

Pineleaf's Pictorial Primer to Skirmishing

A guide to the skirmish system in *The Lord of the Rings Online*

Chapter 55.1: Battle of the Deep-way



By *Pineleaf Needles* for LOTRO Players

<http://www.lotroplayers.com>

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Introduction

Welcome to *Pineleaf's Pictorial Primer to Skirmishing*. In this series, we will look at each of the skirmishes you can run in *The Lord of the Rings Online™*. In this chapter, we will take a look at the first of three Moria skirmishes: *Battle of the Deep-way*.

Note that there are a few changes with the Update 17.2 versions of the primer. First, I changed the code letters for the morale levels of the mobs. Now, the lower the letter, the higher the morale for the mob.

The other change is to use a finer grade in scaling on the marks awards. One block in the pre-17.2 primers is equivalent to five blocks in this edition (except for *Survival: Barrow Downs*, which used the finer scaling in the previous edition).

Pineleaf Needles

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Pineleaf and her bannerguard Blackberry prepare to defend the Deep-way

Skirmish Specifications

Name:	Battle of the Deep-way	
Scenario:	Bori's failed raid upon Zabadgathol has brought the wrath of the Orcs down upon the dwarves. The encampment at the Deep-way faces a terrible onslaught from Mazog's horde. Are the Longbeards strong enough to face the challenge?	
Type:	Defensive	
Level Range:	55-cap	
Availability:	Free; Unlocked as the first part of Epic 2.5.5	
Allowed Group Sizes:	Solo, Duo, Small Fellowship, Fellowship, and Raid	
Tiers:	1-3	
Location:	The Deep-way, Moria	
Time:	January 3018	
Reputation:	Iron Garrison Miners	
Assaults:	5	
Waves per Assault:	4	
Opponents:	Orcs, goblins, wargs	
Enemy Group Size:	Solo	4 Mob Points
	Duo/Small fellowship	20 Mob Points
	Fellowship	32 Mob Points
	Raid	96 Mob Points
Available Lieutenants:	14 solo; 12 duo+; 14 fellowship+	
Lieutenant Count:	8 (10 opportunities with a 80% chance)	
Defenders:	2 Non-vital; 4 Barriers; 1 vital	
Encounters:	8; Defender of the Deep-way	
Marks Rating:	3.52 (165 blocks awarded)	
Experience Rating:	92	
Solo Run Time:	16 minutes	
Features:	Banners; Barricades; Tight quarters	
Consumables:	Standard food, wound potions in fellowship runs	
Damage Types:	Fire, Light, and Beleriand	

Summary

Battle of the Deep-way is fought under tight quarters. The object of this skirmish is to defeat each wave of the enemy. After you fight off three waves, you are sent to the central camp to fight a fourth wave. After completing the wave in the central cavern, you get a 30-second break. Each of these groups of four waves is called an "assault." During the fifth assault, all four waves are against the central camp. After five assaults, Gukhmúl, the uruk in charge of the assault against the Deep-way, enters the fray to deal with the defending dwarves personally.

Your opponents will mainly be orcs, goblins, and wargs. In addition, you will face an array of lieutenants. This skirmish also includes eight possible encounters.

The 16-minute run time I show in the specifications was with a level-100 defense-traited warden with excellent virtues and a really nice spear.

Rewards

The awards for this skirmish are given in blocks. Each time you survive an assault, you receive a number of award blocks based on the assault just completed. The number of marks you receive for each block is based on the level you are running the skirmish (as well as any adjustments made for group size, level, and tier). Any rounding is performed after multiplying the number of blocks awarded by the award size.

The number of blocks for each award point in the skirmish is given in the table below. The table also lists the number of marks awarded in a level-100 T1 solo run. The number after the plus sign is the number of medallions you receive at that point.

Blocks	L100 Tier 1 Solo Marks	
7	25	North Assault Low
10	35	North Assault High
14	49	South Assault Low
19	67	South Assault High
25+1	88+4	Fifth (Central) Assault Complete (awarded after boss fight)
50+1	176+4	Defeated boss
20+3	70+11	Two Encounters
7	25	Lieutenants
165+8	580+19	Total (excluding lieutenants)

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The number of marks and medallions per block depend on the level, size, and tier of the skirmish. The table below shows the number of marks awarded per block for each size and tier rating at level 100 (the raid values are estimates).

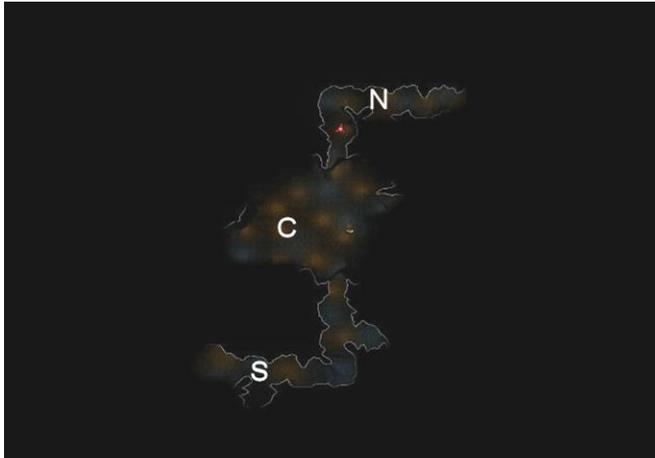
	Solo	Duo	Small Fellow	Fellowship	Raid
Tier 1	3.52	3.76	4.7	5.87	8.10
Tier 2	4.58	4.88	6.10	7.62	10.53
Tier 3	5.98	6.38	7.96	9.98	13.75

Since the tier of a skirmish has no effect on the experience gained, Tier 1 runs are the most optimal when your main goal is to gain experience.

Lieutenants and the final boss can drop bounties that can be sold to a vendor for money. The value of the bounty depends on the reward tier of the skirmish (see the table below for the reward tiers). You can also gain various legendary item rewards in addition to bounties (generally relics, but other legendary rewards are also possible).

Level Range	Bounty Name	Bounty Value	Veteran Bounty Value	Relics
20-29	Recruit	5.80	21.88	None
30-49	Footman	11.59	43.75	None
50-59	Esquire	23.19	87.50	Tier 1
60-65	Guardsmen	34.78	131.25	Tier 2
66-75	Sergeant-at-Arms	40.58	153.13	Tier 3
76-84	Master Guardsman	52.17	196.88	Tier 3
85-94	Master Guardsman	52.17	196.88	Tier 4
95-99	Elite Guardsman	81.17	306.15	Tier 4
100	Elite Guardsman	81.17	306.15	Tier 5

Layout



This skirmish is in a series of tunnels that connect the Deep Delving to the Water Works. There are three defense points: The North barricade (N), the South Barricade (S), and the Central Camp (C).



The North Barricade is near the exit to the Vault of Durin in Deep Delving.

This area is defended by a dwarf archer and two barriers. The barriers cannot attack but an opponent will attack the barriers as if it were any other defender.

What happens if the dwarf and both barriers are slain and you are not there? In this case, the enemy will continue down to the central camp.



The South Barricade is near the exit to the Water Works.

This area is defended by a dwarf warrior and two barriers. In the past, I have seen opponents enter anti-exploit mode when the target one of the barriers. I have not seen this recently, though, so it is possible this issue has been resolved. Either that or I have been arriving on the scene early enough to prevent this from happening.



The Central Camp is where Brogur, one of the leaders of the Moria expedition, is located. The fourth wave of each assault is always against the central camp. In addition, the fifth assault and the boss fight are also set at the central camp.

The Banners

The dwarves provide you with a set of banners that can be used during the battle. There are six different types of banners that produce the effects listed in the table below. A given banner lasts for three minutes, which will generally be long enough to last through a single assault in solo runs. To deploy a banner, you need to take it into your inventory and then use it.

Banner Name	Furled Color	Effect when activated
Banner of the Foe-Tamer	Orange	Opponents deal -25% damage
Banner of the Broken Siege	Yellow	Opponents take +25% damage
Banner of the Hammer-stroke	Red	You deal +25% damage
Banner of the Steadfast Defender	Purple	You take -25% damage
Banner of the Valiant Heart	Green	+5% morale / 5 seconds
Banner of the Unwearied King	Blue	+5% power / 5 seconds

Note from the table above that these banners are significantly more powerful than the tokens and emblems you receive from completing encounters. They can be overkill for Tier I solo runs (except for the boss fight and the nastier lieutenants) but are quite useful in group runs.

This skirmish includes a total of six banners: two at each barricade and two at the central camp. The type of each banner is selected randomly: you may have six banners all of the same type or you may have six different types of banners. Most likely, you will have one or two duplicates.

You can take these banners into your inventory with two restrictions: you can have no more than one banner of a given type in your inventory at a time and all banners are removed from your inventory when you exit the skirmish instance. When you use a banner, it is removed from your inventory and an unfurled banner appears in the location where you were standing when you deployed the banner. The banner remains in place for three minutes after you unfurl it.

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In this skirmish, the banners are placed on crates near the defender of the location. As there are five assaults in this skirmish, you can use one banner at the start of each assault and still have one remaining for the boss fight.

You will want to have at least one banner for the boss fight as this is where you will most likely need a little help. Generally I retain one of each available banner type for the final battle.

Assaults

Battle of the Deep-way is run as a series of five assaults. Each assault is composed of a series of four waves followed by a 30-second break before the start of the next assault. You earn skirmish marks at the end of each of the assaults. You will face two assaults from each direction (two from the north and two from the south) while the final assault will be at the central camp. The order of the first four assaults is randomly selected. They are listed below in ascending order based on the marks awarded.

North Assault Low (7 Mark Blocks)

Each of the first four assaults starts with an announcement of which barricade is being attacked followed by a 15-second delay to give you an opportunity to move into position. The assault includes four waves composed of a single group each. The even-numbered waves have an 80% chance of including a lieutenant. The first three waves of each assault will be against the announced barricade. The final wave will be against the central camp. During this assault, each new wave starts 10 seconds after the previous wave is defeated.

North Assault High (10 Mark Blocks)

The second assault operates in exactly the same way as the first assault. The first three waves may be either against the same barricade as the previous assault or against the other barricade.

South Assault Low (14 Mark Blocks)

The third assault operates in exactly the same way as the first assault. Note that the southern assaults award more blocks than the northern assaults.

South Assault High (19 Mark Blocks)

The fourth assault operates in exactly the same way as the previous assaults. This assault will start against the barricade that so far has had only one assault (so the entire skirmish will include two assaults against each barricade).

Central Camp Assault and Boss Fight (25 Mark Blocks and 50 Mark Blocks)

The final assault will be against the central camp alone. During this assault, there is no delay between the waves (other than the time for the mobs to run from the spawn point).

After you fend off the four waves of attackers, the skirmish boss, an orc named Gukhmúl, enters from a newly opened passage. Gukhmúl occasionally casts an area effect that prevents the banners from working for those in within the marked area (represented by a purple circle). He also generates a combat debuff that covers that entire cavern.

Note that you get two sets of awards: one with 25 blocks and one with 50 blocks (for a total of 75).

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Defenders

The defenders in this skirmish have the same targeting rules as your soldier: they will not attack opponents with abilities that are triggered through damage. The bad news is that if you want a defender to actually attack an Echo of Death, you are out of luck (defenders don't listen to your skirmish horn). The barriers are also technically defenders but all they do is take damage when hit.



Name: Brogur
Type: Dwarf
Morale: $A^* 2.2$
Abilities: Healing

Brogur defends the central cavern. Note that he can heal morale, so he can be useful in a fight. Despite that, I tend to fight way forward (and skip his help) so I can see any lieutenant that appears as soon as it spawns (I've had some bad experiences with Blood-arrows that I failed to notice in time).



Name: Dwarf Archer
Type: Dwarf
Morale: $A^* 2$
Abilities: None

The archer guards the northern barricade. He seems to have a decent range as he manages to get into more of the fight than either of the other two defenders.



Name: Dwarf Warrior
Type: Dwarf
Morale: $A^* 2$
Abilities: None

The warrior defends that southern barricade. As shown in the screen shot to the left, the warrior is rather acrobatic and often jumps on top of the barrier to fight.

Opponents

You face three types of trash mobs in the *Battle of the Deep-way*: orcs, goblins, and wargs.

Each wave during the skirmish includes a single group that contains the number of mob points given on the table below. The number of mob points depends on the fellowship size setting for the skirmish run. The mob group sizes in the Deep-way are average in solo settings, above average in fellowship and raid settings, and high in duo and small fellowship settings.

Number of Players	Mob Points	Possible Setup	Mob Types
Solo	4	4 Weak	Weak, Hale
Duo / Small Fellow	20	1 Strong + 2 Hardy + 2 Hale	Hale, Hardy, Strong
Fellowship	32	6 Hardy + 1 Strong	Hardy, Strong, Staunch
Raid (12)	96	2 Staunch + 2 Mighty	Strong, Staunch, Mighty

Just what is a mob point? A mob point is the equivalent of one weak (swarm) opponent. You will not face a hundred swarm enemies in a raid but will instead face a smaller number of tougher opponents. The number of points for each opponent is given on the table below.

Skirmish designation	Quality	Mob points
Weak	Swarm	1
Hale	Normal	2
Hardy	Signature	4
Strong	Elite	8
Staunch	Elite Master	16
Mighty	Nemesis	32

The exact composition of the group is selected at random. Unlike earlier skirmishes, it is possible to get a group composed completely of the weakest type of mob (i.e., all weak opponents in a solo run). This is your first hint that the Moria skirmishes don't follow the exact same pattern as previous skirmishes.

Lieutenants are not included in the above table. In each assault, even-numbered waves have a chance of including a lieutenant. Any lieutenant is in addition to whatever regular mobs are included in the group.

The trash mobs in this skirmish have rather weak special abilities in solo settings. Some of the mobs have stances but I have seen no significant effect of these stances. In group settings, the most common abilities are wounds and heals.

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Morale Levels

As skirmishes are scalable, the morale values for the mobs you face will also scale. As such, we will provide each mob with a morale class. This class will include a letter (indicating the base class), an optional number (that indicates a percentage adjustment), and an optional multiplier.

Morale Class	Level 40	Levels 41-cap	Notes
A^	baseline	baseline	Landscape mob values; defenders
A	A^ * 0.95	A^ * 1.00	Trolls sometimes are comparable to landscape
B^	A^ * 0.90	A^ * 0.90	Rare case: mobs that are not reduced at low levels
B	A * 0.90	A * 0.90	Skirmish mob baseline
D	B * 0.80	B * 0.80	Gondamon mob baseline
F	B * 0.60	B * 0.60	Bears tend to have very low morale levels
G	B * 0.50	B * 0.50	Mainly lieutenants at lowest player count

Generally, skirmish mobs have a morale that is 90% of the morale for comparable landscape mobs. At level-40, there is an additional 5% decrease in mob morale to help keep lower-level players new to skirmishes from being overwhelmed (which is not a factor in this skirmish due to its minimum level).

The table below lists the morale values for trash mobs at each quality level for a level-100 skirmish (*italicized values are estimates*).

Morale Class	Weak	Hale	Hardy	Strong	Staunch
Multiplier	0.5	1.0	1.75	3.0	6.0
B+1	8770	17,541	30,697	52,623	105,245
B	8684	17,367	30,393	52,102	104,203
B-1	8597	17,194	30,089	51,581	103,161
B-2	8510	17,020	29,785	<i>51,060</i>	<i>102,120</i>

The table below lists values for a hale mob at two different levels (60 and 100) in Tier 1 runs. This table also includes higher tier values at level 100, as well as the values for level-100 duo runs (as mobs in duo runs have a lower morale than their equivalent in other skirmish runs).

Morale Class	60	100	100 Tier 2	100 Tier 3	Duo 100
Multiplier	N/A	1.00	1.39	2.22	0.66
B+1	4660	17,541	24,362	38,980	11,577
B	4613	17,367	24,121	38,594	11,462
B-1	4567	17,194	23,880	38,208	11,348

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Encounter mobs, lieutenants, and the boss use a separate multiplier table from the trash mobs. The table below lists the morale class and multipliers for each special mob in the skirmish. The multiplier is based on the hale morale of the given morale class.

Mob	Morale Class	Solo	Duo / Small	Fellowship	Raid
The Mad Croaker	B+1	2	4.5	10	20
Other Encounters	B	2	4.5	10	20
Daunting Spirit Sapper	B^+1	N/A	N/A	15	20
Other Lieutenants	varies	2	4.5	10	20
Gukhmúl	B+1	3	12	20 (B)	60

For some reason, Gukhmúl has a different morale class in full fellowship runs.

Abilities

In this skirmish, you will mainly wounds.

Name	Type	Time	Description
<i>Aggressive Stance</i>	<i>Stance</i>		
<i>Continual Renewal</i>	<i>Healing</i>	<i>Channeling</i>	<i>Heals morale every four seconds</i>
Crippled	Wound	3 min	-25% run speed; Penalty to might
<i>Debilitating Stance</i>	<i>Stance</i>		
Deep Wound	Wound	30 sec	Common damage every 2 seconds
<i>Defensive Stance</i>	<i>Stance</i>		
<i>Fleet of Paw</i>	<i>Buff</i>		<i>Movement speed increased when high in morale</i>
<i>Fright</i>	<i>Fear</i>	<i>3 min</i>	<i>Penalty to Fear and Will</i>
Furious Attack	Corruption		Increased attack speed
<i>Knocked Down</i>		<i>2 sec</i>	
Hamstring	Wound	10 sec	-50% run speed
Primary Weapon Disarm	Wound	5 sec	You are unable to use weapon skills
Rooted	CC	10 sec	Damage has a moderate chance to end this state
Serious Wound	Wound	20 sec	Common damage every 2 seconds

Abilities in *italics* can appear on weak and hale trash mobs and are thus available in solo runs.

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Orcs

You are in Moria, so the presence of orcs should be no surprise.



Name: Moria Warrior
Type: Melee
Morale: B+2
Abilities: Aggressive Stance
Debilitating Stance
Primary Weapon Disarm (Hardy+)



Name: Moria Archer
Type: Ranged
Morale: B
Abilities: Continual Renewal (Hardy+)



Name: Moria Captain
Type: Melee
Morale: B+2.5
Abilities: Heals (Hardy+)

While little trouble in solo runs, they are a real pain in group runs due to their healing ability. The only thing worse than a Moria captain is pair of them (or more).

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Goblins

The presence of goblins shouldn't be a surprise either.



Name: Moria Cutthroat
Type: Melee
Morale: B
Abilities: Debilitating Stance
Defensive Stance
Serious Wound (Hardy+)



Name: Moria Spearthrower
Type: Ranged / Melee
Morale: B
Abilities: Rooted (Hardy+)



Name: Moria Lieutenant
Type: Melee
Morale: B+2.5
Abilities: Healing (Hardy +)

Essentially a goblin version of the Moria Captain. They are therefore just as annoying as their orcish counterparts.

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Wargs

As long as you have to fight orcs and goblins, you might as well throw in a few wargs.



Name: Moria Hunter
Type: Melee
Morale: B
Abilities: Serious Wound (Hardy+)
Crippled (Hardy+)
Fright



Name: Moria Pack-leader
Type: Melee
Morale: B+1
Abilities: Deep Wound (Hardy+)
Crippled (Hardy+)
Knocked Down
Fright



Name: Moria Warg-rider
Type: Melee
Morale: B
Abilities: Fleet of Paw
Silence (Hardy+)
Furious Attack (Strong+)
Hamstring (Hardy+)

Yes, the goblins get mounted combat before we do. This is the perfect opponent to face if you can't decide whether you find goblins or wargs to be the more annoying.

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Lieutenants

There are 14 lieutenants that appear in the solo setting. 11 more are added in duo and small fellowship settings. 14 more are added in fellowship and raid settings. This means that there are a total of 39 lieutenants that can appear in this skirmish on the larger group settings. The only lieutenants that are not present are the Priestess of Flame (and I am sure no one mourns that omission) and the Flesh Gorgor (which I find puzzling). Details on the various lieutenants are given in Appendix A.

A lieutenant can appear at ten points during this skirmish: on the even-numbered waves of each of the five assaults. There is an 80% chance of a lieutenant appearing at each of these points. In raids, there is a chance of there being two lieutenants at each of these points.

Since this skirmish allows four weak opponents to appear at one time, the Blood Rook can be troublesome. Also, if you fight near Brogur in the central cavern, you may have difficulty in spotting a Venomous Blood-arrow quickly enough to interrupt its first induction. Note that defenders in this skirmish follow the same rules for attacking lieutenants as your soldier.

The table below lists all of the lieutenants, indicating which ones can appear in this skirmish.

Bearer of Blight	G+1/B+1	Brood Queen	B+1	Chaos-Field	B-2
Blood- Rook	B-1	Brothers of Destruction	B/D	Courage Breaker	F
Daywalker Berserker	B	Enraged Stone-crusher	B	Crazed Hate-Monger	B+1
Death-monger	G-2/B-2	Flesh Gorgor		Daunting Spirit-Sapper	B+1
Defender of the Vile	G+1/B+1	Frigid Squall	B	Dreadwing Marauder	B
Dourhand Keg-master	G+1/B+1	Hawk-eyed Harrier	B	Emissary of War	B
Dourhand Storm-keeper	G+1/B+1	Hulking Pounder	A-1	Enraged Snapper	B+1
Echo of Death	B	Leech Warden	B	Fell-bane Archer	B-1
Forest-born Reaver	B+1	Priest of Vengeance	B	Leadfoot Brute	B
Pale Trapper	G-1/B-1	Priestess of Flame		Primordial Wrath	B
Shepherd of Filth	G-1/B-1	Raging Marauder	B+1	Rage of Morgoth	B
Troll Wound-taker	A	Tempest of Flame	B	Silent Slayer	B+1
Venomous Blood-arrow	G-1/B+1	Wretched Falconer	B-1	Spawn of Angband	B
Zealot of Pain	G/B			Thunderstone Smasher	A-1

The code to the left of the / is for the lowest size where the lieutenant can appear, the right for others.

Gukhmúl (The General)

Gukhmúl (Uruk)

Morale: B+1 (B at fellowship)

Deep Wound

Gukhmúl's is accompanied by six orcs in raids and a pair of goblins in other group runs.



Aura: Strength of Leadership (Duo+)
Allies of this monster receive a bonus to damage and defense.

Aura: Gukhmúl's Rage
-50% Outcoming damage
+50% Incoming damage

Gukhmúl's Deceit (purple area)
While inside this area, you cannot gain the benefits from the banners



Gukhmúl's Deceit creates a purple circle where you cannot benefit from your banners. Therefore, if you have any active banners, you will want to stay out of the purple areas (see picture immediately above).

His other ability fills the entire cavern. This causes you to take extra damage and deal less damage. You can mitigate these penalties through the use of the banners (assuming you're not in the purple zone).

Encounters

Each time you run a skirmish, the game selects two encounters that are available. The selected encounters become active when you perform their triggering actions.

There are a total of eight encounters in *Battle of the Deep-way*. As with most defensive skirmishes, the encounter bosses in this skirmish are all signature in solo runs. The challenge of the encounters in this skirmish is not with the inherent strength of the encounter bosses but with their timing. These encounters are relatively easy if they are in the general direction of one of the remaining assaults.

All of the encounters in this skirmish area triggered by the end of one of the first four assaults. There are two encounters associated with each assault. Most encounters are linked to an assault in the opposite direction from where you will face the encounter. For example, Earthbreaker (who will be found near the north barricade) will be triggered by the lower southern assault. This increases the odds that there will be at least one more northern assault after the encounter is triggered.

In this skirmish, you can wait until the battle is over before trying any of the encounters. This can be useful when an encounter is triggered after the fourth assault. Note, though, that if you wait until the skirmish is over, you will not get credit for facing the encounter in your deed log.

If you complete all eight encounters of a given character, you will complete a deed that awards the title *Defender of the Deep-way*. There is no skirmish mark award for completing this deed. You only gain credit for this deed if you complete the encounter before capturing the final control point and if the encounter boss is at least green to you (no more than eight levels lower than your level).

Lhenathronil

Name: Lhenathronil
Type: Glass Spider
Trigger: The end of the high south assault
Text: A cluster of spider-eggs in the tunnel leading to the south barricade is almost ready to hatch...It must be destroyed.
Location: In an alcove between the central camp and southern barricade.
Morale: B
Abilities: Entangled (10 seconds)
+25% attack duration



Yes, the middle of a battle is a strange time to suddenly notice a cluster of spider eggs. You can already guess what's going to happen when you destroy the eggs.



That's right; one mother spider gets very upset at you. You can also see that Lhenathronil doesn't understand the concept of opacity.

Gāmūrz-Ash

Name: Gāmūrz-Ash
Type: Gobsnaga Orc
Trigger: The end of the high south assault
Text: Slurred mutterings in the Black Speech sound down the tunnel beyond the north barricade...
Location: Beyond the northern barricade.
Morale: B
Abilities: Typical Gobsnaga death agony



I presume the mutterings are slurred due to all the fungus growing on Gāmūrz-Ash. You will find him just past the northern barricade slightly to the left and between two pillars. It is possible to pull him into battle unintentionally while fighting an oncoming wave. Therefore, I recommend pulling him into a battle as soon as possible so you can fight him during the first wave (when there is no lieutenant present).



Like any other Gobsnaga, he looks like there's more fungus than orc remaining. Don't you feel sorry for what's happened to him? I thought not.

Earthbreaker

Name: Earthbreaker
Type: Deep-claw
Trigger: The end of the low south assault
Text: A rumbling from beyond the north barricade heralds a breach in the cavern wall.
Location: Beyond the northern barricade.
Morale: B
Abilities: Wound: The Shaking of Arda (12 seconds)
No effect but the following is applied on expiration if in combat:
Root (10 seconds with a 25% change to break when taking damage)
Deep Wound



Deep-claws seem to get everywhere, don't they? You'd think they'd have the sense to avoid battlefields.

Earthbreaker can be found beyond the north barricade slightly to the right. He should be even easier to find than Gāmūrzh-Ash (and likewise harder to avoid).



Earthbreaker does not attack on sight but threatens you instead. That way, if you get too close and want to avoid a fight, you can still fall back to the barrier. Of course if someone in your group or your soldier is still near Earthbreaker, you may have to fight in any case.

Forktongue

Name: Forktongue
Type: Flood-lizard
Trigger: The end of the high north assault
Text: A hissing near the south barricade indicates the presence of refugees from the Waterworks.
Location: Beyond the southern barricade.
Morale: B (the wandering Flood-lizards are two quality steps below the boss)
Abilities: Saliva Smear (10 seconds)
The gecko has marked you with an abnormally large amount of saliva



When you arrive at the site just beyond the south barricade, you find three flood-lizards. They are rather easy to kill (morale B).



It shouldn't surprise you that if you kill the three lizards, a bigger lizard arrives to avenge his friends.

Forktongue's main attack is to smear you with saliva. I have no clue as to the exact effect of this as the tool-tip says nothing useful.

Foulscum

Name: Foulscum
Type: Glow-worm
Trigger: The end of the low south assault
Text: A sickly light and foul odour emanated from the south-west corner of the central camp...
Location: Southwestern edge of the central camp.
Morale: B
Abilities: Luminescent Slime (1 minute)
On any damage, reflect the following:
-15% miss chance for 5 seconds



Look at the nice ooze dripping from the ceiling. Maybe I should investigate even though there is a battle raging around me.

“Amid dripping, luminescent ooze, the glow-worm Foulscum descends.”



Foulscum's primary ability is to coat you with slime. This at least has an effect, assuming you can parse out what the tool tip is saying. I presume it means that each time anyone hits you, that attacker will have an easier time hitting you for the next five seconds. Since most creatures attack more than once every five seconds, it effectively means that opponents are less likely to miss you.

Gorged Queen

Name: Gorged Queen
Type: Grodbog
Trigger: The end of the low north assault
Text: A horrible chittering echoes from the north-west of the central camp.
Location: Northwest area of the central camp.
Morale: B (10 workers at B / 40 each)
Abilities: Silenced (5 seconds)



This encounter starts by spawning ten workers. Brogur must hate bugs because I have seen him go from his station between assaults just to attack the workers. The workers are not aggressive but I have had soldiers, defenders, and pets attack those things.



Naturally, if you kill all the workers, mommy comes to avenge their death.

She can also spawn a Queen-spawn spitter during the course of the battle just to keep things interesting.

Burntail

Name: Burntail
Type: Salamander
Trigger: The end of the high north assault
Text: The temperature begins to rise beyond the south barricade as Burntail wanders in from the Water-works.
Location: Beyond the south barricade.
Morale: B
Abilities: Sticky Tar (15 seconds)
 +40% attack duration (also gain a Flammable debuff if not already on fire)
 Burning Oil (area effect) Fire damage every 2 seconds
 Wound: Seared (10 seconds) Fire damage every 2 seconds



I'm not fond of salamanders. I still have bad memories of facing those things on that island in the middle of Lake Evendim.

If you really want to find this monster, then head down beyond the south barricade towards the door. Burntail will give you a nice warm reception. If you're lucky, you'll be able to fight it alone.



If your luck is like mine, you'll be fighting a pack of wargs at the same time.

The Mad Croaker

Name: The Mad Croaker
Type: Toad
Trigger: The end of the low north assault
Text: A bass croak echoes from beyond the south barricade, announcing the approach of the Mad Croaker...
Location: Beyond the south barricade.
Morale: B+1
Abilities: Hypnotic Flesh
Shiny, Happy World! (15 seconds)
+25% miss chance



Once more, just head down beyond the south barricade. The Mad Croaker will be to your left.



Wheeeee! Isn't that a pretty, magenta toad?

I presume you were expecting the skin to this toad to be a bit drugged.

Variations

One of the advantages of skirmishes is their scalability. Skirmishes can be scaled in three ways: level, difficulty, and size.

Level

All skirmishes can be played anywhere from their minimum level to the current level cap. The minimum level for *Battle of the Deep-way* is 55. The default setting for a skirmish run is the level of the character starting the skirmish (in a fellowship, that would be the fellowship leader). You can set the skirmish to any level within the level range if required.

The default setting for a skirmish run is the level of the character starting the skirmish (i.e., the fellowship leader). It's rarely useful to run a skirmish at a level that is more than five levels above the lowest-level character in the fellowship running the skirmish. No skirmish can be run above the current level cap.

Why would you want to change the level for the skirmish? If you are just starting to learn a skirmish, you may want to set the level lower to allow you to understand how the skirmish works. This isn't always possible, though, as you generally first try a skirmish when you reach its minimum level.

Another reason to set the level lower is to compensate for an underpowered soldier. If you start skirmishing at a high level, your soldier is likely to be under par (this may be true for many players who didn't bother with skirmishes until the epic storyline required it). Many players in this situation set the skirmish level one or two levels lower to allow them to complete enough skirmishes to bring their soldiers to a reasonable level. You should avoid dropping the level too low, though, as you receive a skirmish mark penalty based on the difference between your level and the skirmish's level.

You may also want to adjust the level if not all the members of a group are of the same level or if the group is short of the recommended size.

If you are using skirmishes to level, you may want to increase the level to increase the experience you earn during the run.

Finally, you may want to increase the challenge by raising the level by one or two. This can be especially useful if you are getting near a level where the rewards are upgraded. Similarly, I would not recommend that you reduce a skirmish's level enough to reduce the reward tier.

When you adjust the level of the skirmish, you also adjust the skirmish mark rewards within the skirmish. These adjustments are based on your level at the time you receive the reward. As such, if you are close to leveling, you may want to start the run one level above your own to avoid a penalty when you do level.

Diff	Multiplier
-10	1%
-9	5%
-8	10%
-7	20%
-6	40%
-5	60%
-4	75%
-3	85%
-2	90%
-1	95%
Even	100%
1	105%
2	110%
3	120%
4	130%
5	140%

Pineleaf's Pictorial Primer to Skirmishing

Difficulty

The tier setting increases the difficulty of the skirmish by increasing the morale, damage, and various other attributes of the enemy. In some skirmishes, it will also change some of the rules for the skirmish, though there are apparently no such changes in *Battle of the Deep-way*.

The optimal tier depends on your goals and play style. Generally, you have a better chance at higher-tier skirmishes either a very low levels (levels lower than the minimum level for this skirmish) or at cap (where you are unlikely to outlevel your equipment).

Note that there is no experience bonus for running a skirmish at a higher tier, so if you main goal is to level, then you are better off running tier one skirmishes.

Size

The skirmish size (maximum number of players) has the greatest change on the play of the skirmish.

Skirmish Size	Mob Points	Mark %	Lieutenants	Boss + Adds	Encounters
Solo (1)	4	100%	Signature	Elite	Signature
Duo (2)	20	106%	Elite	Elite Master + 2 goblins	Elite
Small Fellowship (3)	20	133%	Elite	Elite Master + 2 goblins	Elite
Fellowship (6)	32	167%	Elite Master	Nemesis + 2 goblins	Elite Master
Raid (12)	96	230%	Nemesis *	Arch Nemesis + 6 orcs	Nemesis

* In addition, some of the eligible waves will include two lieutenants.

The skirmish size setting controls the quality of the lieutenants, the encounter bosses, the boss, as well as the number of goblins that appear with Gukhmúl during the final battle.

In addition, the group size controls when the next wave comes. In solo and duo modes, the next wave starts when the previous one has been defeated. In the other settings, if a wave is not defeated within two minutes, the next wave will start right away.

Duo mode is a variation of small fellowship mode, so the number of mobs is the same in these two settings. In addition to the difference in the counterattack timing given above, opponents under duo mode receive a penalty to their morale, damage, and other attributes.

Deeds

Most skirmishes include a deed to complete all the encounters in the skirmish. This deed awards a title when all of the encounters have been completed at least once. The title for this skirmish is "Defender of the Deep-way." There is no skirmish mark award for completing this deed. You only gain credit for these deeds if the encounter boss is at least green to you (no more than eight levels lower than your level). If you complete the skirmish encounter deeds for all of the skirmishes, you complete the encounter meta deed and gain the title "Skirmisher of Middle-earth."

Each lieutenant also has an associated slayer deed. There are two tiers for each of these deeds: kill the lieutenant five times then kill the lieutenant 50 times. There is no title for the deed but you do gain 50 skirmish marks for completing the first tier and 500 skirmish marks for completing the second tier. A lieutenant only counts for the slayer deed if the level of the lieutenant is at least green.

This skirmish is an excellent source for non-skirmish deeds. You can complete the Moria deeds for orcs, goblins, and wargs in this skirmish. In addition, each race can complete at least one racial slayer deed in this skirmish (though many of these deeds are likely to already be complete by the time this skirmish becomes available).

The mobs in this skirmish can drop pages for your legendary book deeds, though you'll generally complete all of those deeds before you unlock this skirmish.

Quests

Each skirmish includes a quest that is granted each time you start the skirmish. Whenever you complete *Battle of the Deep-way*, you receive the following additional rewards:

- Scaling experience based on level
- Scaling item experience points based on level
- 700 reputation with Iron Garrison Miners

The orcs and goblins within the Moria skirmishes satisfy the requirements for *Lothlórien Preparation I* daily quest (given inside Calas Galadhon) to collect orcs plans from orcs and goblins within Moria. The rewards for this quest are:

- 28 silver 35 copper
- 3 Lothlórien Silver Branches
- Experience points
- 9277 Item experience points
- 500 reputation with the Galladhrim

Drums in the Darkness

*The drums in the darkness draw on night
As Mazog musters his massive horde.
They seek to strike a savage blow
To deal more death than the dwarves can afford.*

*The drums bring death to dwarf and elf
In the caves and mines of Khazad-dûm.
So stand and stay you stalwart folk
That come as the drums go crack and boom.*

*The drums do drone with dread and fear
As orcs and goblins onward press,
Time will tell our tale of war
As we best our bane with bold success.*