

# Pineleaf's Pictorial Primer to Skirmishing

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

Chapter 60.1: Strike against Dannenglor



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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 the Mirkwood skirmishes: *Strike against Dannenglor*.

This is the first guide in this series to be released after the Update 18 update. That update includes an increase in the level cap to 105.

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Pineleaf and Blackberry after clearing the first control point

## Skirmish Specifications

Name:	Strike against Dannenglor	
Scenario:	Here at Dannenglor, the enemy holds and interrogates those they have captured in battle. The prisoners must be rescued swiftly...!	
Type:	Offensive	
Level Range:	60-cap	
Availability:	Free; Unlocked during Epic 2.9.4	
Allowed Group Sizes:	Solo, Duo, Small Fellowship, Fellowship, and Raid	
Tiers:	1-3	
Location:	Dannenglor, Dourstocks, Mirkwood	
Reputation:	Malledhrim	
Control Points:	6	
Opponents:	Morroval, bats, and limrafn	
Enemy Group Size:	Solo	5 Mob Points
	Duo/Small fellowship	20 Mob Points
	Fellowship	48 Mob Points
	Raid	112 Mob Points
Available Lieutenants:	All except Flesh-gorger	
Lieutenant Count:	3.6 (9 opportunities with a 40% chance)	
Defenders:	4	
Encounters:	9; Struck against Dannenglor	
Marks Rating:	113 (150 blocks awarded; award rating 0.75)	
Experience Rating:	50	
Solo Run Time:	15 minutes	
Features:	High mob density, Noted for speed runs	
Consumables:	Standard food	
Damage Types:	Beleriand (Morroval) and Westeresse (Limrafn)	



### Summary

*Strike against Dannenglor* is the first Mirkwood skirmish you may access. This skirmish is fairly straightforward and it is well noted for its speed runs. Its greatest complication are the limrafn and its high mob density (especially in duo and small fellowship settings).

*Strike against Dannenglor* is set in an enemy stronghold just north of the Haunted Inn in the Dourstocks in Mirkwood. The entrance you use during the skirmish is closed in the landscape version of the area.

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 enemy forces will generally launch a counterattack. One or two freed prisoners at the control points will aid you (or get in the way) during the counterattacks.

Your opponents will mainly be morroval, bats, and limrafn. In addition, you will face an array of lieutenants. They can all be a bit annoying.

The reward levels for this skirmish changed on at least two occasions. Originally, the rewards for completing the control points were so good that many players would run through the skirmish without attempting to face the counterattacks and save the elves. Turbine then changed the skirmish to give a significant chunk for saving the elves (40% of the marks were tied to keeping the elves alive). Now the rewards once again favor the control points (only 16% are for keeping the elves alive and another 25% for completing the encounters).

The 15-minute run time I show is for a relatively cautious run. It can be run much more quickly if you don't worry about the counterattacks (though this would place the prisoners you free at risk).

### 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.

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<b>Blocks</b>	<b>L100 Tier 1 Solo Marks</b>	
5	13	Lower Courtyard
10	26	Southern Entrance
15	40	Western Bridge
15	40	East Terrace
15	40	Upper Courtyard
25+1	66+3	Sorcerer's Chamber
25+1	66+3	Defenders Survived
20+3	53+8	First Encounter
20+3	53+8	Second Encounter
7	18	Lieutenants
<b>150+8</b>	<b>397+22</b>	<b>Total (excluding lieutenants)</b>

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

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

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

Lieutenants and the final boss can drop bounties that can be sold to a vendor for money. The value of the bounty depends on the reward tier of the skirmish (see the table below for the reward tiers). You can also gain various legendary item rewards in addition to bounties (generally relics, but other legendary rewards are also possible). Note that the best relics only drop at levels 100 and 105.

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 and 101-104	Elite Guardsman	81.17	306.15	Tier 4
100 and 105	Elite Guardsman	81.17	306.15	Tier 5

## Layout

### Control Points

*Strike against Dannnglor* is divided into three sections: the Lower Courtyard, the Main Courtyard, and the Upper Courtyard. The Lower Courtyard includes one control point, the Main Courtyard includes three control points, and the Upper Courtyard includes two control points. All control points and counterattacks include a single group of mobs.

#### Section 1: Lower Courtyard

This section includes a single control point. You need to take the control point here and fend off the counterattack before you can continue to any other control points.

##### *Lower Courtyard (5 Mark Blocks)*



As you enter Dannnglor, you need to climb a ramp that leads to the first control point. All the mobs start near the control point though some wander from their spawn point and even start to descend the ramp.

Generally, I head for the top of the ramp and see if any mobs are coming my way.



When you clear out the mobs, you will find not only the control point but also an imprisoned elf. When you capture the control point, the elf will help you fend off the counterattack. Of course, in large group runs, the elf is more likely to get killed than be of much use in the counterattack.



You will find a gate beyond the control point. The gate remains closed until you fend off the counterattack at the first control point. This is the only mandatory counterattack in this skirmish (though I prefer to face the other counterattacks to ensure the survival of the prisoners).

One of the decisions you need to make during this skirmish is whether to face the counterattacks near the defenders or from a forward position. The primary advantage of facing them near the defenders is that you will get through the fight more quickly (at least in solo runs). The main disadvantage is that you will be placing the defenders at risk. Generally I face the counterattack away from the defenders to reduce the possibility that they would be killed (the auras from the fire limrafn can be deadly).

### Section 2: Main Courtyard

There are three control points in the Main Courtyard: The South Entranceway, The West Bridge, and the East Terrace. You need to capture all three of these control points to open the gate to the Upper Courtyard. The control points can be captured in any order.



When you enter the Main Courtyard, you will note that there is a large structure in the center. You therefore need to go left or right to start capturing the control points. I prefer to head left and start with the South Entranceway and save the East Terrace for last (the latter is due to the nature of the Seregruin encounter).

### South Entranceway (10 Mark Blocks)



The mobs at the South Entranceway are generally scattered about the area. The patrol routes for the mobs from the South Entranceway occasionally get close to those of the West Bridge. Sometimes I grab a wanderer from the West Bridge as I work my way through the South Entranceway.

As with the first control point, there is a single prisoner here (this time, a ranger named Idhrenfair – Morale A).

Some players just skip this counterattack altogether and leave Idhrenfair to his fate (despite the potential loss of marks). If you are fast enough, you might be able to finish the skirmish before he gets killed. I prefer to instead run to the ramp to the East Terrace and head off the counterattack at its source to save time. Some players that can survive large groups actually grab the mobs at the West Bridge and then return here to face the counterattack at the same time.



### *West Bridge (15 Mark Blocks)*



The West Bridge has two, rather than one, prisoner (each has a Morale level of A). To balance this, there will be two counterattacks rather than one.

The first counterattack will be from the ramp near the West Bridge while the other will be from the ramp to the East Terrace.

### *East Terrace (15 Mark Blocks)*



The East Terrace is the easiest of the three control points. There are no prisoners there and there will be no counterattacks.

I prefer to take this control point last for two reasons. First, the control flag is right next to the gate that leads to the Upper Courtyard. Second, I prefer to avoid finding myself fighting a counterattack while Seregruin is wandering the courtyard.

## **Section 3: Upper Courtyard**

The Upper Courtyard includes two control points, though the final control point simply ends the skirmish. The Upper Courtyard is similar to the East Terrace in that there are no counterattacks.

### *Upper Courtyard (15 Mark Blocks)*



Clearing the Upper Courtyard is fairly straightforward. Once you take the control flag, you open the gate to the Sorcerer's Chamber, where you will face the man in charge of the interrogation and finish the skirmish.

The glowing objects are the cocoons for the Gothling encounter.

## Sorcerer's Chamber (25 Mark Blocks)



This room includes the final prisoner as well as Authdurgul, the skirmish boss. In solo runs, Authdurgul will fight alone, while in group runs he will summon one or more limrafn based on the group size.

Once you defeat Authdurgul, you can loot the chest and talk to the prisoner to exit the skirmish.

## Opponents

There are three types of opponents that you face in *Dannenglor*: morroval, bats, and limrafn.

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. *Dannenglor* has a unique set of group sizes. In solo runs, the size is slightly smaller than *Tuckborough*, in duo / small fellowship runs it is larger than *Tuckborough*, and full fellowship and raid runs it is the same as *Tuckborough*.

Number of Players	Mob Points	Possible Setup	Mob Types
Solo	5	2 Hale + 1 Weak	Weak, Hale
Duo / Small Fellow	20	2 Strong + 4 Hale	Hale, Hardy, Strong
Fellowship	48	6 Strong	Hardy, Strong, Staunch
Raid (12)	112	3 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 a hundred 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. Lieutenants are not part of this cost. A group is either accompanied by a lieutenant or not. This is not reflected in the mob point total.

## Morale Levels

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

Morale Class	Levels 20-40	Levels 41-cap	Notes
AA	$A^{\wedge} * 1.10$	$A^{\wedge} * 1.10$	Occasionally, a defender will be particularly strong
A <sup>^</sup>	baseline	baseline	Landscape mob values; defenders
A	$A^{\wedge} * 0.95$	$A^{\wedge} * 1.00$	Trolls sometimes are comparable to landscape
B <sup>^</sup>	$A^{\wedge} * 0.90$	$A^{\wedge} * 0.90$	Rare case: mobs that are not reduced at low levels
B	$A * 0.90$	$A * 0.90$	Skirmish mob baseline
D	$B * 0.80$	$B * 0.80$	Gondamon mob baseline
F	$B * 0.60$	$B * 0.60$	Bears tend to have very low morale levels
G	$B * 0.50$	$B * 0.50$	Mainly lieutenants at lowest player count

Generally, skirmish mobs have a morale that is 90% of the morale for comparable landscape mobs. At low levels, 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	Mighty
Multiplier	0.5	1.0	1.75	3.0	6.0	10.0
A-1	9552	19,104	33,432	57,312	114,624	191,040
B+1	8770	17,541	30,697	52,623	105,245	175,408
B	8684	17,367	30,393	52,102	104,203	173,672
B-1	8597	17,194	30,089	51,581	103,161	171,936
B-2	8510	17,020	29,785	51,060	102,120	170,199

The table below lists values for a hale mob at three different levels (60, 100, and 105) in Tier 1 runs. This table also includes higher tier values at level 100, as well as the values for level-100 duo runs (as mobs in duo runs have a lower morale than their equivalent in other skirmish runs).

Morale Class	60	100	105	100 Tier 2	100 Tier 3	Duo 100
Multiplier	N/A	1.00	N/A	1.39	2.22	0.66
B+1	4660	17,541	19,997	24,362	38,980	11,577
B	4613	17,367	19,799	24,121	38,594	11,462
B-1	4567	17,194	19,601	23,880	38,208	11,348

Encounter mobs, lieutenants, and the boss use a separate multiplier table from the trash mobs. The table below lists the morale class and multipliers for each special mob in the skirmish. The multiplier is based on the hale morale of the given morale class.

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<b>Mob</b>	<b>Morale Class</b>	<b>Solo</b>	<b>Duo / Small</b>	<b>Fellowship</b>	<b>Raid</b>
Ghostfang, Swartclaw	B-1	4.5	10	20	60
Gothling	B+1	4.5	10	20	60
Seregruin	D	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
Authdurgul	B	2.5	10	20	60

### Abilities

In this skirmish, the enemy only uses a small number of debuffs but they use them quite frequently.

<b>Name</b>	<b>Type</b>	<b>Time</b>	<b>Description</b>
Blinding Glare	Aura		20% miss chance
Chilled	Fear	20 sec	Shadow damage every 4 seconds
Distraught	Fear	32 sec	Shadow damage every 4 seconds
Flame Gout		Aura	Reflect 25% damage as fire damage
Healing	Healing	Instant	Restores morale of target
Impale			Common damage every 2 seconds + root
Major Poison	Poison	30 sec	Common damage every 3 seconds
Major Sprain	Wound	1 min	-40% run speed; Penalty to evade
<i>Minor Diseased Frailty</i>	<i>Disease</i>	<i>3 min</i>	<i>Penalty to Vitality</i>
<i>Minor Fright</i>	<i>Fear</i>	<i>2 min</i>	<i>Penalty to Will and Fate</i>
Prime Weapon Disarm	Wound	5 sec	Skills requiring a primary weapon cannot be used
Rooted		varies	Cannot move; state can be broken by damage
Seared	Wound	10 sec	Fire damage every 2 seconds
<i>Searing Heat</i>		<i>Aura</i>	<i>Fire damage every 2 seconds</i>
Seeking Flame		Aura	Reflect 100% damage as fire damage
Silenced			
Stunned		3 sec	
Suppressed Fear	Fear	20 sec	Rooted and Silenced for 1 sec on expiration
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.



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### Morroval

You main opponents in this skirmish are the morroval.

The Impale debuff (found on morroval of signature quality or higher) has an indefinite length. This debuff is also used by Rimdeloth, the morroval you face in an encounter.



Name: Morroval Bloodblade  
Attack: Melee  
Def: Average; Good vs Common & Tactical;  
Poor vs Beleriand  
Morale: B-1  
Abilities: Minor Fright  
Unsettled or Chilled  
Impale (Hardy+)



Name: Morroval Shrieker  
Attack: Ranged  
Def: Average; Good vs Common & Tactical;  
Poor vs Beleriand  
Morale: B  
Abilities: Minor Fright  
Unsettled or Chilled  
Stun (Hardy+)  
Impale (Hardy+)  
Drain Life (Hardy+)

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### Bats

Where you find morroval, you will likely find bats.



Name: Fallenfang Bat  
Attack: Melee  
Def: Average; Fair Mit; Good vs Cry  
Morale: B-1  
Abilities: Stun (Hardy+)



Name: Fallenfang Shrieker  
Attack: Melee  
Def: Average; Fair Mit; Good vs Cry  
Morale: B-1  
Abilities: Stun (Hardy+)  
Distracted (Hardy+)



Name: Rabid Fallenfang  
Attack: Melee  
Def: Average; Fair Mit; Good vs Cry  
Morale: B-1  
Abilities: Minor Diseased Frailty  
Stun (Hardy+)

### Limrafn

The limrafn are the nastiest opponents you will face in this skirmish. The deceivers are plain annoying with a glare that causes you to miss more often. The flames, though, can be deadly, especially in group runs. In solo runs, you only need to worry about the auras (which can kill off defenders easily if you are facing a large group Wandering Flames) but in group runs you need to worry about the reflect skill.

*Flame Gout* and *Seeking Flame* are essentially the same, except in that *Seeking Flame* has a higher reflect percentage (100% vs 25%). They both cause the limrafn to reflect any damage inflicted on them back on the attacker as fire damage. So, if you inflict 20 points of damage on a Hardy Wandering Flame, you will take 5 points of fire damage in return. If you were fighting a Staunch Wandering Flame, you would take 20 point of fire damage instead.

Note that in solo runs, you will run into the *Flame Gout* ability in the limrafn encounter (Ruinalad).

Also note the mitigations on the Wandering Flames: they have incredible mitigations against fire and frost. Even common damage is significantly better than either fire or frost. Therefore, I would not recommend using either a sage or a saber-tooth in this skirmish.



Name: Foul Deceiver  
Attack: Melee  
Def: Average; Good vs Physical;  
Good vs Common,  
Poor vs Westernesse  
Morale: B  
Abilities: Blinding Glare

These balls of light are plain annoying.



Name: Wandering Flame  
Attack: Melee  
Def: Average; Good vs Physical;  
Good vs Common,  
Poor vs Westernesse,  
Incredible vs Fire and Frost  
Morale: B  
Abilities: Searing Heat  
Flame Gout (Hardy & Strong)  
Seeking Flame (Staunch+)

## Lieutenants

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

There is a 40% chance of a lieutenant appearing with any group you face. In raids, there is a chance of there being two lieutenants rather than one at each lieutenant spawn.

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

Bearer of Blight	G+1/B+1	Brood Queen	B+1	<i>Chaos-Field</i>	<i>B-2</i>
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	<i>Emissary of War</i>	<i>B</i>
Dourhand Storm-keeper	G+1/B+1	Hulking Pounder	A-1	<i>Enraged Snapper</i>	<i>B+1</i>
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	<i>Silent Slayer</i>	<i>B+1</i>
Venomous Blood-arrow	G-1/B+1	Wretched Falconer	B-1	Spawn of Angband	B
Zealot of Pain	G/B			<i>Thunderstone Smasher</i>	<i>A-1</i>



## Authdurgul (The General)

Authdurgul (Sorcerer)

Morale: B

Attacks: Melee

Def: Average

Mitigations: Superior

Susceptibility to Fear

Shadow Vulnerability

Summons limrafn (group runs only)



In solo runs, Authdurgul fights alone, which makes for a fairly easy fight. In duo and small fellowship runs, he summons a fire limrafn at the start of the fight and at intervals during the fight. In full fellowship and raid runs, he summons both light and fire limrafn.

In full fellowship and raid runs, Authdurgul can destroy any nearby limrafn to heal himself. As such, some groups prefer to separate Authdurgul from the limrafn to prevent this.

## 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 *Strike against Dannenglor*. As with other offensive skirmishes, the encounter bosses in this skirmish are all elite in solo runs.

Some of the encounters in this skirmish are triggered by capturing control points while others are triggered by moving to a particular location.

## Helchfaer

Name: Helchfaer  
Type: Sorcerer  
Trigger: Capturing the East Terrace control point  
Text: Chanting echoes from the structure to the north.  
Location: In a small building just to the north of the East Terrace (11.7S, 54.6W).  
Morale: B  
Abilities: Healing  
Distraught



Helchfaer can be found in the building at the upper right of the screen shot, which is situated north of the East Terrace control point.



Helchfaer can be quite annoying because he frequently stops to heal himself. Therefore, you will need either a fast way to burn him down or else a decent interrupt.

## Ghostfang

Name: Ghostfang  
Type: Barghast  
Trigger: Climbing the ramp towards the Eastern Terrace.  
Text: Sounds of teeth gnashing and bones being gnawed come from ahead.  
Location: Southern edge of the East Terrace (12.1S, 54.7W).  
Morale: B-1  
Abilities: Chilled  
Silenced



You will find Ghostfang to your right as you reach the top of the East Terrace ramp. I recommend that you use caution when pulling a mob standing at the right edge of the ramp as Ghostfang will sometimes notice the pull.



Ghostfang is a typical barghast, so be prepared to be silenced. This can be quite annoying for a warden or minstrel.



## Ruingalad

Name: Ruingalad  
Type: Fire Limrafn  
Trigger: Capture of the South Entranceway control point  
Text: A sharp gust of wind extinguishes the torches at the South Entranceway.  
Location: At the south entranceway (12.4S, 55.1W).  
Morale: B  
Abilities: Searing Heat  
Seared  
Flame Gout or Seeking Flame



Oh, the torches went out.  
Let's light them.

"As the torches sputter to life, Ruingalad comes streaking around the corner!"

Oh, the torches attracted a cute little fireball.



This encounter triggered a long thread called "Ruingalad the Unkillable." This thread was started back when *Flame Gout* reflected 50% of all damage rather than 25%. The old value made the encounter very difficult in solo runs (I managed to solo it once in those days more due to luck than skill). In non-solo runs, The presence of a healer helped a great deal.



## Swartclaw

Name: Swartclaw  
Type: Craban  
Trigger: Move near the bottom of the ramp at the north end of the main courtyard.  
Text: A flock of craban screech from a roosting tree up the ramp to the north.  
Location: The northern terrace (11.7S, 55.1W).  
Morale: B-1; 4 Mirk-craws at B-1 three quality levels below Swartclaw



To find the craban, you need to climb the northern ramp. There are four in all. Once you kill all four, you receive the following message:

“As the last craban falls, the pack-leader, Swartclaw swoops in!”

Personally, I think flock-leader would be more appropriate.



There isn't much special about Swartclaw. He's just a bigger bird than the first four you fought.

## Rimdeloth

Name: Rimdeloth  
Type: Morroval  
Trigger: Fending off the counterattack at the Lower Courtyard control point.  
Text: Screaming and scratching echo from the Main Courtyard.  
Location: West of the ramp leading up to Swartclaw (11.9S, 55.2W).  
Morale: B  
Abilities: Impale  
Impaled (Rooted)



I suggest fighting this encounter before capturing the West Bridge control point to avoid the possibility of accidentally attracting Rimdeloth's attention. While Turbine has reduced her aggro range since the original release of this skirmish, I still prefer not to take any chances.



Rimdeloth has excellent mitigations. Beleriand damage is the most useful while common damage is virtually worthless. She also has a fairly good tactical resistance.



## Gorogmúl

Name: Gorogmúl  
Type: Morvul  
Trigger: Capturing the West Bridge control point.  
Text: The torch flames flicker out as you take the west bridge.  
Location: West Bridge (11.9S, 55.3W).  
Morale: B



After Ruingalad, you may be a little reluctant to light fires in this skirmish. Don't worry, it can't possibly be any worse.

When you light the torches, you get the following response:

"A terrible Morvul scream echoes through the courtyard as the second torch alights."



In this case, you will face a morvul instead. As I thought, a really easy fight compared to the one you had with Ruingalad.

## Gothling

Name: Gothling  
Type: Spider  
Trigger: Entering the Upper Courtyard.  
Text: Spider-eggs cocoon the room ahead.  
Location: Upper Courtyard (12.1S, 54.6W).  
Morale: B+1  
Abilities: Rooted (8 seconds)  
Major Poison



You find four cocoons scattered throughout the room. When you destroy all four cocoons, you receive the following message:

“Furious at the eggs being destroyed, Gothling descends from the dead limbs above.”



Ah, it wouldn't be Mirkwood without a giant spider. Yes, you have to worry about some poison and a few webs but that surely wouldn't frighten off a great hero such as yourself.



## Fikluk

Name: Fikluk  
Type: Troll  
Trigger: Capturing the West Bridge control point.  
Text: An elf scouting horn sounds from across the river, you should find a horn and respond.  
Location: West Bridge (11.9S, 55.6W).  
Morale: B  
Abilities: Major Sprain  
Stunned (3 seconds)



You are raiding an enemy camp. Is this really a good time to take a break and sound a signal that can be heard across the bridge? Why is it no surprise that someone from within the keep hears your signal?



My question is, where was this troll hiding before you blew the horn?

## Seregruin

Name: Seregruin  
Type: Wraith  
Trigger: Capturing all three control points in the Main Courtyard.  
Text: As the Courtyard falls to your control, and ancient guardian of it returns.  
Location: Wanders about the Main Courtyard.  
Morale: D  
Abilities: Dread  
Primary Weapon Disarmed  
Suppressed Fear  
Terrible Retribution



I prefer to take the East Terrace last to avoid the possibility that Seregruin will wander in the area as I am fighting a counterattack. If you take the terrace last, you can either avoid the encounter or prepare to fight under favorable circumstances.

The first thing Seregruin will do when he sees you is to cast *Terrible Retribution*.



Terrible Retribution is a buff that causes 25% of common, Ancient Dwarf, Westernesse, and fire damage to be reflected as shadow damage.

In addition, he has some pretty good mitigations. If you can manage light damage, then great. Westernesse would be the next best of it weren't for the reflect. I tend to settle for either Belerian or frost. Yes, you can switch to your saber-tooth for this one.

## 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 *Strike against Dannenglor* 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 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.

Some classes may find one of the encounters (Ruingalad) to be a challenge. Lowering the level may be needed just to make completing the encounter possible. Note, though, there is no way to guarantee which encounters you are going to get.

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

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

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

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

Diff	Multiplier
more	5%
-9	5%
-8	10%
-7	20%
-6	40%
-5	60%
-4	75%
-3	85%
-2	90%
-1	95%
Even	100%
1	105%
2	110%
3	115%
4	125%
5	140%

## Difficulty

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

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)	5	100%	Signature	Elite	Elite
Duo (2)	20	105%	Elite	Elite Master + 1 add	Elite Master
Small Fellowship (3)	20	133%	Elite	Elite Master + 1 add	Elite Master
Fellowship (6)	48	166%	Elite Master	Nemesis + 4 adds	Nemesis
Raid (12)	112	225%	Nemesis *	Arch Nemesis + adds*	Arch Nemesis

\* In addition, sometimes you will face two lieutenants at a time rather than just one.

The player group setting controls the quality of the lieutenants, the encounter bosses, the boss, as well as the number of limrafn the boss summons.

In addition, the group size controls when the second counterattack comes when there is more than one at a control point (this would be at the Western Bridge). 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 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 "Struck at Dannenglör." 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). If you complete the skirmish encounter deeds for all of the skirmishes, you complete the encounter meta deed and gain the title "Skirmisher of Middle-earth."

Each lieutenant also has an associated slayer deed. There are two tiers for each of these deeds: kill the lieutenant five times then kill the lieutenant 50 times. There is no title for the deed but you do gain 50 skirmish marks for completing the first tier and 500 skirmish marks for completing the second tier. This skirmish has a low lieutenant count, so it is not the ideal skirmish for working on lieutenant slayer deeds.

This skirmish is not a rich source for non-skirmish deeds. You can advance the Mirkwood beast slayer deed by killing bats but that's it. Players generally run this skirmish for the marks rather than the deeds.

## Quests

Each skirmish includes a quest that is granted each time you run the skirmish. Each time you complete *Strike against Dannenglör*, you receive the following additional rewards:

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