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Throughout this game there are 250 mitrily bricks to find. You can collect 4 bricks by completing tasks through all 16 levels that will give you 64 at once. The remaining 186 can be found in a large hub. The tables below break up the list by area. Elven PortV Water There are many blocks that you can use to reach some higher. Climb them and walk through a tight rope until you see the mitrili brick below you. Use the blue circle that surrounds your character to line up over the flower and then press B to fall and collect the brick. If you get out of the port there is a barrier on the right with a strong character handle on it. Then you can go to the end of the road where you will find a picnic blanket for Bombur. Make him lie on a blanket and feed him the food he requires. You can use it as a trampoline to reach the mitrili brick above. In the port of HobbitonNeur, the elven port has a door covered with vines. Light a Lego fire to burn them and then step inside. Here you'll see some Lego platforms that are rotating. Starting on the left side, jump to the first platform as it becomes level. Then you have to go from platform to platform until you reach the brick at the other end. On the outskirts of Hobbiton there is a door that will need to open the magician. Inside there are two small towers with blue rocks on top. Get the wizards to destroy them, then change to the pixie and move over the rocks and hard ropes until you can fall to collect the brick. On the river, not far from the party site, there is a stone dock with a boat. Go in the boat and follow the trail studs up the river and into the cave. Halfway through the cave there is a hole on the right. Go there to collect bricks. Borrowed Brew - Inside the hobbit hole with a red door, there is a woman who wants a tea hat. You will collect this treasure item in an unexpected party. When you have it, give it to the hobbit and it will give you a mirli brick. To live among chickens - There is a young hobbit who wants to live among the chickens. She would like a chicken hat that you can collect from the quir of accommodation. Come back with your hat and it will give you a brick. Bird Persuasion - You will need to complete live among the chickens to unlock this quest. Talk to the hobbit and she will ask you to wear the whole chicken outfit. Head to the character creation room in Lake Town and start tuned in. You will need to buy parts for the chicken outfit before you can wear them. Go to the hat section for your character and then click to enter the menu parts. Buy a chicken hat for 1500 and then go to the body section and buy a chicken body for 2000. When you wear both items, go back to the hobbit and talk to the hobbit. Then it will give you a brick mitrily. Bed and break fast - Enter the hobbit hole with a blue door and with the hobbit inside. He's going to ask you. he's a new bed. Use the Lego craft plate to build him new bedroom furniture and he will give you a brick. Wallop Water Wheel - Talk to the hobbit next to the river and he will tell you that he is waiting for some parts for the new water wheel. Cross the river and head up to the roof of a row of hobbit holes on the right. At the top of the hill is a large wooden box. Hit it with a hammer and he lands on a tree with a target on it. Another wallop and it will land next to the river. Wheel Good Time - After completing The Waterwheel Wallop, head back into the river and talk to the hobbit who is now on the other side of the river. He's going to ask you to build a water wheel. Use the ship's plate to build a water wheel. Getting My Goat - There is a young hobbit on the hill who lost Maggot farmer's goats. Every time you find one, jump on it by clicking Y and then ride it back into the enclosure. There are golden ghost studs that will lead you to each of them. When the last goat is in the back of the handle, you get a brick. Reasonable scarecrow - You have to get My Goat for this search to become active. Talk to the hobbit, and he'll ask you to dress like a scarecrow. Go to the creator of the character in Lake Town, then buy a scarecrow hat for 1500 and a scarecrow for 2000. Then head back to the farm hand to get a mitrili of the brick. Look for a large door with an orange strong character handle on it. Pull this to remove the door so you can collect the brick from behind it. Sinister weapon - a female hobbit asks you to find Morgul Blade for her. You will receive this treasure item from the Necromant level. Farmyard Fiasco - You will need to defeat fifteen Wargs to earn this brick mitrili. BywaterPie In Danger - Next to the river there is a hobbit hole with a blue front door. Head inside and talk to the hobbit. He will let you know that he must make bread to make bread pie. Stand next to his fire and give him 50 breads for his pie. On a tiny island in the middle of the river there is a chest hidden behind some Lego plants. Destroy them to uncover the mitrili castle. Get Saruman to destroy the castle and then hit the chest to get the brick inside. Gandalf the Great - Walk through a stone door towards the hill where you will find a hobbit who will talk about Gandalf's fireworks. She wants you to use craft slabs to build a statue of Gandalf. When you've done that, it will give you a brick. Well, well, well - Look for a wooden door that can only be reached by jumping over the rocks in the water. Inside the cave, a little hobbit lady asks you to build her a well. Use the craft plate to do this and it will give you a brick. At the top of the hill, among the trees, there are some ropes. Go to the top of the hill to reach the lowest rope, and then From rope to rope to get brick. Punctual pumpkins - Hobbit lady asks you to help her some brie pumpkins. You will need to follow her to her basket and deal with any orcs that will bother her along the way. When you reach Bree you will be rewarded with a brick. Mouthy Mallet - You will need to complete two left legs before you can do this quest. BreeFireplace Replaced - Inside one of the houses in Bree there is a man who has a broken fireplace. Use a craft plate to build it a new one. Hide and Seek - Round behind one of the buildings there is a group of kids who want to play hide-and-seek. The first is on top of the building, the arrow will point to them. To the right of the building they stood on, at the base of the tree, there is a barrel that can be destroyed. Restore the pieces to a small platform that you can use to move to the building. Now just cross the board to reach your first child. The second child can be found on a tree in the corner of the city. Shoot the Lego branch that he was standing on. The last child is hidden in another corner of the city, in a dense space between the city wall, house and tree. It's right next to the barrel you destroyed to find your first child. Take all three back to where you found the group and you get the brick. Inside Prancing Pony, in the recess on the right, there is a dwarf who would like a miner's hat. Give him the miner's hat that you found in the Greatest Kingdom in Middle Earth. Climb the goblin wall next to the blacksmith and then use the rope to reach the Lego hatch. Go and jump on the stairs on the right. From the top of the stairs, jump on some boards that you can follow to another rope. Use the rope to reach the brick at the end of another board. Basket Of Apostates - You will need to complete Punctual Pumpkins for this quest to be available. Talk to the hobbit and she'll tell you that someone stole her cart. Follow the stud trail from Weathertop, dealing with any orcs you encounter along the way. When you find the trolley, drive it back to Bree to collect the brick. King Goblin's head - Talk to a dwarf outside Bree who will talk to you about golf. Follow the dwarf in one of the mounds in the mounds, dealing with any orcs that you will meet along the way. When you enter the cave, defeat all the orcs inside and the dwarf will give you a brick. Longest Expedition - You have to complete the head of the goblin king to unlock this quest. Not far from Bree talk to the dwarf's wife. She's worried about her husband. You have to go back to the mound where you will find the dwarf in trouble with some orcs. Defeat them all and then bring the dwarf back to his wife. Miner's relic - Rescue a blacksmith from a cave in Weathertop. To do this you will need to fall next to him and then two dwarf gnomes before pulling out the wall. Then, if Ori hit the target with his slingshot, then get Sam to grow the fungus. Finally, use the fungus to move to the ledge above. Here you can rotate the paddle to remove the last obstruction. Iis of another cave cave strong character handle at the entrance. Pull this and head inside to find the sick animal. Get Radagast to heal it for the mitrily brick. Do Bombur lie on a blanket and then feed him the food he requires. You can get the elf to bounce on it to reach the top of the cliff to your left. It will raise a few more stones, but it is not enough. Nearby is another rock with a dwarf stack plate in front of it. Use this to reach the top of the cliff where you will press another button and expand another stone. Now you can use the stones to reach the brick. Next to Azog The Defiler is a large chest with an orange handle on it. Have a strong character pull it to break the chest so that you can collect the brick from the inside. Next to the river there is a hole in the cave with many statues inside. Head there and you'll see the floor ready to slide rocks along it. On the right side of this area there are two brown spots that you have to place the stones. There's another one in the far corner. Slide the first stone into place and the other stone will fall. Move this to the brown patch in the corner and the third stone will fall. When you move third place, you will be able to climb up and out of the cave. When you reach the top, smash your chest to collect the brick inside. Complete the longest expedition to unlock this quest. Head to the mound and you'll see some new additions. Next to the pig pen there is a target for a slingshot. Hit it three times and the pig will fall down. Jump on the pig and move it to the pen. Head left, where you'll see a few wooden boxes. Destroy them and go through the Lego hatch to reach another goal. When you hit it enough, another pig will fall down, but it will land on a high ledge. Head to the ramp where you will see the Lego seedling at the base of the cliff. Plant this and use the flower to get to the pig. When you return the second pig to the pen, go back to the ledge on which you found it. Turn the handle to reveal another target that will drop another pig. The elf will be able to jump on the rock between you and the pig, where you can walk on the board to get to the pig. Return the third pig to the handle to get the brick. WeathertopInside Cave there are many arrows with a mystery that goes with it. You have to move the arrows so they all point in the right direction. Start by going left and pulling on a golden hook to reveal the blue arrow. Hit it so he points up. Next to this arrow is mitrile-rock. Destroy this then stand on the button at the bottom to reveal the red arrow and then hit it so it points to the left. Hit the two green arrows so they point to the right, and the red arrow to have it point to the left. At the back of the cave there is a master to destroy the blue rock and then hit the red arrow inside so he points to the right. Hit the blue arrow so he points up and brown the arrow so points down. Finally, on the left side of the cave, near the entrance, there is a sheet on which you can bounce. You will land on the capture rail so you can jump on the rock. There was a green arrow to point to the left and brown arrow to point downwards. The brick will appear in the middle of the room so you can collect it. Room without a view - Talk to the elf and he will ask you to build a large catapult to remove part of the mountain. Use the craft plate to do this and it will give you a brick. Go to the cave under Weathertop itself. Here there is a brown switch on the floor that you will need to stand on. This reduces the peak by opening another brown switch. As fast as possible, switch to a second brown switch to lower the wall, revealing the chest. Hit your chest and collect the handle inside. Use this on the left side of the room to bring out some small platforms. You can use them to reach the brick. Orc Expeditions - On top of Weathertop itself there is a collection of orcs. They are missing one of their party and can't go in search of treasure without it. Head to the character creation room in Lake Town and buy an 1,500-and-glass helmet and an orc enclosure for 2000. Put them down and go back to the party of orcs for bricks. Breaking Camp - Talk to the person at the base of Weathertop. He will complain about a group of orcs at the top. Head there and pull out fifteen orcs to get a brick. Bridge over troubled water - After the completion of Azog Defiler, you will continue your journey through Middle-earth. Eventually you will meet the guy who asks you to rebuild the bridge before you can cross the river. When you rebuild the bridge, you will be rewarded with a brick. Carpenter's Kwandari - Full bridge over troubled waters. Talk to the man next to the river at night and he will ask you to escort him back to Bree. Follow the man and defeat any orcs that may bother him along the way. As soon as he gets back to town, he'll give you a brick. Trollshaws A Cozy Cave - Just across the bridge there is a cave that you can walk into. Inside talk to the dwarf and he will ask you to create some light. Squeeze five Lego fires to get a brick off it. You will need to hit ten moles before time runs out. I usually prefer to use a bow and arrow to do this because it is easier than running around and trying to hit them. Suspicious Statues - Talk to a man standing near a cave, he will ask for your help to investigate the noise. Inside the cave you will see William. Berth and Tom's mother. Keep moving until it charges you. When it charges, try to get it to charge into one of the stones in the area. If she hits one she'll be stunned. Use the dwarf buddy to attach to hit her. Do it three times and you get a brick. Maternal Loss - Full of suspicious statues to unlock this quest. Go into the cave where you defeated the troll's mother and talk to her. She will tell you that she has her apron. Assemble a cooking apron treasure item from the level of the quir apartment and return it to it for a brick. Macabre Makeup - Full of maternal loss to unlock this quest. Go to the stone trolls and talk to their mother. She'll ask you to decorate her sons. Build some loose Lego bricks on one troll, plant a Lego seedling next to another, and shoot the bee hive down on top of another. When all three are decorated, you get a brick. On the hill there is a short race that you have to complete by jumping from cliff to rock before time runs out. Caution, not speed is the key to getting this brick. Little O'o Lost - Talk to the orcs who explain that he can not find a way out of the cave. Move to the end of the road and stand on the switch to open the path. Then follow the path again to stand on another switch. At the end of the next path there is a green paddle for you to turn around. Then jump on some stones and hit his chest to open it. Inside crank that you can fall down and use to open the last part of the maze. Poor Oak Lost Varg - Full Little Oak Lost to unlock this quest. Okay, now he's going to ask you to find his Varg. Follow the trail of studs to find the varg and then go and ride it back to the ok. Go through the Lego hatch to find the guy on the ledge. Talk to him and he will complain about some trolls stealing his pig. Follow him to the cave where you find three trolls. You will need to dodge each one until he is stunned, then a buddy to attack him. Each troll has only one heart, and they will attack only one. When all three trolls disappear, the man will give you a brick. Mining for wealth - Talk to a dwarf who will ask you to find archaeologists to choose and bring it to him. Find this treasure item in the troll treasure level and bring it to it by brick. Next to the campsite there is a place where a large owl has come to rest. You can get there using the slope to the left of this ledge. Then you have to use elastic leaves and plants to reach the brick. In the bark - Full stone-not-so-giants to unlock this quest. Talk to the man and he will say that he wants to see Ent. Go to Lake Town and buy a Ent hat for 1500 and a Ent body for 2000 studs, then go back and talk to him over a brick. RivendellCulinary Curiosity - Talk to the elf and he will ask you to be his potato. Find a po-tay-to treasure item in a high level elf and bring it to it by brick. Fish business - Full culinary curiosity to unlock this quest. After you give the elf his Tai something, he will ask for 25 fish. Pay him what he wants, and he'll give you another brick. Murky Waters - Talk to a female elf and she will ask for a Mirkwood fire. Bring her Mirkwood Phial you've collected from Fies and Spiders.Cavern Illusion - Full Mirkwood Fishes to This quest. Talk to an elf who's been worried about his friend since you gave her Mirkwood Fial. Take the boat and follow the stud trail where you'll find it. Tap B when standing next to her and she will follow you into the boat. Now take her back to your friend to collect the brick. There is a race in Rivendell that you will need an elf to complete. This is by far the most annoying thing in the game. It's a long race, and one mistake will make you start over. Slow and steady wins the race, so ignore the time and be accurate in your movements. Also, after the arrival of the poles that you swing through, jump on the sheet to reach the next ring. This one got me confused for a moment. There is a brick that is above you but with no obvious way to get it. To the left of this place there are several small Lego hatches that are behind the gate. Pull the golden hook on the right gate to reveal the first Lego hatch and go through it. When you get out, go ahead and stand on the switch to open the next hatch. Go here and use the pixie beams on the right. Here you will see a chest that you can open to get the handle. Now round the other side of the beams and use the handle here to pick up a few steps to the third hatch. Now go through the last hatch to collect the brick. Patch Job - Talk to a dwarf who is trying to repair the dam. He needs more stone to repair it, so pay him 25 stone to get a brick off him. At the top of a high cliff is a brick. You will need to go to the dock and use the boat to reach another dock at the base of the cliff. You can then use arrow-shaped poles to swing your way up to the top of the cliff and collect the mitrili brick from inside your chest. Inside the cave are three giant stone heads. The one on the left can be raised by turning the target, so that the left is red and the other on the right is blue. To lift the middle, hit the target to the right of it, and to raise the left head, pull the golden hook on it. Inside one of the heads there is a blue ball for the master to light up. This will drop the chest which you can break for the brick inside. Forging forge - Use ropes on the water to reach the large ledge above. Talk to the elf here, and he'll ask you to build him a forge. Use the craft plate to make it a forge and it will give you a brick. Next to the elf who asked you to build him a forge, there are ten mitril statues that need to be destroyed before time runs out. There are nine on the ledge you stood on, and one on the roof. Star with one on the roof and then fall to destroy the rest. I've found it easier with a pine bomb cone rather than Saruman because there's a lot less staff swinging, making it faster, plus you don't need to focus on them, you can just click X.In Cave behind the waterfall there's a small structure in the middle of the lake. The water is shallow enough for you to go out to the island. There is sliding stones behind some mitrili bricks. Destroy them and knock them To the spot. Near the island there is a wall of goblins you can climb to reach another rock. Knock this one down and then knock it in. You can just click X.In Cave behind the waterfall there's a small structure in the middle of the lake. The water is shallow enough for you to go out to the island. There is sliding stones behind some mitrili bricks. Destroy them and knock them To the spot. Near the island there is a wall of goblins you can climb to reach another rock. Knock this one down and then knock it in. You can just click X.In Cave behind the waterfall there's a small structure in the middle of the lake. The water is shallow enough for you to go out to the island. There is sliding stones behind some mitrili bricks. Destroy them and knock them To the spot. Near the island there is a wall of goblins you can climb to reach another rock. 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you a brick. Lake City Shakedown - Full help from Ballist to unlock this quest. After creating a ballistics, the woman will ask you to use a ballistics to dislodge ten goblins from their boats. Hide and Search Again - Complete hide and search to unlock this quest and then talk to the kids to enjoy another interesting round of this annoying quest. Walk along the path to the right and go to the water's edge. Look behind the building with boxes and fishing gear around it and the first child is there. Follow the path opposite the singing child and go to the point where there is a ladder that can be used to climb the arch and cross the gap. The second child is at the base of the stairs. The final child can be found just behind the flag for the Level Warm Welcome. Sunken Spirits - Talk to a woman who wants something that will lift people's spirits. Bring her a Yodelling shield from Azog The Defiler.Near downtown there are some elf walls that you can use to reach the rooftops of the city. On the roof there is a small tower with a floor button in it. Follow the boards, ropes and ledges until you reach another small tower. Overtake the back of the tower and you will be able to get a brick. In the basement of one of the houses there is a hint of stone that will give you one of Gollum's mysteries. Then there will be several looted pots to choose from. Pay 100 fish in a second pot form right to get a brick. Spiteful Spiders - Complete the Spider queen to unlock this quest. Talk to the dwarf, and he he tell you his cousin was kidnapped by spiders. Follow the trails down to the dock and destroy the two spiders. Get the dwarf to follow you back to your cousin. Use the boat to reach the dock south of the lake city. From here you can move along some ruins until you reach the pier. Fish the key out of the water and then continue along the boards and rocks until you reach the castle. Use the key and turn the paddle and then continue until you reach the brick. Still using the boat, find another dock still south of the city where there is an mitrid chest. Break it to get the brick inside. Don't sing when you're swinging - Use the boat to reach the dock that leads to the ground, southeast of the city. Talk to the goblin who asks you to make him swinging the boat. Use the craft plate to do this and it will give you a brick. Lost Fireflies - Talk to a man who will tell you that he has lost a firefly jar. Give it a Firefly Jar Treasure item from the barrels of Bond.Timber Traversal - Full of sunken spirits to unlock this quest and then talk to the woman who asks you to move some wood for her. There are holes in the floor that the wood will fall through if you are not careful. Use two blue blocks to stop the wood from falling. Heavy Climb - Full Lumber to unlock this quest. Talk to the husband of a woman who will tell you that he can't pick up the wood his wife needs. He would like a few stone giant gloves to help him. Bring him a stone-giant treasure glove item from Over Hill and Under Hill.DaleUp on the walls, there is a wall that you can buddy attack to crack. Behind it is a Lego plate for the dwarf stack. Use this to reach the room above where you can break down a lot of Lego objects to find a brick in your chest in the right corner. Inside one of the houses there are people who are stuck in the ice. Light five Lego fires to free them and collect bricks. Dragon attack ...? Talk to the dwarf and she will think that dragons are attacking her. Destroy twenty goblins in dragon helmets. Ghost Town - Complete Dragon Attack ...? To unlock this quest. Talk to the dwarf and he'll tell you he's lost his wife. Follow the trail of the stud to your wife and lead her back to by making any skeletons along the way. Around the outside of the city there is a small path leading around the cliff. Follow this to the craft plate and build a bridge so you can collect the brick. Let's go find the snake - Full ghost town to unlock this quest. Talk to the dwarf and she asks the dragon for a kite. Bring her Dragon Kite treasure item from On The Doorstep.In the basement there are six statues surrounded by spikes. You have to jump over the spikes until they are down and destroy all six statues before time runs out. Climb on on the right side of the citadel. Destroy the mitre statue to reveal the Lego hatch and pass through it. Move to the left side of the building and destroy another growth mitrile to reveal another other Go to get a brick. What's going on around - Full Let's go find a kite to unlock this quest. Talk to the dwarf and then build his merry-go-round on the assembly slab. Kite for Life - Full of what's going on around to unlock this quest. Talk to your wife and now she would like you to build a dragon kite. On the city wall there is a wall of goblins that you can use to get to the rooftops. When you get there, move forward until you reach the roof with broken pieces of wood on it. Imi Radagast cure him, then break what the owl leaves behind. Warehouse of Wonders - There is a basement that you can access from outside the city. Talk to the dwarf inside who asks you to help her. You have to light all the fires in just two moves to get a brick. Squeeze to the right of the stairs, then light in the lower, left corner of the room. EreborThe Dragon Slayer - Talk to a man who says he's not afraid of dragons. Go to Lake Town and buy a Dragon hat for 1500 and a Dragon body for 2000, and then return to wear them to scare away his pants. Next to the base is a tower with a golden hook. Use this to pull out some ledges that you can use to reach the Lego hatch. Go and stand at the edge, where you can aim for another golden hook. Swing from this to collect a brick. The sound of the underground - Talk to a woman who asks you to build her organ. Use the assembly plate to do this and it will give you a brick. There is a brick on the side of the tower that will require shooting targets to create moving platforms, among other things. There is an easier way to get this brick. The back of the tower and you will see some arches. The elf can use them to reach the stairs on the side of the tower, which you can jump off to get a brick. Ancient Arsenal - Talk to the dwarf inside the cave and he will ask you to restore the arsenal. Use the plate to build to remake the arsenal and it will give you a brick. Freezing brain - In a cave on a snowy top is a dwarf. She will ask for help in solving the puzzle. You will need to light four fires to get a brick. Start by lighting a fire on the mountain on the right. Next, head to the left and light a fire among the trees. Now close the fire north of the hint of stone and then one to the south. Near the water's edge there is a ship plate that can be used to create a dock. Jump into the boat and swim to collect the brick. Memory Arena - Talk to the orcs outside the cave and she will ask you to address your memories. Here you have to fight all the boss fights you've made for bricks around the inland. You will need to defeat Mrs. Defiler, the Spider-Man, The Spider-Man, and Mrs. Goblin King. King. lego the hobbit red bricks cheat codes. lego hobbit red bricks codes. lego hobbit red bricks locations. lego hobbit red bricks guide. lego hobbit red bricks codes ps4. lego hobbit red bricks x2. lego hobbit red bricks x6. lego hobbit red bricks map

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