

# Pineleaf's Pictorial Primer to Skirmishing

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

## Chapter 60.2: Protectors of Thangúlhad



By *Pineleaf Needles* for LOTRO Players

<http://www.lotroplayers.com>

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## Pineleaf's Pictorial Primer to Skirmishing

### 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 only Mirkwood defensive skirmish: *Protectors of Thangúlhad*.

In this series, we will look at each skirmish in turn, including its scenario, layout, mobs, bosses, and encounters. While I discuss the lieutenants you will be facing, I will leave any detailed descriptions for them in Appendix A of this Primer.

My main warden originally ran this skirmish with a bannerguard but after the release of Isengard, I switched to an archer due to the tendency for melee soldiers to head outside the wall.

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 back when I ran Thangúlhad with a Bannerguard

## Skirmish Specifications

Name:	Protectors of Thangúlhad								
Scenario:	What was once an important fortification of the enemy is now held by a small band of elves. The enemy seeks to reclaim their fortress, marching upon it in force. Fortunately, some of the ballistae and catapults are still functional....								
Type:	Defensive								
Level Range:	60-cap								
Availability:	Free; Unlocked during Epic 2.9.14								
Allowed Group Sizes:	Solo, Duo, Small Fellowship, Fellowship, and Raid								
Tiers:	1-3								
Location:	Thangúlhad, Mirkwood								
Reputation:	Malledhrim								
Assaults:	5								
Waves per Assault:	3 (one per direction)								
Opponents:	Orcs, uruks, and warg riders								
Smallest Enemy Group:	<table> <tr> <td>Solo</td><td>6 Mob Points</td></tr> <tr> <td>Duo/Small fellowship</td><td>16 Mob Points</td></tr> <tr> <td>Fellowship</td><td>28 Mob Points</td></tr> <tr> <td>Raid</td><td>96 Mob Points</td></tr> </table>	Solo	6 Mob Points	Duo/Small fellowship	16 Mob Points	Fellowship	28 Mob Points	Raid	96 Mob Points
Solo	6 Mob Points								
Duo/Small fellowship	16 Mob Points								
Fellowship	28 Mob Points								
Raid	96 Mob Points								
Available Lieutenants:	All except Flesh-gorger								
Lieutenant Count:	7.5 (15 opportunities with a 50% chance)								
Defenders:	1 vital								
Encounters:	9; Protector of Thangúlhad								
Marks Rating:	105 (140 blocks awarded; award rating 0.75)								
Experience Rating:	55								
Solo Run Time:	15 minutes								
Features:	Ballistae, Large number of mobs in solo								
Consumables:	Standard food								
Damage Types:	Light (but any damage type will do)								

## Summary

*Protectors of Thangúlhad* is fought in a captured fortification near Dol Guldur. The object of this skirmish is to defend the stronghold against five assaults. Each assault consists of a series of waves of attacks followed by a 20-second break. During each assault you will face one wave from each of three directions. After five assaults, Mazaukal, an Olog-hai troll, arrives on the scene to challenge you directly.

Your opponents will mainly be orcs, uruks, and warg riders. In addition, you will face the usual array of lieutenants. This skirmish includes nine optional encounters.

The 15-minute run time I show is for with a level-105 warden with good virtues and a rather 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 T1 solo run at levels 100 or higher. The number after the plus sign is the number of medallions you receive at that point. In raids, you also receive 6 seals if you complete the skirmish at the level cap.

## Skirmish Mark Awards

Blocks	L100+ Tier 1 Solo Marks	
10	26	First Assault Complete
10	26	Second Assault Complete
15	40	Third Assault Complete
15	40	Fourth Assault Complete
20	53	Fifth Assault Complete
30+1	79+3	Final battle complete
20+3	53+8	First Encounter
20+3	53+8	Second Encounter
7	18	Lieutenants
<b>140+7</b>	<b>370+19</b>	<b>Total</b>

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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 0.75, which awards 2.64 marks per block in a level-100 or higher Tier 1 solo run. The table below shows the number of marks awarded per block for each size and tier rating at level 100 and higher.

	<b>Solo</b>	<b>Duo</b>	<b>Small Fellow</b>	<b>Fellowship</b>	<b>Raid</b>
<b>Tier 1</b>	2.64	2.816	3.52	4.4	5.984
<b>Tier 2</b>	3.432	3.661	4.576	5.72	7.779
<b>Tier 3</b>	4.488	4.787	5.984	7.48	10.173

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
100-105	Elite Guardsman	81.17	306.15	Tier 5



## Layout



### The Eastern Ballista

The key feature of this skirmish is a set of ballistae that you fire on approaching mobs. The mobs spawn well outside the stronghold and approach through one of three paths. Each ballista has an associated target location where the payload will hit the ground when you fire. This will inflict heavy damage on any mobs within the target area.



### The Eastern Gate

The mobs that pass through the target area for the eastern ballista will enter the fortification through the eastern gate. When I face mobs from the east, I prefer to fight near the stairs leading to the ballista rather than at the gate. This gives me more time to get to the next ballista after I finish off the last mob in the wave.



### The Central Ballista

The ballistae inflict heavy damage on the approaching mobs but not enough to kill any of them outright. I have had cases where the mobs arrived weak enough that I was able to take out the entire wave with a single toss of *Javelin of Deadly Force*. The bad news is that the ballista does enough damage to trigger some lieutenant skills.



### The Western Ballista

In group runs, it is generally best to designate one member of the group to fire the ballistae.

Some groups fight outside the fortification with only the ballistier remaining inside. This works especially well with larger groups since you don't want the mobs to be anywhere near Rodelleth.



### The Western Gate

While there are three ballistae, there are only two gates used by the waves. The waves that pass by both the central and western ballistae enter the fortification through the western gate. I prefer to fight about halfway through the tunnel to keep Rodelleth safe.

The ballistae are positioned on a rampart facing south. Prior to the release of Isengard, I had no issues with my soldier going up or down the wall. Now I find that bannerguards avoid climbing onto the rampart as much as possible (and if the forum posts are any indication, protectors have the same issue). I have seen a bannerguard go through the exit and in front of the fortification wall just to avoid climbing onto the rampart. I found that the archer had no such issue, which is why I changed soldiers with the release of Isengard.



## Assaults

*Protectors of Thangulhad* is run as a series of five assaults. Each assault is composed of three waves followed by a 20-second break before the start of the next assault. You earn skirmish marks at the end of each of the assaults.

### *Assault 1 (10 Mark Blocks)*

During the first assault, there are three waves: one from each of the three approaches. The next wave starts approaching as soon as you defeat all enemies in the previous wave (in small fellowship and larger runs, the next wave may start before you finish the previous wave). Once a wave starts, it takes most mobs 15 seconds to reach the ballista target and another 7-10 seconds to reach the gate. Each wave has a 50% chance of including a lieutenant. While one wave will approach from each direction during the course of the assault, the order of these waves will be selected at random.

### *Assault 2 (10 Mark Blocks)*

The second assault operates in exactly the same way as the first assault. Three of the encounters are activated at the end of this assault.

### *Assault 3 (15 Mark Blocks)*

The third assault operates in exactly the same way as the first assault. During this wave, it is possible for an encounter mob to challenge you to fire the ballista while you are fighting the wave.

### *Assault 4 (15 Mark Blocks)*

The fourth assault operates in exactly the same way as the first assault.

### *Assault 5 (20 Mark Blocks)*

The fifth assault operates in exactly the same way as the first assault.

### *Boss Fight (30 Mark Blocks)*

After the fifth wave, the action pauses and Rodelleth gains a quest ring. You need to speak with her before you can continue the skirmish. Once you speak with her, she will explain the mechanics of the boss fight and run to the catapults.

You will then head outside to a point near the control point flag. Mazaukal, a rather large Olog-hai troll, will arrive as Rodelleth prepares to fire the first catapult. She will call out "Incoming!" and one of four target locations will be lit. You need to take the troll boss to that location so that he will be hit by the catapult. This inflicts heavy damage on the troll and resets his Relentless Rage bonus. Yes, it is possible to win the fight without getting help from the catapults (especially in solo runs) but I prefer to get into the habit of using them.

As is typical in many defensive skirmishes, the players respawn point is reasonably close to the boss fight location and there is no gate blocking the route to the battle. What is unusual is that Rodelleth is not in serious danger during the fight as she is in the back commanding the catapult crews. In large groups, though, you will have to worry about the siege engineers who are bent on destroying the catapults.

## Defenders

This skirmish includes a single defender: an elf named Rodelleth.



**Name:** Rodelleth

**Type:** Elf

**Morale:** A\*2

Rodelleth stands just inside the western gate. You will need to talk to her at the start of the skirmish, at the end of the fifth assault, and after taking the final control point. She will fire the catapults during the boss fight, which means that she is well clear of danger then (at least in smaller group sizes).

## Opponents

You face three types of trash mobs in the *Protectors of Thangúlhad*: orcs, uruks, and warg riders.

Each wave during the skirmish includes a single group that contains the number of points given on the table below. Note that solo and full fellowship runs tends to have more mobs, while small fellowship and raid runs tens to have stronger mobs. Also, group sizes in full fellowships are inconsistent but average about the same as raids.

Number of Players	Mob Points	Possible Setup	Mob Types
Solo	6	6 Weak	Weak
Duo / Small Fellow	16	2 Strong	Hale, Hardy, Strong
Fellowship	28-36	3 Hardy + 2 Strong	Hardy, Strong
Raid (12)	32	2 Strong + 1 Staunch	Hardy, Strong, Staunch

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

The exact composition of the group is selected at random. In solo runs, though, you always face six weak opponents (this is different from most skirmishes where you never face a full group of weak mobs).

## 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	Levels 20-40	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.

The table below lists the morale values for trash mobs at each quality level for a level-105 skirmish (*italicized values are estimates*).

Morale Class	Weak	Hale	Hardy	Strong	Staunch	Mighty
Multiplier	0.5	1.0	1.75	3.0	6.0	10.0
B+1	9998	19,997	34,994	59,990	119,980	199,967
B	9899	19,799	34,648	59,396	118,792	197,987
B-1	9800	19,601	34,301	58,802	117,604	196,007
B-2	9701	19,402	33,955	58,208	116,416	194,017

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 105, as well as the values for level-105 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	27,773	44,437	13,198
B	4613	17,367	19,799	27,498	43,997	13,067
B-1	4567	17,194	19,601	27,223	43,557	12,936

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
Ruithroval	B+1	4.5	10	20	60
Other Encounters	B	4.5	10	20	60
Daunting Spirit Sapper	B^+1	N/A	N/A	15	20
Other Lieutenants	varies	2	4.5	10	20
Mazaukal	B	2.5	10	20	60

### Abilities

The abilities your opponents will use are listed in the table below. Those in *italics* are used by weak mobs and can therefore be found in solo runs. This list does not include any abilities associated with lieutenants.

Name	Type	Time	Description
Breached Armour	Wound	1m 30s	Penalty to armor
<i>Chilled</i>	<i>Fear</i>	<i>20 sec</i>	<i>Shadow damage every 4 seconds</i>
Deep Injury	Wound	Grappled	Common damage every 2 seconds while grappled
Frenzy	Buff	2 min	+10% melee damage; -10% Attack duration
Furious Attack	Corruption	OOC	Increased attack speed
Grappled			Rooted while grappled by attacker
Healing	Healing	Instant	Restores morale of target
<i>Knocked Down</i>		<i>variable</i>	<i>Cannot move or act</i>
<i>Minor Crippling Poison</i>	<i>Poison</i>	<i>2 min</i>	<i>Penalty to Agility</i>
<i>Minor Fright</i>	<i>Fear</i>	<i>2 min</i>	<i>Penalty to Will and Fate</i>
<i>Minor Poison</i>	<i>Poison</i>	<i>12 sec</i>	<i>Common damage every 3 seconds</i>
Prime Weapon Disarm	Wound	5 sec	Skills requiring a primary weapon cannot be used
Ravaged Armour	Wound	OOC	Armor reduced to zero
<i>Silenced</i>			<i>Cannot use abilities that require the voice</i>

### Warg Riders

The only surprise I have with the goblins is that there are so few of them. The few you do see are mounted on wargs.



Name: Búrzthrang Rider  
 Attack: Melee or Ranged  
 Def: Average; Weak against light  
 Morale: B  
 Abilities: Minor Fright  
             Chilled  
             Knocked Down (3 sec)  
             Silenced (2 sec)

Note the KO and silence effects.

## Pineleaf's Pictorial Primer to Skirmishing

### Orcs

You are near Dol Guldur, so the presence of orcs should be no surprise.



Name: Búrzthrang Raider  
Attack: Melee  
Def: Average; Poor Mitigations  
Morale: B-1  
Abilities: Minor Poison  
Minor Crippling Poison



Name: Búrzthrang Blood-Defiler  
Attack: Tactical  
Def: Average; Poor Mitigations  
Morale: B-2  
Abilities: Minor Poison  
Healing (Hardy+)



Name: Búrzthrang Raid-captain  
Attack: Melee  
Def: Average; Weak against fire, light, and Beleirand  
Morale: B+2.5  
Abilities: Combat Tactics (Hardy+)  
-50% incoming tactical and ranged  
+50% melee damage



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### Uruks

Since we are so near the enemy's stronghold, we also have several uruks.

These uruks become very annoying in full fellowship runs due to their debuffing skills. They like to appear in mixed groups and it is pretty certain your tank is going to get disarmed, knocked down, and silenced. They are a warden's worst nightmare.



Name: Búrzthrang Marauder  
Attack: Melee  
Def: Average; Poor Mitigations  
Morale: B  
Abilities: Unsettled  
Silence (Strong+)



Name: Búrzthrang Black-arrow  
Attack: Ranged  
Def: Average; Poor Mitigations  
Morale: B-1  
Abilities: Minor Fright  
Unsettled  
Poisoned Arrows (Hardy+)  
Primary weapon disarm (Hardy+)



Name: Búrzthrang Commander  
Attack: Melee  
Def: Average; Poor Mitigations  
Morale: B+1  
Abilities: Minor Fright  
Unsettled  
Knocked Down (Strong+)

That knock down is very annoying.

## Lieutenants

There are 14 lieutenants that appear in the solo setting. 12 more are added in duo and small fellowship settings. Additional lieutenants are added in fellowship and raid settings. Details on the various lieutenants are given in Appendix A.

A lieutenant can appear in any wave during this skirmish. There is a 50% chance of a lieutenant appearing in each wave. In raids, there is a chance of there being two lieutenants in the wave. Note that while you will face an average of 7 or 8 lieutenants in a run, the actual number varies. I have had a run where I had 13 lieutenants and others where I have had virtually none.

In solo runs, the Blood Rook can be particularly dangerous since the Blood Rook will have six companions. The Shepherd of Filth and Zealot of Pain can also be nasty since their ability will most likely be triggered by the ballista hit.

Pale Trappers and Venomous Blood-Arrows tend to run well ahead of their companions and you will generally need to choose between hitting the lieutenant or hitting the main group with the ballista.

Many other lieutenants are easier in this skirmish as they will likely be weakened by the ballista.

The table below lists all of the lieutenants, indicating which ones can appear in this skirmish. I list all of the lieutenants for full fellowships and raids, though I have not yet confirmed the ones in italics.

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	<i>Fell-bane Archer</i>	<i>B-1</i>
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	<i>Rage of Morgoth</i>	<i>B</i>
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			<i>Thunderstone Smasher</i>	<i>A-1</i>

## Mazaukal (The General)

### Mazaukal (Olog-hai)

Attack: Melee

Def: Average; Strong vs fire & light

Morale B

Ravaged Armour (Duo+)

Relentless Range (+10% damage)

*Relentless Rage* is stackable and builds during the course of the fight. All current *Relentless Rage* buffs are removed whenever the troll is hit by a catapult shot.



### Black Dog (Barghast) – Duo+

Attack: Melee

Def: Average

Morale B-1

Grappled

Deep Injury

### Engineers (Goblin Riders) – Fellow+

Attack: Melee

Def: Average

Morale B

Corruption: Protection



The boss's job is to pound you into a pulp. The dogs' job is to root you in place to keep you from pulling the boss into the catapult targets. The engineers' job is to go behind the lines and destroy the catapults.

## 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 nine encounters in *Protectors of Thangúlhad*. These encounters fall into three basic categories: challenges, quick-reaction encounters, and easy encounters. In the challenge encounters, the encounter mob spawns at the target location of the current ballista and challenges you for fire it. In the quick-reaction encounters, you need to find and pull the encounter mob within a narrow time window. For the easy encounters, the mob remains available for the rest of the skirmish and can easily be attacked after the fifth assault (but before facing the boss).



## Borndol

Name:	Borndol
Type:	Sorcerer
Trigger:	End of the third assault (Quick-reaction).
Text:	A sorcerer cackled and makes a run for the tower.
Location:	Enters through the far eastern gate and walks to the tower – then despawns.
Morale:	B
Abilities:	Summons fell spirits



Borndol enters the keep through an otherwise unused entrance just past the one used by the eastern waves. He moves along a road within the keep. Note the spikes along the road that make the task of getting to him and grabbing him a little more difficult.



Despite the encounter text, Borndol walks to the tower rather than runs to it. This is fortunate, as I suspect that the encounter would be much tougher to complete if he actually ran.

Generally, I just head east, grab his attention, and bring him to the rampart with the ballistae.

## Ruithroval

Name:	Ruithroval
Type:	Fire Drake
Trigger:	End of the third assault (easy).
Text:	A screech erupts from the peak of the tower sometimes the message is not displayed)
Location:	Flies overhead and then lands to the northwest of Rodelleth's position (12.8S, 46.6W).
Morale:	B+1
Abilities:	Breathes Fire No Aura



Ruithroval does not appear in its position immediately. Instead, he starts at the top of the tower, flies over the area behind the ballistae. And then finally lands at the position noted above. Once he lands, he remains in that position.

Expect the drake to fly overhead sometime around the end of the first wave of the fourth assault.



Note that while this drake does breathe fire, it does not have the usual aura. This is because when the drake did have an aura, it tended to attract Rodelleth's attention while it was flying overhead. Since the removal of the aura, I have not seen Rodelleth go after the drake.

Note that sometimes this encounter message fails to appear.



## Azrí

Name:	Azrí
Type:	Orc
Trigger:	Firing the eastern ballista during the third assault (challenge).
Text:	Azrí yells out a challenge of battle erupts to the east, 'Fire the ballista if you dare!'
Location:	Target circle for the eastern ballista.
Morale:	B



In each of these encounters, the encounter boss appears in the target circle soon after the ballista is reloaded (which means that if you fail to fire the ballista during that wave, the encounter will not trigger). If you do not fire the ballista within a short amount of time after the challenge is issued, he will leave the target circle.



If you do fire the ballista while he is in the circle, you will receive the message: "Azrí laughs, 'I look forward to our battle!'"

## Hokarul

Name: Hokarul  
Type: Orc  
Trigger: End of the third assault (Quick-reaction).  
Text: A patrol is moving east along to road towards Dol Guldur  
Location: Traveling along the road in front of the fortress.  
Morale: B



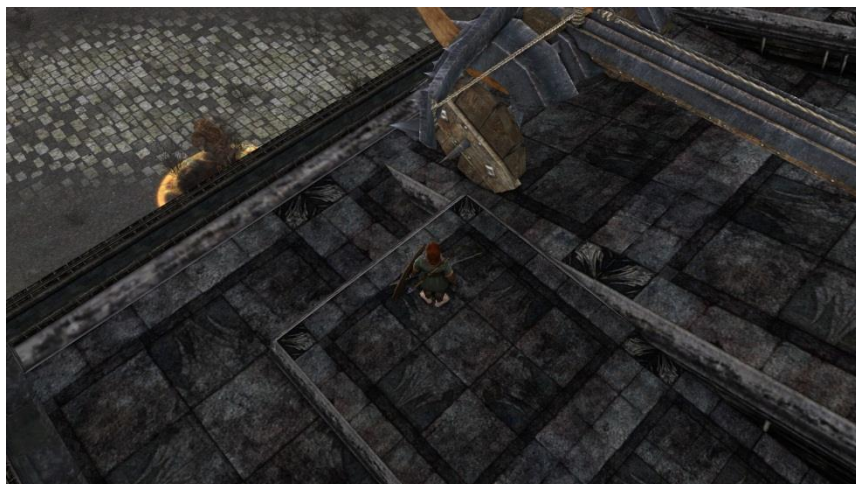
You can see Hokarul walking along the road if you head out the central gate. You are unlikely going to defeat him in the 20-second interval between assaults, so someone will need to pull him to the location of the rest of the group. In solo runs, this means pulling him inside so you can have access to the ballistae when the next assault starts.



The result is that more often than not, the bulk of the fight will take place next to one of the ballistae. It is also likely that several of the mobs from the next wave will also find you there.

## Grudom

Name: Grudom  
Type: Troll  
Trigger: Firing the western ballista during the third assault (challenge).  
Text: Grudom bellows out, 'I challenge you!'  
Location: Target circle for the western ballista.  
Morale: B



Grudom is a troll, so his challenge is simple. His response to your firing of the ballista is also simple, "I will smash you into pieces!"



Yes, he looks big and impressive. It's all show.



## Frúzglob

Name: Frúzglob  
Type: Orc Variant  
Trigger: Firing the central ballista during the third assault (challenge).  
Text: Frúzglob roars, 'I dare you to fire that weapon!'  
Location: Target circle for the central ballista.  
Morale: B



Frúzglob's response is "You will make for good sport."



If this is a sporting event, then the final score is:

Pineleaf	1
Frúzglob	0

Perhaps I've actually killed him more than once during the course of my skirmishing career. Make that:

Pineleaf	50
Frúzglob	0

## Golugthrug

Name: Golugthrug  
Type: Orc type  
Trigger: End of the second assault (easy).  
Text: A crash sounds to the east...the enemy has snuck behind the line.  
Location: A rampart to the northeast of Rodelleth (12.6S, 46.1W).  
Morale: B  
Abilities: Breached Armour  
Primary Weapon Disarm  
Chilled  
Frenzy



Golugthrug is to the far northeast of the keep. His back is to a ballista (not one of the ones used in the skirmish) which make him difficult to approach without being noticed.

On my warden, I prefer to enter stealth and ambush as soon as I am past the ballista. I have to block my soldier to prevent her from starting the combat before I ambush.



You will notice that the encounters that can be completed at your leisure (the three "easy" ones) have bosses with more special abilities than those that are harder to reach.

Golugthrug has a couple wound and fear abilities.



## Lapus

Name: Lapus  
Type: Warg Rider  
Trigger: End of the second assault (easy).  
Text: A crash sounds from the north, the rear siege-engines are being destroyed.  
Location: Next to a catapult to the northeast of Rodelleth (12.7S, 46.3W).  
Morale: B  
Abilities: Chilled  
Minor Fright  
Silenced (2 sec)  
Knocked Down (3 sec)  
Furious Attack



Lapus is next to a catapult near Golothrug's location.



Lapus generally uses fear abilities, though he does have the same nasty knockdown ability that all warg riders in this skirmish have.

## Torúglup

Name: Torúglup  
Type: Warg  
Trigger: End of the second assault (Quick-reaction).  
Text: A warg is moving west down the road away from Dol Guldur.  
Location: A rampart to the northeast of Rodelleth.  
Morale: B



Torúglup is the toughest encounter to complete in this skirmish. He walks along the road from east to west. In the screen shot to the left, he is within the circled area (between his grey coat and the tree branches, he is not easy to see).

His position is awkward for you to reach him between assaults if everyone in your group fights within the walls.



When I do this encounter, I head out of the fortress to grab him. Then I lead him to the next target location to pick up the next wave. That does mean that the mobs will be at full strength but at least they didn't get to Rodelleth.

If some of the group fights outside, then this encounter is much easier.

## Variations

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

### Level

All skirmishes can be played anywhere from their minimum level to the current level cap. The minimum level for *Protectors of Thangúlhadr* is 60. 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 often first try a skirmish when you reach its minimum level (though due to its association with the epic quest line, you may be above level 60 when first running *Protectors*).

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%

## Difficulty

The tier setting increases the difficulty of the skirmish by increasing the morale, damage, and various other attributes of the enemy. In solo runs, Tier II isn't significantly more difficult than Tier I (at least during the main assaults) due to the mechanics of the ballista.

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.

## Player Group 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 + Barghasts	Encounters
Solo (1)	6	100%	Signature	Elite	Signature
Duo (2)	16	105%	Elite	Elite Master + 1 dog	Elite
Small Fellowship (3)	16	133%	Elite	Elite Master + 1 dog	Elite
Fellowship (6)	28	166%	Elite Master	Nemesis + 2 dogs + Engineers	Elite Master
Raid (12)	96	225%	Nemesis *	AN + 3 dogs + Engineers	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, and the main boss, as well as the number of black dogs and engineers that appear with Mazaukal during the final battle. In addition, the size setting controls the timings for each wave. 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 one minute, 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 wave timing given above, opponents under duo mode receive a penalty to their morale, damage, and other attributes.

## Deeds

All 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 "Protector of Thangûlhad." 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).

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 good source for non-skirmish deeds. You can complete the Mirkwood 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 these deeds are likely to already be complete by the time this skirmish becomes available).

## Quests

Each skirmish includes a quest that is granted each time you run the skirmish. Each time you complete *Protectors of Thangûlhad*, you receive the following additional rewards:

- Scaling experience based on level
- Scaling item experience points based on level
- 700 reputation with the Malledhrim

You can also collect the badges for Badges of Dishonour by killing the mobs you face here. You should easily have a full set of badges before the end of the second assault.