

# Pineleaf's Pictorial Primer to Skirmishing

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

## Chapter 60.5: The Battle in the Tower



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<http://www.lotroplayers.com>

## Contents

Introduction .....	3
Summary .....	5
Rewards .....	5
Layout.....	7
Start of Skirmish.....	7
Control Points .....	7
Control Point 1: Entrance Hall (10 Mark Blocks).....	7
Control Point 2: Audience Chamber (10 Mark Blocks) .....	9
Control Point 3: Lower Mustering Hall (15 Mark Blocks) .....	10
Control Point 4: Upper Mustering Hall (20 Mark Blocks) .....	11
Control Point 5: Armoury (40 Mark Blocks).....	12
Opponents .....	13
Morale Levels.....	13
Abilities .....	15
Olog-Hai Trolls.....	15
Orcs .....	16
Uruks .....	17
Lieutenants .....	18
Mazog (The General).....	19
Encounters .....	19
Thangaran .....	20
Iaerien .....	21
Hogaward.....	22
Múdku .....	23
Blord.....	24
Gundnákh.....	25
Gadhumúrz .....	26
Urbor .....	27
Variations .....	28
Level .....	28
Difficulty.....	29
Player Group Size .....	29
Deeds .....	30
Quests .....	30

### 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 skirmish set in Dol Guldur: *The Battle in the Tower*. This skirmish features the conclusion of Volume 2 of the epic storyline.

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*Pineleaf Needles*

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Pineleaf and friends prepare to battle within the enemy's tower

## Skirmish Specifications

Name:	The Battle in the Tower	
Scenario:	The time has come for the last assault upon the fortress of Dol Guldur. The fighting begins even as a smaller force enters the citadel in secret, prepared to face their final foe...	
Type:	Offensive	
Level Range:	60-cap	
Availability:	Free; Unlocked during Epic 2.9.18	
Allowed Group Sizes:	Solo, Duo, Small Fellowship, Fellowship, and Raid	
Tiers:	1-3	
Location:	Dol Guldur, Mirkwood	
Reputation:	Malledhrim	
Control Points:	5	
Opponents:	Orcs, uruks, and trolls	
Enemy Group Size:	Solo	4 Mob Points
	Duo/Small fellowship	10 Mob Points
	Fellowship	18 Mob Points
	Raid	32 Mob Points
Available Lieutenants:	12 solo; 12 duo+; 14 at fellowship+	
Lieutenant Count:	9.6 (12 opportunities with an 80% chance)	
Defenders:	4 non-vital	
Encounters:	8; Battled in the Tower	
Marks Rating:	140 (165 blocks awarded; award rating 0.85)	
Experience Rating:	54	
Solo Run Time:	14 minutes	
Features:	Mazog	
Consumables:	Standard food	
Damage Types:	Light (orcs) and Beleriand/fire (uruks).	

## Summary

*The Battle in the Tower* is the third of three skirmishes set in Dol Guldur. This skirmish is the conclusion of the second volume of the *Lord of the Rings Online* epic story.

In this skirmish, you fight through the tower in Dol Guldur to find Mazog and the mithril axe Zigilburk.

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, the gate will open to the next area and the enemy will launch one or two counterattacks.

The 14-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.

Blocks	L100+ Tier 1 Solo Marks	
10	30	Entrance Hall
10	30	Audience Chamber
15	45	Lower Mustering Hall
20	60	Upper Mustering Hall
40+1	120 + 3 medallion	Armoury (Boss Fight)
30+1	90 + 3 medallion	Four defenders
20+3	60 + 9 medallions	Two Encounters
7	21	Lieutenants (not included in total)
<b>165+8</b>	<b>495 + 24 medallions</b>	<b>Total</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 0.85, which awards just under three 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.

## Pineleaf's Pictorial Primer to Skirmishing

	<b>Solo</b>	<b>Duo</b>	<b>Small Fellow</b>	<b>Fellowship</b>	<b>Raid</b>
<b>Tier 1</b>	2.992	3.191	3.989	4.987	6.782
<b>Tier 2</b>	3.890	4.149	5.186	6.483	8.816
<b>Tier 3</b>	5.086	5.425	6.782	8.477	11.529

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 in-game 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).

<b>Level Range</b>	<b>Bounty Name</b>	<b>Bounty Value</b>	<b>Veteran Bounty Value</b>	<b>Relics</b>
60-65	Guardisman	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

You have gained entry to the tower of Barad Guldur and area searching for Mazog. You are facing Broín, who gives you your instructions.



"I cannot believe our good fortune, Pineleaf! The secret passage Thurimen has brought us up through the very foundations of Dol Guldur! You must aid the Golden Host as they do battle throughout the tower. I will find Zigilburk, and meet up with you later!"

What, you expected us to stick together?

This skirmish actually makes a bit more sense as a small skirmish than the previous two. You are part of a smaller force that snuck in through a secret passage. Others are fighting elsewhere in the tower with the main force.

### Control Points

*The Battle in the Tower* is divided into five sections: The Entrance Hall, the Audience Chamber, the Lower Mustering Hall, the Upper Mustering Hall, and the Armory. Each of these sections includes a single control point.

You will face one group of mobs at each control point. There is an additional group that is stationed on the ramps between the Audience Chamber and the Upper Mustering Hall. Many of the mobs have fairly large patrol paths that take them into the nearby hallways.

#### Control Point 1: Entrance Hall (10 Mark Blocks)



The first two control points are on the same level of the tower. After you reach that level from the starting location, you will turn left (the right turn is cut off at the moment).

You will occasionally run into a mob from the Entrance Hall when you reach this point, so be prepared to fight as soon as you start up the ramp from the starting point.

## Pineleaf's Pictorial Primer to Skirmishing



The first control point is in the Entrance Hall. You will find one group of mobs here (or at least what's left of the group if you ran into anything on your way up).

This is true for all of the control points: all of them include a single group that has a chance of including a lieutenant.



Once you clear the area, you can take the control flag to activate the counterattack. The counterattack will come from the Audience Chamber, whose gate opened when you took the flag. You should avoid fighting too close to the Audience Chamber unless you really want to risk the chance of mobs from the Audience Chamber joining in the counterattack.



You will have a defender with you for all of the counterattacks in this skirmish. These will be allies you met during the attack on Mirkwood. For this control point, you will be joined by Sigileth.

The defenders in this skirmish get tired rather than get killed if their morale drops too low. If a defender gets tired and quits the fight, your defender survival marks would be reduced as if they were killed.



### Control Point 2: Audience Chamber (10 Mark Blocks)



The Audience Chamber is just across the hall from the Entrance Hall.

Note that the area near the control flag itself includes several chairs that you must consider when positioning for combat.



The counterattack will come from the ramp that leads up to the next control point (the gate will conveniently open for them as they come down).



For this counterattack, you will be aided by Ellunen.

### Control Point 3: Lower Mustering Hall (15 Mark Blocks)



To reach the Mustering Halls, you will need to negotiate a series of ramps.

The ramps are guarded by a single group, though mobs from the Mustering Halls often wander into the ramps. Note that you will only face part of the ramp group while heading for the Lower Mustering Hall. You will face the remainder when you proceed to the Upper Mustering Hall later.



The Lower Mustering Hall itself is a straightforward area.



At this control point, you will face two counterattacks that will come from the direction of the Upper Mustering Hall. For these counterattacks, you will be aided by Cucheron.



#### Control Point 4: Upper Mustering Hall (20 Mark Blocks)



To reach the Upper Mustering Hall, you need to climb a series of ramps. As the Upper Mustering Hall is located directly above the Lower Mustering Hall, you will go through several twists as you climb the ramps.

Note that melee soldiers (protectors, warriors, and bannerguards) have some trouble negotiating this path, so keep a good eye on your soldier.



Once again, you will face two counterattacks. The counterattack starts in the direction of the Armory but splits before it arrives in the Upper Mustering Hall.

Generally, the trash mobs arrive through the same entrance that Ningloril uses when she arrives.



When there is a lieutenant, they will generally arrive through the same entrance you used to enter the room. I generally station myself at the entrance where I expect the lieutenant but also keep a close watch on the other entrance.

Sometimes, I instead head out the entrance Ningloril uses and face the enemy before they split. This is recommended in larger group runs.

### Control Point 5: Armoury (40 Mark Blocks)



You have found the armory and right next to the control point flag you find Mazog. There is also a group of mobs in the room. Don't worry about Mazog for now – he will not activate until you clear the room.



When you do clear the room, Mazog starts a speech. As he continues to talk, Broín arrives to join you for the final battle.

Did he find the mithril axe? Of course not. Guess who has it? That's right, our friend Mazog grabs the Zigilburk to start the fight.



You finish with a showdown where you and Broín battle against Mazog. This is the climactic battle for Volume 2 of the epic quest chain. It's an easy fight in solo runs but it can get quite chaotic in a raid.

As you can see in the illustration, Mazog is nice enough to give some flying lessons during the final battle.



## Opponents

There are three types of trash mobs that you face while you are battling in the tower: olog-hai trolls, orcs, and uruks.

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. *The Battle in the Tower* has a moderately high mob density in full fellowship runs but a fairly average density in other group sizes.

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	20	1 Strong + 5 Hale	Hale, Hardy, Strong
Raid (12)	48	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 48 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 is defended by a single group. Each counterattack consists of one group.

Lieutenants are not part of this cost. In this skirmish, each group has an 80% chance of including a lieutenant spawn (with the usual chance of two lieutenants in a spawn during a raid).

## 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	$A^{\wedge} \cdot 1.10$	$A^{\wedge} \cdot 1.10$	Occasionally, a defender will be particularly strong
$A^{\wedge}$	baseline	baseline	Landscape mob values; defenders
A	$A^{\wedge} \cdot 0.95$	$A^{\wedge} \cdot 1.00$	Trolls sometimes are comparable to landscape
$B^{\wedge}$	$A^{\wedge} \cdot 0.90$	$A^{\wedge} \cdot 0.90$	Rare case: mobs that are not reduced at low levels
B	$A \cdot 0.90$	$A \cdot 0.90$	Skirmish mob baseline
D	$B \cdot 0.80$	$B \cdot 0.80$	Gondamon mob baseline
F	$B \cdot 0.60$	$B \cdot 0.60$	Bears tend to have very low morale levels
G	$B \cdot 0.50$	$B \cdot 0.50$	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	<i>33,955</i>	<i>58,208</i>	<i>116,416</i>	<i>194,017</i>

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
Gundnákh	A-1	4.5	10	20	60
Múdku	B-1	4.5	10	20	60
Other Encounters	B	4.5	10	20	60
Daunting Spirit Sapper	B <sup>+</sup> +1	N/A	N/A	15	20
Other Lieutenants	varies	2	4.5	10	20
Mazog	B	2.5	10	20	60

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### Abilities

In this skirmish, you will mainly face fear and poison effects, though you will occasionally face other types during encounters.

Name	Type	Time	Description
Chilled	Fear	20 sec	Shadow damage every 4 seconds
Crippled	Wound	52 sec	-25% run speed
Distraught	Fear	32 sec	Shadow damage every 4 seconds
Fright	Fear	3 min	Penalty to Will and Fate
Healing	Healing	Instant	Restores morale of target
Knocked Down		variable	Cannot move or act
<i>Minor Crippling Poison</i>	<i>Poison</i>	<i>2 min</i>	<i>Penalty to Agility</i>
Minor Diseased Frailty	Disease	3 min	Penalty to Vitality
<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
Serious Wound	Wound	20 sec	Common damage every 2 seconds
Shadow Vulnerability	Fear	1m 30s	Penalty to Shadow Mitigation
Shadow Grip	Fear	24 sec	Steals morale from target, healing the wraith
Suppressed Fear	Fear	20 sec	Rooted and Silenced for 1 sec on expiration
Susceptibility to Fear	Fear	2 min	Penalty to fear resistance
Terrible Retribution	Buff	5 min	On common, Westernesse, Ancient Dwarf or Fire: Reflect 25% damage as shadow damage 5% chance to reflect 10-second root
<i>Unsettled</i>	<i>Fear</i>	<i>12 sec</i>	<i>Shadow damage every 4 seconds</i>

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

### Olog-Hai Trolls



Name: Guldur Olog-hai  
Attack: Melee  
Defense: Average; Good mitigations  
Morale: B  
Abilities: Knocked Down (Hardy+)

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### Orcs



Name: Guldur Orc-howler  
Attack: Melee  
Defense: Average; weak vs Beleriand, light, and fire  
Morale: B-1  
Abilities: Minor Poison  
Minor Crippling Poison  
Minor Diseased Frailty (Hardy+)



Name: Guldur Rage-defiler  
Attack: Tactical  
Defense: Average; weak vs Beleriand, light, And fire  
Morale: B-2  
Abilities: Healing (Hardy+)  
Minor Diseased Frailty (Hardy+)



Name: Guldur Tower-captain  
Attack: Melee  
Defense: Average; weak vs Light  
Morale: B+2.5  
Abilities: Aura: Combat Tactics (Hardy+)  
Increases melee damage of orcs  
Increases ranged defense of orcs  
Increase tactical defense of orcs



## Uruks



Name: Guldur Tower-Guard  
Attack: Melee  
Defense: Average; Weak vs. Beleriand & Fire  
Morale: B  
Abilities: Unsettled



Name: Guldur Tower-Archer  
Attack: Ranged  
Defense: Average; Weak vs. Beleriand & Fire  
Morale: B-1



Name: Guldur Tower-Commander  
Attack: Melee  
Defense: Average; Weak vs. Beleriand & Fire  
Morale: B+1  
Abilities: Unsettled  
Minor Fright  
Knocked Down (Hardy+)

## Lieutenants

*The Battle in the Tower* has the same lieutenant pool as *Assault on the Ringwraiths' Lair*. There are 12 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 38 lieutenants that can appear in this skirmish on the larger group settings.

Details on the various lieutenants are given in Appendix A.

There are 12 mob groups in this skirmish and there is an 80% chance of a lieutenant appearing 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	B+1	Chaos-Field	B-2
Blood- Rook	B-1	Brothers of Destruction	B/D	Courage Breaker	F
Daywalker Berserker	B	Enraged Stone-crusher	B	Crazed Hate-Monger	B+1
Death-monger	G-2/B-2	Flesh Gorgor		Daunting Spirit-Sapper	B+1
Defender of the Vile	G+1/B+1	Frigid Squall	B	Dreadwing Marauder	B
Dourhand Keg-master		Hawk-eyed Harrier	B	Emissary of War	B
Dourhand Storm-keeper		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

## Mazog (The General)

### Mazog (Orc)

Morale B

Knockback

Aura: Bolstered Strength (Fellow+)

Allies gain +50% melee damage

Mazog has been your primary enemy all through Volume 2. It is therefore appropriate that you will have a confrontation with him at the end of the volume.



The battle against Mazog is a wild fight. Throughout the battle, Mazog calls for waves of reinforcements. These waves are smaller than the waves you face during the main part of the skirmish and do not include any lieutenants. These waves appear to be time based. At the start of each wave, Mazog briefly becomes unattackable before the new wave enters. The timer between waves seems to get shorter as the group size increases (either that or the fight is just so frantic in a raid that it feels like there is less time between the waves).

In solo runs, there are no waves. In duo and small fellowship runs we typically face two waves (or one if we bring down Mazog swiftly). During raids, I lose count of the number of waves we face.

In large group settings, you need to note that whenever a mob dies, any nearby mobs gain a *Refocused Defense* buff, which grants -15% to incoming damage. You therefore want to keep Mazog separated from the adds to prevent that buff from stacking too high on Mazog.

In fellowship and raid runs, Mazog chooses someone in the party to challenge and knocks back anyone else that attempts to attack him. The challenged member will have an eye above their head. Generally the challenged person should stay away from the adds to keep Mazog and the adds separated.

## 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 *The Battle in the Tower*. As with other offensive skirmishes, the encounter bosses in this skirmish are all elite in solo runs.

The encounters are triggered through various different actions: capturing a control point, fending off a counterattack, or reaching a particular location. All of the encounters can be avoided, though Hogaward will be in your path if you are defeated and are forced to return to the group.

## Thangaran

Name: Thangaran  
Type: Sorcerer  
Trigger: Fending off the counterattack in the Audience Chamber.  
Text: The flames on the braziers are curiously unlit.  
Location: Just beyond the gate that leads from the Lower Mustering Hall  
Morale: B  
Abilities: Distraught  
Susceptibility to Fear  
Suppressed Fear  
Shadow Vulnerability



You will know if you have this encounter well before it triggers. As you reach the level where the Entrance Hall is located, you will see the highlighted braziers behind the gate blocking the path to the mustering halls.

There may be mobs at the bottom of the ramp ahead. I recommend clearing those mobs before lighting the braziers.



If you light the braziers, you receive the message, "As the second flame lights, Thangaran comes screaming around the corner ahead."

As with other sorcerers, Thangaran is well versed in various fear skills. His weakest mitigation is against Westernesse damage.



## Iaerien

Name: Iaerien  
Type: Sorceress  
Trigger: Approaching the Armory.  
Text: Maniacal laughter echoes form ahead.  
Location: In a small room next to the entrance to the Armory.  
Morale: B  
Abilities: Shadows Touch  
Tormented Horror



If this encounter is active, a gate will rise ahead of you as you approach the armory. Generally, if there are any mobs near the entrance to the armory, I will attempt to pull them first before attempting to face Iaerirn.



Like the other sorceresses of Dol Guldur, she likes to summon Tormented Horrors. The purple you see in the screen shot is a result of the dread emitted by the shade.

## Hogaward

Name:	Hogaward
Type:	Brigand
Trigger:	Fending off the counterattacks in the Lower Mustering Hall.
Text:	From back down the hall Hogaward yells, 'The brigands of Bree-land and Dol Guldur will be allies.'
Location:	Downstairs from the Lower Mustering Hall (near Thangaran's braziers).
Morale:	B
Abilities:	Running Away



I suspect the last thing you expected to find in Dol Guldur was a Bree-land brigand. Hogaward spawns behind you but that location is in the direct path between the entrance and the last three control points. This means that if you are defeated and must come back, he will be difficult to avoid (stealth would be useful in this case).



Hogaward is a true brigand in that one of his reliable special abilities is to run away when he gets low in morale. It's amazing that he survived the trip to Dol Guldur.

## Múdku

Name: Múdku  
Type: Goblin  
Trigger: Entering the Lower Mustering Hall.  
Text: This room contains several weapon racks that might be worth searching.  
Location: In the Lower Mustering Hall.  
Morale: B-1  
Abilities: Serious Wound



There are four weapon racks in the room. The first three ranks you examine will return the message "This weapon rack contains nothing of interest."

When you examine the final rack, you receive the message, "Múdku comes screaming from the side room, 'Mine! Mine! Get away!'"



I generally fight Múdku after clearing the Lower Mustering Hall but before claiming the control point.

Múdku likes to apply a *Serious Wound* bleed on you.



## Blord

Name: Blord  
Type: Gorthorog  
Trigger: Fending off the counterattacks in the Lower Mustering Hall.  
Text: In the room below, Blord enters the tower and roars.  
Location: Entrance Hall  
Morale: B  
Abilities: Chilled  
Fright  
Knocked Down



You will hear Blord enter the tower while you are leaving the Lower Mustering Hall. You will find him down the ramps in the Entrance Hall: the room with the first control point.

Note that you must go through Hogaward's area to find Blord. So if both encounters are active, you will need to fight Hogaward before you can face Blord.



Blord is a typical Gorthorog: pound, chill, ouch. At least he doesn't have that Titan's Rage shield of the Daywalker Berserker.



## Gundnák

Name: Gundnák  
Type: Troll  
Trigger: Capturing the control flag in the Upper Mustering Hall.  
Text: A roar erupts from below you as Gundnák emerges from his room.  
Location: Lower Mustering Hall  
Morale: A-



The Upper Mustering Hall is directly above the Lower Mustering Hall. You will also notice that the Upper Mustering Hall's floor is grated. Therefore, when Gundnák arrives, you have no trouble hearing him enter the room.



Gundnák's most impressive trait is his high morale.

## Gadhumúrz

Name: Gadhurúrz  
Type: Warg  
Trigger: Approaching the access corridor to the Upper Mustering Hall.  
Text: Growling comes down the hall. Gadhurúrz is hungry.  
Location: Straight ahead from the point where you receive the trigger message.  
Morale: B  
Abilities: Chilled  
Serious Wound  
Crippled



You will find Gadhurúrz just before you make the final turn into the Upper Mustering Hall.



He uses fear and wound attacks. Yep, that makes him a pretty typical warg.

## Urbor

Name: Urbor  
Type: Wraith  
Trigger: Fending off the counterattacks in the Inner Bailey.  
Text: The lanterns ahead are curiously unlit.  
Location: Between the Lower and Upper Mustering Halls.  
Morale: B  
Abilities: Unsettled  
Suppressed Fear  
Minor Fright  
Shadow Grip  
Dread +1  
Terrible Retribution (see description under wraith trash mobs)  
Primary Weapon Disarmed



In *Breaching the Necromancers Gate* we keep on dousing flames and here we keep on lighting them. It appears that average adventurer just can't leave things be.



Oh, a wraith. Isn't that just fun. Now why did we light these things?

Yes, we have as usual a long list of fear skills with plus the rather annoying disarm.

## 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 *The Battle in the Tower* 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. Skirmishes cannot be set to a level higher than the 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 if you prefer to first run a skirmish when you reach its minimum level (though due to its association with the epic quest line, you will probably be above level 60 when first running *Tower*).

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%



## 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. 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 + waves	Elite Master
Small Fellowship (3)	10	133%	Elite	Elite Master + waves	Elite Master
Fellowship (6)	18	166%	Elite Master	Nemesis + waves	Nemesis
Raid (12)	32	225%	Nemesis *	Arch Nemesis + waves	Arch Nemesis

\* In addition, some of the control points will include two lieutenants.

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.

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 33% penalty to their morale, damage, and other attributes.

In small fellowship and larger runs, the second counterattack at the Mustering Halls will start three minutes after the first (or when the previous counterattack is defeated). In solo and duo runs, the second counterattack will always wait until the first is cleared.

If you wipe during a counterattack, you should be able to head for the next room.



## 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 "Battled in the Tower." 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 can be used to complete two Mirkwood slayer deeds. In *The Battle in the Tower*, you can complete the deed for killing trolls in Mirkwood and the deed for killing orcs and uruks in Mirkwood

## Quests

Each skirmish includes a quest that is granted each time you run the skirmish. Each time you complete *The Battle in the Tower*, you receive the following additional rewards:

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

