularan,
in Angmar. Barad Gularan is a level 50,
six-person instance.

+1 Silent and Restless (intermediate):
Complete 20 quests in Eregion.

+1 Deep Delver: Complete 20 quests in
the Moria deeps.

+1 Defilers of the Forgotten Treasury:
Defeat bosses in the Forgotten Treasury in
Moria. Also receive the title "Keeper of
the Forgotten Treasury".

+1 Hero of the Upper Levels: Complete
30 quests in the Upper Levels in Moria.

+1 The Vile Maw: Drive back the
Watcher at the Black Pool (Book quest

2.1.9); Drive back the Watcher in the Drowned Treasury (Book quest 2.4.7); Defeat the Watcher in the Water. Also receive the title "Slayer of the Watcher".

Compassion

+1 Life of a Bounder: Complete 15 Shire quests.

+1 Defender of Ered Luin: Complete 20 Ered Luin quests.

+1 Tales of the Lonely Road (advanced): Complete 30 quests in the Lone-lands.

+1 Peril of the Mountains: Complete 10 quests in the Misty Mountains.

+1 Wanderer of Evendim: Complete 10 quests in Evendim.

+1 Warden of Evendim (final): Complete 30 quests in Evendim.

+1 Allies of the Enemy (advanced): Defeat 60 Hillmen in Barad Gularan.

+1 Forochel Pioneer: Complete 30 quests in Forochel.

+1 Silent and Restless (advanced): Complete 40 quests in Eregion.

+1 Adventurer in the Upper Levels: Complete 10 quests in the Upper Levels.

+1 Globsnaga-slayer (advanced): Defeat 240 Globsnaga orcs in Moria.

You can find many of them in the Foundations of Stone.

+1 Brutes of the Grand Stair (advanced): Defeat 60 trolls in the Grand Stair. The Grand Stair is a level 58 six-person instance in Moria.

Confidence

+1 Rath Teraig Exploration: Discover five locations in Rath Teraig, in Ered Luin.

+1 Strongholds Exploration: Discover five goblin and orc strongholds in the North Downs.

+1 The Grimfens: Discover two wight-and oathbreaker-infested locations in Harloeg swamp, in the Lone-lands.

+1 Garth Agarwen Explorations: Discover six locations in Garth Agarwen, in the Lone Lands.

+1 Where Giants Dwell: Discover five Giant gathering grounds in the Misty Mountains.

+2 The Road to War: Discover six camps and fortresses along the road to Carn Dum in Angmar. Carn Dum is a level 50, six-person instance.

+1 The Angmarim of Carn Dum (advanced): Defeat 200 Angmarim in Carn Dum.

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+1 Angmarim-slayer (advanced): Defeat 240 Angmarim in Forochel. The best place to farm them is at the Angmarim camp southeast of Suri-Kyla (by the fork in the road), in Ja-Rannit.

+1 Troll-slayer (advanced): Defeat 160 trolls in Moria. Trolls are found in the Foundations of Stone, and in some of the six-person instances.

+1 The Cliffs of Zirakzigil: Discover two locations (and one very large corpse) in Zirakzigil, in Moria.

Determination

+1 Slug-slayer: Defeat 60 slugs in the Shire. They can be found in Rushock Bog.

+1 Wolf-slayer (advanced): Defeat 60 wolves in Ered Luin. The best place to find them is near Limael's Vineyard.

+1 Barghest-slayer (advanced): Defeat 60 barghests in Bree-land. They are found in the Barrow Downs.

+1 Warg-slayer (advanced): Defeat 180 wargs in the North Downs. The best areas to farm them are in Nan Amlug East and the area north of Dol Dinen, along the main road.

+1 Salamander-slayer (advanced): Defeat 240 salamanders in Evendim. The

level 38-40 ones are on Tyl Ruinen island, while the level 28-30ish ones are along the beach of the Barandalf, west of the Brandywine River.

+1 Crawler-slayer (advanced): Defeat 240 crawlers in the Trollshaws. Cirith Ulunn is home to both worms and crawlers, so you can get both your Determination and Discipline deeds done there.

+1 Snow-beast Slayer (advanced): Defeat 240 snow-beasts in the Misty Mountains. The best farming place is by Iskeld's Lookout and the Stonecaller's Circle.

+1 Warg-slayer (advanced): Defeat 300 wargs in Angmar. They are everywhere north of Aughaire.

+1 Lizard and Crawler-slayer (advanced): Defeat 240 lizards/crawlers in Eregion. Crawlers are mainly found in Pend Eregion, while lizards are found mainly in Emyn Naer.

+1 Uruk Captains of Eregion: Defeat seven Uruk Captains in Eregion (all are tied to quests). You also receive the title "Defender of Hollin".

+1 Mercenaries of the White Hand (advanced): Defeat 120 Dunlendings in the School at Tham Mírdain.

+1 Orc-slayer (advanced): Defeat 240 orcs in Moria.

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+1 Overseers of the Forge: Defeat the four bosses in the Forges of Khazad-dum in Moria. You also receive the title "Forge-Breaker"

+1 Slaves to the Forge: Defeat 80 goblins in the Forges of Khazad-dum in Moria.

Discipline

+1 Sickie-fly Slayer: Defeat 60 sickie-flies in Bree-land. The best place to find them is in the Midgewater Marshes.

+1 Wolf-slayer (advanced): Defeat 60 wolves in the Shire. The best place to complete this deed is in the wolf den in Bridgefields Wall, in Budgeford.

+1 Hendroval-slayer (advanced): Defeat 60 hendrevail in Ered Luin. The best place to farm them is around Thrasi's Lodge, especially around the abandoned bear den.

+1 Bog-lurker Slayer (advanced): Defeat 120 bog-lurkers in the Lone Lands. A few normal ones are found in Haragmar swamp, but you're best off finding the (sometimes stealthed) elite ones in Agamaur/the Red Pass, where they're most plentiful.

+1 Tomb-defender (advanced): Defeat 240 tomb-robbers in Evendim. The

greatest concentration of tomb-robbers is in the ruins east of the Brandywine River. Dwaling is also a good farming area.

+1 Wolf-slayer: Defeat 240 wolves in the Trollshaws. The best place to hunt is in the wolf den in Drauglad.

+1 Master of Beasts (advanced): Defeat 300 beasts in Sarnur, in Ered Luin. Note that unlike the rest of Ered Luin, this is a level 47-50 instance that also contains trolls.

+1 Champions of Urugarth (final): Defeat four particular bosses in Urugarth. You also receive the title "Champion of the Ashen Wastes".

+1 Troll-slayer (advanced): Defeat 200 trolls in Angmar. The Urugarth trolls count towards this deed.

+1 Wolf and Warg-slayer (advanced): Defeat 240 wolves/wargs in Eregion. One great place to farm them is on Burnt Tor hill.

+1 Scholars from Angmar (advanced): Defeat 80 Angmarim at the Ring-Forge at Tham Mírdain.

+1 The Arms of the Watcher (advanced): Defeat 80 tentacles in the Vile Maw.

+1 Grodbog-slayer (advanced): Defeat 240 gredbyg in Moria. They're everywhere, with high concentrations in the Chittering Hole (Redhorn Lodes) and

the Palace of Nain (Great Delving).

Empathy

+1 Bree-land Adventurer: Complete 15 quests in Bree-land.

+1 The Life of a Bounder (advanced): Complete 40 Shire quests.

+1 Of Glories Long Past: Complete 15 quests in the North Downs.

+1 Peril of the Mountains (advanced): Complete 20 quests in the Misty Mountains.

+2 Marching into Shadow (final): Complete 30 Angmar quests.

+1 The Dead that Live (advanced): Defeat 120 Dead in Barad Gularan.

+1 Forochel Survivor: Complete 20 quests in Forochel.

+1 Silent and Restless (final): Complete 60 quests in Eregion.

+1 Warrior of the Shadows: Complete 40 quests in the Moria Deep.

+1 Exemplar of the Central Levels: Complete 60 quests in the Central Levels of Moria.

+1 Beasts of the Grand Stair (advanced): Defeat 120 wargs in the Grand Stair in Moria.

+1 Eyes of the Enemy (advanced): Defeat 160 orc-skirmishers in Fil Gashan in Moria. Fil Gashan is a level 60, six-person instance in Moria.

Fidelity

+1 The Sights of the Shire: Discover six locations in the Shire.

+1 Scouting the Dourhands: Discover four Dourhand-populated locations in Ered Luin.

+1 Defenses of the Lone-lands: Discover nine ruins and strongholds in the Lone-lands.

+1 The Road to Rivendell: Discover four locations along the main road leading to Rivendell.

+1 Ruins of Evendim: Discover eight ruins in Evendim.

+1 Tombs of Evendim: Discover the eight tombs of the ancient kings of Annuminas, in Evendim.

+1 The Circle of Despair: Discover the eight towers that surround the Witch King's palace in Angmar. This exploration deed is highly dangerous even at level 60, as many of the towers are surrounded by several Elite Master mobs. It's best to do this deed in a group (but note that deeds don't progress in a raid).

+1 Dourhand-slayer (advanced):
Defeat 300 Dourhands in Forochel. They can be found in the Icereave Mines near Zigilgund.

+1 The Ring-Lore of Eregion: Collect the six pages of ring-lore in Eregion. Many are found in the various elven outposts.

+1 The Silvertine Lodes: Discover four locations in the Silvertine Lodes of Moria.

+1 Eastern Durin's Way: Discover eight locations in Eastern Durin's Way, in Moria.

+1 Intruders in the Vault (advanced):
Defeat 60 enemies in the Forgotten Treasury, in Moria.

+1 Tamers of the Vile Wargs (advanced):
Defeat 120 goblins in the Grand Stair in Moria.

Fortitude

+1 Neekerbreaker-slayer (advanced):
Defeat 60 neeker-breakers in Bree-land. They're found mainly in the Midgewater Marshes.

+1 Bree-land Woodsman (advanced):
Defeat 40 awakened trees in the Old Forest.

+1 Harvest Fly-slayer (advanced):
Defeat 60 harvest flies in the Shire. They're found in the Yale-Height and Oatbarton.

+1 Warg-slayer (advanced):
Defeat 120 wargs in the Lone-lands. The best places to farm them are in Minas Eriol (before the goblin area) and around the goblin camps west of the Weather Hills.

+1 Troll-slayer (advanced):
Defeat 120 trolls in the North Downs. They're found in Dol Dinen.

+1 Giant-slayer (advanced):
Defeat 160 giants in the Trollshaws. Find them in (surprise!) Giant Valley, particularly the northeast region.

+1 Bear-slayer (advanced):
Defeat 240 bears in the Misty Mountains. They are mainly found throughout the Western Bruinen Source.

+1 Guaradan-slayer (advanced):
Defeat 240 Guaradain in Evendim. The Guaradan camp in Eryn Uial is teeming with them.

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+1 Saber-tooth Slayer (advanced): Defeat 300 saber-tooths in Forochel. Leijona-Kotin is full of them.

+1 Brutes from the North (advanced): Defeat 80 Gertheryg within Annuminas in Evendim. Unlike the rest of Evendim, Annuminas is a level 48-50 area, with some six-person instances.

+1 Warg-slayer (advanced): Defeat 240 wargs in Moria. Wargs can be found in the Grand Stair instance and Zirakzgil.

+1 Blinded by Fire (advanced): Defeat 40 trolls within the Forges of Khazad-dum, in Moria.

Honesty

+1 Craban-slayer (advanced): Defeat 160 Crebain in the Lone-lands. The best farming place is at a group of nests near the Last Bridge.

+1 Troll-slayer (advanced): Defeat 120 trolls in the Lone-lands. Find them deep in Harloeg swamp.

+1 The Wilds of Tal Bruinen: Discover six locations in Tal Bruinen, in the Trollshaws.

+1 The Forbidding Heights: Discover eight locations in the High Pass of the Misty Mountains.

+1 Goblin-Town: Discover eight locations within Goblin-Town, in the Misty Mountains.

+1 Bilbo's Buttons: Collect Bilbo's eight damaged buttons and cufflinks within Goblin-Town, in the Misty Mountains.

+1 Silent and Restless: Complete 10 quests in Eregion.

+1 The Ring Goes South: Discover the five campsites created by the Fellowship in Eregion.

+1 The Great Delving: Discover eight locations in the Great Delving of Moria.

+1 Zelem-Melek: Discover eight locations in Zelem-Melek, in Moria.

+1 The Corpse-Eaters: Defeat the five Kergrim bosses within Skumfil, in Moria. You also receive the title "Grimreaver's Bane".

+1 Villains of the Grand Stair (part 1): Defeat the first four bosses within the Grand Stair, in Moria. You also receive the title "The Bold".

Honor

+1 Spider-slayer (advanced): Defeat 60 spiders in Bree-land. Marshwater Fort in the Midgewater Marshes is a great spider farming ground.

+1 Spider-slayer (advanced): Defeat 60 spiders in the Shire. The quarry in Scary is the ideal place to farm them.

+1 Spider-slayer (advanced): Defeat 120 spiders in the Lone-lands. Amon Ros is the best place to farm them. The lower valley of Minas Eriol has elite spiders.

+1 Worm-slayer (advanced): Defeat 240 worms in the North Downs. They're located in West Ram Duath.

+1 Giant-slayer (advanced): Defeat 160 giants in Evendim. They are in Amon Moth.

+1 Worm-slayer (advanced): Defeat 240 worms in the Misty Mountains. Many are found around the Northern Bruinen Source.

+1 The Orcs of Urugarth (advanced): Defeat 200 orcs in Urugarth.

+1 Uruk-slayer (advanced): Defeat 200 Uruks in Angmar. You can farm them at Ongbishuk, northeast of Gabilshathur.

+1 The Orcs of Carn Dum (advanced). Defeat 200 orcs in Carn Dum.

+1 Dunlending-slayer (advanced): Defeat 240 Dunlendings in Eregion. Two great farming locations are the Dunlending lumber camp at Sad Rechu, and Porth Cadlus.

+1 In the Footsteps of the Fellowship: Follow the Fellowship's path by discovering seven locations in Moria. You also receive the title "Friend of the Nine".

+1 Wanderer of the Golden Wood: Discover 10 locations in Lothlórien.

Idealism

+1 The History of the Dunedain: Discover six ancient artifacts of the Dunedain in Bree-land.

+1 Flowers of the Old Forest: Collect eight flowers in the Old Forest.

+2 Tales of the Lonely Road (final): Complete 45 Lone-lands quests.

+2 Deeds in the Wilderness (final): Complete 30 quests in the Trollshaws.

+1 Marching into Shadow (advanced): Complete 20 quests in Angmar.

+1 Guaradan-slayer (advanced): Defeat 300 Guaradain in Forochel. The best farming ground is Barad Guarhoth, a Guaradan camp.

+1 Soldiers of the Enemy (advanced): Defeat 80 orcs in Tham Mírdain in

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Eregion.

+1 Wanderer of the Central Levels: Complete 20 quests in the Central Halls of Moria.

+1 Western Durin's Way: Discover seven locations in Western Durin's Way.

+1 Heart of the Enemy: Defeat the three bosses in Fil Gashan. You also get the title "Morale-smasher".

+1 Leaders of the Hive: Defeat the six gredbyg bosses in Skumfil. You also earn the title "Brumbereth's Bane".

Innocence

+2 The Life of a Bounder (final): Complete 75 Shire quests.

+1 Deeds in the Wilderness: Complete 10 Trollshaws quests.

+2 Peril of the Mountains (final): Complete 30 quests in the Misty Mountains.

+1 Pilgrim of Evendim: Complete 20 quests in Evendim.

+1 Leaders of the Invasion (advanced): Defeat five particular bosses in Annuminas. You also earn the title "Protector of Annuminas".

+1 Ancient Evil of Carn Dum (advanced): Defeat 120 Ancient Evil

within Carn Dum.

+1 Stalwart of the Central Halls: Complete 40 quests in the Central Halls of Moria.

+1 Defender of the Upper Levels: Complete 20 quests in the Upper Levels of Moria.

+1 Morroval-slayer (advanced): Defeat 240 merrevail in Moria.

+1 Legend of the Deeps: Complete 60 quests in the Deeps of Moria.

+1 The Horrors with Many Legs (advanced): Defeat 200 gredbyg in Skumfil.

+1 Orc-slayer (advanced): Defeat 240 orcs in the Dimrill Dale and Fanuidhol, in Lothlórien.

Justice

+1 Brigand-slayer (advanced): Defeat 60 Brigands in Bree-land. Brigand's Watch in the South Bree-fields is a great place to farm them.

+1 Brigand-slayer (advanced): Defeat 60 Brigands in the Shire. The best place to farm them is in Narrowcleve, in Green Hill Country.

+1 Brigand-slayer (advanced): Defeat 60 Brigands in Ered Luin. Dourhands count as Brigands, so farm the ones at Kheledul

docks.

+1 Orc-slayer (advanced): Defeat 180 orcs in the North Downs. The best place to farm them is the Kingsfell area, especially Gurzlum orc camp.

+1 Warg-slayer (advanced): Defeat 240 wargs in the Misty Mountains. Caldwell Pool is a good place to farm them, but those drop Pristine hides. If you want Exceptional hides then kill the higher level wargs in the northeast section of the North High Pass.

+1 Goblin-slayer (advanced): Defeat 180 goblins in Evendim. The best place for this deed is in the goblin camp in Tum Fuin.

+1 Angmarim-slayer (advanced): Defeat 480 Angmarim in Angmar. A good place for this deed is in Donnvail.

+1 Betrayer's Bane (advanced): Defeat 300 Dourhands in Sarnur. Note that unlike the rest of Ered Luin, Sarnur is a level 47-50 area.

+1 Half-orc Slayer (advanced): Defeat 240 half-orcs in Eregion. The ideal farming grounds are Tar Stazg and Barad Morlas.

+1 The Pale Followers (advanced): Defeat 300 Pale-Folk in Tham Mírdain.

+1 Goblin-slayer (advanced): Defeat 240 goblins in Moria.

Loyalty

+2 Bree-land Adventurer (final): Complete 45 quests in Bree-land.

+2 Of Glories Long Past (final): Complete 45 quests in the North Downs.

+1 Deeds in the Wilderness (advanced): Complete 20 quests in the Trollshaws.

+1 The City of the Kings: Discover eight locations in Annuminas.

+1 Marching into Shadow: Complete 10 quests in Angmar.

+1 The City of Orcs: Discover six locations in Urugarth.

+1 Craban-slayer (advanced): Defeat 240 crebain in Eregion. Pend Eregion, especially the Roosting Tree, is a great place to find large concentrations of crebain.

+1 Nud-melek: Discover seven locations in Nud-melek, in Moria.

+1 The Hounds of Skumfil (advanced): Defeat 120 cave-claws and/or deep-claws in Skumfil, in Moria.

Mercy

+1 Wight-slayer (advanced): Defeat 80 wights in Bree-land. Find them in the Barrow-downs.

+1 Wight-slayer (advanced): Defeat 120 wights in the Lone-lands. The best farming area is in the wight-infested ruins of Nan Dhelu, east of Haragmar swamp.

+1 Reedemer (advanced): Defeat 180 ghosts in the North Downs. They are found in the Fields of Fornost.

+1 Limrafn-slayer (advanced): Defeat 240 Limrafn in Evendim. The Barandalf at night is a good farming ground for these.

+1 Wight-slayer (advanced): Defeat 240 wights in the Trollshaws. You can find them in Nan Tornaeth. Note that more appear at night (by day you see more crawlers).

+1 Wight-slayer (advanced): Defeat 480 wights in Angmar. Imlad Balchorth is where you'd want to go.

+1 Grim-slayer (advanced): Defeat 200 grims in Forochel.

+1 Grave-digger (advanced): Defeat 300 barrow-wardens in Haudh Iarchith, in Bree-land. Note that unlike the rest of Bree-land, this instance contains level 47-50 enemies and some elites.

+1 Nemesis of the Fallen (advanced): Defeat 200 barrow-spirits in Haudh Iarchith, in Bree-land.

+1 Nameless-slayer (advanced): Defeat 240 Nameless in Moria. They are found in the Foundations of Stone.

+1 The Blighted Ones (advanced): Defeat 120 spiders in Skumfil.

+1 Beast-slayer (advanced): Defeat 120 wild animals in Lothlórien. Note: killing any animals labeled "Protected" results in you losing reputation points with the Galadhrim, so be careful which animals you target and kill.

Patience

+1 The Ruins of Bree-land: Discover ten ruins in Bree-land.

+1 The Barrow-downs: Discover five locations in the Barrow-downs in Bree-land.

+1 No Place for Spoiled Pies: Complete all 12 of the "Spoiled Pie" quests in the Shire. It starts at Holly Hornblower, in Hobbiton.

+1 Restoring the Quick Post: Complete all 13 of the "Quick Post" quests in the Shire. It starts from any Postmaster.

+1 Places of the Dwarves: Discover five locations in Ered Luin.

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+1 The Eastern Ruins: Discover five ruins in the North Downs.

+1 Wilds of Evendim: Discover eight locations in Evendim.

+1 The Beasts of Urugarth (advanced): Defeat 250 beasts in Urugarth.

+1 The Trolls of Carn Dum (advanced): Defeat 120 trolls in Carn Dum.

+1 Ancient Stones of Forochel: Discover five locations in Forochel.

+1 Dens of the Beasts: Discover seven dens in Eregion.

+1 Carriers of the Blight (advanced): Defeat 120 insects in the 16th Hall in Moria.

+1 Nameless-slayer (advanced): Defeat 120 Nameless in the Dark Delvings, in Moria.

Tolerance

+1 The Farms of the Shire: Discover six farms in the Shire.

+1 The Villages of the Earth-kin: Discover four Earth-kin villages in the North Downs.

+1 Ruins of the Trollshaws: Discover eight ruins in the Trollshaws.

+1 Ruins of the Misty Mountains: Discover four ruins in the Misty Mountains.

+1 Spirits Aiding Angmar (advanced): Defeat 200 Dead in Annuminas.

+2 Bastions of Hope: Discover the five Free People outposts in Angmar.

+1 The Enemy's Stronghold: Discover seven locations in Carn Dum.

+1 Deep-claw Slayer (advanced): Defeat 240 deep-claws in Moria. Cave-claws count towards this deed, and there are plenty in Katub-zahar in Dolven-view.

+2 The Water-works: Discover 10 locations in the Water-works, in Moria.

+1 The Flaming Deeps: Discover seven locations in the Flaming Deeps of Moria.

+1 Fallen to Blight (advanced): Defeat 120 Globsnaga orcs in the 16th Hall, in Moria.

+1 Leaders of the Nameless: Defeat the three bosses in the Dark Delvings, in Moria. Also receive the title "Doom-breaker".

Valor

+1 Orc-slayer (advanced): Defeat 60 orcs in Bree-land. The Cirith Nur orc camp and the one across the road from it are ideal farming locations.

+1 Goblin-slayer (advanced): Defeat 60 goblins in the Shire. Golfimbul's Hole in the northwest Greenfields is the best place to farm them.

+1 Goblin-slayer (advanced): Defeat 120 goblins in the Lone-lands. There are plenty in Minas Eriol.

+1 Orc-slayer (advanced): Defeat 120 orcs in the Lone-lands. Bleakrift and Glumhallow are teeming with them, but Ost Cyn is also full of orcs and closer to get to.

+1 Worm-slayer (advanced): Defeat 180 worms in the Trollshaws. Cirith Ulunn is a terrific place to farm them. You can get your crawler deed done (Justice) at the same time since there's a lot of crawlers there too.

+1 Troll-slayer (advanced): Defeat 160 trolls in the Misty Mountains. Find them in Giant Halls.

+1 Worm-slayer (advanced): Defeat 300 worms in Angmar. Salgaitë is a great place to farm them.

+1 The Trolls of Urugarth (advanced): Defeat 120 trolls in Urugarth. Dushkal's

Lair is the ideal farming location. Kill all the trolls in the lair (Dushkal counts), disband the group, re-enter the instance, and repeat as necessary. These trolls also count towards the Troll-slayer (Discipline) deed in Angmar.

+1 Troll-kicker (advanced): Defeat 200 trolls in Sarnur, in Ered Luin. Unlike the rest of Ered Luin, Sarnur is home to level 47-50 mobs.

+1 Champions of Carn Dum (final): Defeat the last five bosses in Carn Dum. You also get the title "Lord (Lady) of the Ashen Wastes".

+1 Spider-slayer (advanced): Defeat 240 spiders in Moria. The Spiders in the solo-only instance "The Spider-nest" in Dolven-view count towards this deed. Spiders are also found in the Water-works and parts of Skumfil.

+1 Worm-slayer (advanced): Defeat 240 worms in Moria. They are mainly found in the Water-works.

+1 The Foundations of Stone: Discover five locations in the Foundations of Stone.

+1 City of the Lord and Lady: Discover nine locations within Caras Galadhon, in Lothlórien. This is the easiest Valor deed to earn.

Wisdom

+1 Elf-ruins Exploration: Discover five Elf-ruins in Ered Luin.

+1 The Old Forest: Discover five locations in the Old Forest, in Bree-land.

+1 Lore of the Cardolan Prince: Collect the six Cardolan pages in Bree-land. They drop from wights in the Barrow-downs.

+1 Weathertop Exploration: Discover four locations at Weathertop, in the Lone-lands.

+1 The Western Ruins: Discover seven ruins in the North Downs.

+1 Invaders from Angmar (advanced): Defeat 240 Angmarim in Annuminas, in Evendim.

+1 The High Passes: Discover three locations in the Misty Mountains.

+1 The Battle for Forochel: Discover four locations in Forochel.

+1 The Ruins of Eregion: Discover seven ruins in Eregion.

+1 Warriors of the Enemy (advanced): Defeat 80 Uruks in Tham Mírdain.

+1 The Redhorn Lodes: Discover eight locations in the Redhorn Lodes of Moria.

+1 Glow-worm Slayer (advanced): Defeat 120 glow-worms in the Dark

Delvings, in Moria. Touch the silvery-white ribbons hanging on the ceiling to drop the worms.

+1 Followers of Igash (advanced): Defeat 120 orcs in the Grand Stair, in Moria.

+1 Orcs of the 16th Hall (advanced): Defeat 120 Orcs in the 16th Hall in Moria.

Zeal

+1 Goblin-slayer (advanced): Defeat 60 goblins in Ered Luin. Orodost and Rath Teraig is full of them.

+1 Spider-slayer (advanced): Defeat 60 spiders in Ered Luin. Find them in Rath Teraig and Talath Ondren.

+1 Goblin-slayer (advanced): Defeat 180 goblins in the North Downs. The goblin camp across the road from Minas Vrun is a good place to farm them.

+1 Kergrim-slayer (advanced): Defeat 240 kergrim in Evendim. They are mostly found in Men Erain.

+1 Troll-slayer (advanced): Defeat 160 trolls in the Trollshaws. The three troll caves for the Book 1.4.5 quest are a great place to farm them, as is the narrow pathway that leads to the item for the Book 1.4.2 quest. Also, more trolls appear on the road at night.

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+1 Giant-slayer (advanced): Defeat 160 giants in the Misty Mountains. Find them in (where else?) Giant Halls.

+1 Orc-slayer (advanced): Defeat 300 orcs in Angmar. You can farm them at Ram Duath, Ongbishuk, or Morfil.

+1 Brood-hunter (advanced): Defeat 300 barrow-spiders in Haudh Iarchith, in Bree-land.

+1 Worm-slayer (advanced): Defeat 300 worms in Forochel. There's a worm den north of Zigilgund perfect for farming.

+1 Dragonet-slayer (advanced): Defeat 240 dragonets in Moria. Some are in the Flaming Deeps. A decent place to farm them is in the small room in the Silvertine Lodes where the plaques for the quest "Riddles in the Stone" are located.

+1 Corruption in Command: Defeat the three bosses in the 16th Hall. You also earn the title "Blight-scurge".

+1 Orcs of the Forge (advanced): Defeat 80 orcs within the Forges of Khazad-dum.

+1 Bulwarks of the Enemy: Discover the eight strongholds of Moria. These include the six Radiance instances. You also get the title, "Deep-delver".

REPUTATION SYSTEM

During your journeys throughout Middle-earth you'll encounter many factions, such as the Rangers in Esteldin or the Dwarves in Ered Luin. These factions are at war with various enemies such as orcs or evil men and need your help in their battles. The more enemies you defeat, the greater your reputation increases with them. If you earn enough reputation, these factions reward you with gear, special items, and the use of their crafting facilities. You even get swift travel and mounts in some cases.

The Inn League is the exception to this rule. Instead of defeating as many enemies as possible, many quests involve delivering alcohol to various NPCs within a specified amount of time.

In game terms, when you defeat certain mobs, they drop reputation items. Turn these in to their respective factions to earn reputation points. For each faction there are several types of rep items, some worth more points than others. In some cases you can even craft the rep items, an expensive but faster way of earning rep. Doing certain quests can also earn you reputation points. Some factions, such as the Galadhrim, don't offer a bartering

system at all; instead rep is earned by completing quests, most of which are repeatable.

In most cases, you start at Neutral status with a faction. The general progression is: Neutral > Acquaintance > Friend > Ally > Kindred

The Lossoth of Forochel is different; because of their extreme distrust of foreigners, the Lossoth start you off with Outsider status.

Are Reputations Worth Earning?

It can take a very long time to get to Kindred in most factions. It may take ages to farm mobs for rep items, or spend a lot of money at the AH buying them. You may also have to craft rep items depending on the faction. Additionally, you may have to complete repeatable quests that grant rep points over and over until you grow sick of them. It's really up to you. Some factions aren't worth earning reputation for since by the time you finally get to Kindred, you've outleveled the gear they offer. The Rangers of Esteldin is a prime example of this and is arguably one of the most worthless factions.

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However, many factions offer tantalizing rewards. For example, achieving Kindred with the Wardens of Annuminas or the Council of the North allows you to purchase a horse/pony that's stronger than the Bree-land variety. These rep mounts also have very unique colors. Alternatively, reaching Friend Status with the Men of Bree or the Mathom Society gains you access to the Virtuous Man/Virtuous Hobbit traits, which add 1 to three selected Virtues. Finally, in the case of the Iron Garrison Guards in Moria, you must be Kindred with them to purchase one of your legendary traits.

- Rangers of Esteldin -- Esteldin -- North Downs

- The Eldgang -- The Rift of Nurz Ghashu -- Angmar

- The Inn League -- Bird and Baby Inn, Michel Delving -- The Shire

- The Mathom Society -- Michel Delving -- The Shire

- The Wardens of Annuminas -- Tinnudir -- Evendim

- Thorin's Hall -- Thorin's Hall -- Ered Luin

List of Factions in Middle-earth

- Council of the North -- Gath Forthnir -- Angmar

- Elves of Rivendell -- Rivendell -- Trollshaws

- Galadhrim -- Lothlórien -- Lothlórien

- Iron Garrison Guards -- Moria

- Iron Garrison Miners -- Moria

- Lossoth of Forochel -- Forochel

- Men of Bree -- Bree-town -- Bree-land

SKILLS

So, what exactly can you do as a Burglar? What kinds of skills are available to you?

Skills are divided into four categories: Bag of Tricks, Elements of Surprise, Razor-sharp Wit, and the Resourceful Burglar. At even levels, you earn an active skill. At odd levels, you earn a passive skill that improves your attacks, weapon proficiency, and your block/parry/evade chances. Speak to your Burglar trainer whenever you level to purchase your skills.

Bag of Tricks

Bag of Tricks entail all the Burglar's Tricks and Trick-related skills. A Trick is a debuff that a Burglar puts on a mob. Only one Trick can be active at a time. Some skills require putting a Trick first, which is then removed by activating that skill. By slotting a certain number of Class Traits, some Tricks can increase the chance of Gambles, which will be discussed shortly.

Trick: Disable is your very first Trick and obtained at level 2. It slows the

enemy's attack speed for 15 seconds and decreases their melee damage by 15%. It also gives you +15% attack duration. Slotting the Disabling Attack trait improves this Trick.

Mischievous Glee is available at level 10. It's not a Trick but provides a small heal over time. However, you first need an active Trick on a mob to activate the skill. Slotting four traits in the Gambler line enables Mischievous Glee the chance to apply a Disabling Gamble of random strength.

Trick: Dust in the Eyes (DiTE) is the second Trick you earn, at level 16. It increases a mob's miss chance by 20% and decreases their run speed by 25%. Slotting the Trickster trait upgrades DiTE to an AoE (area-of-effect), which can come in handy if three mobs are beating on you.

Startling Twist is similar to Mischievous Glee in that it's not a Trick but requires an active one to work. It allows you to stun an enemy for eight seconds, which doesn't seem like a lot of time but can often save your tricksy behind. You get this skill at level 20.

Mischief is also available at level 20 and not a Trick either. It's a toggleable skill that enables some skills such as Clever Retort and Confound. It also decreases your Riddle cooldown to 30 seconds, which means that you can chain mez a mob. You can't be in Sneak while you're in

Mischief.

Trick: Counter Defense allows you to reduce a target's block, parry, and evade and gives you an extra 3% melee crit chance. Slotting the Opportunist trait greatly improves this skill. It's unlocked at level 26.

Clever Retort comes at level 30. It only works while Mischief is toggled. It essentially activates a mini-Conjunction, with the results affecting only you, even when done in a fellowship. Unlike a regular CJ however, the result is random. So yes, you may get a heal even though you're at full health. With two traits in the Gambler line slotted, Clever Retort has the chance to apply a Debuffing Gamble of random strength.

Trick: Enrage is the final Trick you earn, at level 38. It causes the target to attack a random person. Slotting the Blind Fury trait can cause a ranged mob to engage you in melee combat. Bringing a ranged mob within melee range is helpful because not only are their melee attacks weak, but you can avoid calling the attention of the mobs behind your target if you're forced to run up to them.

Improved Startling Twist was added in the Mines of Moria expansion and appears at level 52. It automatically replaces your old Startling Twist skill on your hotbar. The improved version removes up to three corruption effects

(buffs, but on enemies) from a target. With three traits in the Gambler line equipped, Improved Startling Twist also has a chance to apply a Damaging Gamble of random strength.

Elements of Surprise

Most of the skills in this category are related to stealth. They range from attacks to means of escape. Some skills require you to be in stealth first, and often break you out of stealth once executed.

Cunning Attack is one of your very first attack skills, available at level 1. It deals main hand damage plus damage over time (DoT), with more damage dealt when stealthed. The Cunning Wound trait increases bleeds from Cunning Attack and Well-Placed Strike. The Strike from Shadows trait increases your crit chance from Cunning Attack, Surprise Strike, and Provoke.

Surprise Strike is another attack you receive at level 1 and is your primary form of DPS. It does main hand damage and damage based on your level. You deal more damage from behind the target and while in stealth. As mentioned earlier, the Strike from Shadows trait increases your crit chance from Cunning Attack, Surprise

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Strike, and Provoke.

Sneak is earned at level 4 and is one of the Burglar's bread-and-butter skills. Your movement speed is reduced to half, but you can increase it back to 70% with the Leaf-Walker trait equipped.

Diversion appears at level 18 and as the name suggests, it allows you to create a diversion, causing your target to look the other way. With its back turned and you in stealth, you can then use Surprise Strike on the target and deal a lot of damage. The skill is available only while in stealth.

Trip comes at level 28 and allows you to knock down an enemy for five seconds. Like Diversion, it's usable only in stealth. Trip is particularly handy because it can start a Fellowship Maneuver. If you slot the Sweep the Leg legendary trait, using Trip no longer breaks stealth and is on a shorter cooldown.

Hide in Plain Sight (HiPS) is arguably one of the best Burglar skills, as it allows you to instantly go in stealth while in combat. It's one of the Burglar's "Oh crap!" buttons. HiPS is on a 10 minute cooldown and is available at level 30. One very important thing to note about HiPS is that it doesn't work if you have a DoT on you (from say, a Wound or Poison), so make sure that you remove these effects before you burn HiPS or

you'll be spotted again.

Provoke increases aggro on whoever the enemy is attacking. It's very effective to help keep say, a boss's aggro on the Guardian or whoever is tanking. The Strike from Shadows trait increases your crit chance from Cunning Attack, Surprise Strike, and Provoke. If you slot the Sharp Wit, Sharp Blade trait, you get an extra 10% damage and 50% threat from Provoke. This skill is unlocked at level 34.

Practical Joke is a fun, non-combat skill that works only in stealth. Using this on another playable character may cause you or that character to sneeze. You get it at level 40.

Share the Fun allows you and one another fellowship member to stealth together. You have to be within five meters of each other or both of you will be discovered. It can be useful but difficult to execute because of the high potential that one of you may move slower than the other (due to lag, slow computer, etc). The skill becomes available at level 42.

Location is Everything (LiE) comes at level 50 and adds 25% to your next attack from behind, not breaking stealth. Slotting the Strategic Planning trait improves LiE by decreasing its cooldown and increasing damage.

Improved Hide in Plain Sight pops up at level 54 and replaces your old HiPS

skill on your hotbar. You can still instantly stealth in combat, but now you move at regular speed for 10 seconds, giving you more time to escape a potentially sticky situation.

Razor-sharp Wit

Most of the skills in this category are attacks or related to dealing damage to the enemy. A few are debuffs, and one is the Burglar's main form of crowd control (CC).

Subtle Stab is a basic melee attack and is rewarded at level 1. Slotting the Swift and Subtle trait improves this skill, inflicting more damage and applying resistance debuffs for 15 seconds if the target has a Gamble.

Burglar's Advantage is available at level 4. It's the first step in your critical response chain, a three-step skill chain that can harm your enemy in various ways depending on which skill you use for the last step. Like Subtle Stab, Burglar's Advantage is a standard melee attack. However, it also allows you to attack again from a crit, and you deal more damage from behind. Slotting the Cruel Odds trait adds a five percent chance for Burglar's Advantage and

Double-Edged Strike to apply a Critical Vulnerability debuff on a target. If the target has a Gamble, the chance increases to 20%.

Riddle is the Burglar's CC and available at level 8. It's a 30 second daze that works only on humanoids and drake-kind (this includes salamanders and worms). It's easily broken by damage, so if you're going to Riddle a mob, announce it so that your fellowship members can watch their area-of-effect (AoE) attacks. Better yet, Riddle the mob when it's far from the fellowship. Perplexing Riddle trait adds a five second (unbreakable) stun before the daze. Meanwhile, Complicated Terms slotted decreases resists to Riddle and Confound.

Aim compliments Surprise Strike like chocolate does to peanut butter. With Aim, your next damage-dealing attack is critted and has a much lower miss chance, not to mention that it doesn't break stealth. The Focus Eye trait slotted decreases Aim's cooldown by an extra 30 seconds. This skill is available at level 12.

Exploit Opening is the primary method for starting a Conjunction if you're in a fellowship. Soloing Burglars using Exploit Opening stun the target for five seconds. The skill is on a five minute cooldown, so take care when you use this skill. Exploit Opening also appears at level 12.

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Addle is unlocked at level 14. Use it to interrupt mob inductions and reduce them by 25% for 30 seconds. It's got a bit of a range so it's also handy for pulling mobs.

Reveal Weakness is a toggle skill that increases a target's damage by 8%. It can be upgraded to 10% with the Appraising Eye trait slotted. This skill is available at level 22.

Double-edged Strike is the second step in the critical response chain. After using Burglar's Advantage, Double-edged strike allows you to make two quick attacks. This skill is available at level 24.

Well-Placed Strike comes at level 40 and is usable only in stealth. It does main-hand damage and puts a DoT on the target, and does stronger damage if executed from behind. Well-Placed Strike has a five minute cooldown, which can be reduced to three minutes with the Spatial Sense trait slotted. This trait also increases the DoT on the skill.

Knives Out is the Burglar's only area-of-effect (AoE) attack and appears at level 42. It affects up to three targets, decreasing incoming melee damage to 30% and reflecting damage back to those targets. You can't block, parry, or evade during the skill's 30 second duration. Note that it shares its recovery timer with Touch and Go but is on a two minute

cooldown.

Confound is usable only while Mischief is toggled. It's an AoE debuff (on up to two targets) that slows the enemies' attack speed and puts a 30-second daze upon expiration. It doesn't work on Beasts, Insects, or Creatures of Nature. The Confound the Fools trait adds a five-second stun to before the daze and increases your targets by two. It's available at level 46.

Exposed Throat is your first available legendary skill/trait. You can technically earn it at level 39 provided you have the pages, but can't use the skill or slot the trait until level 41. It's another potential third step in the critical response chain. After using Double-edged Strike, Exposed Throat allows you to do main hand damage plus level-based damage, and a 20% chance to apply a six second stun. Exposed Throat is better known however, for its ability to start a Fellowship Maneuver if you're in a group. The Exposed Throat legendary trait needs to be slotted for the skill to function.

Flashing Blades is another legendary skill/trait, but available at level 45. Again, the related legendary must be slotted to use the skill. Flashing Blades can be selected as the third step in the critical response chain. After using Double-edged Strike, you deal main hand and off-hand damage.

Lucky Strike is one of the new skills introduced with the expansion pack. It appears at level 56 and is another potential third step to the crit chain. Your attack applies a Damaging Gamble of random strength. With five traits in the Gambler line slotted, you can equip the Dealings Done legendary (when you've earned it). This legendary enables Lucky Strike to become Gambler's Strike and can upgrade Gambles to the next tier.

Feint Attack is another new skill that came with the expansion. It is unlocked at level 58 and is yet one more potential third step to the critical response chain. It allows your next Surprise Strike to act as if you were attacking from stealth. With five traits in the Quiet Knife line slotted, you can equip the Practiced Bluff legendary (when you've earned it). This legendary turns Feint Attack to Improved Feint Attack, which can then activate more stealth skills. Feint Attack cannot be used while Mischief is toggled.

A Small Snag is the final skill you earn as a Burglar, at level 60. It's also a potential third step to the critical response chain. This skill causes a 15 second root and some debuffs. With five traits in the Mischief-maker line slotted, you can equip the Little Annoyances legendary (if you've earned it). This legendary turns A Small Snag to A Greater Snag, which adds an extra 10

seconds to the root and debuffs.

The Resourceful Burglar

The skills in this category are a mixed bag. The higher level skills are useful in that they reset many of your skills, provided certain conditions are met.

Touch and Go is unlocked early in your Burglar career, at level 6. It gives you an extra 50% evade chance for 30 seconds. TnG is handy when you need to flee from a group of mobs but your HiPS isn't available. Yes, you will get hurt but you'll be able to evade most of their attacks. It shares its recovery timer with Knives Out but is on a five-minute cooldown.

Burgle is self-explanatory and appears at level 14. You can take items from most humanoid mobs while in stealth. Keep in mind that you may be spotted by higher-level mobs if you try to Burgle them. With the Footpad trait equipped, Burgle has a 40% chance to apply a Debuffing Gamble, not to mention that the trait gives you +2 stealth.

Track Treasure works similarly to crafting-related trackers in that chests show up on your minimap. Although there are few instances to use this skill, it can come in handy for quests that require you

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to find an item in a chest. The skill is available at level 20. You can't toggle Tracking Treasure and your crafting tracker at the same time.

Contact Pedlar is similar to the Guardian's Summon Tinker skill and is unlocked at level 26. It allows you to summon a pedlar if you're near a campfire. The pedlar can repair gear, buy, or sell items. This can be somewhat useful while doing a tough instance and you don't have a hunter in your group to port to the nearest town, and all your maps are on cooldown. Note that your repair bill from a summoned pedlar is about three times greater than if you went to a regular vendor. Such is the price of convenience.

Cure Poison allows you to remove one poison debuff from yourself or an ally and is also available at level 26. However, compared to the Hunter's Purge Poison removal, Cure Poison has a long induction and a one-minute cooldown. You're admittedly better off using pots during long, tough fights.

Find Footing appears at level 32. It frees you from dazes, stuns, and knockdowns. It also recovers most of your morale and gives you an added 50% evade chance. This is very handy to use in say, the Ettenmoors if a foolish Stalker (player-controlled warg) stuns you with a Pounce attack. However, it's equally

foolish to use Find Footing too early (i.e. when having almost full health) since it's on a five-minute cooldown. Some mobs, such as merrevail, tend to stun often so it's pointless to use Find Footing early on when you're just going to be stunned again.

Ready and Able resets the skill timers on many of your skills but most importantly Exploit Opening. This means that you can do another Conjunction (CJ) if necessary. However, it's on a 30 minute cooldown so use this skill wisely. The skill is unlocked at level 36.

Seize Initiative resets skill timers on Aim, Location is Everything, and all skills in the critical response chain - but only after a successful CJ. It's available at level 44. The Even the Odds trait decreases Seize Initiative and Escape Clause's 20-minute cooldowns to 15 minutes. This trait also gives Seize Initiative and Escape Clause a 25% chance to put a Gamble on a target over the next minute.

Escape Clause resets skill timers on Touch and Go and Knives Out, but only after a successful Conjunction (CJ). The Even the Odds trait decreases Seize Initiative and Escape Clause's 20 minute cooldowns to 15 minutes. This trait also gives Seize Initiative and Escape Clause a 25% chance to put a Gamble over the next minute. This skill is available at level 48.

CLASS TRAITS

As you've seen from the previous section, class traits improve many skills. They can also allow special abilities to some classes. For example, Minstrels can wear medium armor and Champions can use heavy shields with those traits equipped.

Class traits become available at various levels, but similar to racial traits, you need to earn them. Most involve doing a certain skill X number of times. In some cases you can only do a skill for only a few times in one day. Traits that require using combat-related skills also require that the targets are at within seven levels from you (i.e. no gray mobs). Some class traits are earned by achieving crits or other chance events (e.g. successfully evading a mob). Not surprisingly, these traits can take a long time to achieve. Traits related to skills with long cooldowns can also take a long time to earn.

Do you need to earn them all? That depends on you and how you want to build your character. Some players like to have the freedom to slot any trait they want for various situations. Others only earn traits they feel are the most useful. Indeed, you may find that there are some traits you'll never equip. Fortunately in

many cases, you don't need to spam a skill to earn a trait, as you tend to earn them during regular questing.

List of Class Traits

Ambidextrous is a reward from the level 15 class quest "A Thief in the Night". It improves your off-hand damage.

Appraising Eye adds 2% damage to Reveal Weakness. Complete the level 30 class quest "A Burglar's Errand" to obtain this trait.

Blind Fury causes a ranged mob to engage you in melee combat. Use Enrage 400 times for this trait.

Complicated Terms may be a bit difficult to obtain, as it requires your enemy to resist your Riddle or Confound 75 times. Attempting to Riddle or Confound targets several levels higher than you may help. This trait strengthens your Riddle and Confound, making it harder to resist.

Confound the Fools adds a five second stun before Confound's daze. Use Confound 200 times to earn this trait.

Cunning Wound increases the DoTs caused by Cunning Attack and Well-placed Strike. Use Cunning Attack

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500 times to earn this trait.

Cruel Odds increases the chances for Burglar's Advantage and Double-edged Strike to apply a critical vulnerability debuff on your target. If the target has a Gamble, the chance is increased to 20%. To earn Cruel Odds, you need to achieve a crit with a skill that was unlocked by a crit 500 times.

Disabling Attack improves Disable. For this trait you need to use Disable 500 times.

Even the Odds decreases Seize Initiative and Escape Clause's 20 minute cooldowns to 15 minutes. This trait also gives Seize Initiative and Escape Clause a 25% chance to put a Gamble over the next minute. Use either Seize Initiative or Escape Clause 35 times to gain this trait.

Focused Eye decreases Aim's cooldown by an extra 30 seconds. Use Aim 750 times for this trait.

Footpad gives you an extra two levels of stealth. In addition, Burgle has a 40% chance to apply a Debuffing Gamble. Use Diversion 500 times successfully for this trait.

Hidden Dagger greatly lowers your miss chance when striking from stealth. You need to use your special stealth attacks (e.g. Surprise Strike) 300 times to earn this trait.

Honed Wit allows you to use Clever Retort without Mischief toggled, and also reduces its cooldown by 30 seconds. Use Clever Retort 250 times to earn this trait.

Leaf-Walker requires you to use HiPS 250 times. Equipping this trait allows you to move faster in stealth, and Provoke from stealth has a chance to apply a Disabling Gamble.

Opportunist improves your Counter Defence skill and requires it to be used 350 times.

Overwhelming Odds is earned after successfully executing Fellowship Maneuvers 150 times. This trait empowers the Burglar, based on what FM was completed.

Perplexing Riddle adds a five second stun (unbreakable) to Riddle's 30 second daze. Use Riddle 200 times for this trait.

Sharp Wit, Sharp Blade increases the damage and threat from Provoke. Use Provoke 750 times to unlock this trait.

Side-step improves your evade chance. You have to evade 1,250 times to get this trait.

Spatial Sense decreases your Well-Placed Strike cooldown by two minutes and also increases its DoT. Use Well-Placed Strike 150 times for this trait.

Strategic Planning is earned by using Location is Everything 200 times. This

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trait improves LiE's damage and decreases its cooldown by two minutes.

Strike from Shadows improves your crit ratings from stealth when doing Surprise Strike, Cunning Attack, or Provoke. It may take some time to earn this trait since you need to land 400 critical blows while in stealth.

Swift and Subtle improves your Subtle Stab attack and adds one percent to your Burglar skills crit. Use Subtle Stab 1,250 times to earn this trait.

Trickster turns Dust in the Eyes into an AoE, with up to three targets. Use DiTE 1000 times to unlock it.

TRAIT SETS

The Mines of Moria expansion took class traits to a new level, grouping them into three sets and are even color-coded (red, yellow, blue). Each set is composed of eight traits. The more traits from a given set you equip, the more bonuses you get from that set. If you equip five traits from one set and its accompanying legendary, you get yet another bonus. Naturally, the more traits you equip from one set, the less bonuses you get from the other two sets.

While playstyle and situations vary, many people use a few traits from each set to have a more well-rounded character. For example, you may want your Burglar to do equally decent positional damage and debuffs. The three trait sets for the Burglar are the Gambler, the Mischief-maker, and the Quiet Knife.

The Gambler (blue)

Cruel Odds	Leaf-walker
Even the Odds	Overwhelming Odds
Footpad	Side-step
Honed Wit	Swift and Subtle

The Gambler trait set is a bit complex to learn but highly effective if you choose this trait path. Gambles, as the term implies, rely on chance - in this case, the chance to apply either a debuff, a damage over time, or a stun. The more Gambler-related traits you slot, the higher your chances of applying a Gamble. Furthermore, like a six-sided die, Gambles have six tiers and the higher the tier, the stronger the Gamble.

Slot any two of these traits for a 20% chance for Clever Retort to apply a Debuffing Gamble. Three slotted traits from this set gives you a 20% chance for Startling Twist to apply a Debuffing Gamble. Surprise Strike also deals bonus damage to Gambled targets. Four slotted traits gives you a 20% chance for Mischievous Glee to apply a Disabling Gamble. Slotting any five traits in the Gambler set allows you to also slot the legendary trait Dealings Done (if you've earned it). This upgrades Lucky Strike to Gambler's Strike, which can improve Gamble tiers.

The Mischief-maker (yellow)

Appraising Eye	Disabling Attack
Blind Fury	Opportunist
Complicated Terms	Perplexing Riddle
Confound the Fools	Trickster

The Mischief-maker set contains traits mainly used to improve your Tricks and other debuffs against the enemy. Slotting any two of these traits decreases your target's ability to resist your debuffs. Three of these traits slotted improves your Trick durations. Four of these traits equipped reduces your Trick removal cooldown on a devastating crit. Finally, slotting five traits in this set allows you to slot the legendary trait Little Annoyances (if you've earned it). This legendary turns Small Snag into Quite a Snag, which has an increased duration and debuff.

The Quiet Knife (red)

Ambidextrous	Sharp Wit, Sharp Blade
Cunning Wound	Spatial Sense
Focused Eye	Strike from Shadows
Hidden Dagger	Strategic Planning

The Quiet Knife set consists of traits related to damage dealing. These traits improve your positional damage crits and skills in the critical response chain. Slotting any two of these traits boosts your positional damage with Burglar skills 10%. Equipping any three of these traits improves your melee crit rating, and slotting any four of these traits adds a 25% crit multiplier for 30 seconds on a devastating crit. Slotting five traits allows you to slot the related legendary trait Practiced Bluff (if you've earned it). This upgrades Feint attack to Improved Feint Attack and allows you to activate more stealth-related skills.

LEGENDARY TRAITS

Like all other traits, legendary traits improve your character in some form. However, these are unique in that you don't just spam a skill a few hundred times; these much harder to earn. They usually require you to obtain special items, collect book pages, or defeat some tough bosses with a fellowship. Prior to the Moria expansion, each class can earn four legendary traits. Since then, three more have been added. You can slot only three legendaries at a time.

Earning the Pre-Moria traits differed greatly from the Post-Moria traits. You get access to the first three legendary traits at level 39 by picking up three books, which drop from any level 39-50 mobs in Eriador. You may be able to find these books at the Auction House (AH) as well. One of the books will have purchasable pages, which means that if you're lucky you can buy them from the AH, or obtain them from friends. If you're not so lucky, then continue questing as usual, as these pages also drop from any level 39-50 mob anywhere in Eriador. Oddly, while you can start earning this trait at level 39, you can't equip it until level 41. The pages for the other two books are harder to earn

because they're not purchasable. They're more like quest items in that they drop only for you. Thus you'll have to actually kill a lot of mobs to obtain them. These personal loot drops will still be available to you even after a fellowship members has already looted the corpse, so make sure that you loot all corpses. The pages drop in Angmar and the Misty Mountains from level 39-50 humanoid mobs, including Ancient Evil creatures, giants, goblins, trolls, and even wights.

All classes have access to a level 45 legendary trait that requires epic feats beyond grinding pages to earn it. It begins with an NPC giving two quests, each of which is the first step in a two-quest chain. The first part of the quest chains are not too difficult, as they require you to collect a number of items (e.g. warg claws and bat talons) from regular mobs and perhaps some signature mobs. Some of these items are purchasable but some are not. The second part of the quest chains is where things get tough, as you have to collect some very special items from bosses in Carn Dum and/or Urugarth, two challenging level 47-50 group instances. Sometimes these special items are at the AH but depending on the item, can be affordable or outrageously expensive. Completing all four quests results in the legendary trait as the final reward.

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The last three legendary traits can be acquired starting at level 58. They're unique in that they're tied to one of the three class trait sets. They are also all found in Moria. Equipping at least five traits from one set allows you to slot its related legendary. Each legendary is earned differently and applies to all classes. One is actually purchasable (for a little over two gold), but requires Kindred status with the Iron Garrison Guards faction. Another is earned by completing Volume 2, Books 1-6. Earning the third legendary is similar to that of the level 45 one, in that you have to do a series of difficult tasks and fight a tough boss, in this case located in one of the six-person instances in Moria.

List of Legendary Traits

Dealings Done is one of the new legendaries, available at level 58. Slotting this legendary allows Lucky Strike to become Gambler's Strike, which can then upgrade Gambles. You need any five traits in the Gambler line slotted to activate the legendary. To earn Dealings Done, you must complete Volume 2, Books 1-6.

Exposed Throat is earned by finding all eight purchasable pages for the book

"The Expert's Guide to Dirty Fighting". You also get the Exposed Throat skill. The legendary trait needs to be slotted for the skill to function.

Flashing Blades is unlocked by collecting the book "The Book of Knives" and its eight unpurchasable pages. This trait is accompanied by the Flashing Blades skill, which can be selected as the third step in the critical response chain. After using Double-edged Strike, you deal main hand and off-hand damage.

Little Annoyances is another new legendary, earned only in Moria. It turns Small Snag into Quite a Snag, which improves your root duration, debuffs, and snagged enemy damage. You need any five traits in the Mischief-maker line slotted to activate this legendary. To earn it, you must complete the level 60 class quest chain, which starts by talking to your Burglar trainer.

Practiced Bluff is the third new legendary that came with the Mines of Moria expansion. It turns Feint Attack into Improved Feint Attack, which can then activate more stealth skills. It enables all skills used in stealth. You need any five traits in the Quiet Knife line slotted to activate this trait. Earning this trait is relatively easy compared to the other two Moria legendaries since it only requires you to achieve Kindred status with the Iron Garrison Guards. Of course this

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depends upon how fast you can get to Kindred. Once you've reached Kindred, buy the book "A Guide to the Quiet Knife" from any Iron Garrison Guard NPC for 2.5 gold to acquire the legendary trait.

Stick and Move is the level 45 legendary trait. You need to complete two short but very difficult quest chains, "The Articles of Cunning" and "The Implements of Night". While there's no accompanying skill, this trait is helpful in that successfully evading attacks can start the critical response chain.

Sweep the Leg is another level 39 legendary that's earned by collecting unpurchasable pages. The book that starts it is "The Knee-breaker's Manual". Equipping this legendary improves Trip by shortening its cooldown and not breaking in stealth. There's no accompanying skill.

CONJUNCTIONS/ FELLOWSHIP MANEUVERS

A fellowship can perform powerful attack combinations, with results ranging from restoring its members' health and power, to executing melee or DoTs on a target. Some combinations allow your group to do a little of everything. These are called Fellowship Maneuvers (FM), or Conjunctions (CJ). These two terms are used interchangeably throughout the guide.

During combat, any member of the fellowship has a small chance of triggering an CJ. When this occurs, a skill wheel with four colors appears on everyone's screen, with each color representing the method in which a member would like to contribute.

Ent's Strength (red) is a basic melee attack. Stallion's Spirit (blue) provides a small amount of power. Spider's Guile (yellow) is a melee attack that also puts on a mild DoT on a target. Finally, Eagle's Cry (green) provides a small self-heal. If these colors are hit randomly, no special attack occurs and each member merely receives the minor benefits of his or her choice.

Fellowship Maneuver Categories

There are many different CJ combinations, but they can be grouped in five categories. Four of these terms are borrowed from Poker.

Flushes are combinations that contain more than one of the same color. The simplest flush is from a two-person fellowship (e.g. two reds, two yellows, etc). The longer the flush, the more powerful the effect. Flushes are not surprisingly, the easiest FM to achieve since there's no order involved, with each person clicking on the same color.

Pairs, as the term suggests, involve members choosing two pairs of a particular color (e.g. GGYG). They are used by four-person groups. Noble Lineage is a commonly used pair and is composed of two blues and two greens (BBGG), in that order. The result is that each member of the fellowship receives power and an AoE heal over time. It's still relatively easy to successfully execute pairs since your group only has to worry about two colors.

A **full house** is an FM that features three of one color and two of another color, in that order. Two very common full house FMs are Noble Blood (BBBGG) and Pure

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of Heart (GGGBB). Full houses are also not too difficult to achieve since again, you only have two colors to keep in order.

Straights involve each member clicking on a color in the order that it appears on the wheel, clockwise. For example, Wrath of the Righteous is a three-member fellowship FM and requires players to click RGY. The result of this particular attack is that each member receives the benefits of each color (i.e. melee attack and DoT on the target, and members receive power over time). Straights are difficult to coordinate since each player has to input a color in a specific order. Six-man straights are the most complex FMs to pull off, but the results can be spectacular.

Uniques are FMs that don't really follow a specific pattern. Some uniques are very simple to achieve, while others are very difficult. The three simple uniques involve five members hitting R, with the last member (usually a Minstrel) hitting either Y, G, or B at the end, depending on what is needed. For example, RRRRRY is Break the Door, a powerful melee attack that also puts an AoE DoT on nearby mobs. RRRRRB is Hew the Stone, which not only results in an AoE melee attack and recovered power, but it also summons an Oathbreaker ally who will fight with you

for 30 seconds. These simple uniques are more effective than plain straights because of the bonus provided by the color at the end of the combination.

When a group successfully completes a new FM combo, it's added to each character's FM list. This list can be referred to in future fellowships and are especially handy for group leaders in terms of assigning colors to members. It's therefore encouraged to experiment with various combinations to build this list. An ideal situation would be to unlock FMs while grinding difficult mobs for a deed (e.g. trolls). That way, the target stays alive long enough for the FM to complete, and your fellowship is free to play around with different combinations and not have to worry about having to complete or fail quests.

Executing Fellowship Maneuvers

Pulling off an FM successfully takes some practice. Fortunately there are many simple combinations that even pick-up groups (PuGs) can accomplish, such as flushes or pairs. There are several things to keep in mind when executing a CJ:

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- The group should decide on an FM and assign colors before starting a quest. However, everyone should be flexible to switch to a different CJ should the need arise. Communication is key.

- The fellowship leader can help the group remember which FM to do by checking it in his/her list of unlocked FMs. You can find this by clicking on the Skills tab in your Character Journal, then Fellowship tab. Whenever someone triggers a CJ, the reminder appears on everyone's screen.

- Red and yellow can only be hit by members in melee range of the target. Casters who normally stand far away like Minstrels and Lore-masters should run closer to the target in order to contribute.

- Green and blue can be hit from afar. With this and the previous point in mind, it's highly recommended to assign red and yellow to melee classes, and green and blue to the casters.

- Hunters can hit red and yellow even from a distance. Therefore, they can be assigned any color.

- Although you normally have five seconds to contribute to an FM, some class skills of initiating an FM offer an even shorter amount of time. The Guardian's "To the King" skill is an example of this.

- Don't worry if you don't pull off an FM. Lag, long skill inductions, and simple player error all contribute to the failure of an FM. Keep trying until you get it, or switch to an easier one.

- Sometimes simplicity works best, especially in PuGs. Often times there's no need to get fancy. Stick with a straight, or if you want a bit of spice use RRRRR_, with the Minstrel putting in the last color of his/her choice.

- If you accidentally hit the wrong color, cancel your contribution by moving your character and then hit the right color as quickly as possible.

- If you want to trigger an FM on a target, make sure that it doesn't have stun immunity. Stun immunity occurs when a target is stunned or knocked down by a skill or a weapon (mace/hammer), and lasts for roughly 10 seconds. Initiating an FM usually results in the target being stunned or knocked down, so if the target already has stun immunity, the FM will fizzle.

- As a Burglar, announce when you're about to start an FM. That way everyone can prepare themselves by running closer to the target, avoiding skills with long inductions, or not stunning the target. Alternatively, do not start FMs unless the group leader calls for one.

How Burglars can Start FM's

As mentioned earlier in this guide, Burglars are the only class that can start a CJ at will. The Guardian's To the King skill offers a chance of opening an FM, but it's not nearly as successful as the Burglar's FM-initiating skills. While the Burglar has many chances to start an FM, many are on long cooldowns. Therefore, he or she must take caution when to do so.

The primary method for a Burglar to start an FM is by using Exploit Opening, with the second most common method being Exposed Throat. The minor downside is that Exploit Opening is on a five-minute cooldown. Meanwhile, Exposed Throat is only available after completing the first two steps of the critical response chain. Ready and Able resets the recovery timer on Exploit Opening, but is on a very long, 30-minute cooldown. Trip is another FM-starting skill, but you need to be in stealth first, which is rare if you're in a fellowship. However, you can always first activate Hide in Plain Sight and then use Trip. Finally, you've got your trusty marbles, which you can use as a last-ditch effort. Not surprisingly, marbles are on a 15-minute cooldown.

LEVELING UP

Leveling in *Lord of the Rings Online* is remarkably easy and doesn't take too long. There are hundreds upon hundreds of quests available to you, regardless of your playstyle. You can reach level 60 without ever joining a fellowship, though you would miss out on many fun quests if you do so. Similarly, there are many challenging quests that require folks to work together towards a common goal. That being said, I highly encourage you to do some fellowship quests as you level because it's important to learn how to function in a group situation. Learning how to play a Burglar well in solo situations is great, but you're not maximizing your class's full potential if you completely stick to one playstyle.

Since there are so many areas chock-full of quests, some people completely skip an entire area they don't like, especially if they're leveling an alt. After all, if you hated going through say, Evendim the first time around, why should you revisit it? After all, there's plenty to do in the Trollshaws. Indeed, you're more than welcome to avoid whole regions, but you do so at a cost. You'll lose out on the opportunity to earn certain deeds by skipping huge sections of the map. Again, this is entirely up to

you.

Regions According to Level

Here's a list of the general areas you should roughly be in every ten levels. As you get to your 30s your choices of places to quest in increase greatly, which is really nice. Expect to jump from one region to the other quite often, especially when you hit your 40s.

There are so many quests available that you do not need to do them all. If you're a completionist, then go for it! But you're more than welcome to just do the minimum amount to progress to the next level. Remember though, that many Virtue deeds require completing a certain number of quests in an area.

Level 1-10: Starter areas, east Bree-land

Welcome to Middle-earth! During your first six levels you'll be in a tutorial instance, where you're with other beginners but are secluded from the rest of the "real" world. For Men and Hobbits, this tutorial area is Archet, in Bree-land. When you finish the tutorial, you'll be in one of two starter areas depending on your race. Men remain in Archet and move on to Staddle and Combe, while Hobbits are transported to Little Delving and eventually make their way through the rest of the Shire. These initial ten levels fly extremely quickly, and you can get to 10 within a couple of hours.

Keep in mind though, that you don't have to stay in these starter areas. If you cringe at the thought of questing in say, the Shire, then mosey over to one of the other starter areas. It costs a cheap one silver to ride to any of the starter areas, including Thorin's Hall (Dwarves) and Celondim (Elves). While you're at it, click on the glowing blue horse icon over the Stable-master's head. This unlocks this stable for future use. Although all four starter area stables are available to you from the start, from now on you must first discover a stable in order to

unlock it.

When you arrive in the "real" world, you're given a map, which you click on to return to your home base. This home base is determined by setting it on a milestone, which is found in nearly every major town and outpost. The map is on a one-hour cooldown, so use it sparingly. You'll also receive the Prologue quests, which build the foundation for the Book Quests, the epic storyline that involves you following a step or two behind Frodo, Boromir, and the rest of the Fellowship. However, expect to encounter a few detours along the way, especially during the later Books. As of this writing, there are two Volumes, with 15 Books from the original Shadows of Angmar game, and seven Books from the Mines of Moria. In this guide, I'll refer to the Book quests by Volume, Book, and Chapter (e.g. 1.10.3 is Volume 1, Book 10, Chapter 3).

Level 11-20: West Bree-land, West Lone-lands

Sooner or later, regardless of race or class, everyone ends up in Bree-town. Set your map to the milestone located outside the famous Prancing Pony, where Frodo and the other Hobbits first met the mysterious Strider. Pick up all the quests in town and start adventuring! Explore all of Bree-land, where more quests await you. Around level 10ish you may want to get started on Volume 1.1. Some parts you may be able to do at this level, but you'll have to gain a few more levels when you hit the middle chapters of the book. When you reach 1.1.11 you'll need a fellowship to complete the quest.

When you reach level 15, visit your Burglar trainer to start your first class quest, "A Thief in the Night". I describe it in further detail later in the guide.

At around level 16ish the Bree-land quests may start to run out, so head east towards the Lone-lands and start on your Forsaken Inn quests. This is a great place to gain three or so levels because the NPCs inside offer tons of quests. What's even better is that many of the quest requirements require killing the same mobs, and one mob can drop multiple items for several quests.

Level 21-30: East Lone-lands, North Downs

When you've cleared all (or most) of the quests in the West Lone-lands, head to Ost Guruth. Not only are there plenty of quests to keep you busy, but this is where Book 1.2 starts. However, this book has a few fellowship quests, so you may not be able to knock them off as quickly as you did the first book. But that's okay since 1.2.8 is for roughly level 28+.

If you get utterly bored of the Ost Guruth quests, spend some time in the North Downs, starting with the often besieged border town of Trestlebridge. The quests and mobs are roughly level 22-24ish, so if you've tooled around in Ost Guruth first, the Trestlebridge quests may be dark or light blue to you. Don't worry about it, because while you won't get as much XP from completing lower level quests, you're still earning your way towards a deed by doing as many as possible quests in an area.

You eventually make your way across the North Downs map and towards Esteldin. Visit some of the out-of-the-way areas (Gatson's Farm, Lin Gilliath) and feel free to pick up quests there. Once you get to this hidden Ranger outpost, don't forget to pick up quests in the nearby

dwarf camp of Othrikar, and the Earth-kin camp east of Esteldin. Book 1.3 also starts and ends in the North Downs, so get that done while you're in the neighborhood.

Level 31-40: North Downs, Evendim, Trollshaws, Misty Mountains

At this point your potential questing areas significantly open up. During your early 30s you can finish up the quests from Esteldin, Othrikar, and the nearby Earth-kin camp. Around 35ish you may want to visit either east Evendim or the West Trollshaws. Both offer many quest hubs that will keep you busy for several levels. If you're in the Trollshaws, it's a good time to get started on Book 1.4. Keep in mind though, that there will again be several chapters that require a fellowship. When you're getting close to level 40, check out the Misty Mountains. There are some quests in Rivendell for that region, as well as Gloin's camp.

At level 35 you can finally purchase a mount! No more walking for you. Take a break from your regular adventures and head over to Breeland to Hengstacer's farm. If you complete the three easy (but

boring) quests and have the 4.2 gold, you'll leave the place with a shiny new horse (for Men and Elves) or pony (for Hobbits and Dwarves).

You can start earning your first legendary trait at level 39, so start collecting those purchasable pages, or visit the AH and hope that you can save yourself some trouble. Remember though, that you don't actually unlock the legendary trait until level 41, so there's no rush. However, while you're at it, keep an eye out for books for your other legendaries (the ones with unpurchasable pages).

Level 41-50: Misty Mountains, Angmar, Forochel, Eregion

Once again you have plenty of questing options available to you as you get closer to the level cap. Feel free to stick around a little longer in the Misty Mountains and explore the depths of Goblin Town and the rest of the east side of the map. Incidentally, Book 1.5 takes place in the Misty Mountains, so you may want to take care of that while you're still in the area.

If you grow tired of seeing nothing but snow and snow, enjoy a change of scenery in the bleak, desolate wasteland that is

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Angmar. You should be roughly 42ish to start on the Aughaire quests, many of which give great rewards by the way. Book 1.6-1.8 all take place in Angmar so you'll be spending quite a bit of time in this region. In fact, completing Book 1.6 is a necessity since you won't be able to access the eastern side of the map. There's a row of statues in Malenhad that divide the map in half. Any attempts to ride past these statues before finishing Book 1.6 result in an instant death.

At level 45, you'll be able to start on your level 50 legendary class quest. This is the one that's composed of two quest chains that involve you eventually needing to collect items from either Urugarth or Carn Dum (or from the AH, if you're lucky and have the money). Fun times.

You may spend the next five levels in Angmar, but keep in mind that many of these quests, especially those in Gath Fortnir, require a fellowship. If you prefer to solo, then head to Forochel, every soloer's favorite region. If you find Angmar too depressing, you can spend leveling to 50 in Forochel. There are heaps of quests here, and I'd say 90% is soloable. Just don't forget to return to Angmar at some point to finish your legendary quests.

If you're anxious to get a head start on Moria, you can always leave

Forochel/Angmar at roughly 45 and go to Eregion. However, I don't recommend entering Moria proper until you hit 50, for the simple reason that you have to be a minimum of level 50 to use its stables. Before you start doing any Eregion quests however, I strongly suggest that you start on Volume 2, Book 1 first. Why? Because you receive your very first legendary items from one of the chapters in this book, and the subsequent chapter requires you to level it to 10. Therefore, you would lose out on any potential item XP if you finished off the Eregion quests first.

On a different note, if you haven't done many or any quests in the lower level major instances (Great Barrow, Garth Agarwen, Fornost), level 45-50 is the opportunity to practice. If you want that Radiance gear, you'll need to know how to play in a group situation well. After all, a successful run is more than just a matter of "kill everything that moves". Do a few runs in places like Urugarth, Carn Dum, Annuminas, and Barad Gularan. Yes you will die, but that's part of learning. As a bonus, you'll get some deeds done while you're there, not to mention some items for your legendary class quests (if you're in Urugarth and Carn Dum).

Level 51-54: Eregion

Although you can technically start questing in Eregion at level 45ish, I recommend that you wait until level 50. If you thought Angmar was depressing, bleak, and difficult, wait until you step in Moria. The mobs are tougher, it feels claustrophobic inside, and it's so easy to get lost and confused. I strongly recommend to toughen up your character before going in. Get your legendaries and work on those traits (get them to at least 7). Meanwhile, finish up the rest of Volume 1 as much as possible. Granted, some of the quest rewards in Eregion will be better than what you earn from the Vol. 1 quests, but wouldn't it be nice to complete that section of the story?

Eregion is a piece of cake. It's like Forochel but on a smaller scale and without the ice. Most of the quests are very solo-friendly and the rewards are quite decent. Around level 53 you may want to head to Mirobel and try out the Library and School 3-man instances. Both are really fun and challenging, and offer so many deeds that you can obtain more than a half level of XP just by spending two hours in there.

When you get to level 53-ish, you may want to try out the 3-man instance "A Flight of Drakes", which requires an

infused garnet to enter. Infused garnets, sapphires, and adamants drop from regular mobs everywhere in Eregion and Moria. The reward is a choice of one of several damage scrolls, which you can apply to your legendary weapon/item. Please see the section on Legendary Items for more information.

Level 55-60: Moria, Lothlórien

At last we enter the sunless, imposing depths of Moria. When you first enter it through the Hollin Gate, you'll end up in Durin's Threshold. Do the small handful of quests there and take the goat to Dolven-view. There are plenty of quests available here, including the solo-only instances which give item XP, damage scrolls, and Iron Garrison Guard/Iron Garrison Miners reputation. After Dolven-view, you can head to either the Chamber of the Crossroads or the Deep Descent. I tend to go to the latter first because it's much closer to Dolven-view.

After completing those three areas head for either Jazargund or the Water-works. I tend to prefer the Water-works because it's one of the few areas in Moria that aren't composed of multiple levels that confuse you. When you've finished one or both these areas, head off to the Orc-Watch

and/or Anazarmekhem for more questing.

Around level 58 you can get your feet wet in the six-person instances with the Grand Stair. It's very short and relatively easy compared with the other six-person instances in Moria. If you do a full clear of the Grand Stair, including completing many of its available quests and deeds, you can easily reach a full level. You can also get started on your legendary class quest, though most likely you won't complete it until you're 60. If you still need stuff to do, head for the Shadowed Refuge in the Foundations of Stone, but be careful -- trolls walk about freely in the Foundations of Stone.

If Moria is too dank and depressing for you, you can skip it around level 46ish and head off to Lothlórien. The camp right outside the Dimrill Dale has several quests that require you to -surprise!- kill orcs in various camps. I wouldn't go in these camps alone though, as you can easily be overwhelmed, even at level 60. Take at least one other person with you.

Once you're 60, you can continue running the six-person instances for your Radiance gear, participate in the Watcher or Nornuan raid, join in some battle instances in Lothlórien, or take things slow by doing many of the extremely easy, repeatable quests in Lothlórien to obtain enough reputation points for some

nice jewelry.

Level 60-65: Mirkwood

It's shockingly fast to gain five levels in Mirkwood. The region is chock full of quests as you make your way from the west end to the east end of the map. The average player can easily get from 60-65 in about a week while the more hardcore types can swiftly blow through the content in a couple of days. Mirkwood isn't a very big place, and the main storyline neatly connects the various quest hubs together.

Before you start your journey, keep in mind that many quests offer IXP as rewards, not to mention that every kill grants you more IXP. Don't let them go to waste! If you're level 60 and your current weapons are maxed out, equip any level 59-60 LI to collect those precious points. However, remember that deconstructing a level 60 LI beyond level 11 only yields a Moria IXP rune, which can't be used on level 61+ LIs. Therefore, as soon as you hit level 61, immediately equip any old level 61 LI, and deconstruct that level 59-60 LI. Pour the rest of your IXP into the level 61 until you hit level 65. Once you have an LI you'll want to keep indefinitely, deconstruct that level 61 LI and put the points into your active

weapon. This will save you from spending a lot of time in grinding IXP runes for your LI.

Although the ideal level to enter Mirkwood is 60, some players may feel overwhelmed and not ready. Don't worry; there is no rush. You can finish up any leftover quests you have in Moria; alternatively if you want to take it easy, do the simple, non-combat repeatable quests in Lothlórien. Better yet, you can gain a level or two in a few skirmishes, the most significant addition to LOTRO since the legendary item system. I'll discuss skirmishes in a little bit. However, for the sake of the guide, I'll assume that you land in Mirkwood at level 60.

You can easily solo your way to 65, as there are only a couple of quests that require a small fellowship. Feel free to skip them if you have trouble finding a group. The most group quests (3- and 6-person group instances, and the raid) are located at the camp in Dol Guldur, but you don't have to worry about doing them until you hit 65.

Level 60-62: Western Mirkwood

As mentioned earlier, when you complete the Mirkwood Landing instance, you wind up in the "real" version of the Mirk-eaves. As you pick up the quests, don't forget to check out the Malledrhim barterers; one of them offers some nice earrings. Wardens and Hunters should pay special attention to these barter NPCs, as they also have the Muster in Mirk-eaves and Guide to Mirk-eaves skills, worth a few feathers each.

When you've finished with Mirk-eaves you may be tempted to head to the Haunted Inn in the Dourstocks since the Book quest leads you in that direction, but hold off on that. Instead, head to Echad Mothelen (13.5 S, 58.1 W) first, a small campsite with NPCs that give a healthy number of quests. It's a short but worthwhile detour on route to the Haunted Inn. Once you reach the Inn, pay a visit to the Malledrhim NPCs inside; one of them offers some nice bracelets. After finishing with the Haunted Inn quests, head south to Estolad Mernaël (16.9 S, 51.5 W) in the swampy Drownholt.

In certain locations, doing all the quests will unlock repeatable quests, with Malledrhim feathers as rewards. These feathers can be traded for level 65 morale

and power pots, a cheap and easy alternative to buying them off the AH. There are several repeatable quests, though some aren't worth doing because they take too much time or require you to go to some out of the way place to kill mobs. For the fastest way to earn feathers, I recommend talking to Handelen in Thangulhad (12.7 S, 46.6 W) and accept the quests "Scouting in Force" and "An Eye on the Enemy". If you have your quest tracker turned on, simply ride on your horse and follow the arrow. Very easy and fast.

Level 62-63: Central Mirkwood

Make your way to the elven hideout of Ost Galadh, in Emyr Lum. This is right smack in the middle of the map, so you can't miss it. Again, check out the Malledhrim barter NPCs for goodies such as recipes, jewelry, and LIs. This is the new 21st hall in the sense that you have almost all the important NPCs and facilities here (e.g. crafting hall, bard, Relic-master and Forge-master). Oddly there is no AH, so if you're not a hunter or warden that can easily port anywhere, if you need to visit an AH, use your racial map to visit one in any of the starter areas. You can also swift travel

from Ost Galadh to Calas Galadhon for an AH.

Do all the quests in Ost Galadh, and when you've finished you can either go north to the spider infested Scuttledells or south to Iavassul's Watch (16.4 S, 50.5 W) in Taur Morvith. You'll eventually want to quest in both areas so it doesn't matter which you visit first.

There is one special repeatable quest in Ost Galadh that shouldn't be missed. It's a crafting quest that you pick up from the Relic-master called "Silken Threads". The quest takes you to the Scuttledells where you're supposed to collect 25 pristine webbing from spiders. To make this quest go faster, enter the spider cave at the very northwest part of the Scuttledells. The reward for turning in this quest is a Compendium of Middle-earth II, a special crafting component used to make orange crafted relics. There's a similar crafting quest in Anazarmekhem called "Trace Metals" in which you have to collect 15 iron ingots and 10 burnished worm scales. Kill orcs for the ingots and worms for the scales. The rewards is a Compendium of Middle-earth I, a crafting component used to make teal crafted relics.

Level 63-65: Eastern Mirkwood

Head a little north and east to the outpost of Thangulhad, in Gathburz. As usual, see what the Barter vendors have to offer. There are some nice level 65 cloaks, and morale/power pots as well. There are plenty of quests here so you might be here for a while. Be careful while you wander around, as you may run into signature level mobs. Soloing one isn't difficult, but you may get in trouble if you accidentally aggro another mob in the process.

You'll most likely start on the Mithechad (17.6 S, 48.3 W) quests in the Ashenslades when you hit level 64. Finish off with Dol Guldur. If you do the book quest chain at the same time as you're doing these quests, you'll hit 65 easily without the need to do any repeatable quests or mob grinding.

Even when you hit 65, you don't have to stop questing if there are still some available. Remember that many quests offer IXP as rewards, so finish as many quests as possible. Also, if you haven't reached Kindred reputation with the Malledrhim yet, do some of the repeatable quests in Thangulhad and the Ashenslades. There's also one more quest hub, Barad Angol (17.4 S, 44.5 W) for

you to check out if you wish.

In Dol Guldur, you'll find that many of the quests are for group instances. Remember that the Medallions of Mirkwood only drop in these group instances, so if you want those stat scrolls start running those instances. On a related note, the medallions can also be bartered for +15 and +25 radiance gear, another reason why you may want to run those instances, particularly the easier 3-person ones. Visit your class trainer to see what gear is available and how many medallions are required.

COMBAT

- The Solo Burglar
- The Burglar in Groups

The Solo Burglar

Although it's a complex class to learn, Burglars are terrific for soloing. The high evade chances, and abilities to stealth and Hide in Plain Sight (HiPS) allow Burglars to survive and succeed in situations that other classes may not. Stealth is a particularly powerful tool, for in some cases you can sneak into an orc-filled camp and collect a quest item without having to fight your way through. You can train your way across an entire enemy camp up to the boss, then HiPS right behind him. The other mobs leave, while you prepare to strike the boss from behind. And even if your HiPS is on cooldown, you can still escape if you use Touch and Go (TnG).

The Best Opening Attack Sequence

As stressed several times throughout the guide, the Burglar's strongest attack comes from behind and in stealth. Therefore, when dealing with a solo mob, here is the best opening attack. This assumes that you're level 60 and have earned all your skills. Don't forget to get behind your mob for the positional damage bonus. If you don't have some of these skills yet, adjust your technique accordingly.

Sneak > Reveal Weakness > Diversion > Location is Everything (LiE) > Burgle (works on certain mobs only) > Aim > Surprise Strike

Here are some things of note:

- LiE is on a five-minute cooldown, so you won't be able to use it on subsequent attacks for the next five minutes. Don't use LiE on regular mobs if you know you're getting close to the boss or a particularly difficult enemy at the end of the instance/camp/area. It's better to save LiE for that tough boss rather than use it on a trash mob.

- Depending on how fast you kill and whether or not you've shortened Aim's cooldown with the Focus Eye trait, you may be able to only use Aim after killing every other mob.

- The Burgle skill is more effective when you have Footpad equipped, as this trait gives you a 40% chance to apply a Debuffing Gamble when you Burgle.

- You can replace Surprising Strike with Well-Placed Strike, but its induction time is much longer, thus increasing your chances of being discovered.

How to Fight Two Targets

Dealing with two enemies is very simple, though there are two methods. One way is to attack with Mischief toggled on, to increase your Riddle effect to 30 seconds. You won't get the positional or stealth damage bonuses, but you can chain mez the second mob.

The second method is to initiate the same opening attack sequence from stealth and do as much damage as possible to your main target from the start. Quickly switch to the second mob to Riddle it, then continue attacking the first one until it's dead. Switch to the second and repeat. The catch is that since you start from stealth, Riddle will only be 15 seconds long. If the second target wakes up before you've finished with the first, debuff that second one with Tricks while you continue downing the first.

Trickster slotted is particularly helpful since it turns Dust in the Eyes into an AoE (area-of-effect) debuff, which means that you can stay targeted on the first mob but still be able to debuff the second mob simultaneously.

How to Handle More than Two Targets

Facing more than two mobs can be challenging for any class, especially for one that's incapable of AoE attacks such as Burglars. While you can Riddle the second mob, there may be two or three others still beating on you. Burning HiPS or TnG to flee the situation is always the best method, but if these are on cooldown or if you're somehow trapped, you can still survive this onslaught.

Use your Tricks and other debuffs as much as possible. Again, an AoE Dust in the Eyes is very effective. Pick a target with an active Trick, then use Startling Twist on him. The stun doesn't last nearly as long as Riddle, but it still buys you a little time to burn down the other mob or two that's beating on you. Use Mischievous Glee if you find yourself dipping low on morale. If TnG is up, use it. And of course use an Athelas potion if necessary.

Burgling

Whenever you have the chance, Burgle, Burgle, Burgle! Burgled items are on separate loot tables than regular loot tables from killing the mob, so burgle often! Although most of the items you find are vendor trash, you can get lucky. During my early level 20s I burgled a very nice cloak with added stealth. I wore it until level 30, when I replaced it with the cloak from the level 30 class quest. More importantly, recall that with the Footpad trait equipped, Burgle has a 40% chance to apply a Debuffing Gamble, not to mention that the trait gives you +2 stealth.

The Burglar in Groups

When playing in groups, Burglars have to slightly adjust their playstyle. First of all, there's very little reason to stealth. After all, no one else in your group is able to, not to mention that you usually enjoy the protection of a tank. Second, in terms of DPS, you obviously won't get the damage bonus from stealth if you're in Mischief, but you can still get positional damage bonuses by attacking a mob from behind while the tank keeps it

busy from the front. And don't forget to extensively use your critical response chain.

Debuffs are Great!

Fellowships love it when mobs hit slower than usual, their attacks miss often, or have weakened armor. Hence, they're thrilled when a Burglar is in their group. Don't forget to throw on Reveal Weakness on targets and liberally use your Tricks. If you see a mob starting an induction, quickly Addle it before the attack goes off.

Proper Riddling in a Group Situation

Since one of your main roles in groups is to CC (crowd control), toggle on Mischief so you can chain mez with impunity. See that archer standing far from everyone else and taking potshots at the Minstrel? Lock him down. And that orc healing or buffing the other mobs? Riddle him away from the equation (or Addle him if your Riddle is down). Try not to Riddle anything within AoE range, but if you must do so, announce that you're going to Riddle a certain target and warn your group not to use AoE. And while you

cannot Riddle the main bosses of instances, raids, or Book Quests, you can still debuff them.

Fellowship Maneuvers

Of course, the Burglar's main contribution to a group is his or her ability to start a Fellowship Maneuver (FM) at will. Take the time to learn as many of the different FM patterns, so you'll know which is best for which situation. Always carry marbles with you. Note that you cannot use the main bosses of instances, raids, or Book Quests to purposefully trigger FMs.

The Mez Pull

The mez pull is used by Burglars and Lore-masters. When dealing with a group of mobs, it involves mezzing one target to bring the other mobs to your group. In most cases, the mezzed mob is a minor boss or some other strong enemy. The idea is for your group to first dispose of the weaker trash mobs surrounding the target and saving the mezzed mob for last. The mez pull can also be used in some solo situations, such as a target of

interest being flanked by two mobs.

The Burglar in the Ettenmoors

Burglars have long been a deadly force in PvMP (Player vs Monster Player). Creeps (players who control monster characters) have long cried out in frustration at the difficulty in defeating a Burglar in battle. After all, how can you kill something that you have trouble seeing and that keeps evading your attacks?

The Burglar has many possible roles in the Ettenmoors, some of which are similar to their roles during PvE. Naturally, Burglars can debuff their human opponents with their Tricks. In addition, because of the Burglar's high evade ratings, they sometimes can survive longer in melee skirmishes with Creeps than some heavy armor wearers. The ability to stealth makes Burglars very effective scouts. And of course, Burglars can Riddle. Woe to the Creep duo that comes across a solo Burglar. All he or she has to do is lock down one Creep with a Riddle, finish off that Creep's partner, then return to the poor mezzed fellow.

A Burglar isn't invincible however. Remember, HiPS does not work if you

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have a DoT, so if some Blackarrows shoot their fire arrows (which cause Wounds) at you, HiPS won't help you escape.



Burglar Class Quests

Every several levels, all classes have to complete a class-specific quest that tests your ability and skills. These quests also grant very nice rewards, which are usually a piece of gear and a skill or trait. The level 45 class quests give you gear and legendary traits.

Level 15 Quest: A Thief in the Night

Talk to one of the Burglar trainers to receive this quest. He or she asks you to find a Hobbit named Atherol Took, who is at Adso's Camp. Once you meet up with him, he explains that those pesky Blackwold brigands have been absconding with Farmer Maggot's famed mushrooms. You have two tasks -- to stop the Brigands from taking the mushrooms, and to steal some yourself while you're at it!

Although it may seem daunting because many of the brigands are in duos, it's not too difficult as long as you follow the Opening Attack Sequence that I talked about earlier. Modified for a

level 15, it would be:

Sneak (get behind target) > Aim > Surprise Strike > Riddle (other target)

Rinse and repeat till all are dead. If the second target wakes up before you've finished killing the first, use your Tricks on him. When you've finished, return to Atherol to receive your rewards, which are very nice. You get Torthol, a helmet with 59 armor, 5 Might, and 5 Agility. You also get the Ambidextrous trait, which improves your off-hand wielding. Finally, you get five of Farmer Maggot's tasty mushrooms, which incidentally give 14 Agility for a half hour.

Level 25 Quest: A Secret Club

Talk to any Burglar trainer to receive this quest. He or she tells you about a secret club of Expert Treasure Hunters and that Ponto, one of its members, wants to meet with you. Ponto is in Oatbarton, on the southern border of Evendim. He asks you to take a club that happens to be amidst some sleeping brigands in Dwaling, a deserted Hobbit village that's been overtaken by brigands.

Clearly, you'll need to be stealthed in order to safely take the club. Remember

that picking up an item breaks you out of stealth, so you'll need to stand as far from the brigands as possible, but still close enough to grab the club. Once you've successfully made it out of the camp, return to Ponto and receive your reward. You get Burglar's Friend, a nice club that does 13.5 DPS common damage and has 8 Agility and 8 Fate. More importantly, you also receive the passive skill One-handed Club Use.

Level 30 Quest: A Burglar's Errand

Again, you pick up this quest by talking to a Burglar trainer, who mentions that Palma Brownlock is waiting for you at the Forsaken Inn in the Lone-Lands. When you meet with Palma, she explains that a group of half-orcs have stolen the sword Medhrod and have hidden it somewhere in the ruins of Naerost. As usual, you're expected to go at it alone.

Unlike the previous two quests, this one can be rather challenging since there will be some level 35 mobs. Why they are included in a level 30 quest is a mystery. Take your time when sneaking through the camp, and use Diversion when necessary. Since you now have

HiPS at this level, don't forget to use it if things go wrong and you're spotted.

When you're successfully retrieved the sword, return to Palma for your reward. This time you get a choice between two pieces of gear, a cloak and dagger (ha!). The cloak is Ghost-walker's Cloak, which has 169 armor, 18 Fate, and 2 stealth level. The dagger is called Brownlock's Knife, which does Ancient Dwarf-make damage and has 15.9 DPS, with 1.7 speed. The dagger also contains 9 Agility and 9 Vitality. I suggest to take the cloak since there are few items in the game with stealth bonuses.

You get two other rewards: five level 25 Celebrant salves, and more importantly the Appraising Eye trait, which adds 2% to Reveal Weakness damage.

Level 50 Quests: The Truest Course is Awareness (chain)

The level 50 Burglar quests are actually a three-part series with two quests simultaneously given to you. Unlike the earlier class quests, completing some of these will require a fellowship. As usual, speak to your friendly neighborhood trainer to receive the quest. You're then

directed to speak to a Hobbit named Sterling Proudfoot, who is in Buckland. Sterling is a talented crafter of weapons and jewelry, and feels that you need some better gear to reflect your skills as a Burglar. However, he needs some materials, which you retrieve for him via the following two quests.

Articles of Cunning

This quest is actually in three parts, all of which consist of you obtaining items for Sterling. First, he asks you to collect Driftclaw's windswept hide and twelve pieces of blinding snow-beast fur. Driftclaw is an enormous elite bear found in Giant Halls in the Misty Mountains, while snowbeasts are found along the Western Bruinen Source of the Misty Mountains.

When you deliver these items to Sterling, he then asks you to collect 10 glossy cave-claw skins and 20 unyielding drake-scales. Unlike the first set of items, these are actually tradable so if you're lucky, you may find them on the AH. The glossy cave-claw skins are very easy to come by since any high-level cave-claw will drop them. However, the unyielding drake-scales will be tougher to farm since they drop only from certain drakes in Angmar.

Turn these things in to Sterling, who then asks for two very special items: a Goblin Badge of Rank and an Insignia of Battle. All three drop from bosses in Urugarth. The badge drops from a boss named Akhur, while the insignia drops from two bosses: Skorkrank and Burzfil. Again, check the AH first to see if anyone is selling these items for a reasonable price.

Return to Sterling one last time to turn in these final two components. You get a choice of two pieces of jewelry. The Earring of Cunning gives 15 Might, 15 Agility, 29 Fate, and 204 melee crit rating. The Bracelet of Cunning gives you 29 Agility, 15 Will, 60.5 ICPR, and 408 Fear resist. I would personally go with the earring because it provides more well-rounded stats. Besides, if you want a ton of Agility, you can always buy (or make, if you're a Jeweler) a pair of Etched Beryl bracelets, with 15 Might, 30 Agility, 15 Vitality, 45 Morale, and 212 Block rating. Etched Beryl jewelry is not nearly as expensive as they were pre-Moria, so they're quite affordable.

Implements of the Night

This is the second quest that Sterling Proudfoot gives you. It's given at the same time as "Articles of Cunning", so you can collect the items that you need for both quests simultaneously. The first part consists of you acquiring Narglup's split claw and five hollow sulfur-leech fangs. Narglup is a signature warg in west Angmar and is not too difficult to kill. However, there are many other wargs in the area, so clear out as many of them as possible so you don't risk getting adds while fighting Narglup. The fangs drop from the leeches in Ologfil, the instanced cave in Malenhad (Angmar).

After you turn these in to Sterling, he then asks you to bring him 20 hateful worm-eyes and 15 venomous dread-turtle beaks. Both of these items are tradable so check the AH first before trying to collect them yourself. The worm-eyes are very easy to get (both worms in Angmar and the Misty Mountains drop them), but the turtle beaks come from the giant elite turtles in Malenhad. Bring friends who are willing to spend a long time with you killing turtles since the drops are sadly few and far between.

The final part of this chain involves you collecting a Cruel Talon of Azgoth

and a Warg-keeper's Token. The token drops in Urugarth from a boss named Athpukh, while the talon drops from well....Azgoth, a Morroval boss in Carn Dum. Again, peruse the AH first to see if these items are available. If not, then rustle up five other people and collect these items.

Return to Sterling with your goods and he'll give you two rewards. One is a 5-pack of level 45 Celebrant salves, and the other is a choice between two weapons. The Mace of the Night is 25.4 DPS with 2.4 speed and does Ancient Dwarf-make damage. It has 7 Will, 85 Morale, and 200 Parry rating. The Dagger of the Night is 25.4 DPS with 1.5 speed and does Westernesse damage. It has 7 Might, 14 Agility, and 14 Will. Either weapon is fine; it really depends on your playstyle.

Sterling tells you to speak to the one and only Bilbo Baggins for some words of advice on becoming a Burglar Extraordinaire. Bilbo is at the Homely House in Rivendell, in the Hall of Fire.

A Lesson from Bilbo Baggins

This is the final quest in the "Truest Course" chain. Speak with Bilbo, who bestows upon you the Legendary trait Stick and Move. This allows crits that are normally unlocked by scoring critical hits to also unlock when you evade an attack. In short, when you equip this legendary, the higher your evade rating, the greater the chance you crit an attack.

Level 58: The Path of the Mischief-maker (chain)

This quest chain gives you only one of your three Moria Legendary traits. To earn the other two, you'll need to complete Volume 2, Books 1-6, and to achieve Kindred status with the Iron Garrison Guards.

Talk to a Burglar trainer, who then directs you to meet with Celofa. Celofa is in the Foundations of Stone in Moria.

A Bag of Tricks

Celofa tells you that one of her Riddles caused an orc named Bidroi to fall down some stairs and into a hole. He's now rather peeved and is a danger to those nearby. Your task is to put the poor guy out of his misery. Bidroi is in the Second Hall, in Nud-melek. Kill him and return to Celofa, who gives you nothing but money as a reward. She then tells you about your next task.

Tracking Treasure

Celofa now wants you to find some ancient dwarf-riddles, which are located in bookcases at Gabil-mamach, in Zelem-Melek. Stealth to the bookcase when you can, to avoid fighting nearby mobs. Make sure to use Sneak after you kill him and collect it, to get credit for the quest. Return to Celofa, who again miserly gives you nothing but money for your troubles.

A Startling Twist

Apparently, the scroll you collected is missing some text. Celofa believes that this missing text can be found from an orc named Horngaz, conveniently located in the Foundations of Stone. You are to relieve him of this text and give it to Celofa. You can find him near the Endless Stair, the famed staircase and one of the locations where Gandalf and the Balrog battled furiously until the bitter end. Horngaz is alone, so there's no need to worry about unexpected pathers or respawning mobs. Just take him out and return to Celofa for your final task.

A Confounding Riddle

At last, a true challenge and the end to this quest chain! Celofa wants you to learn how to use the knowledge you've gleaned from the scrolls you've collected for her, and what better place to learn than the notorious 16th Hall? Find a Burglar-hating orc named Unur and smite him.

Not surprisingly, you'll need a full group of folks to tackle the 16th Hall. The good news is that they can be compensated for helping you if they pick

up the "assist the Burglar" quest by the summoning horn outside the 16th Hall. You'll need to get through about halfway through the instance before you come across a glowy item used to summon him. Unur of course will not be alone, as he'll have two trolls with him. When you've defeated Unur and his gang, return to Celofa one last time. She finally gives you some rewards, though unfortunately neither is mind-blowing. One is a Khuzdul tablet, which can be bartered for level 57 and 59 Third Age weapons/items. The other is the Prankster's Ring, which has 18 Agility, 18 Might, 18 Fate, +116 Parry rating, and +696 Poison resistance.

Your reward is the Legendary trait Little Annoyances. This upgrades Small Snag into Quite a Snag, with increased root duration and greater debuff.

WEAPONS

Burglars are able to dual wield at level 10, which open up an array of combinations of weapon choices. Whichever combination you choose depends on your playstyle, character race, and build.

Weapons Burglars Can Use

Burglars can use daggers, maces, clubs, and swords. Each has some advantages and disadvantages but all are highly effective in slaughtering your way to 60.

Daggers are very light weapons and thus have very low damage. However, they are also very fast weapons, which means that you can attack more often and thus increase your crit chances. The Mines of Moria expansion introduced some passive skills that highly encourage dagger use. At level 15, you get a 15% dagger damage bonus. At level 30 you receive 10% dagger damage, 5% dagger crit multiplier, and a 10% dagger devastate damage. Finally at level 45, you get 15% dagger damage, 10%

dagger crit multiplier, and 15% dagger devastate damage.

Clubs are a little heavier than daggers but are still a relatively light weapon that deals low damage. However, they are more effective if you're a Hobbit and have the Club bonus trait slotted. Clubs have a small chance of slowing a target's attack speed.

Maces are heavier than clubs and allows you the chance of stunning a target, which can be good or bad depending on the situation. Overall it's a good thing since it allows you a second or two to get behind the mob and attack. However, stunning a mob gives it stun immunity, which disrupts any Fellowship Maneuvers you may want to trigger.

Swords are the heaviest weapon a Burglar can use. It also does the most damage. Men (and Women) Burglars can take advantage of the sword-bonus damage trait.

Which Combination is Best?

All dual wielding classes are able to deal main-hand (right hand) and off-hand damage (left hand). Many melee attacks stem from the main hand. In fact, main-hand damage is usually significantly stronger than off-hand damage. Therefore, the general consensus is that the weapon with the higher DPS should be slotted in the main hand. This weapon should also be heavier (i.e. slower speed) than the off-hand weapon, as heavier weapons deal more damage.

Some Burglars therefore, use a heavy weapon like a sword or mace in their main hand and a dagger in their off-hand. On the other hand (no pun intended), many Burglars like to take full advantage of the various weapon bonuses. Hobbit Burglars have been known to wield dual clubs, while Man Burglars have been spotted with twin swords. Other Burglars carry dual daggers. It's really up to you.

Weapon Damage Types

Lore-masters have a skill called Knowledge of the Lore-master, which allows them to analyze mobs and determine their weaknesses to certain damage types and resistances to others. This comes in very handy, as players can then use different combinations of weapons against enemies to improve their chances of defeating them.

Weapon damage types are for the most part based on the lore. The idea is that certain races crafted weapons that can best destroy their mortal enemies. For example, dragons often sought out the treasures of the Dwarves. Over time, the Dwarves became experts in crafting weapons best suited for dragons. Hence, weapons with Ancient Dwarf-make damage are most effective against dragon-kind, which includes drakes, worms, and salamanders.

Here is a list of the different weapon damage types and which creatures are weak to them.

Ancient Dwarf-make

- Dragon-kind
- Cave-claws

Beleriand

- Ancient Evil
- Half-orcs

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- Insects

- Spiders

Fire

- Creatures of Nature

- Some Beasts

- Trees (duh)

- Troll-kind

Light

- Orcs and goblins

- Spiders

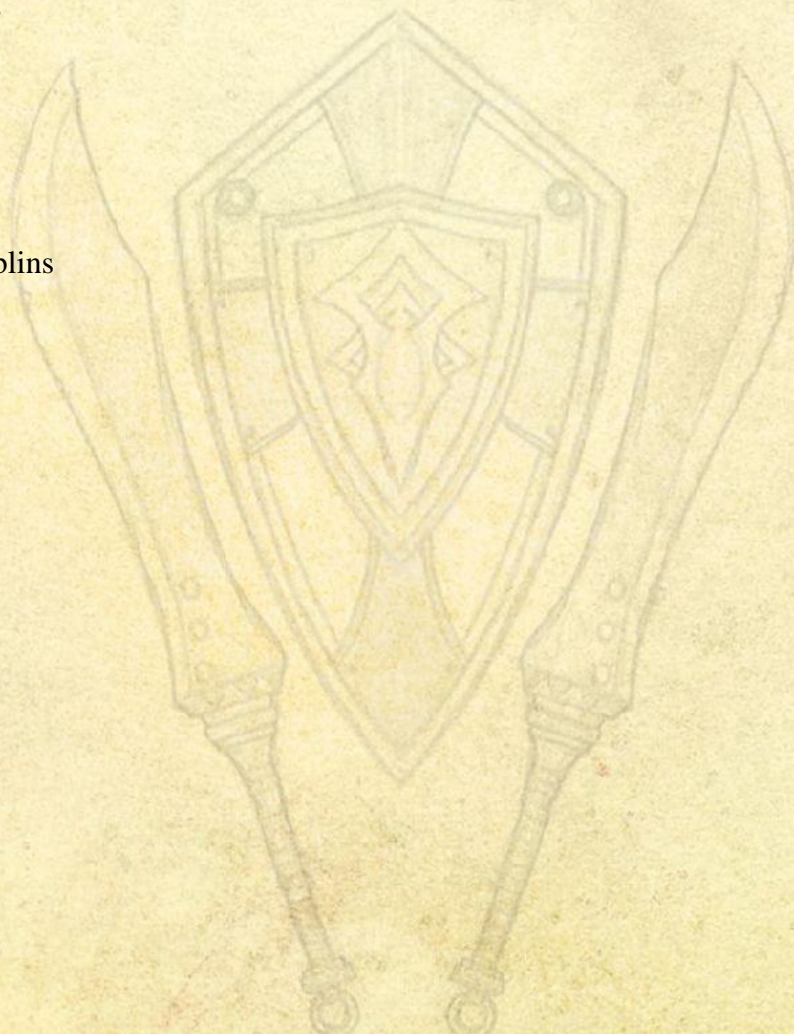
- The Unseen

- Troll-kind

Westerness

- The Dead

- The Unseen



BURGLAR ITEMS

A well-prepared Burglar carries more than just weapons. There are several items that are very useful to keep in your bags.

Burglar Tools

At level 20, Burglars earn the Tools of the Trade passive skill. This means that Burglars can carry Burglar Tools, an item that decreases Tricks power use. Burglar Tools are available roughly every ten levels and are crafted by Tailors. Purchase one from the Auction House, or ask a Tailor friend to make one for you.

When you reach level 45+ and start Volume 2 Book 1, your old Burglar Tools can be replaced by a legendary version. Legendary Items will be covered more in detail after this section. You can still use the regular Tools if you prefer, but you'll be missing out on the many bonuses you can gain from the Legendary version.

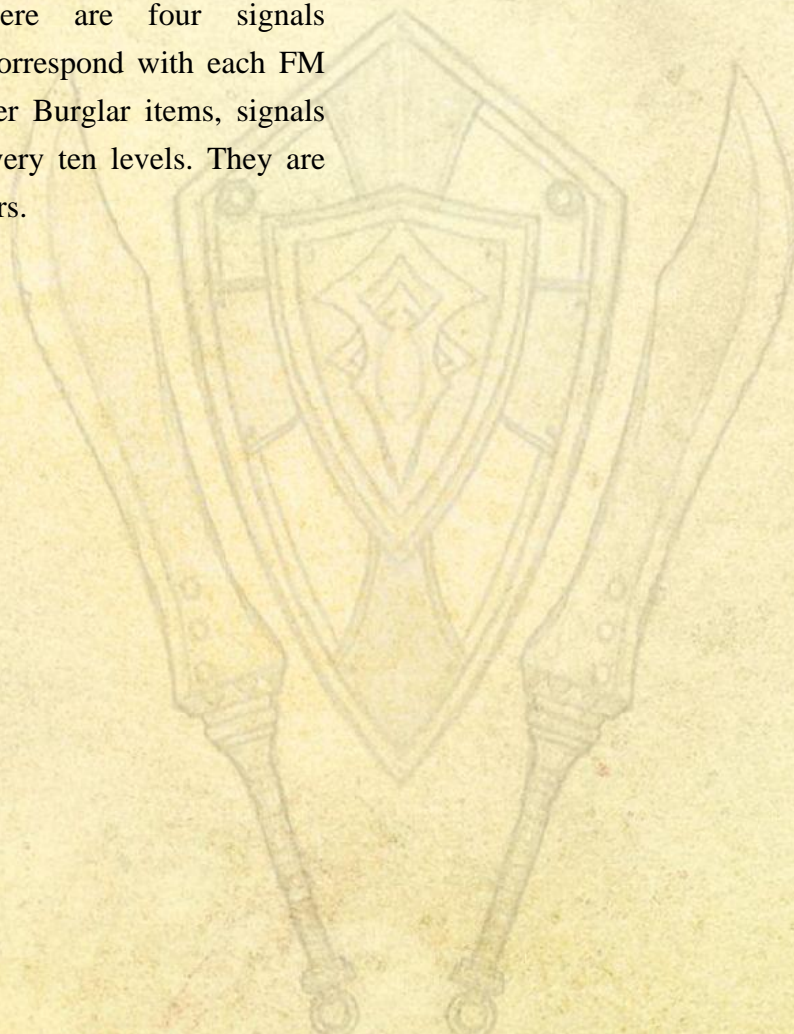
Burglar Devices

Burglars also earn the Burglar Devices passive skill at level 20. This allows the use of marbles, caltrops, and stun dust - consumable items used in debuffing and CC. Like Burglar Tools, these devices are available every ten levels. They are crafted by Weaponsmiths. Purchase them from the Auction House, or ask a Weaponsmith buddy to make some stacks for you. They have a very long, 10-15 minute cooldown so use them only when absolutely necessary.

Caltrops put a damage over time on a target while slowing its run speed. Stun dust, as the name suggests, can stun the target for a few seconds. Marbles can knock down a target for a short period of time. However, unlike the first two devices, marbles are more important because they can trigger Fellowship Maneuvers. However, marbles are on a 15-minute cooldown, so use sparingly.

Signals

Signals are items that enhance the Burglar's selection in a Fellowship Maneuver. There are four signals available that correspond with each FM color. Like other Burglar items, signals are available every ten levels. They are crafted by Tailors.



GEAR

Gear plays an important role in your class's survivability and success in situations. Although you should keep your gear updated as you level (try not to wear gear more than 10 levels below you), you don't have to spend tons of money on them. Leveling in Lord of the Rings Online is so swift that you quickly outgrow your gear, especially during the first 30 levels, so for the most part you'll be fine running around with just quest rewards. However, if you have alts that can make critted gear, then by all means go for it.

The game features thousands of pieces of weapons, jewelry, and armor suitable for Burglars, with a nearly endless combination of stats. Which is right for you? Again, while it mainly depends on how you want to build your burglar, you want to maximize the class's strengths. Try to find gear that focuses on the Burglar's important Virtues - namely, Agility, Might, and Vitality. However, feel free to wear some Fate/Will gear if the three main stats are already high and need to balance yourself out a bit. After all, you wouldn't want to run out of power in a fight either.

There are four levels of gear, which are conveniently color-coded. Common

items have a gray icon and is the worst gear available. This gear has very little to no armor/damage value and are only acceptable during your character's first 10 levels. Uncommon items have a yellow icon and are a decent improvement over Common items. Many quests (even up to the early level 40s) offer Uncommon items as rewards. Rare items have a purple icon and are significantly better than Uncommon items. Most players will find their characters wearing purple gear for most of the game. Incomparable items have a teal icon and are rarer than purple gear. You don't start seeing Incomparable items until level 43ish. Most of the high-level gear sets are teal, as well as many high-level critted crafted items. Finally, there is Epic, a very small collection (four!) of gear with an orange background. All four of these items can be found from Thaurlach's chest in the Rift after defeating him.

Stealth Gear

Stealth and stealth detection are naturally, highly recommended stats for Burglars for obvious reasons. While there isn't a lot of gear that have these features, it's not impossible to find them since many are quest rewards. In fact, several new pieces were added with the Moria expansion, to the delight of high level Burglars. For a more comprehensive list, check the official Lord of the Rings Lorebook on stealth gear. Use the Advanced Search feature.

Here are some stealth-related items that you may find useful. Interestingly, most are cloaks.

Burglar's Badge is a random drop in Urugarth. It gives 2 stealth, 84 morale, and 196 evade.

Burglar's Cape is a level 45 random drop in the Ettenmoors. It has 2 stealth, 14 Vitality, and 192 evade.

Cloak of Fate is a level 53 random drop that has been found in Eregion, Moria, and Lothlórien. It has 2 stealth, 27 Might, 34 Fate, and 191 frost defense. Note that there is another cloak with the same name, but has different stats and no stealth bonus.

Cloak of Subtlety is part of the two-piece set Sneaks of Subtlety. It's a

level 55+ quest reward from "Silence of the Wargs", the last quest in the chain "Riders in the Dale". It has 2 stealth, 38 Might, 8 Fate, 19 Agility, and 120 evade.

Ever-Shadowed is a random drop in Urugarth. It has 2 stealth, 15 Agility, and 15 Vitality.

Halchol is a level 42+ quest reward from "The Malenhad Swamp". It gives 2 stealth, 6 Agility, and 176 evade.

Hammer-Mark Cloak is a level 50 cloak that drops in the Rift. It has 2 stealth, 1 stealth detection, 6 Vitality, 12 Might, 15 Agility, and 212 evade. I still have mine. That 1 stealth detection is handy in the Ettenmoors for improving your chances of spotting stealthed Stalkers (wargs).

Hooded Cloak of Shadows is a level 21 random drop cloak. It's been found in Nen Harn and the Southern Barrow-downs in Bree-land, and in the west Lone-lands. I Burgled one from an orc in Nain Enidh. It has 1 stealth and 96 evade.

Strange Flowers is a level 33+ reward from the quest "Setting the Trap", the last quest in the chain that starts with "The Farmer's Bane". It gives 2 stealth and 4 agility.

Trade Secrets comes from the level 48+ book quest 1.10.9 "A Renewed Assault". It gives 2 stealth and 30 Fate. Feel free to replace Strange Flowers once you have

Trade Secrets. As a level 60 Burglar, I still carry it in my bags, for times when I need a little extra stealth boost.

Winter Cloak is a level 42+ quest reward from "The Matron and the Master", the final quest in the chain that starts with "Rona's Concern". It has 2 stealth, 7 Might, 13 Fate, and 38 morale.

Gear Sets

At around level 33+, you will start encountering pieces of jewelry and/or armor that when worn together, provide special bonuses. The more pieces you wear, the more bonuses you receive from the set. Some sets are more suited for Burglars than others. Gear sets are collected in four different ways. The most common is through questing, as many of these items are quest rewards. The second primary (though more difficult) method is by participating in raids and PvP. A third way is through a barter system, in that you earn enough barter pieces to trade in for a single piece of gear. Finally, there are some set pieces that are random world drops. This guide will not include the world drops set since obtaining its pieces happens by pure chance and luck.

Jewelry Sets

Jewelry sets begin at roughly level 33+, when you start doing quests in Evendim. The Panthavron's Finery is respectable, but none of the items have Agility stats. At around level 42+ you'll most likely make your way to Aughaire in Angmar. The Buth Sankhas sets are an improvement over the Panthavron's because they offer two distinct sets for more variety. Still, the Bands of Buth Sankhas tend to favor casters due to its emphasis on Fate, Will, and ICPR. Meanwhile the Jewels of Buth Sankhas set focuses on Will and Vitality, but has no Might or Agility.

What's interesting about the two Angmar sets is that once you've completed their related quests, you can actually repurchase the jewelry from a special vendor in Aughaire. To date, these are the only quest rewards that you can repurchase after selling/destroying the original items.

Here are some gear sets recommended for Burglars. There are other gear sets out there, but they are not very Burglar-friendly.

Panthavron's Finery

Rewards from various Evendim quests. These quests are available starting from roughly 33+.

Panthavron's Bangle (bracelet)	11 Vitality 11 Will (on use)	Set (2): 11 Vitality Set (4): 11 Will Set (5): 45.4 ICPR
Panthavron's Charm (pocket item)	160 Parry 480 Disease Resist	
Panthavron's Gem (earring)	30 Power 10 Vitality	
Panthavron's Loop (ring)	11 Might 11 Fate	
Panthavron's Pendant (necklace)	11 Will 11 Vitality	

Trinkets of Skill

Rewards from various Goblin-town quests in the Misty Mountains. This is hands down the #1 Burglar jewelry set for level 45-50 Burglars.

Earring of Skill	15 Might 15 Agility 19 Morale 40.3 ICMR 204 Melee crit	Set (2): 22 Power Set (3): 15 Agility Set (3): 204 Melee crit
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Jewel of Skill (earring)	15 Might 15 Agility 40.3 ICMR 15 Vitality	
Trinket of Skill (pocket item)	15 Might 15 Agility 15 Vitality	

Mixed Gear Sets

The level 40-45 sets tend to be a mix of jewelry, armor, and weapons.

Garb of the Woods

Rewards from various Tal Bruinen (Trollshaws) quests. This is a fantastic set for Burglars, especially with the extra 27 Agility from wearing all three pieces. There is another Tal Bruinen mixed set called the Vestments of the Grove, but the pieces are for light armor wearers.

Band of the Woods	73.8 ICPR 13 Vitality	Set (2): 7 Might Set (3): 27 Agility
Shoulders of the Woods (medium armor)	14 Might 27 Fate 14 Vitality	
Woodlands Jacket (medium armor)	14 Might 14 Agility 27 Vitality	

Arms of Buth Luikh

Rewards from various Aughaire (Angmar) quests. Although you obviously can't use the 2H axe, the two bracelets are still decent.

Great Arm of Buth Luikh (two-handed axe) 69-98 Westernesse Damage 25.2 DPS; 3.3 speed	27 Might 27 Vitality 368 Melee Crit	Set (2): 20 Morale Set (3): 13 Might Set (3): 13 Vitality
Left Bracelet of Arms	13 Fate 13 Might 13 Vitality	
Right Bracelet of Arms	13 Will 13 Might 13 Vitality	

Blades of Buth Luikh

Rewards from various Aughaire quests.

Blade of Buth Luikh (one-handed sword) 34-46 Westernesse damage 22.1 DPS; 1.8 speed	13 Agility 7 Fate 7 Will	Set (2): 20 Morale Set (3): 13 Agility Set (3): 13 Vitality
Bracer of Blades	13 Will 13 Agility 13 Vitality	

Small Blade of Buth Luikh (dagger) 34-46 Westernesse damage 22.1 DPS; 1.8 speed	13 Agility 13 Vitality	
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Weapon Sets

There are very few weapon sets in the game; most weapons are paired with armor or jewelry.

Burglar of the Free People

This two-piece dagger set is for level 50s and is available in the Ettenmoors. You need to reach a certain PvP ranking and have some barter items to collect these items.

Bronwehigil 40-52 Westernesse Damage 26.9 DPS; 1.7 speed	+5 damage to Orc-kind Wield: 1% Auto-attack critical hit chance 15 Might 212 Melee critical rating 15 Vitality 212 Parry rating	Set (2): 15 Might 112.5 NCPR Set (2): 636 Wound resist rating
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Dornhigil 40-52 Beleriand Damage 26.9 DPS; 1.7 speed	+5 damage to spiders and insects Wield: 1% Auto-attack critical hit chance 15 Agility 212 Melee crit rating 45 Morale 15 Fate	
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Arms of the Hidden Dagger

This two-piece dagger set is for level 58+ and is available in the Ettenmoors. Again, you need to reach a certain PvP ranking and have some bartering items to collect these daggers.

Shiv (dagger) 54-70 Beleriand Damage 34.5 DPS; 1.8 speed	Wield: 1% Auto-attack critical hit chance 18 Might 148 Morale 67 Power 118 Melee crit rating
Shank (dagger) 54-70 Beleriand Damage 34.5 DPS; 1.8 speed	Wield: 1% Auto-attack critical hit chance 18 Might 18 Agility 18 Vitality

Armor Sets

You first start finding armor sets around level 43+, when you wander into Aughaire, in Angmar. Since they're quest rewards, they're relatively easy to obtain. However, from about level 47+ you may want to start collecting the six-piece armor sets. These are tied to raids, PVP, and other high-end, difficult content.

Vestments of Fém

Rewards from various Aughaire (Angmar) quests. There is another Fém set, but it's for heavy armor wearers.

Jacket of Fém (medium armor) 549 armor	13 Will 13 Agility 25 Vitality	Set (3): 150 OCMR Set (5): 13 Will Set (5): 13 Vitality Set (5): 13 Agility
Leather Gloves of Fém (medium armor) 275 armor	7 Will 7 Fate 25 Agility	
Shoes of Fém (medium armor) 219 armor	19 Power 7 Might 25 Agility	
Shoulder Pads of Fém (medium armor) 165 armor	38 Power 13 Agility 13 Vitality 360 Wound resist rating	

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Trousers of Fém (medium armor) 458 armor	13 Will 7 Might 38 Morale 13 Agility	
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Nenuial's Shoulders 207 armor	15 Will 15 Might 15 Agility	
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Nenuial's Vestments

Level 50 armor set from Annuminas, in Evendim. To earn these pieces, you need to turn in barter items, which are collected by doing quests or from killing mobs.

Nenuial's Boots 275 armor	54 Power 15 Agility 636 Disease resist rating	Set (2): 8 Agility Set (2): 15 Vitality
Nenuial's Cloak 297 armor	6 Will 15 Fate 6 Agility 2 Stealth level	Set (3): 15 Agility Set (3): 15 Might
Nenuial's Gauntlets 344 armor	15 Will 15 Might 15 Agility	Set (4): 30 Agility Set (4): 8 Vitality
Nenuial's Helm 207 armor	12 Agility 36 Morale	Set (5): 45 Morale Set (5): 30 Might
Nenuial's Jacket 689 armor	15 Might 15 Fate 15 Agility 24 Vitality	Set (6): 45 Morale Set (6): 30 Agility Set (6): 430 Evade
Nenuial's Leggings 574 armor	15 Agility 15 Vitality 636 Poison resist rating	

Arthdur Armor

Level 50 medium armor set from Gath Forthnir, in Angmar. Earning these pieces is also through a barter system, in which you turn in barter pieces that drop from mobs.

Arthdur Boots 275 armor	90 Power 30 Agility 15 Vitality	Set (3): 45 Morale Set (6): 15 Agility Set (6): 375 Fire Defense
Arthdur Gauntlets 344 armor	30 Might 30 Agility 15 Vitality	
Arthdur Helm 207 armor	15 Might 45 Morale 15 Agility 30 Vitality	
Arthdur Jacket 689 armor	30 Will 45 Power 30 Vitality	
Arthdur Leggings 574 armor	15 Will 90 Power 30 Agility	
Arthdur Shoulders 207 armor	15 Will 30 Fate 15 Agility 15 Vitality	

Shadow-stalker Armor

Level 50 Burglar's armor set from Helegrod, the only 24-person raid in the game as of this writing. Although it also uses a barter system, unlike the Nenuial's and Arthdur sets which require turning in many small barter items, each piece of Helegrod armor is earned by turning in one specific piece, which drops off the bosses in Helegrod. Helegrod armor is also Bind on Equip, which is rare for gear sets.

The Thagallthrek Armor set is identical stats-wise to the Shadow-stalker's armor. Even its appearance is the same, except that the Thagallthrek set is purple in appearance. However, the set bonus for having all six pieces of this set is a 25% decrease on the Hide in Plain Sight cooldown. Furthermore, this armor set is obtained by reaching certain ranks in the Ettenmoors and (like the Nenuial's and Arthdur sets) turning in many barter pieces (stones from the Delving of Frór, a PvP/PvE instance in the Ettenmoors).

Shadow-stalker Boots 275 armor	15 Might 15 Fate 30 Agility 15 Vitality	Set (2): 15 Agility Set (4): 2 Stealth level Set (6): 20% Surprise Strike damage while behind target and in stealth
Shadow-stalker Gloves 344 armor	30 Agility 60 ICMR 15 Vitality	
Shadow-stalker Helm 207 armor	15 Might 45 Morale 15 Agility 30 Vitality	
Shadow-stalker Jacket 689 armor	15 Will 45 Power 15 Agility 30 Vitality	
Shadow-stalker Leggings 574 armor	15 Will 45 Power 30 Agility 636 Poison Resist rating	
Shadow-stalker Shoulders 207 armor	30 Might 30 Fate 15 Agility	

Thrill-seeker's Armor

This level 50 Burglar's set is a reward from the Rift. Like the Shadow-stalker set, the Thrill-seeker armor is obtained by turning in one specific barter item for each armor piece. Unlike the Shadow-stalker's set, this armor is Bind on Acquire. Additionally, this set includes two weapons. However, they do not contribute to the set bonuses.

Thrill-seeker's Boots 291 armor	15 Will 8 Might 8 Fate 30 Agility 30 Vitality	Set (2): 15 Agility Set (2): 3% Disperse Shadow chance
Thrill-seeker's Gloves 363 armor	8 Will 30 Might 45 Morale 30 Agility -50% Search speed Disperse Shadow: You have a chance of absorbing some incoming Shadow Damage. (1 hour cooldown)	Set (4): -50% Tricks power cost Set (4): 10% Disperse Shadow chance
Thrill-seeker's Helm 218 armor	8 Will 8 Might 90 Morale 15 Agility 30 Vitality	Set (6): 25% Critical multiplier with Cunning Attack Set (6): 25% Disperse Shadow chance

Thrill-seeker's Jacket 727 armor	30 Will 90 Power 8 Might 8 Fate 15 Agility	
Thrill-seeker's Leggings 606 armor	8 Will 90 Power 15 Might 8 Fate 30 Agility	
Thrill-seeker's Shoulders 218 armor	8 Will 90 Power 15 Might 8 Fate 15 Agility 15 Vitality	
Aeglang (dagger) 40-52 Ancient Dwarf-make damage 26.9 DPS; 1.7 speed +5 damage to the Dead	Wield: 1% Auto-attack critical hit chance 90 Power 90 Morale 15 Agility 212 Melee crit rating On use: 800 Parry (1 hour cooldown)	
Maethmegil (dagger) 41-53 Beleriand damage 27.65 DPS; 1.7 speed	Wield: 1% Auto-attack critical hit chance 15 Agility 15 Might 90 Morale 8 Vitality	

Trickster's Garb

The Trickster's Garb set is for level 58-60 Burglars and is from the six 6-person instances in Moria, with one piece from each instance. Each piece is earned by turning in a coin to the Burglar trainer in the 21st Hall in Moria.

Trickster's Boots 319 armor	18 Might 37 Agility 37 Vitality Soothe Wounds	Set (3): 696 Acid Defense Set (3): 696 Lightning Defense Set (5): 18 Agility Set (6): 18 Will
Trickster's Gauntlets 413 armor	30 Might 81 Morale 38 Agility 8 Vitality Intermittent Strength	
Trickster's Helm 244 armor	19 Might 155 Morale 19 Agility 38 Vitality	
Trickster's Jacket 812 armor	140 Power 38 Might 19 Agility Intermittent Weakness	
Trickster's Leggings 689 armor	146 Power 19 Might 19 Agility 78 ICMR	
Trickster's Shoulders 248 armor	146 Power 38 Might 19 Agility	

Soft-Walker's Armor

The level 60 Soft-walker's set is also obtained by turning in coins won from the six-man Moria instances. However, it's only a three-piece set.

Soft-walker's Helm 252 armor	19 Might 169 Morale 19 Agility 39 Vitality	Set (3): 720 Shadow defense Set (3): 38 Will
Soft-walker's Jacket 854 armor	40 Might 20 Agility Intermittent Weakness	
Soft-walker's Shoulders 252 armor	152 Power 39 Might 19 Agility	

Armor of the Hidden Dagger

The Hidden Dagger armor is a level 58 set found in the Ettenmoors. Like the level 50 Thagallthrek set, you need to reach certain rankings in the Ettenmoors AND have some bartering pieces to obtain the Hidden Dagger set. And while the Hidden Dagger set is also identical in appearance to the Silent Knife set (which I'll discuss shortly) except in color, the stats are vastly different. There are also two level 58 daggers you can get in the Ettenmoors, though neither contribute to the set bonuses.

Boots of the Hidden Dagger 319 armor	29 Agility 29 Vitality 18 Might 18 Fate 14 Will	Set (2): 37.2 ICMR Set (4): 18 Will Set (4): 18 Vitality Set (6): +5 second duration of Tricks
Gauntlets of the Hidden Dagger 399 armor	37 Agility 29 Might 14 Vitality 118 Morale	
Helm of the Hidden Dagger 240 armor	37 Vitality 18 Agility 18 Might 148 Morale	
Jacket of the Hidden Dagger 799 armor	37 Might 37 Vitality 18 Agility 18 Fate	
Leggings of the Hidden Dagger 666 armor	37 Agility 14 Might 14 Vitality 14 Fate 14 Will 29.8 ICMR	
Pauldrons of the Hidden Dagger 240 armor	29 Might 14 Agility 14 Vitality 14 Fate On use: 52.8 Morale (30 minute cooldown)	

Radiance Gear

Radiance gear is an armor set that contains Radiance. They are earned by bartering coins that are only won by completing Hard Mode in the six Moria instances. This set is necessary to enter the Vile Maw without cowering, considering that the Maw produces an astounding 14 Dread. Each piece has 10 Radiance, save for the helm and shoulders, which has 20 apiece. The helm and shoulders are rewards from the Watcher itself. "Placeholder" Radiance shoulders and helm that have 10 Radiance each are available in the two hardest Moria instances.

Radiance pieces (save for the Vile Maw helm and shoulders) also have a chance of dropping in the Filikul raid in the Water-works, home of Nornuan. Nornuan is a giant turtle and another 12-person raid. It's significantly easier to defeat Nornuan than the Watcher; in fact, you don't even need Radiance gear for the Filikul raid.

Moria Radiance Instances

Each of the six instances is filled with mobs and bosses. There are two ways of completing each instance. The first is through Regular Mode. Your group can kill anything that moves, can activate any item in the instance. You're also free from any time constraints. Hard Mode is well, harder, with each instance having its own rules. Failure to follow these rules automatically fails Hard Mode and thus the coin for the Radiance piece doesn't appear in the loot chest.

There are countless strategies for completing these instances in Hard Mode successfully. Visit the official Lord of the Rings Online forums to get some tips.

The **Grand Stair** is the shortest and easiest of the instances. An experienced group can complete it in 20 minutes. It's located in the Redhorn Lodes. One of the five(!) chests that appear after defeating the main boss (Igash) holds a token that can be traded for the boots. To pass Hard Mode, you must first get to Nardur Station in 10 minutes or less. Second, do not defeat any other bosses in the Grand Stair. Third, when you fight Igash, do not kill the Devoted, who will be annoying your group the whole time.

Fil Gashan and the **The Forges of Khazad-Dum** located in the Flaming Deeps. They take longer to complete and are harder, but still not too difficult. Fil Gashan has the gloves. To complete Hard Mode in Fil Gashan, your group must not kill more than two sentries. Meanwhile, the chest piece drops in the Forges. To pass Hard Mode in the Forges, you must defeat the last boss within 30 minutes after defeating the first boss.

Skumfil is in the Shadowed Refuge. The journey to the boss is actually very short (less than 10 minutes' worth of clearing mobs), provided that someone has a key. The chest in Skumfil holds a coin that can be traded for the leggings. To pass Hard Mode, you must defeat the spider boss Hwadrin and her broodlings. To get to her however, you need a key, the halves of which are obtained by defeating the bosses on the left and right side of the instance.

The **16th Hall** and the **Dark Delvings** are the toughest Moria instances, with the 16th Hall being the longest instance. The Dark Delvings contain the coin for the non-set helm while the 16th Hall has the non-set shoulders. Hard Mode in the 16th Hall is tough, as the final boss's room has a dozen or more little gredbyg waiting to eat your Minstrel, some ranged orcs, mushrooms that spew a Disease cloud that slows your movement and bleeds people to death, and of course a boss that does a

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powerful AoE attack. You cannot kill more than two gredbyg in order to pass Hard Mode.

To complete Hard Mode in the Dark Delvings is even harder, for your group must not turn on any lights during the final boss fight. You can imagine then, how tough a fight would be if everything you do takes twice as long -- running, healing, shooting a bow, etc. -- while the boss and his adds move at their regular, deadly speed. In the Dark Delvings, whenever you stand in the dark, your actions are slowed by half. This includes the inductions on your skills. You can activate special rocks that cast a light, which allows your group to move at normal speed. However, doing so fails Hard Mode.

The Silent Knife

The Silent Knife set is the Radiance set for level 58-60 Burglars. Arthranc and Turthol are the "placeholder" shoulders and helm, which are sufficient for entering the Vile Maw. They do not contribute to the set bonuses.

Boots of the Silent Knife 319 armor	18 Will 18 Might 18 Fate 37 Agility 37 Vitality 10 Radiance	Set (2): 39 ICMR Set (3): 720 Acid Defense Set (4): 19 Will Set (4): 19 Vitality Set (6): Exploit Opening cooldown reduced
Gauntlets of the Silent Knife 413 armor	38 Might 162 Morale 38 Agility 19 Vitality 10 Radiance	
Hood of the Silent Knife 248 Armor	19 Might 162 Morale 19 Agility 38 Vitality 720 Fear resist 20 Radiance	
Jacket of the Silent Knife 812 armor	19 Will 38 Might 19 Fate 19 Agility 38 Vitality 10 Radiance	
Leggings of the Silent Knife 689 armor	19 Will 19 Might 19 Fate 38 Agility 39 ICMR 19 Vitality 10 Radiance	
Shoulders of the Silent Knife 248 armor	38 Might 19 Fate 19 Agility 19 Vitality 20 Radiance	
Arthranc (shoulders) 240 armor	37 Might 18 Agility 18 Vitality 10 Radiance	

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Turthol (helm) 240 armor	18 Might 74 Morale 18 Agility 37 Vitality 696 Fear resist 10 Radiance	
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LEGENDARY ITEM SYSTEM

The Mines of Moria expansion pack ushered in the revolutionary Legendary Item system in *Lord of the Rings Online*. Like most of the features in the game, the concept of Legendary Items stems from the lore. In the books, many characters carry special, named weapons that are unique to that person. For example, Frodo used Sting, a knife that served as a short sword for a Hobbit. It was created in the First Age by the Gondolin Elves and glowed blue when orcs were nearby. Similarly, players now have access to unique weapons and items which are customizable to some degree.

You can obtain your first Legendary Items (LI) as early as level 45 by completing Volume 2, Book 1, Chapter 9 ("A Weapon of the Elder Days"). With the exception of your starter items, all LIs have a level requirement of 51-60. Burglars can use two LIs: a weapon (dagger, one-handed club, one-handed mace, or one-handed sword) and an item (Burglar Tool). Legendary weapons can only be wielded in the main hand, so you'll still need to carry a regular weapon in your off-hand.

How do Legendary Items Work?

When you first find an LI, it's unidentified. For a small fee (10-30 silver), a Forge-master NPC will identify it for you. Identification reveals legacies, which are bonuses to a class's various skills. There are 15-16 possible legacies for each weapon/item, and up to four legacies can initially appear on any one LI. Furthermore, legacies are tiered (1-6), with higher tiers offering stronger effects. Again, these tiers are random. With such features one can imagine then, the myriad of possible combinations of legacies on any given LI. Certain legacies will only appear on weapons, and other legacies will only appear on items. For example, Gamble Chance will only be found on Burglar Tools and never on weapons.

Upgrading Legendary Items

One interesting feature about Legendary Items is that they earn experience points, just like your characters. Although you can actively only use two LIs at a time, you can level up to six LIs total. Yes, four can level while quietly sitting in your bags! However, you need to first slot each LI in your Legendary Item window (click on the sword icon in your user interface) to activate its leveling.

Item experience points (IXP) are divided among the number of LIs you have equipped. Therefore, the more items you have equipped, the slower they all level. If you wish to temporarily suspend an LI's leveling so that you can divert more points to one or more items, click on the "Disable Leveling" button in your Legendary Item window.

There are many ways to earn IXP. The main method is through regular questing, as each mob you kill grants you some IXP. Like character XP, the higher level the mob, the more IXP you receive. Many quests also offer IXP as rewards, such as the repeatable solo instances in Dolven-view in Moria. Some mobs even drop teal colored IXP runes, which you

can store for future use.

Whenever an LI reaches a level, it earns legacy points, which you can allocate to whichever legacy you want to improve. Every ten levels, you need to reforge your LI before it can resume leveling. Return to the nearest Forge-master to do so. At this point all legacy points and slotted relics are returned to you (provided you don't uncheck those options). You can even rename your weapon. The number of times you can reforge depends on the level (not IXP level) and age of the weapon.

When you reforge a weapon, you are given one of two options: you can choose a new legacy to add (out of two choices given to you), or you can upgrade one of two current legacies. Adding new legacies occurs every odd-numbered IXP level reforging (10, 30, 50) while upgrading a current legacy occurs every even-numbered reforging (20, 40).

Damage Scrolls

Damage scrolls are applied to your legendary item or weapon, upgrading it from common damage. Some scrolls apply a specific damage type, such as Ancient Dwarf-make or Westernesse. Other scrolls apply a damage type to particular enemies, such as to Orcs or Spiders. Some are only for a certain class. These scrolls are earned by completing either one of six three-person instances in Echad Dunnan in Eregion, or one of six solo instances in Dolven-view. Note that some scrolls are available in more than one quest/instance. The higher level the instance, the more effective the scroll (e.g. +3 Damage to orc-kind vs. +6 Damage to orc-kind).

Entering these instances requires the use of an infused gem. There are three kinds: garnet, sapphire, and adamant. The infused garnets are for the lowest level instances, while the sapphires are for the medium difficulty instances. The infused adamants are for the level 60 instances.

If you have Kindred reputation with the Galadhrim and have a certain number of barter items, you can obtain a special scroll in Calas Galadhon (Lothlórien) that provides both Beleriand damage and damage to orc-kind.

Here's a breakdown of the various damage scrolls available, and where they can be obtained.

Echad Dunnan

"A Flight of Drakes" quest: minimum level 54; requires an infused garnet.

- Fire-temper -- For Lore-masters and Rune-keepers only. Improves fire damage to fire-based skills.

- Giant-fighter -- Additional weapon damage against Giant-kind.

- Stone-smasher -- Additional weapon damage against troll-kind.

- Stout defender -- Increases melee defense. Applicable only on legendary items, not weapons.

- Worm-fighter -- Additional weapon damage against Dragon-kind

"The Seige Against Barad Morlas" quest: minimum 57; requires an infused sapphire.

- Burning Rager -- For Lore-masters and Rune-keepers only. Improves fire damage to fire-based skills.

- Drake-cleaver -- Additional weapon damage against Dragon-kind.

- Mountain-master -- Additional weapon damage against Giant-kind.

- Steadfast Protector -- Increases melee defense. Applicable only on legendary items, not weapons.

- Troll-bane -- Additional weapon damage against troll-kind.

"Midnight Raid" quest: minimum level 60; requires an infused adamant.

- Defender of the Forgotten West -- Changes the weapon damage type to Beleriand.

- Dragon-slayer -- Additional weapon damage against Dragon-kind.

- Flame-striker -- For Lore-masters and Rune-keepers only. Improves fire damage to fire-based skills.

- Giant-killer -- Additional weapon damage against Giant-kind.

- Olog-reaver -- Additional weapon damage against troll-kind.

- Stalwart Guardian -- Increases melee defense. Applicable only on legendary items, not weapons.

Dolven-view

"The Training Hall" quest: minimum level 54; requires an infused garnet.

- Dead-reaver -- Additional weapon damage against the Dead.

- Firm Resolve -- Increases tactical defense. Applicable only on legendary items, not weapons.

- Gleaming Striker -- For Lore-masters and Minstrels only. Improves light damage to light-based skills.

- Guardian of the Deep Halls -- Changes the weapon damage type to Ancient Dwarf-make.

- Vermin-slayer -- Additional weapon damage against spiders and insects.

"The Mithril Slaves" quest: minimum level 54; requires an infused garnet.

- Cold-heart -- For Rune-keepers only. Improves cold damage to cold-based skills.

- Dark-banisher -- Additional weapon damage against Ancient Evil.

- Foe-stinger -- For Rune-keepers and Lore-masters only. Improves lightning damage to lightning-based skills.

- Goblin-piercer -- Additional weapon damage against Orc-kind.

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- Wild-fighter -- Additional weapon damage against Beasts.

"The Ghost Forge" quest: minimum level 57; requires an infused sapphire.

- Dark-cleaver -- Additional weapon damage against the Unseen.

- Flashing Bane -- For Lore-masters and Minstrels only. Improves light damage to light-based skills.

- Iron Will -- Increases tactical defense. Applicable only on legendary items, not weapons.

- Pest-hewer -- Additional weapon damage against spiders and insects.

- Wight-rager -- Additional weapon damage against the Dead.

"The Morroval outcasts" quest: minimum 57; requires an infused sapphire.

- Fell-slayer -- Additional damage against Ancient Evil.

- Frost-reaver -- For Rune-keepers only. Improves cold damage to cold-based skills.

- Orc-hewer -- Additional weapon damage against Orc-kind.

- Savage-tamer -- Additional weapon damage against Beasts.

- Sky-rager -- For Lore-masters and Minstrels only. Improves light damage to light-based skills.

"The Spider Nest" quest: minimum level 60; requires an infused adamant.

- Resolute Heart -- Increases tactical defense. Applicable only on legendary items, not weapons.

- Shade-ender -- Additional weapon damage against the Dead.

- Shining Star -- For Lore-masters and Minstrels only. Improves light damage to light-based skills.

- Spider-cleaver -- Additional weapon damage against spiders and insects.

- Wraith-ender -- Additional weapon damage against the Unseen.

"The Library of Steel" quest: minimum level 60; requires an infused adamant.

- Beast-master -- Additional weapon damage against Beasts.

- Ice-fist -- For Rune-keepers only. Improves cold damage to cold-based skills.

- Shadow-piercer -- Additional damage against Ancient Evil.

- Storm-hammer -- For Rune-keepers and Lore-masters only. Improves lightning damage to lightning-based skills.

- Uruk-slayer -- Additional weapon damage against Orc-kind.

Relics

One way to customize your weapon is through relics. Relics provide bonuses to your character, but in this case its stats rather than skills. For example, some relics increase Might and Vitality while others upgrade ranged damage. Unlike legacies, the player chooses which relics to put on a LI. However like legacies, relics are also tiered (1-8), and again the higher the tier the better the bonuses. You can only swap relics safely during a reforging, as inserting any new relics beforehand will destroy the current ones slotted. Although a few quests give relics as a reward, the primary method of earning relics is by deconstructing LIs.

Deconstructing Legendary Items

Many LIs you'll find while adventuring are not compatible with your class, have poor legacies, or are too low level for you. While you can always sell them on the Auction House or give to friends, the best way to make use of these unwanted items is by deconstructing them. Visit a Relic-master NPC to deconstruct your

LIs. They're usually found standing next to or near the Forge-master.

Deconstructing any LI yields at least one relic, but deconstructing higher IXP-leveled LIs increase the chances of obtaining more relics. Leveling an LI to at least level 2 guarantees that you will receive at least two relics, so never deconstruct an equippable LI without leveling it, even just a little. Furthermore, deconstructing any LI beyond at least level 10 IXP results in the return of some of its IXP that was earned, in the form of IXP runes.

IXP runes are bind on acquire, which means that once you receive one, it's bound to you, and you cannot sell it or give it to anyone. They're particularly appealing because you can store them in your vault and save them for future use. IXP runes can be obtained in several ways. The small runes usually come from random mob drops. Some Moria quests offer IXP runes as rewards. The Radiance instances and both Moria raid instances also offer runes as rewards. Finally, you can trade coins earned at the crafting instances for various sized runes. I'll mention crafting instances again in the Crafting section of this guide. The more coins you have, the larger the rune you can obtain.

Most relics earned from deconstructing a weapon are low tier (1-4). Your friendly

neighborhood Relic-master will help you combine relics. Most relics you receive will be from tiers 1-3, though higher level (not IXP) weapons may yield some tier 4s. However, to receive the better relics (5+), you'll need to combine lower ones, though again results are random. For example, on one occasion, combining five tier 3s may get you one tier 3 and two tier 4s. On another occasion you may only get two tier 4s. Acquiring the coveted tier 8 relics ultimately requires a lot of luck and combining many, many relics.

Third, Second, and First Age Items

Legendary Items follow a similar, color-coded system of regular gear and armor. However, they are labeled in a way to keep with the lore.

Third Age LIs have a purple-colored icon and are the most common. The notion is that our characters live in the Third Age and thus these weapons are plentiful. Third Ages are the only type that can be crafted by Supreme Master weaponsmiths. They drop from any two-legged, humanoid mob in Urugarth, Carn Dum, Eregion, Moria, and Lothlórien. You can even barter for

Third Ages if you have rusted dwarf tools (for level 53 and 55 weapons) or Khuzdul tablets (57 and 59). The barter NPCs are found in Dolven-view, and you can collect any type of weapon (e.g. Burglars can obtain bows) you like. You can reforge level 51-55 LIs only three times, 55-57 weapons four times, and 58-60 LIs five times.

Second Age LIs have a teal-colored icon and are much more rare. In terms of the lore, these weapons were crafted during the Second Age. Consider them antiques. Second Age LIs have a chance of dropping in Eregion, Moria, and Lothlórien. While their available legacies are the same and have as much a chance to be good or poor as Third Ages, the maximum level DPS on Second Ages is higher. In addition, the tiers on Second Ages provide slightly better bonuses than its comparable tiers on Third Ages. You may find some Second Ages in the AH, but they are naturally significantly more expensive than Third Ages. Although your server may vary, Hunter and Champion LIs tend to be the rarest and most expensive due to their high demand (considering that these tend to be the two most popular classes).

First Age LIs are the rarest of them all. As the name suggests, these weapons and items were crafted in the First Age, so they're not just antiques, they're archaeological artifacts. They are only

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available at level 59 and 60, and identifying them yields no legacies under tier 3. There are very few places to obtain First Age LIs. One is from defeating the Watcher in the Water. This is the same Watcher that attacked the Fellowship while they were at the Hollin Gate. Another way of getting First Age weapons is by defeating Nornuan, an enormous turtle that requires a 12-person raid. Keep in mind that only one or two First Ages drop from these instances, so you roughly have a 1 in 12 chance of obtaining one. Add the fact that a weapon for your class may not even drop, and in Nornuan's case sometimes no First Ages drop. There is an extremely slim chance that a First Age can drop from the Lothlórien gift boxes, which require first turning in a large number of gold and silver branches, obtained from repeatable quests and crafting instances. First Age LIs have the highest number of max DPS, but still have the same chances of receiving fantastic and horrible legacies as Second and Third Ages. Some First Ages may be found on sale, but not surprisingly they go for astronomical prices.

MAKING MONEY IN LORD OF THE RINGS ONLINE

Money makes the Middle-earth go 'round. Okay not really, but you still need a way to afford a horse, gear, house, and all the other little things in the game. How does one make a living in LOTRO?

There are three primary methods of earning gold. The simplest is by selling all junk loot you pick up from bodies to the NPC vendors. The second is to sell items (crafted and non-crafted) to the Auction House. Finally there's crafting, which is the biggest time and money sink in the game, but can be profitable for some professions and at the highest levels.

Vendor Trash

It sounds like a silly bit of advice, but as long as your bags aren't full, loot all bodies! Those brigand scabbards and wolf paws seem to only be worth a couple of silver each, but those stacks add up fast. You'd be surprised how much money you can make from just killing trash mobs. Wight and spider parts are particularly lucrative, for some reason.

Although deeding is a chore, you can at least make money out of it. When you set out to grind a hundred mobs for a deed, have at least two empty bags and grind away. Loot everything you kill. When your bags start getting full and you're far from a vendor, drop any junk loot (yellow or gray gear) that isn't stackable. That five silver you lose from dropping that pair of yellow boots is nothing to the potential loss of 15 silver from a stack of spider mandibles. When your bags are completely packed, go to the nearest NPC to empty your bags, then return to deeding.

Some deeds are particularly profitable, since they require you to kill animals that drop hides or crafting trophies. For example, the worms in the Trollshaws drop colorful eyes, which are highly coveted by Scholars. Some mobs drop reputation items, such as the Tomb-robbers in Evendim, or the

Dourhands in Sarnur. When you take in consideration how much money you can make from killing hundreds of trash mobs, deeding isn't so bad after all!

Auction House (AH)

People approach the AH in different ways. In some cases, people just use the AH to make some quick cash. During their journeys they pick up stuff like recipes, book pages, or gear and try to sell them as fast as possible. On the other hand, crafters use the AH to hawk their goods, hoping they'd get paid for their time and effort. Finally, there are those who carefully study the AH's buying and selling patterns. They figure out what the hottest selling items are and what are duds. The more savvy ones buy cheap items on the AH and sell them for a higher price.

Although servers may vary, here are some general tips on selling on the AH:

- The most coveted items will be for high population classes. On the Arkenstone server, Hunters are a dime a dozen. Not surprisingly then, Hunter legendary pages and LIs are very expensive due to supply and demand.

- Since more people play during weekends, more people will also visit the AH during that time. You can then wait until then to sell your items, but keep in mind that you'll also have more competition for the same reasons.

- If you're a crafter, don't flood the market with your wares. Post only 3-4 of the same item at once.

- If you see several people selling the same thing that you have, price your items in between the highest and lowest price.

- Pay attention to special events such as festivals and content updates. Usually these usher in new recipes and other items, and try to pick up a few if possible while adventuring. For example, one content update introduced several new dyes. During its first week, the dyes and their recipes were selling for exorbitant prices. About a week or two later, prices plummeted.

Crafting

It's no surprise that crafting is meant to be a money and time sink. Yes, you don't have to buy crafting materials on the AH and can gather them yourself, but it takes so long to level each tier that many people resort to the AH to speed up the process. However, in some cases you can make a pretty penny selling crafted goods.

There are seven crafting vocations, each of which contains three professions. At least one of these professions in each vocation is a "processing" profession, in that you process materials rather than actually craft anything. Here are the vocations and their crafting professions:

- Armorer - Metalsmith • Prospector • Tailor
- Armsman - Prospector • Weaponsmith • Woodworker
- Explorer - Forester • Prospector • Tailor
- Historian - Scholar • Farmer • Weaponsmith
- Tinker - Cook • Jeweler • Prospector
- Woodsman - Farmer • Forester • Woodworker
- Yeoman - Cook • Farmer • Tailor

Cooks make lute strings for Minstrels and food that can buff your character. **Farmers** plant vegetables that cooks can use, and pipe-weed for roleplaying purposes. They can also plant flowers that scholars use to make dyes. **Foresters** treat wood and process hides into leather. **Jewelers** make jewelry and Edhelharn (hope) tokens, and class specific items (runes for Champions and Rune-keepers. **Metalsmiths** craft heavy armor, shields, and crafting tools. **Prospectors** can mine and smelt ore dug from nodes. **Scholars** make crafting scrolls and scrolls that buff a fellowship's combat offense and defense. They also make dyes, and class items such as Hunter oils, Hunter books, and Lore-master books. Most importantly, Scholars make health and power potions, and (as of May 2009) can also make Wound, Fear, Disease, and Poison potions.

Tailors craft medium and light armor, and certain class items such as Burglar signals and Rune-keeper satchels. **Weaponsmiths** create weapons such as swords and axes. They also make class-specific items such as Hunter traps and Burglar marbles. **Woodworkers** make wood-based weapons (eg. bows, staves, spears). They can also make class specific items such as Minstrel instruments and Champion horns.

The best way to make money from crafting is by simply selling the crafting

materials you collect throughout your journeys. Therefore, the most profitable vocation is the Explorer, because of the ability to harvest both ore and wood. However, if you still wish to level an actual crafting profession, then the second best method of making money from crafting is by selling consumable items, particularly class-based items (Hunter oils and traps; Burglar marbles). Edhelharn tokens and Athelas potions also sell really well, for obvious reasons.

Crafting and the Post-Moria Effect

Pre-Moria, crafting overall was a very lucrative profession at the highest tier. The top tier crafters made a killing by selling level 50 critted weapons, gear, and jewelry. However, many things have changed with the introduction of the expansion. Many people argue that (at least on the Arkenstone server) crafting isn't as nearly profitable as it used to be. Here are some issues to consider when deciding on a crafting profession, should you even choose to do so.

Legendary Items and Crafting

Some feel that the introduction of legendary items and weapons severely crippled crafters. After all, why bother purchasing a generic crafted weapon when you can own a customizable one, with legacies that improve your skills? Granted, certain Supreme Master (highest tier) crafters can actually make level 60 Third Age weapons, but it's a waste of money. First of all, Third Ages drop like candy in Moria. Second, the materials required to craft Third Age legendary items is expensive. Third, such crafted LIs have the same chances of getting poor legacies and legacy tiers as their free counterparts. You can see why it's absolutely pointless to craft Third Ages.

However, one argument that negates the belief that LIs killed the crafting industry is that you can only use two LIs at a time. This means that dual-wielding classes (Burglars, Champions, and Hunters) still need a regular weapon for their off-hand. Lore-masters may use a legendary staff, but still need a regular sword for their off-hand. Bow-wielding classes that aren't Hunters (Champions and Guardians) still need a regular bow for their ranged slot. Finally, there are no legendary shields so Guardians, Minstrels, and some Captains

and Champions can use crafted shields (that is, if they don't get any that drop from the 6-man instances).

Crafting Guilds

Crafting guilds are another introduction with the Moria expansion. The idea is that if you're a crafter who is at least Expert level, you can join one guild of choice. From there, you have to earn reputation points, which allows you access to recipes that guarantee 100% crit rating on a weekly basis. This includes one-shot recipes, which can be re-used if you have the guild version.

Depending on how you look at it, crafting guilds are either a godsend or a complete failure. On one hand, you'll never again feel frustrated when your crits fail, and you'll spend less money since you won't need to continuously purchase one-shot recipes from the AH. You won't even need to pop a crafting scroll to increase your crit chance. On the other hand, this also means that you make much less money on items that you want to sell on the AH. After all, you didn't spend as much money on supplies and it's a guaranteed crit. Your customers know this and thus won't want to spend nearly as much money on your goods.

Here's a telling example. The recent release of Volume 2, Book 7 introduced the one-shot recipe for the Sublime Dawn-rose Ring of Tactics, a caster-friendly version of the Sublime Dawn-rose ring. This new recipe is not available from the Jewelers' Guild, unlike the regular Sublime Dawn-rose ring recipe. Recent observation of AH activity on the Arkenstone server indicated that the Tactics rings are selling for about three times the price of its counterpart.

Crafting Instances

The crafting instances were introduced with the release of Volume 2, Book 7. There are six crafting instances, all located in various regions of Moria. They are solo-only instances, each with three repeatable quests. These instances are chock full of ore, wood, and scholar nodes, ripe for the picking. There are naturally also adds inside, which is randomly generated. Sometimes you get goblins, and other times cave-claws and deep-claws.

Anyone can run these instances and amass a healthy supply of crafting materials without any competition. Additionally, if you happen to get the cave-claws/deep-claws, you can get Extraordinary hides as well. Since these

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crafting instances make it easier for people to obtain mats, don't sell as well on the AH as before. Indeed, as of this writing (April 2009) in Arkenstone, Extraordinary hides and Khazad-gold, which are abundant in these instances, dropped drastically in price since the release of Volume 2, Book 7.



CONCLUSION

I hope this guide has given you a greater understanding of the Burglar class, and of *Lord of the Rings Online* in general.

The Burglar is a joy to play. Unlike some of the other classes that have more definitive roles, the Burglar is like a chameleon, able to slip into any role. Burglars are a CC, debuffer, healer (with FM's), and DPS class rolled into one. There are countless stories in the official LOTRO forums of all-Burglar fellowships and raids decimating everything in their path.

The solo Burglar has a blast in the game. Stealthing behind a target, initiating the standard opening attack sequence, and ripping a large chunk of its morale before it even had a chance to react is extremely satisfying. It's equally gratifying to be able to enter enemy-infested areas and complete difficult quests that most classes can't on their own.

Alternatively, Burglars are the unsung heroes of any fellowship. While Minstrels are heralded for their heals and Guardians are cheered for their tanking, Burglars remain quiet in the background. They are content in knowing that they've

saved yet another fellowship from a wipe with a well-timed Fellowship Maneuver, by mezzing the archer that was firing at the Minstrel, or by preventing the boss from setting off his powerful AoE attack. But that's okay. After all, they do their best work unnoticed.

Happy Burglaring to you all, and I'll see you in Middle-earth!