

Pineleaf's Pictorial Primer to Skirmishing

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

Chapter 55.1: Battle of the Way of Smiths



By *Pineleaf Needles* for LOTRO Players

<http://www.lotroplayers.com>

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Introduction

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

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

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

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Pineleaf Needles

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Pineleaf and her bannerguard Blackberry prepare to defend the Way of Smiths

Skirmish Specifications

Name:	Battle of the Way of Smiths
Scenario:	With the revelation of Zigilburk, Mazog knows that the Heart of Fire has been discovered and seeks to claim the forge for his own. In the Way of Smiths, the dwarves must stem the flood of darkness and prevent the Heart of Fire from falling to the orcs.
Type:	Defensive
Level Range:	55-cap
Availability:	Free; Unlocked as the second part of Epic 2.5.5
Allowed Group Sizes:	Solo, Duo, Small Fellowship, Fellowship, and Raid
Tiers:	1-3
Location:	The Heart of Fire, Moria
Reputation:	Iron Garrison Miners
Assaults:	3
Waves per Assault:	3 pairs in first two assaults; 4 waves for the third assault
Opponents:	Orcs, goblins, worms, grims
Smallest Enemy Group:	Solo 4 Mob Points
	Duo/Small fellowship 20 Mob Points
	Fellowship 32 Mob Points
	Raid 96 Mob Points
Available Lieutenants:	All but the Flesh Gorger
Lieutenant Count:	6 (8 opportunities with a 75% chance)
Defenders:	3 Non-vital; 1 vital
Encounters:	7; Defender of the Heart of Fire
Marks Rating:	3.01 (150 blocks awarded)
Experience Rating:	49
Solo Run Time:	14 minutes
Features:	Banners; Forges
Consumables:	Standard food, curative potions (mainly in groups)
Damage Types:	Light (orcs and goblins); AD (worms)

Summary

Battle of the Way of Smiths is fought in a large cavern with three great forges. The object of this skirmish is to defend Stóthkell and the Heart of Fire against three assaults. Each assault consists of a series of waves of attacks followed by a 40-second break. The first two assaults are fought at the forges while the third assault is fought on the Supervisor's Platform. After three assaults, Harna, a stone troll, enters the fray to deal with Stóthkell personally.

Your opponents will mainly be orcs, goblins, worms, and grims. In addition, you will face the usual array of lieutenants. This skirmish includes seven optional encounters (though one of the encounters is almost impossible to avoid when it is active).

The 14-minute run time I show in the specifications was with a level-100 defense-traited warden with excellent virtues and a really nice spear.

Rewards

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

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

Blocks	L100 Tier 1 Solo Marks	
15	45	Low Assault
25	75	High Assault
45+1	135+3	Third assault and boss
25+1	75+3	All Defenders Survive (reduced to 9 if one defender is killed)
20+3	60+9	Two Encounters
7	21	Lieutenants
150+8	450+24	Total (excluding lieutenants)

The number of marks and medallions per block depend on the level, size, and tier of the skirmish. The table below shows the estimated number of marks awarded per block for each size and tier rating at level 100.

	Solo	Duo	Small Fellow	Fellowship	Raid
Tier 1	2.995	3.2	4	4.975	6.83
Tier 2	3.894	4.16	5.19	6.46	8.88
Tier 3	5.062	5.41	6.78	8.41	11.55

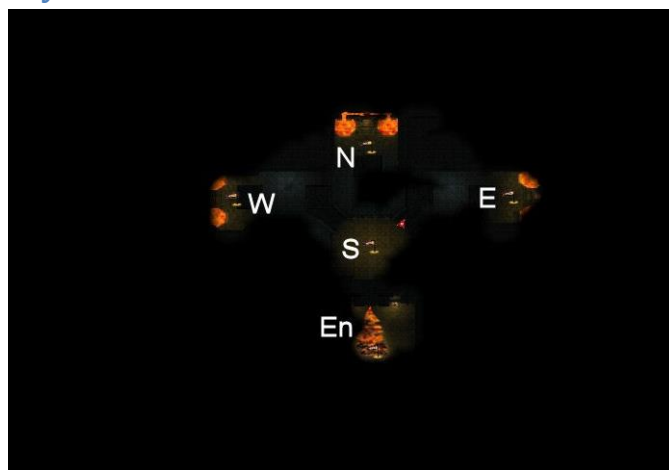
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Since the tier of a skirmish has no effect on the experience gained, Tier 1 runs are the most optimal when your main goal is to gain experience.

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

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

Layout



This skirmish is in a large chamber that includes three large forges: the Western Forge (W), the Northern Forge (N), and the Eastern Forge (E). In the middle of the map (and center of the chamber) is the Supervisor's Platform (S) where you start the skirmish. The south exit from the Supervisor's Platform is the Entrance Hall (En) that leads to the corridor that links the Silvertine Lodes to the Redhorn Lodes.

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The Northern Forge

There isn't much difference between the three forges. You have a forge, bellows, and a crate that includes two banners.

The screen shot to the left shows the northern forge as seen from the Supervisor's Platform.



The Eastern Forge

The screen shot to the left shows the eastern forge as you approach it.



The Western Forge

The enemy will approach from one of two breaches in the wall (on each side of the forge). Both waves from a given pair will be from the same breach.

The screen shot to the left shows the view at the western forge with everyone facing a breach in preparation for the next wave.



The Supervisor's Platform is the site of the third assault. This is where Stóthkell remains until the boss fight. The platform overlooks the three forges. You can reach the forges via a pair of stairs: one to the northeast and one to the northwest.

Assaults

Battle of the Way of Smiths is run as a series of three assaults. Each assault is composed of a series of waves followed by a 40-second break before the start of the next assault. You earn skirmish marks at the end of each of the assaults.

Low Assault (15 Mark Blocks)

During the first assault, there are six waves grouped into three pairs. There is a 10-second pause between each wave. The second wave of each pair has a 75% chance of including a lieutenant. Both waves in a given pair will be against the same forge and will emerge from the same breach in the wall. Each new pair will be against a random forge and can be against either the same or a different forge.

High Assault (25 Mark Blocks)

The second assault operates in exactly the same way as the first assault. Note that the low and high assaults may be swapped (with the high assault being run first). The only difference is in the marks awarded at the end of the assault.

Platform (Third) Assault (45 mark Blocks)

The third assault contains only four waves and is against the Supervisor's Platform. The odd-numbered waves have a 75% chance of including a lieutenant (note the change: for this assault the odd-numbered waves include the lieutenants rather than the even-numbered waves).

After you defeat the final wave of the third assault, you must talk to Stóthkell before continuing the skirmish. This is a good time to complete any encounters that may currently be pending.

Once you speak with Stóthkell, he gives a speech and then runs into the entrance hall where Harna, the troll boss, will break through the door.

The Banners

The dwarves provide you with a set of banners that can be used during the battle. There are six different types of banners that produce the effects listed in the table below. A given banner lasts for three minutes, which should last through at least one pair of waves (and will likely last through two pairs in solo runs). To use a banner, you need to take it into your inventory and then use it.

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

Note from the table above that these banners are significantly more powerful than the tokens and emblems you receive from completing encounters. While the number of mobs in each group is greater than in most skirmishes, the banners aren't mandatory in solo runs. They can be useful in helping the skirmish to run faster, though.

This skirmish includes a total of eight banners: two at each forge and two at the Supervisor's Platform. The type of each banner is selected randomly. There will be at least some duplicates (since there are only six different types of banners).

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

As there are six pairs of waves plus a final assault of four waves, you can use one banner at the start of each pair, one at the start of the final assault, and still have one remaining for the boss fight. Just when you use them in each pair probably depends on your group size.

In solo runs, I generally plant a banner at the start of the first wave of each pair as the banner will easily last through both waves. If we have two consecutive pairs against the same forge, the banner placed at the start of the first pair is likely to last even through the second pair. It's generally best to avoid using the healing banner at the Western Forge since the defender there will heal you.

Raids are a different matter. In this case, I would recommend saving the banner for the second wave in each pair (the wave with the lieutenants). This way, you can select the banner based on the lieutenant you are facing. This is even more important if your group is unable to complete the both waves in the three-minute duration of the banner.

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Defenders

The defenders in this skirmish are generally useful. The most important thing to note is that they have the same targeting rules as your soldier: they will not attack dangerous opponents. The bad news is that if you want a defender to actually attack an Echo of Death, you are out of luck (defenders don't listen to your skirmish horn).



Name: Dwarf Sentry

Type: Dwarf

Morale: A*2

Abilities: Healing

The sentry guards the western forge. The most important thing to note is that the sentry can heal. Therefore, it is best to save any green (Valiant Heart) banners you have for a different forge.



Name: Dwarf Archer

Type: Dwarf

Morale: A*2

Abilities: None

The archer guards the eastern forge.



Name: Dwarf Warrior

Type: Dwarf

Morale: A*2

Abilities: None

The warrior defends the northern forge.



Name: Stóthkell

Type: Dwarf

Morale: AA*2

Abilities:

Stóthkell is the supervisor of the Way of Smiths.

After you finish the final wave, you need to talk to Stóthkell to activate the boss fight. This is an excellent time to complete any encounters that remain unfinished.

Opponents

You face four types of trash mobs in the *Battle of the Way of Smiths*: orcs, goblins, worms, and grims.

Each wave during the skirmish includes a single group that contains the number of points given on the table below. The number of mob points depends on the fellowship size setting for the skirmish run. The mob group sizes in *The Way of Smiths* are higher than you find in most skirmishes (though they only exceed *Trouble in Tuckborough's* numbers in duo and small fellowship modes).

Number of Players	Mob Points	Possible Setup	Mob Types
Solo	4-6	5 Weak	Weak, Hale
Duo / Small Fellow	20	1 Strong + 2 Hardy + 2 Hale	Hale, Hardy, Strong
Fellowship	32	6 Hardy + 1 Strong	Hardy, Strong, Staunch
Raid (12)	96	2 Staunch + 2 Mighty	Strong, Staunch, Mighty

Just what is a mob point? A mob point is the equivalent of one weak (swarm) opponent. You will not face 96 swarm enemies in a raid but will instead face a smaller number of tougher opponents. The number of points for each opponent is given on the table below.

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

The exact composition of the group is selected at random. Unlike earlier skirmishes, it is possible to get a group composed completely of the weakest type of mob (i.e., all weak opponents in a solo run). The other unusual feature is that in solo modes, the number of mob points is variable.

Morale Levels

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

Morale Class	Level 40	Levels 41-cap	Notes
AA	$A^{\wedge} * 1.10$	$A^{\wedge} * 1.10$	Occasionally, a defender will be particularly strong
A [^]	baseline	baseline	Landscape mob values; defenders
A	$A^{\wedge} * 0.95$	$A^{\wedge} * 1.00$	Trolls sometimes are comparable to landscape
B [^]	$A^{\wedge} * 0.90$	$A^{\wedge} * 0.90$	Rare case: mobs that are not reduced at low levels
B	$A * 0.90$	$A * 0.90$	Skirmish mob baseline
D	$B * 0.80$	$B * 0.80$	Gondamon mob baseline
F	$B * 0.60$	$B * 0.60$	Bears tend to have very low morale levels
G	$B * 0.50$	$B * 0.50$	Mainly lieutenants at lowest player count

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

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

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

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

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

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
Grim Encounters	D	2	4.5	10	20
Sadâuk (starts with elite)	A+1	4.5	10	20	60
Durbrennil	B+1	2	4.5	10	20
Celebarch (starts with elite)	B	4.5	10	20	60
Fikûhom	B	2	4.5	10	20
Daunting Spirit Sapper	B^+1	N/A	N/A	15	20
Other Lieutenants	varies	2	4.5	10	20
Harna	A-1	2	10	20	60

Abilities

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

Name	Type	Time	Description
Blindness		5 sec	+20% miss chance
Breached Armour	Wound	1m 30s	Penalty to armor
Burning Oil	Area		Fire damage every 2 seconds
Chilled	Fear	20 sec	Shadow damage every 4 seconds
Continual Renewal	Buff	20 sec	Heal morale every 4 seconds
Flammable		15 sec	Generally associated with the Sticky Tar debuff
<i>Fleet of Paw</i>	<i>Buff</i>		<i>Movement speed increased when high in morale</i>
Freezing	Wound	20 sec	Frost damage every 2 seconds
Frenzy	Buff	2 min	+10% melee damage; -10% Attack duration
Furious Attack	Corruption	OOC	Increased attack speed
Hamstring	Wound	10 sec	-50% run speed
Healing	Healing	Instant	Restores morale of target
<i>Impending Flame</i>		<i>12 sec</i>	<i>Fire damage every 2 sec; explosion on expiration</i>
Knocked Down			
Major Poison	Poison	30 sec	Common damage every 3 seconds
<i>Minor Disease</i>	<i>Disease</i>	<i>12 sec</i>	<i>Drains power every 3 seconds</i>
<i>Minor Diseased Frailty</i>	<i>Disease</i>	<i>3 min</i>	<i>Penalty to Vitality</i>
Minor Fright	Fear	2 min	Penalty to Will and Fate
Poison	Poison	21 sec	Common damage every 3 seconds
Poisoned Lethargy	Poison	1m 20s	+20% attack duration
Prime Weapon Disarm	Wound	5 sec	Skills requiring a primary weapon cannot be used
Rage	Buff	1 min	+10% melee damage; +10% incoming melee damage
Seared	Wound	10 sec	Fire damage every 2 seconds
Serious Wound	Wound	20 sec	Common damage every 2 seconds
Sticky Tar		15 sec	+40% attack duration
Weakened Armour	Wound	1 min	Penalty to armor rating

In addition, several of the mobs have two different stances. Unfortunately, I do not have much information as to the exact effect of the various stances.

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Orcs

You are in Moria, so the presence of orcs should be no surprise. These orcs, though, appear to be infected with some form of fungus. I can only hope that it's not contagious.



Name: Ghâsh-hai Berserker
Attack: Melee
Def: Good; Weak against light
Morale: B
Abilities: Aggressive Stance
Inspiration Stance
Rage (Hardy+)
Seared (Hardy+)



Name: Ghâsh-hai Defiler
Attack: Ranged
Def: Average; Weak against light
Morale: B*.85
Abilities: Continual Renewal (Hardy+)
Weakened Armour (Hardy+)
Poison (Hardy+)
Poisoned Lethargy (Hardy+)

Poison + healing + low morale = kill first.



Name: Ghâsh-hai Captain
Attack: Melee
Def: Average; Weak against fire, light, and Beleirand
Morale: B+2.5
Abilities: Healing (Hardy+)

While little trouble in solo runs, they are a real pain in group runs due to their healing ability. Things get even worse when you combine them with defilers casting *Continual Renewal*.

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Goblins

The presence of goblins shouldn't be a surprise either. They appear to be suffering from the same fungus as the orcs. Now I really hope that it's not contagious.



Name: Ghâsh-hai Footman
Attack: Melee
Def: Feeble; Weakest against light;
Weak against fire, frost, lightning
Morale: B
Abilities: Aggressive Stance
Defensive Stance
Knocked Down (Hardy+)



Name: Ghâsh-hai Firethrower
Attack: Ranged and Melee
Def: Average; Weak against light
Morale: B
Abilities: Burning Oil (Hardy+)

I would have thought they'd do fire damage but they don't. The burning oil they use in group runs does inflict fire damage, of course.



Name: Ghâsh-hai Lieutenant
Attack: Melee
Def: Average; Weakest against light;
Weak against Beleriand and Fire
Morale: B+2.5
Abilities: Healing (Hardy+)

This is the third healing mob we have listed. A fight becomes really annoying when captains, defilers, and lieutenants are all grouped together.

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Worms

It appears that the only wargs present are goblin mounts, so you will face worms instead.



Name: Ghâsh-hai Rock-worm
Attack: Melee
Def: Average; Weak against Anc. Dwarf
Morale: B
Abilities: Minor Disease
Minor Diseased Frailty



Name: Ghâsh-hai Fire-Worm
Attack: Melee Fire
Def: Average; Weak against Anc. Dwarf
Morale: B
Abilities: Burning Oil (Hardy+)
Sticky Tar (Hardy+)
Flammable (Hardy+)
Seared (Hardy+)

Note that the fire-worm generally inflicts fire damage rather than common damage.

Warg Riders

As you can see from the list of abilities below, the warg-rider can be quite annoying in group runs. This is one of the few trash mobs you will face in a skirmish that has a corruption (though not in solo runs).



Name: Ghâsh-hai Warg-Rider
Attack: Melee or Ranged
Def: Average; Weak against light
Morale: B
Abilities: Fleet of Paw
Minor Fright (Hardy+)
Chilled (Hardy+)
Hamstring (Hardy+)
Serious Wound (Hardy+)
Silenced (Hardy+)
Knocked Down (Hardy+)
Furious Attack (Hardy+)

Grims



Name: Ghâsh-hai Fire-Grim
Attack: Melee fire
Def: Average; Weak against Beleriand;
Strong against common
Morale: B
Abilities: Impending Flame

Fire grims – oh fun. Fortunately, they are rarer than the other opponents and you rarely have more than one in a single wave.

Lieutenants

There are 14 lieutenants that appear in the solo setting. 12 more are added in duo and small fellowship settings. 14 more are added in fellowship and raid settings. This means that there are a total of 40 lieutenants that can appear in this skirmish on the larger group settings. The only lieutenant that doesn't appear in this skirmish is the Flesh Gorger. Details on the various lieutenants are given in Appendix A.

A lieutenant can appear at eight points during this skirmish: on the even-numbered waves of each of the first two assaults and on the odd-numbered waves of the third assault. There is a 75% chance of a lieutenant appearing at each of these points. In raids, there is a chance of there being two lieutenants at each of these points.

Since this skirmish allows more opponents to appear than most other skirmishes, beware of Blood Rooks. Note that defenders in this skirmish follow the same rules for attacking lieutenants as your soldier (i.e., don't count on their help when facing an Echo of Death).

The table below lists all of the lieutenants, 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 Gorger		Daunting Spirit-Sapper	B+1
Defender of the Vile	G+1/B+1	Frigid Squall	B	Dreadwing Marauder	B
Dourhand Keg-master	G+1/B+1	Hawk-eyed Harrier	B	Emissary of War	B
Dourhand Storm-keeper	G+1/B+1	Hulking Pounder	A-1	Enraged Snapper	B+1
Echo of Death	B	Leech Warden	B	Fell-bane Archer	B-1
Forest-born Reaver	B+1	Priest of Vengeance	B	Leadfoot Brute	B
Pale Trapper	G-1/B-1	Priestess of Flame	B	Primordial Wrath	B
Shepherd of Filth	G-1/B-1	Raging Marauder	B+1	Rage of Morgoth	B
Troll Wound-taker	A	Tempest of Flame	B	Silent Slayer	B+1
Venomous Blood-arrow	G-1/B+1	Wretched Falconer	B-1	Spawn of Angband	B
Zealot of Pain	G/B			Thunderstone Smasher	A-1

Harna (The General)

Harna (Troll)

Attack: Melee

Def: Average; Weak vs fire & light
Morale A-1

Uncontrolled Knockback

Feed from Friends

+25% melee damage

The *Uncontrolled Knockback* skill not only knocks you back but also kills any nearby goblins.

The *Feed from Friends* buff is applied for each goblin that Harna kills during the course of the fight.

Troll Keepers (Goblin)

Attack: Melee Fire

Def: Average; Weak against light
Morale B

The troll keepers do fire damage rather than common. Their real threat, though, is that you need to keep them from Harna. If they're close to Harna, then Harna will most likely kill and feed off them.



Harna's defenses are particularly good against Common and Ancient Dwarf and fairly good against Westernesse and Berleriad. Too bad I can't put light oil on my spear.



Harna is most noted for his tendency to kill his allies. The good news is that you have fewer opponents to fight. The bad news is that you are now facing a more powerful troll.

*'Twas a nasty old troll that Harna
Who had built a great deal of bad karma.
His great strength depends
On the number of friends
That in one great blow he can harma.*

In full fellowship and raid runs, the fight gets a bit wilder. First, you will face several dragonets in addition to the troll and his goblin companions. Second, the fires below the grating will occasionally flare up (what, you thought the lava below the grating was there just for decoration?).

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 seven encounters in *Battle of the Way of Smiths*. Unlike most skirmishes, the quality level of the encounter bosses are mixed: the troll and the drake are elite in solo runs, while the remainder are signature in solo runs. Both elite encounter bosses are spawned after the third assault while the quest ring is over Stóthkell's head.

In this skirmish, the best time to handle the encounters is after the third assault when the quest ring is over Stothkell's head. This way, you can properly prepare for the encounter and receive full deed credit. That said, I will sometimes run an encounter after the first or second assault so I can finish the skirmish more quickly.

All encounters in this skirmish come at the end of an assault (counting the time with the quest ring as the end of the third assault even though you have not yet received marks for that assault).

Fire-heart

Name:	Fire-heart
Type:	Fire-grim
Trigger:	At the end of the low assault.
Text:	Stóthkell calls out. 'The fires of the eastern forge have died out. Use the bellows to rekindle them!'
Location:	The eastern forge
Morale:	D
Abilities:	Impending Flame Form of the Dragon (area fire damage) Firestorm



We certainly can't allow the forge to cool down while we're in the middle of a battle to save our very lives. Let's head over to the eastern forge and pump the bellows.



What a surprise! There's a fire-grim living inside the forge.

Fire-heart naturally inflicts fire damage.

Ice-heart

Name: Ice-heart
Type: Frost-grim
Trigger: At the end of the high assault.
Text: Stóthkell calls out. 'The fires of the western forge have died out. Use the bellows to rekindle them!'
Location: The western forge.
Morale: D
Abilities: Rooted
Freezing



Now it's the western forge that has troubles staying properly lit. This time I'm on guard just in case there's another fire-grim about.



There isn't. Instead, we have a frost-grim. No, I have no idea how a frost-grim managed to get into a forge. There aren't many of those in Moria and it's hardly a tenable location for such a creature.

Ice-heart is weak against Beleriand damage and strong against Common damage. It does frost damage, of course.

Shadow-heart

Name:	Shadow-heart
Type:	Shadow-grim (text says "fire-grim" but it looks like a shadow-grim to me)
Trigger:	At the end of the platform assault.
Text:	Stóthkell calls out. 'The fires of the northern forge have died out. Use the bellows to rekindle them!'
Location:	The northern forge.
Morale:	D
Abilities:	Shadow Vortex Shadow Tentacles Blindness Chilled



If the eastern and western forges are subject to sudden outages, then why not the northern? This is doubly true with all these grims spinning about.

Oh, a shadow-grim now. Now we have a complete set. Any shadow roots and spiders you may see during the fight are most likely the product of an overactive imagination.



Shadow-heart inflicts shadow damage.

One point of interest is that the grims you face during encounters are actually smaller in size in group runs than they are in solo runs.

Celebarch

Name: Celebarch
Type: Fire-drake
Trigger: At the end of the platform assault.
Text: The beating of wings and the hiss of serpents beneath the Supervisor's Platform speaks of the presence of dragonets....
Location: Dragonets are beneath the northern edge of the Supervisor's Platform.
Morale: B (Elite in solo) Dragonets B (Swarm in solo)
Abilities: Searing Heat (Aura) – Fire damage every 2 seconds

Dragonets: Acidic Skin – On melee skill damage reflect 25% damage
Dragonets: Dissolving Armour (10 seconds) – Penalty to armor



Three dragonets can be found just below the Supervisor's Platform. They are fairly weak but have the usual acidic qualities of Moria dragonets.

My lore-master loves this encounter because that's four more drakes for the racial deed.

Where's the fourth drake you ask?



After you kill the dragonets, you find that they were being supervised by a much larger drake. Based on the screen shot to the left, this thing could most likely eat a hobbit in a single bite.

Fikûhom

Name:	Fikûhom
Type:	Uruk
Trigger:	At the end of the high assault.
Text:	A loud curse in Black Speech from beneath the Supervisor's Platform heralds the Uruk-hai Fikûhom, who claims the Heart of Fire for Saruman.
Location:	Beneath the eastern edge of the Supervisor's Platform.
Morale:	B
Abilities:	Primary Weapon Disarmed Breached Armour Frenzy



"We are the fighting Uruk-hai and we claim the Heart of Fire for Saruman, not for that upstart Mazog."

You can find Fikûhom beneath the western edge of the Supervisor Platform.



Ever heard of the saying "The enemy of my enemy is my friend?" That apparently doesn't apply when you are dealing with orcs.

Fikûhom is the glass cannon of the Uruk-hai. He has strong offensive abilities but his defenses are rather poor.

Durbrennil

Name:	Durbrennil
Type:	Spider
Trigger:	At the end of the low assault.
Text:	A horrible stench and awful chittering announce the arrival of the great spider Durbrennil beneath the Supervisor's Platform.
Location:	Beneath the eastern edge of the Supervisor's Platform.
Morale:	B+1
Abilities:	Major Poison



Durbrennil can be found beneath the eastern edge of the Supervisor's Platform. I generally enter the area from the west and start the fight from behind the spider.

Other than a little poison, this is a really easy encounter.

What, it doesn't look very big to you?



Then run the skirmish in a group. The spider is much bigger then.

Sadàuk

Name: Sadàuk
Type: Globsnaga Troll
Trigger: At the end of the platform assault.
Text: Sadàuk lets out a gurgling roar as he explodes into the entrance hall.
Location: Entrance Hall.
Morale: B+1 (Elite in solo)
Abilities: Aura: Spore Cloud – The longer you remain the more difficult it is to breathe.
Spore Cloud (+1 tier each 7 seconds) – Penalty to Might and Vitality based on tier
Momentum: +10% melee, +melee crit rating, -10% attack duration, +10% run speed
Expires if out of combat; Stacks up during course of fight



Sadàuk is one of the tougher encounters in the game. Sadàuk has a very high morale for an encounter, a very nasty debuff, builds momentum, and is very close to the boss's entry location.

The last point means that if you see this encounter's announcement, run into the entry hall and face the encounter right away. You don't want to fight him at the same time as the boss.



The tricky thing with this encounter is that the spore cloud requires you to move as much as possible while the momentum requires you to kill the troll as quickly as possible. If you work well with a kite and fight strategy, then you should have an easier time with this encounter than others.

If you have a reliable stun or daze, then use it to clear the momentum buff.

Variations

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

Level

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

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

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

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

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

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

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

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

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

Difficulty

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

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

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

Size

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

Skirmish Size	Mob Points	Mark %	Lieutenants	Boss + Goblins + Dragonets	Encounters
Solo (1)	4-6	100%	Signature	Signature + 2 goblins	Sig or Elite
Duo (2)	20	106%	Elite	Elite Master + 2 goblins	Elite or EM
Small Fellowship (3)	20	133%	Elite	Elite Master + 2 goblins	Elite or EM
Fellowship (6)	32	167%	Elite Master	Nemesis + 4 gob + 4 dragonets	EM or Nemesis
Raid (12)	96	230%	Nemesis *	AN + 4 goblins + 4 dragonets	Nemesis or AN

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

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

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

Duo mode is a variation of small fellowship mode, so the number of mobs is the same in these two settings. Opponents under duo mode receive a penalty to their morale, damage, and other attributes.

Deeds

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

It is theoretically possible that the mobs in this skirmish can drop pages for your legendary book deeds. As all of my characters had complete books before running this skirmish, I have not been able to test this hypothesis.

Quests

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

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

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

- 28 silver 35 copper
- 3 Lothlórien Silver Branches
- 6955 Experience points
- 9277 Item experience points
- 500 reputation with the Galladhrim