

# Pineleaf's Pictorial Primer to Skirmishing

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

Chapter 55.3: Battle of the Twenty-first Hall



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 final Moria skirmish: *Battle of the Twenty-first Hall*.

This guide is being produced as Update 18 enters testing on Bullroarer. This guide includes some preliminary information for level 105 but such information is subject to change prior to the update.

Acknowledgements: Thanks to *The Council of Secret Fire* on Landroval and *The House of Blackrock* on Windfolia for their support in testing these skirmishes in group modes.

*Pineleaf Needles*

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Pineleaf and her banner guard Blackberry prepare to defend the Twenty-first Hall

## Skirmish Specifications

<b>Name:</b>	Battle of the Twenty-first Hall	
<b>Scenario:</b>	In the aftermath of the raid upon Zabadgathol, Mazog sets his strength against Durin's Folk, assaulting many key encampments. If the Twenty-first Hall falls, then the advantage falls to Mazog's orcs.	
<b>Type:</b>	Defensive	
<b>Level Range:</b>	55-cap	
<b>Availability:</b>	Free; Unlocked as the third part of Epic 2.5.5	
<b>Allowed Group Sizes:</b>	Solo, Duo, Small Fellowship, Fellowship, and Raid	
<b>Tiers:</b>	1-3	
<b>Location:</b>	The Twenty-first Hall, Moria	
<b>Time:</b>	January 3018	
<b>Reputation:</b>	Iron Garrison Guards	
<b>Assaults:</b>	4	
<b>Waves per Assault:</b>	4	
<b>Opponents:</b>	Orcs, uruks, trolls	
<b>Enemy Group Size:</b>	Solo	4 Mob Points
	Duo/Small fellowship	20 Mob Points
	Fellowship	32 Mob Points
	Raid	96 Mob Points
<b>Available Lieutenants:</b>	14 solo; 12 duo+; 14 fellowship+	
<b>Lieutenant Count:</b>	6 (8 opportunities with a 75% chance)	
<b>Defenders:</b>	5 Non-vital; 10 Barriers; 1 Vital	
<b>Encounters:</b>	8; Defender of the Twenty-first Hall	
<b>Marks Rating:</b>	170 (170 blocks awarded; award rating 1.00)	
<b>Experience Rating:</b>	72	
<b>Solo Run Time:</b>	16 minutes	
<b>Features:</b>	Banners; Barriers; Encounters involving facilities	
<b>Consumables:</b>	Standard food	
<b>Damage Types:</b>	Light (trolls & orcs); Fire (trolls)	

## Summary

*Battle of the Twenty-first Hall* is fought in the most important hub in Moria. The object of this skirmish is to defend Wili and the Twenty-first Hall against four assaults. Each assault consists of a series of four waves of attacks followed by a break. In this skirmish, each break continues until you speak with Wili. The first three assaults are fought at the approaches to the center of the Twenty-first Hall. After three assaults, the battle moves to the Chamber of Mazarbul where we defend against a fourth assault and then a battle against the general.

The 16-minute run time I show in the specifications was with a level-100 offence-traited warden with medium virtues and a decent 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	East Assault
9	32	South Assault
12	42	West Assault
17	60	North Assault
25+1	88+4	Chamber of Mazarbul
60+1	211+4	Defenders Survived
20+3	70+11	Two Encounters
7	25	Lieutenants
<b>170+8</b>	<b>580+19</b>	<b>Total (excluding lieutenants)</b>

The number of marks and medallions per block depend on the level, size, and tier of the skirmish. The award rating for this skirmish is 1.00, which awards 3.52 marks per block in a level-100 Tier 1 solo run. The table below shows the number of marks awarded per block for each size and tier rating at level 100.

	Solo	Duo	Small Fellow	Fellowship	Raid
Tier 1	3.52	3.754	4.693	5.867	7.979
Tier 2	4.576	4.881	6.101	7.627	10.372
Tier 3	5.984	6.383	7.979	9.973	13.564

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.

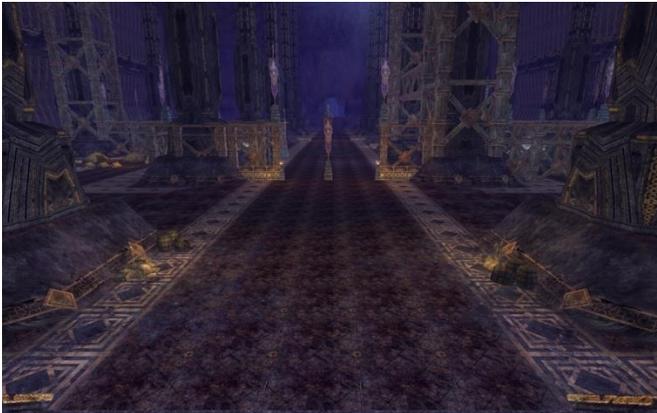
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Lieutenants and the final boss can drop bounties that can be sold to a vendor for money. The value of the bounty depends on the reward tier of the skirmish (see the table below for the reward tiers). You can also gain various legendary item rewards 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 (101-104*)	Elite Guardsman	81.17	306.15	Tier 4
100 (105*)	Elite Guardsman	81.17	306.15	Tier 5

\*In the current Bullroarer test version, Tier 5 relics are only dropped at levels 100 and 105 while Tier 4 relics are dropped between these two levels.

### Layout



The Twenty-first Hall is a vast chamber. Within it, there is a small section that is somewhat defensible. This smaller area includes the bulk of the facilities and is the center for the first three assaults.

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### The Eastern Barricade

The eastern barricade is the site of the first assault. The enemy approaches from the stairs you see on the screen shot to the left.



### The Southern Barricade

The southern barricade faces the Chamber of Leadership. The enemy approaches from the corridor that leads into Zelem-Melek.



### The Western Barricade

The western barricade faces the path you will take to the Chamber of Crossroads. The enemy approaches from a corridor about halfway between the barricade and the end of the Twenty-first Hall.

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### Northern Barricade – South End

The northern barricade protects the Chamber of Mazarbul rather than the Twenty-first Hall. This barricade includes two ends: a north end and a south end. There is a sizeable distance between the two ends.

You reach the south end by turning left after leaving the Chamber of Mazarbul. This end faces the Twenty-first Hall.



### Northern Barricade – North End

You reach the north end by turning right after leaving the Chamber of Mazarbul. The path curves about and eventually turns south before you actually reach it.



### Chamber of Mazarbul

The final fight will be within or just outside of the Chamber of Mazarbul. The chamber is in a rather bad state due to the overzealous use of the arcane arts by a wizard.

## Assaults

*Battle of the Twenty-first Hall* is run as a series of four assaults. Each assault is composed of a series of four waves. To start each wave, you need to speak with Wili. For the first three assaults, the enemy does not start heading your way until after you have moved from Wili.

### Assault 1 (7 Mark Blocks)

During the first assault, there are four waves against the eastern barricade. The next wave spawns as soon as the previous wave is defeated (though the enemy will take some time before it arrives from the spawn point). The first and fourth waves include a goblin sapper who attempts to place a fire pot at the barricade. The second and fourth waves have a 75% chance of including a lieutenant. Note that the final wave of the assault includes both a sapper and a chance for a lieutenant. After the fourth wave, you need to talk to Wili before the skirmish continues.

### Assault 2 (9 Mark Blocks)

The second assault is similar to the first assault except in that it is made against the Southern Barricade.

### Assault 3 (12 Mark Blocks)

The third assault is similar to the first assault except in that it is made against the Western Barricade.

### Assault 4 (17 Mark Blocks)

After you speak with Wili, he moves from the Twenty-first Hall to the Chamber of Mazarbul. You then need to speak with him a second time to activate the assault.

This assault includes attacks between the north end and the south end of the corridor that leads to the Chamber of Mazarbul. Each wave is against a random end of the corridor, so you may find yourself running back and forth between the two ends. Since you will need time to change ends, there will be a 20-second break between waves during this assault. There are no sappers during this assault though you do have the usual 75% chance of a lieutenant during the second and fourth waves. After the fourth wave, you need to return to the Chamber of Mazarbul to speak to Wili before the boss fight.

In the past, the skirmish would sometimes generate additional waves. This often left you facing attacks at both ends. Fortunately, this bug has since been fixed.

### Boss (25 Mark Blocks)

The boss fight includes an elite gorthorog troll plus a standard wave of attackers (no lieutenant). The wave spawns between the time the troll arrives and the time the troll starts the battle. While you have the aid of a few dwarves, it is very easy to lose Wili (the vital defender) if you are not careful. I generally try to pull the troll into the chamber facing away from the dwarves to reduce the chances of Wili reaching an untimely death.

## 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 should last through a single assault in solo runs. To use a banner, you need to take it into your inventory and then use it.

<b>Banner Name</b>	<b>Furled Color</b>	<b>Effect when activated</b>
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. The banners aren't mandatory in solo runs but can be useful in helping the skirmish to run faster.

This skirmish includes a total of ten banners: two at each barricade in the Twenty-first Hall, two just outside the Chamber of Mazarbul, and two within the Chamber of Mazarbul. The type of each banner is selected randomly. There will be at least some duplicates (since there are only six different types of banners).

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 used the banner. The banner remains in place for three minutes after you unfurl it.

In a solo run, I generally only use a banner during the first three assaults if there is another copy of the banner at the current barricade I am defending. I rarely use banners during the fourth assault since I cannot count on the next wave being at the same location. I will generally use a banner if I am facing one of the elite encounters ((the worm or the Shadow). This will leave me with as many different banners available for the boss fight as possible.

In group runs, I may plant a banner if I am facing a particularly tough lieutenant.

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### Defenders

The defenders in this skirmish are generally useful. The most important thing to note is that they have the same targeting rules as your soldier: they will not attack dangerous opponents. 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:** Dwarf Sentry  
**Type:** Dwarf  
**Morale:** A\*2  
**Abilities:** Healing

The sentry guards the eastern barricade. There is also a sentry in the Chamber of Mazarbul but I have yet to actually see him do anything.



**Name:** Dwarf Archer  
**Type:** Dwarf  
**Morale:** A\*2  
**Abilities:** None

The archer guards the western barricade. Another archer guards the south end of the northern barricade.



**Name:** Dwarf Warrior  
**Type:** Dwarf  
**Morale:** A\*2  
**Abilities:** None

The warrior defends the southern barricade. Another warrior defense the north end of the northern barricade.

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**Name:** Wili  
**Type:** Dwarf  
**Morale:** AA-1\*2  
**Abilities:**

Wili is the vital defender in this skirmish. He stands at the center of the Twenty-first Hall at the start and generally stays there until the end of the third assault (he may move if you face Swangeir Goldstealer).

### Opponents

You face three types of trash mobs during the *Battle of the Twenty-first Hall*: orcs, uruks, and trolls.

Each wave during the skirmish includes a single group that contains the number of 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 Twenty-first Hall are average in solo settings, above average in fellowship 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 96 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).

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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
AA	$A^{\wedge} * 1.10$	$A^{\wedge} * 1.10$	Occasionally, a defender will be particularly strong
A <sup>^</sup>	baseline	baseline	Landscape mob values; defenders
A	$A^{\wedge} * 0.95$	$A^{\wedge} * 1.00$	Trolls sometimes are comparable to landscape
B <sup>^</sup>	$A^{\wedge} * 0.90$	$A^{\wedge} * 0.90$	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
A-1	9552	19,104	33,432	57,312	114,624
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	51,060	102,120

The table below lists values for a hale mob at three different levels (60, 100, and 105) 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	105	100 Tier 2	100 Tier 3	Duo 100
Multiplier	N/A	1.00	N/A	1.39	2.22	0.66
B+1	4660	17,541	19,997	24,362	38,980	11,577
B	4613	17,367	19,799	24,121	38,594	11,462
B-1	4567	17,194	19,601	23,880	38,208	11,348

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.

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Mob	Morale Class	Solo	Duo / Small	Fellowship	Raid
Morurz-Kala	A+1	2	4.5	10	20
Fodhroval	B+2	2	4.5	10	20
Helchnaeth, Shadow	B	4.5	10	20	60
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
Motsham	B	2.5	10	20	60

### Abilities

Name	Type	Time	Description
Chilled	Fear	20 sec	Shadow damage every 4 seconds
Gnawing Cold		1 hour	Penalty to frost defense (ends if near campfire)
Hamstring	Wound	10 sec	-50% run speed
Healing	Healing	Instant	Restores morale of target
Light Wound	Wound	10 sec	Common damage every 2 seconds
Minor Fright	Fear	2 min	Penalty to Will and Fate
Momentum	Buff	OOC	+10% damage; + critical rating; -10% attack duration; +10% run speed; Stackable
Mortal Wound	Wound	30 sec	Common damage every 2 seconds
Onslaught	Corruption	OOC	+ critical rating (tiered)
Poison	Poison	21 sec	Common damage every 3 seconds
Rooted		3 sec	Cannot move; state can be broken by damage
Shattered Armour	Wound	2 min	Penalty to armor rating
Silenced	Fear	varies	Skills requiring voice cannot be used
Slowing Frost		10 sec	-20% run speed; Penalty to evade
Weakened Armour	Wound	1 min	Penalty to armor rating

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

### Goblin Sappers



Name: Mazog's Goblin-Sapper  
 Attack: None  
 Def: Average; Weak against light  
 Morale: B-2 (weak in solo runs)  
 Abilities: Goblin-Fire  
 Immune to stuns, roots, and mezzes

A goblin-sapper will head straight for the barriers placed at the current barricade. The sapper will not attempt to fight in combat otherwise. Instead, they try to set the barriers on fire.

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### Orcs

If Mazog has a surplus of anything, it is orcs. Once again, you will face them while defending the Moria expedition.



Name: Mazog's Ward-caller  
Attack: Tactical  
Def: Good; Weak against light  
Morale: B\*.85  
Abilities: Healing (Hardy+)  
Poison (Hardy+)

Healers are annoying. Even worse, these are not the only ones you'll be facing.



Name: Mazog's Skirmisher  
Attack: Ranged  
Def: Average; Weak against light  
Morale: B  
Abilities: Self-Healing (Hardy+)



Name: Mazog's Lieutenant  
Attack: Melee  
Def: Average; Weak against fire, light, and Beleirand  
Morale: B+2.5  
Abilities: Healing (Hardy+)

Note how the orcs are lower in the command chain in this skirmish. These orcs were captains in the other two skirmishes. Now they are only lieutenants.

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### Uruks

In the previous two skirmishes, the orcs were at the top of the ladder. In this skirmish, that place is held by the uruks.



Name: Mazog's Warrior  
Attack: Melee  
Def: Feeble; Balanced mitigations  
Morale: B+2  
Abilities: None



Name: Mazog's Archer  
Attack: Ranged  
Def: Average; Balanced mitigations  
Morale: B  
Abilities: None



Name: Mazog's Captain  
Attack: Melee  
Def: Average; Weak vs fire & Beleriand  
Morale: B+2.5  
Abilities: Healing (Hardy+)

Note that in this skirmish, the captains are uruks rather than orcs.

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### Trolls

Nothing matches a troll for sheer brute force.



Name: Mazog's Brute  
Attack: Melee  
Def: Feeble; Weak against fire and light  
Morale: A+1  
Abilities: Momentum  
              Silenced  
              Knockback

High morale, momentum, knockback, and a silence. The name's right: it's brutal.



Name: Mazog's Crusher  
Attack: Melee  
Def: Average; Weak against fire and light  
Morale: A-1  
Abilities: Onslaught

I have seen the onslaught corruption at tier 5. My head hurts.



Name: Mazog's Stoneheaver  
Attack: Ranged  
Def: Feeble; Weak against fire and light  
Morale: A-1  
Abilities: None

Yes, as the name implies, they like to heave stones at you.

## Lieutenants

There are 14 lieutenants that appear in the solo setting. 12 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 40 lieutenants that can appear in this skirmish on the larger group settings. The only lieutenant that is missing is the Flesh Gorger. Details on the various lieutenants are given in Appendix A.

A lieutenant can appear on the even-numbered waves of each of the assaults. There is a 75% 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.

Note that defenders in this skirmish follow the same rules for attacking lieutenants as your soldier (i.e., don't count on their help when facing an Echo of Death).

The table below lists all of the lieutenants, along with the morale class for each one that 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 Gorger		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	B	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

## Morsham (The General)

### Motsham (Troll)

Attack: Melee

Def: Average; Weak vs fire & light  
Morale B

Area attacks

Mortal Wound

Corrupted Strength

+30% Melee Damage

Calls forth a wave of attackers.



My usual way to handle Morsham is to have a full set of banners ready to deploy as he arrives on the scene. In solo runs, you are likely to have several available as they are not vital during the main assaults.



## 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 Twenty-first Hall*. Unlike earlier skirmishes, some of the encounters are signature and others are elite. Both elite encounter bosses are spawned while the quest ring is over Wili's head in the Chamber of Mazarbul (so you can properly prepare for the fight. Some defenders will join you in encounter fights while others will ignore the fight.

In this skirmish, the best time to handle the encounters is at the end of the assault where they spawn while the quest ring is over Wili's head. Swangeir Goldstealer does enter in the middle of the assault but he is now slow enough that you can wait until the end of the assault before fighting him. In the Kalus encounter, you will have to face the ambushers right away but you can wait until the end of the assault before facing Kalus himself.

### Swangeir Goldstealer

**Name:** Swangeir Goldstealer  
**Type:** Dourhand  
**Trigger:** At the end of the second wave of the first assault.  
**Text:** With a mutter, a dwarf crashes through the door of the auction hall bearing a crate of stolen goods. Stop him before he escapes.  
**Location:** Spawns at the auction hall then heads east.  
**Morale:** B  
**Abilities:** Excellent mitigations



Yes, a dastardly Dourhand has taken advantage of the battle to steal goods from the auction hall. Surely we cannot allow that.

Swangeir has average defenses and excellent overall mitigations.



When this skirmish was first released, this was the most likely angle at which you'd be seeing him. He moved quickly and was very difficult to catch.

Now Swangeir walks at a rather leisurely pace and you may even be finished with the assault before he reaches the barricade.

## Morurz-Kala

Name: Morurz-Kala  
Type: Troll  
Trigger: During the first assault.  
Text: Wili calls out, 'Gather the orc-weapons from the slain orcs and deposit them in the crafting hall.'  
Location: The eastern barricade (49.4N, 132.8W).  
Morale: A+1  
Abilities: Momentum  
Silenced



What a mess! It's bad enough that I have to clear out all these orc bodies between waves but now I'm asked to pick up the weapons they dropped. All right, perhaps we need to clear the floor to keep anyone from getting hurt but why am I the one they ask to take the dropped weapons to the crafting hall?

The message appears to arrive when I kill the sapper in the final wave of the assault.



Naturally, the path to the crafting hall is blocked. The troll has the same abilities as one of Mazog's brutes.

While they tell you to take the weapons to the crafting hall, this is actually not necessary. You receive credit for the encounter as soon as the troll is defeated.

## Kalus

**Name:** Kalus  
**Type:** Uruk  
**Trigger:** At the end of the second wave of the second assault.  
**Text:** Orc-archers on the rampart above the Southern Barricade are attacking the defenders!  
**Location:** Rampart just inside the southern barricade (49.1N, 133.4W).  
**Morale:** B  
**Abilities:** Bow & Fire Tactics (Corruption)  
On Tactical or ranged skill damage, 10% chance to receive (expires if OOC for 9 sec):  
-10% incoming ranged damage, -10% incoming tactical damage  
**Telling Mark:** Melee (1 minute)  
+50%incoming melee damage.



A group of three ambushers (morale level B) appear on a nearby rampart and attack the dwarf guard at the barricade. Generally, the dwarf will head up the platform to fight the ambushers. In solo runs, you have to decide whether to help the dwarf with the ambushers or to face the third wave of the assault.

If you attack the archers, the third wave will head for Wili.



Once you are finished with the ambushers, Kalus arrives.

Unlike the archers, Kalus waits for you to approach. Note that he has one ability that improves his ranged defense and another that improves his melee attacks.

## Throqûm

Name: Throqûm  
Type: Warg Rider  
Trigger: At the end of the second assault.  
Text: An enemy scout has been sighted beyond the Southern Barricade.  
Location: West of the Southern Barricade (48.8N, 133.7W).  
Morale: B  
Abilities: Minor Fright  
Chilled  
Hamstring  
Silenced (2 seconds)



Throqûm is a bit south west of the Southern Barricade. You should still have little trouble finding him.



Throqûm has average defenses and is weakest against light damage. Therefore, he should present you with little trouble.

## Fodhroval

Name: Fodhroval  
Type: Morvul  
Trigger: End of the third assault.  
Text: A horrible screeching echoes from beyond the Western Barricade!  
Location: Southwest of the Western Barricade (49.4N, 133.7W).  
Morale: B+2 (Bat companion is D-1 at one level lower than skirmish)  
Abilities: Bat companion (Level 64; 1545 Morale)  
Light Wound  
Life Leech (30 sec)  
Your morale is slowly drained and transferred to the Morvul



Fodhroval is west of the Western Barricade. You can't see him from the barricade due to a pillar but you will have no trouble finding him if you head a little south of west. Fodhroval keeps a pet bat with him.



In the past, I started the combat by killing the bat. If I was lucky, the bat was dead before the fight got serious.

These days, I tend to attack the Morvul and leave the bat to my soldier.

### Shadow from the Heart of the World

**Name:** Shadow from the Heart of the World  
**Type:** Nameless  
**Trigger:** End of the fourth assault.  
**Text:** A terrible rumble and the sound of grinding stone thunders from the north-east corner of the Chamber of Mazarbul..  
**Location:** Northeast section of the Chamber of Mazarbul (50.6N, 133.2W).  
**Morale:** B (Elite in solo settings)  
**Abilities:** Three summoned darklings spawn on death (Level 50, 2946 morale each)



I receive the notice for this encounter as I finish off the last wave of the fourth assault. When I arrive at the Chamber of Mazarbul, the great shadow is standing there in the corner. I do wonder how all the racket he makes in entering the chamber doesn't stir a single dwarf into action. You'd think I'd be arriving to see a pitched battle.



The Shadow is elite in solo runs. As you can see in the screen shot to your left, it is also quite large. If I stretch, I might be able to reach its kneecap.

When the shadow is defeated, it calls forth three level-50 darklings that chill the local air. They should present you with no problem if you're well above level 50.

## Helchnaeth

Name: Helchnaeth  
Type: Cold Worm  
Trigger: At the end of the fourth assault.  
Text: A chill draught flows from the south-east corner of the Chamber of Mazarbul.  
Location: Southeast corner of the Chamber of Mazarbul (50.3N, 133.2W).  
Morale: B (Elite in solo)  
Abilities: Rooted (3 seconds)  
Wound: Weakened Armour  
Wound: Shattered Armour  
Slowing Frost



As with the shadow, it's hard to believe that this worm and the dwarves are ignoring one another as I arrive in the chamber.



Helchnaeth has excellent mitigations against all sources except Ancient Dwarf. Therefore, if I have a duplicate banner, I will use one of them during this fight.

### Goblin Thieves

Name: Goblin Thieves  
Type: Goblins  
Trigger: At the end of the first assault.  
Text: The smell of sulphur and mutterings in the Black Speech tell of goblins trying to break into the vault!  
Location: The vault (49.6N, 133.0W).  
Morale: B+2.5 (Normal) They receive a 6% bonus to morale when more than one is alive  
Abilities: Aura: Rallying the Troops Increases the morale of nearby goblins



First we have someone stealing from the auction house, then we face a troll blocking the path to the crafting hall. Now we face three goblins who are trying to blast their way into the vault.



There are three things to note about these goblins. First, they are of normal quality despite the word "weak" in their names.

Second, they mutually support one another with a 6% morale bonus aura (as long as at least two remain).

Finally, there is no encounter boss, which means that there is no token to collect.

## 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 Twenty-first Hall* 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
more	5%
-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	115%
4	125%
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 Twenty-first Hall*.

The optimal tier depends on your goals and play style. Generally, you have a better chance at higher-tier skirmishes either at 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 your 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 + One standard wave	Encounters
Solo (1)	4	100%	Signature	Elite + 4 mob points	Sig or Elite
Duo (2)	20	105%	Elite	Elite Master + 20 mob points	Elite or EM
Small Fellowship (3)	20	120%	Elite	Elite Master + 20 mob points	Elite or EM
Fellowship (6)	32	150%	Elite Master	Nemesis + 32 mob points	EM or Nemesis
Raid (12)	96	190%	Nemesis *	AN + 96 mob points	Nemesis or AN

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

The skirmish size setting controls the quality of the lieutenants, the encounter bosses, and the main boss, as well as the size of each wave.

While in many skirmishes the size setting controls the timing of the next wave, it does not in *Battle of the Twenty-first Hall*. In all settings, the next wave does not start until the previous wave has been defeated (though as usual, summoned companions are not treated as part of the wave for the purposes of determining when the next wave will start).

Duo mode is a variation of small fellowship mode, so the number of mobs is the same in these two settings. 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 Twenty-first Hall." There is no skirmish mark award for completing this deed. To gain credit for the deed, the encounter boss must 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 a decent source for non-skirmish deeds. You can complete the Moria deeds for orcs and trolls 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 daily quest that is granted if you have not yet completed that skirmish during that day. The first time you complete *Battle of the Twenty-first Hall* on a given day, you receive the following additional rewards:

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

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
- 6955 Experience points
- 9277 Item experience points
- 500 reputation with the Galladhrim