

Pineleaf's Pictorial Primer to Skirmishing

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

Chapter 60.3: Breaching the Necromancer's Gate



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<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 skirmishes set in Dol Guldur: *Breaching the Necromancer's Gate*.

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Pineleaf Needles

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Pineleaf and her archer Flax prepare to breach the Necromancer's Gate

Skirmish Specifications

Name:	Beaching the Necromancer's Gate	
Scenario:	Dol Guldur is a labyrinth of tight hallways and open courtyards. The Necromancer's Gate marks the entry into the heart of the fortress....	
Type:	Offensive	
Level Range:	60-cap	
Availability:	Free; Unlocked during Epic 2.9.15	
Allowed Group Sizes:	Solo, Duo, Small Fellowship, Fellowship, and Raid	
Tiers:	1-3	
Location:	Dol Guldur, Mirkwood	
Reputation:	Malledhrim	
Control Points:	6	
Opponents:	Orcs, sorcerers, warg riders	
Enemy Group Size:	Solo	4 Mob Points
	Duo/Small fellowship	10 Mob Points
	Fellowship	18 Mob Points
	Raid	32 Mob Points
Available Lieutenants:	10 solo; 7 duo+; 10 at fellowship+	
Lieutenant Count:	12 (15 opportunities with an 80% chance)	
Defenders:	None	
Encounters:	9; Breacher of the Necromancer's Gate	
Marks Rating:	154 (140 blocks awarded; award rating 1.1)	
Experience Rating:	75	
Solo Run Time:	15 minutes	
Features:	Stairs (sigh); Nazgûl flybys	
Consumables:	Standard food; Fear soup and potions	
Damage Types:	Light (orcs); Westernesse (sorcerers)	

Summary

Breaching the Necromancer's Gate is the first of three skirmishes set in Dol Guldur. This skirmish is very similar to *Thievery and Mischief*: there are multiple groups at several control point and there are no defenders. They even both have the same number of control points.

As the names implies, *Breaching the Necromancer's Gate* involves fighting your way through the defenses of Dol Guldur in an effort to reach one of its key gates.

The object of this skirmish is to defeat the enemy forces at each control point and then take the control point. When you capture a control point, you open the way to the next control point. In addition, the enemy forces will launch one or two counterattacks. Unlike many other skirmishes, there are no defenders to help you during the counterattacks.

Your opponents will mainly be orcs, sorcerers, and warg riders. In addition, you will face an array of lieutenants. The encounters are scattered throughout the area and are often summoned by interacting with objects.

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	
7	27	First Ward
10	39	Second Ward
13	50	Third Ward
16	62	Fourth Ward
19	74	Sorcerer's Ascent
35+1	74+4	Necromancer's Gate (Boss Fight)
20+3	77+12	Two Encounters
7	27	Lieutenants (not included in total)
140+7		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 award rating for this skirmish is 1.1, which awards 3.872 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.

	Solo	Duo	Small Fellow	Fellowship	Raid
Tier 1	3.872	4.130	5.163	6.453	8.777
Tier 2	5.033	5.369	6.711	8.389	11.409
Tier 3	6.582	7.021	8.777	10.971	14.920

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 you will also occasionally get heritage runes or star-lit crystals).

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

Start of Skirmish

When you first enter the skirmish, you are within Dol Guldur facing Goldagnir. He explains your mission.



"It is time to begin the final assault of the fortress. The first step is to capture these outer defences. If you can push forward and claim the Necromancer's Gate, then the heart of Dol Guldur will be opened for our forces. This mission cannot fail. Without the Gate, Dol Guldur stands unassailable. Fight with strength and honour!"

Naturally, he does not join you.

When you consider the scenario, it is quite absurd as a solo skirmish. Why would they send only two people to assail the gate? I always imagine it to be a stealth mission (get the gates open so that the main force can pour in). The fell beast flybys kill the credibility of this possibility.

Control Points

Breaching the Necromancer's Gate is divided into six sections: four wards, the Sorcerer's Ascent, and the Necromancer's Gate itself. Each of these sections includes a single control point.

You will generally face multiple groups of mobs at each control point. These opponents tend to be scattered about and several have wide patrol areas. In the first two wards, the gates to the next section are opened when you fend off the counterattacks. At the remaining control points, the gates to the next section are opened when you capture the control point flag.

Control Point 1: First Ward (7 Mark Blocks)



The First Ward is reached by climbing a set of stairs that is to your right at the start of the skirmish. Most of your opponents will be at the top level, though some occasionally patrol down the stairs.

You will face two groups of mobs in the First Ward. When you take the control point, a Nazgûl will fly overhead, followed by a single counterattack.

Control Point 2: Second Ward (10 Mark Blocks)



The control point for the Second Ward is reached by climbing the stairs that are to your left as you enter the ward. Unlike the First Ward, you will find opponents stationed in both the upper and lower areas of the ward.

I recommend clearing the lower area first so you can take the control point as soon as you clear the upper area. There is a single counterattack.



There are two groups in the Second Ward. One group is in the upper area while the other is in the lower area.

The mobs are prone to patrol the stairs. As a result, it is possible to find yourself fighting both lieutenants at the same time, as seen in the screen shot. I can only hope my soldier keeps that Daywalker Berserker entertained long enough to allow me to finish off the Blood Rook.



As you wait for the counterattack, the Nazgûl makes the second of three passes in the skirmish. When the Nazgûl flies overhead, it attempts to place three debuffs on you (only one in solo runs):

Mortal Terror (32 seconds)
Shadow damage every 4 seconds
Feared (Duo+; 9 seconds)
Cannot use skills and slowed
Running Scared (Duo+; 9 seconds)

Control Point 3: Third Ward (13 Mark Blocks)



The Third Ward has no significant flights of stairs (there are a couple porches but no heavy climbing).

When you enter the ward, there will generally be a mob on the porch to your left, a mob behind the bonfire to your right, and one or two patrollers that will walk nearby. Make sure you check for the mob behind the bonfire as I too often miss them and have to come back.



When you capture the control point, there is no Nazgûl but you will face two counterattacks.

In small fellowship and larger runs, if you are unable to defeat the first counterattack within three minutes, the second counterattack will be launched right away.

Control Point 4: Fourth Ward (16 SM)



The Fourth Ward is the easiest of the sections. There is only one group of mobs protecting the ward, there is only one counterattack, and there is no Nazgûl flyby.

The Control Point is in the side area to your right rather than along the main path.

Control Point 5: Sorcerer's Ascent (19 Mark Blocks)



The stairs you see in the screen shot lead to two encounters. You will not need to use them to complete the skirmish.

The Sorcerer's Ascent is a hill that leads from the Fourth Ward to the Necromancers' Gate. It is lightly populated with only a single group guarding it.



While capturing the control point is easy, the counterattack is the toughest in the skirmish. The Nazgûl flies overhead when you capture the control point, after which you face two counterattacks.

If you are feeling squishy, you can stand back away from the gate and attack each counterattack group at your own pace.

Control Point 6: The Necromancer's Gate (35 Mark Blocks)



As you climb the hill to the Necromancer's Gate, a troll named Doraz arrives to block your way.

There are no adds in this fight so I feel that this is the easiest boss fight in the skirmish system (especially in larger group sizes).

What, you wanted revenge on that Nazgûl? Don't worry, you will get your chance in the next skirmish (*Assault on the Ringwraiths' Lair*).

Opponents

There are three types of basic opponents that you face while breaching the gate: orcs, sorcerers, and warg riders.

Each group you face consists of a number of mob points given on the table below. The number of mob points depends on the fellowship size setting for the skirmish run.

Number of Players	Mob Points	Possible Setup	Mob Types
Solo	4	2 Hale; 1 Hale + 2 Weak	Weak, Hale
Duo / Small Fellow	10	2 Hardy + 1 Hale	Hale, Hardy, Strong
Fellowship	18	1 Strong + 5 Hale	Hale, Hardy, Strong
Raid (12)	32	1 Staunch + 4 Hardy	Hardy, Strong, Staunch

Just what is a mob point? A mob point is the equivalent of one weak (swarm) opponent. You will not face 32 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

Each control point in the skirmish (except the Necromancer's Gate at the end) is defended by one or two groups of mobs. Each counterattack consists of one group.

Lieutenants are not part of this cost. In this skirmish, each group (whether defending a control point or part of a counterattack) has a chance of including a single lieutenant spawn.

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^*1.10	A^*1.10	Occasionally, a defender will be particularly strong
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

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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	105 Tier 2	105 Tier 3	Duo 105
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.

Mob	Morale Class	Solo	Duo / Small	Fellowship	Raid
Lavalúg, Grishglok	B+1	4.5	10	20	60
Gortag	B-2	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
Doraz	B	2	10	20	60

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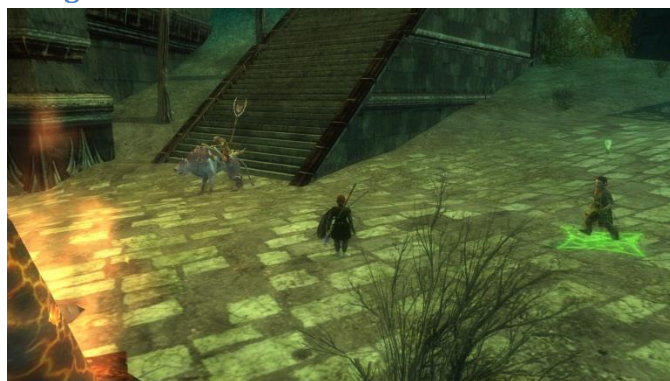
Abilities

In this skirmish, you will mainly face fear effects, though you will occasionally face other types as well.

Name	Type	Time	Description
Blood Gift	Healing	Channel	Heals every 3 seconds
<i>Chilled</i>	<i>Fear</i>	<i>20 sec</i>	<i>Shadow damage every 4 seconds</i>
Continual Minor Renewal	Buff	Aura	Heals morale every 4 seconds
Crippled	Wound	52 sec	-25% run speed
Deep Wound	Wound	30 sec	Common damage every 2 seconds
Distraught	Fear	32 sec	Shadow damage every 4 seconds
<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 Will and Fate</i>
Furious Attack	Corruption	OOO	Increased attack speed
Hamstring	Wound	10 sec	-50% run speed
Healing	Healing	Instant	Restores morale of target
Knocked Down		variable	Cannot move or act
Major Fright	Fright	4 min	Penalty to Will and Fright
<i>Minor Crippling Poison</i>	<i>Poison</i>	<i>2 min</i>	<i>Penalty to Agility</i>
Minor Fright	Fear	2 min	Penalty to Will and Fate
<i>Minor Poison</i>	<i>Poison</i>	<i>12 sec</i>	<i>Common damage every 3 seconds</i>
Poison	Poison	21 sec	Common damage every 3 seconds
Poisoned Lethargy	Poison	1m 20s	+20% attack duration
Rage	Buff	1 min	+10% melee damage; +10% incoming melee damage
Renewal	Healing	20 sec	Restore morale every 4 seconds
Shadow's Touch	Fear	1m 30s	-25% shadow mitigation
Shadow Vulnerability	Fear	15 sec	Penalty to Shadow Mitigation
Suppressed Fear	Fear	20 sec	Rooted and Silenced for 10 sec on expiration
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.

Warg Riders



Name: Guldur Gate-Stalker
 Attack: Melee and Ranged
 Defense: Average; Poor against Light
 Morale: B
 Abilities: Fleet of Paw
 Hamstring (Hardy+)
 Furious Attack (Hardy+)

The only goblins you will face in this skirmish are warg riders.

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Orcs

You are in Dol Guldur, one of Sauron's greatest strongholds. Of course you'll run into a few orcs.



Name: Guldur Gate-Warden
Attack: Melee
Defense: Average; Weak vs Fire, Light, and Beleriand
Morale: B-1
Abilities: Minor Crippling Poison
Minor Poison
Rage (Hardy+)



Name: Guldur Gate-Captain
Attack: Melee
Defense: Average; Weak vs Light
Morale: B+2.5
Abilities: Aura: Combat Tactics (Hardy+)

The presence of the aura does not appear to be consistent. It gives a bonus to nearby orcs:

-50% incoming ranged/tactical damage
+50% melee damage



Name: Guldur Blood-Defiler
Attack: Tactical
Defense: Average; Weak vs Fire, Light, and Beleriand
Morale: B-2
Abilities: Minor Poison
Poison (Hardy+)
Poisoned Lethargy (Hardy+)
Renewal

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Sorcerers

When you do run into men in Dol Guldur, you can be sure that they'll be nastier than the brigands you found in Bree. Their greatest weapon is fear.



Name: Guldur Black-Hand
Attack: Melee
Defense: Average; Weak vs Westernesse
Morale: B
Abilities: Chilled / Distaught
Fright
Continual Minor Renewal (Hardy+)
Desecrated Spirit (Hardy+)

The last two abilities are death response skill and can be interrupted.



Name: Guldur Rage-Mistress
Attack: Melee
Defense: Average; Weak vs Westernesse
Morale: B
Abilities: Fright
Chilled
Shadow's Touch
Tormented Horror (Hardy+)

The Tormented Horrors she summons aren't that tough but they do carry a +4 Dread aura.



Name: Guldur Gate-keeper
Attack: Melee
Defense: Average; Weak vs Westernesse
Morale: B
Abilities: Chilled
Blood Gift (Hardy+)

Lieutenants

Breaching the Necromancer's Gate has a relative small lieutenant pool (though not anywhere near as small as *Tuckborough*). There are 10 lieutenants that appear in the solo setting. 7 more are added in duo and small fellowship settings. 10 more are added in fellowship and raid settings. This means that there are a total of 27 lieutenants that can appear in this skirmish on the larger group settings.

Details on the various lieutenants are given in Appendix A.

There are 15 mob groups in this skirmish and there is an 80% chance of a lieutenant spawn with each of these groups.

As this is a fairly straightforward skirmish, none of the lieutenants are any more notable than the others.

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		Chaos-Field	B-2
Blood- Rook	B-1	Brothers of Destruction	B/D	Courage Breaker	F
Daywalker Berserker	B	Enraged Stone-crusher		Crazed Hate-Monger	B+1
Death-monger	G-2/B-2	Flesh Gorger		<i>Daunting Spirit-Sapper</i>	
Defender of the Vile	G+1/B+1	Frigid Squall		<i>Dreadwing Marauder</i>	
Dourhand Keg-master		Hawk-eyed Harrier	B	Emissary of War	B
Dourhand Storm-keeper		Hulking Pounder	A-1	<i>Enraged Snapper</i>	
Echo of Death	B	Leech Warden	B	Fell-bane Archer	B-1
Forest-born Reaver		Priest of Vengeance	B	<i>Leadfoot Brute</i>	
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		Silent Slayer	B+1
Venomous Blood-arrow	G-1/B+1	Wretched Falconer		Spawn of Angband	B
Zealot of Pain				Thunderstone Smasher	A-1

Doraz (The General)

Morale B

Aura: Weakened Defenses

Increases damage taken by 25%

Take damage if you leave aura

Inevitability (Fellow+): Corruption

On expiration, use Violent Outburst

Violent Outburst (Fellowship+)

+10 Incoming damage for 15 seconds



When you open the combat, Doraz provides the understatement of the Third Age: “You do not belong here!” He can hit pretty hard, mainly due to the effects of his aura. Despite this, I find him an easier opponent than most of the encounter bosses.

While getting through the skirmish appears to be a tougher version of *Thievery and Mischief*, I find the boss fight to be significantly easier, especially in group runs. You always face one boss. Yes, he gets tougher in higher settings you don’t have to worry about fighting several opponents at once.

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 *Breaching the Necromancer’s Gate*. As with other offensive skirmishes, the encounter bosses in this skirmish are all elite in solo runs.

Each encounter is triggered through defeating the final counterattack at a control point. Four of the bosses are in out-of-the-way locations while the other five are summoned by interacting with objects. They can all be avoided.

Lavalúg

Name: Lavalúg
Type: Fire Drake
Trigger: Fending off the counterattack in the First Ward.
Text: A slab of aurochs-meat is sizzling next to the fire ahead.
Location: Near Second Ward control point (13.9S, 43.5W).
Morale: B+1
Abilities: Distraught
Major Fright
Aura: Blistering Heat
Burning Flames



When this encounter is active, you will find a slab of aurochs meat next to the fire you see as you enter the Second Ward. Taking this slab generates the following message: "A screech comes from outside the walls. Something wants to be fed."

If you are crazy enough to want to feed this beast, take the slab to the platform near the control point.



When you do this, you get the final message: "A roar echoes through Dol Guldur. Dinner has been served."

Naturally, since you were carrying that steak all over the ward, you will smell just like the drake's dinner. Have a nice fight.

Gortag

Name:	Gortag
Type:	Orc-defiler
Trigger:	Fending off the counterattack in the Second Ward.
Text:	The sulphurous odour of burning lanterns wafts from beyond the second ward.
Location:	On a porch near the entrance to the Third Ward (14.2S, 43.3W).
Morale:	B-2
Abilities:	Poison Poisoned Lethargy Weakened Armour Renewal



You will find lanterns to be a common theme for the encounters in this skirmish. There are a total of four encounters where you must douse a pair of lanterns to summon the encounter boss.

When you douse the lanterns here, you receive the following message: "As the lantern is extinguished, an angry orc-defiler appears."



As you would expect with a defiler, you will be poisoned and slowed during the fight. His healing ability is naturally there just to increase the annoyance factor.

Firingúl

Name: Firingúl
Type: Sorcerer
Trigger: Fending off the counterattack in the Second Ward.
Text: The sulphurous odour of burning lanterns wafts from the Third Ward.
Location: On a porch near the Third Ward control point (15.0S, 43.6W).
Morale: B
Abilities: Distraught
Shadow Vulnerability



Once again, you need to douse some lanterns to start the encounter.

I should note that in all of the lantern encounters, the encounter boss arrives immediately upon the dousing of the second lantern. You are not given a moment to breathe before the battle.



When you douse these lanterns, you receive a message saying, "As the lanterns are extinguished, an angry priest appears."

Firingúl has a couple of fear effects but he's not anywhere near as annoying as the other lantern encounter bosses.

Murúk

Name: Murúk
Type: Warg Rider
Trigger: Fending off the counterattack in the Third Ward.
Text: A snarl echoes from the Fourth Ward.
Location: In an alley off the Fourth Ward (15.2S, 43.5W).
Morale: B
Abilities: Fleet of Paw
Minor Fright
Silenced
Furious Attack
Hamstring
Knocked Down



You will find Murúk in a small alley off the side area in the Fourth Ward.

Murúk is closer to the location of other mobs than any other encounter boss. He is deep enough into the alley that you should have no trouble avoiding him.



He's a pretty typical warg rider, so expect an annoying fight. The most important thing to watch for is that Furious Attack corruption.

Annoniel

Name: Annoniel
Type: Sorceress
Trigger: Fending off the counterattack in the Fourth Ward.
Text: The flames of the lanterns ahead should be quenched.
Location: On a porch between the Fourth Ward and the Sorcerer's Ascent (15.5S, 43.0N)
Morale: B
Abilities: Major Fright
Shadow's Touch
Suppressed Fear



This is one of the more annoying lantern encounters. Annoniel is noted for her wide array of fear effects.

When you douse both lanterns, you get the following message: "As the lantern is extinguished, an angry sorceress appears."

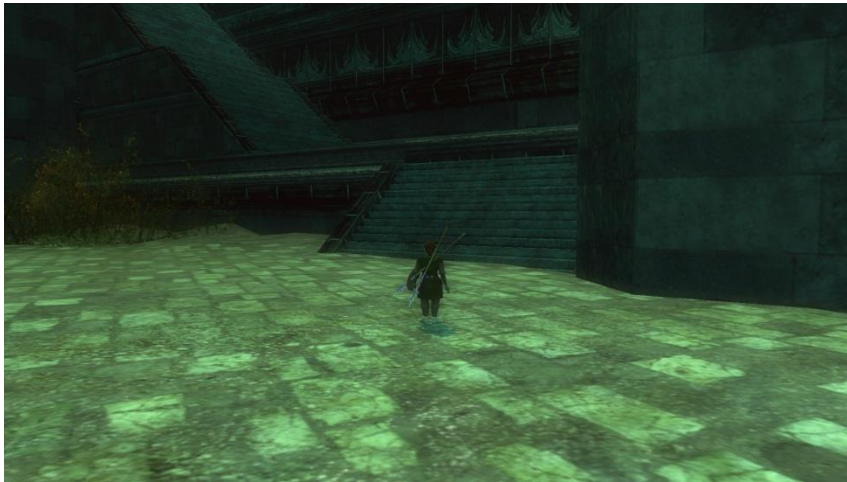


On top of her fear effects, she can summon a shade to her side. The shade naturally has a +1 Dread aura (at least in solo runs – the aura may be worse in larger runs).

As with most sorcerers in this skirmish, the best weapon damage type to use is Westernesse.

Thrângund

Name:	Thrângund
Type:	Gorthorog
Trigger:	Fending off the counterattack in the Fourth Ward.
Text:	Thunderous footsteps echo from the Southern Walkway.
Location:	On the walkway between the Fourth Ward and the Sorcerer's Ascent (15.8S, 43.1W).
Morale:	B
Abilities:	Chilled Fright



If you want to reach Thrângund, you will need to climb some stairs. He patrols the entire upper section, so you'll need to look about after you climb the stairs (assuming he doesn't ambush you as you get to the top).



If you have both Thrângund and Agardúrin in your run, make sure you kill off Thrângund before summoning Agardúr. You don't want to risk fighting both at once (unless you like that sort of challenge).

The good news is that he doesn't have a shield like the Daywalker Berserker.

Morgúr

Name: Morgúr
Type: Spirit
Trigger: Fending off the counterattack in the Sorcerer's Ascent.
Text: A wailing echoes from the south.
Location: A side area to the side just beyond the Sorcerer's Ascent (16.3S, 42.4W).
Morale: B
Abilities: Distraught
+1 Dread



What would Dol Guldur be without at least one fell spirit for you to fight?



The surprise here isn't the fell spirit but the bush. Here we are in the midst of the second most powerful fortress of the Dark Lord and I can see trees and bushes growing out of the stony ground. Nature continues even in this place of death.

Agardúr

Name:	Agardúr
Type:	Sorcerer
Trigger:	Fending off the counterattack in the Fourth Ward.
Text:	The sulphurous odour of burning lanterns wafts from the Fourth Ward.
Location:	On the walkway between the Fourth Ward and the Sorcerer's Ascent (15.8S, 43.1W).
Morale:	B
Abilities:	Distraught Suppressed Fear Blood Gift



You reach Agardúr via the same stairs you reach Thrângund. Once you reach the top of the stairs, head north until you find the door with the glowing lanterns.

When you extinguish the lights, you get the following message: "As the lantern is extinguished, an angry caretaker appears."



Agardúr is your typical annoying healer. He appears to know every healing skill known to the enemy.

Grishglok

Name: Grishglok
Type: Warg
Trigger: Fending off the counterattack in the Fourth Ward.
Text: A snarl echoes from the south.
Location: To the right of the entrance to the Sorcerer's Ascent (16.1S, 43.0W).
Morale: B+1
Abilities: Knocked Down
Crippled
Deep Wound
Fright
Chilled
Suppressed Fear



Grishglok is so nasty that he doesn't need a goblin on his back. You will find him by looking to your right at the base of the Sorcerer's Ascent. The stairs you see in the screen shot are a secondary path to Thrângund's patrol area.



Grishglok has the usual array of wound and fear attacks of a warg as well as a knockdown.

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 *Breaching the Necromancer's Gate* 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 *Necromancer's Gate*).

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. 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. 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 player group size has the greatest change on the play of the skirmish.

Number of Players	Mob Points	Mark %	Lieutenants	Boss	Encounters
Solo (1)	4	100%	Signature	Elite	Elite
Duo (2)	10	105%	Elite	Elite Master	Elite Master
Small Fellowship (3)	10	133%	Elite	Elite Master	Elite Master
Fellowship (6)	18	166%	Elite Master	Nemesis	Nemesis
Raid (12)	32	225%	Nemesis *	Arch Nemesis	Arch Nemesis

* In addition, some lieutenant spawns will generate two lieutenants instead of one.

The player group setting controls the quality of the lieutenants, the encounter bosses, the boss, as well as the number of opponents during the final battle.

In addition, the group size controls when the second counterattack comes when there is more than one at a control point. In solo and duo modes, the second counterattack starts when the first one has been defeated. In the other settings, if the first counterattack is not defeated within three minutes, the second counterattack 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 33% 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 "Breacher of the Necromancer's Gate." There is no skirmish mark award for completing this deed. You only gain credit for these deeds if you complete the encounter before killing the skirmish boss and if the encounter boss is 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 Mirkwood slayer deeds. In *Breaching the Necromancer's Gate*, you can complete the deed for killing orcs, goblins, sorcerers, and wargs in Mirkwood. None of the racial slayer deeds can be readily completed here (yes, you can complete the orc racial deeds here but you'd be hard-pressed to have any left to complete when you unlock this skirmish).

Quests

Each skirmish includes a quest that is granted each time you run the skirmish. Each time you complete *Breaching the Necromancer's Gate* on a day, you receive the following additional rewards:

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