

# Pineleaf's Pictorial Primer to Skirmishing

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

## Chapter 60.4: Assault on the Ringwraiths' Lair



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 skirmishes set in Dol Guldur: *Assault on the Ringwraiths' Lair*.

Acknowledgements: Thanks to *The House of Blackrock* and *The Windfolia Alliance* for their support in testing these skirmishes in group modes. Thanks to Eluros Aabye for providing the poem at the end of this guide.

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Pineleaf and her archer Flax prepare to assault the Ringwraiths' Lair

## Skirmish Specifications

Name:	Assault on the Ringwraiths' Lair	
Scenario:	The baileys of Dol Guldur are highly fortified, nearly impenetrable, and the finest of the Enemy's soldiers defend within. But before the rest of the fortress can be assaulted, these must be taken....	
Type:	Offensive	
Level Range:	60-cap	
Availability:	Free; Unlocked during Epic 2.9.15	
Allowed Group Sizes:	Solo, Duo, Small Fellowship, Fellowship, and Raid	
Tiers:	1-3	
Location:	Dol Guldur, Mirkwood	
Reputation:	Malledhrim	
Control Points:	3	
Opponents:	Sorcerers, drakes, and wraiths	
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:	10 (100% chance at all opportunities)	
Defenders:	2 non-vital	
Encounters:	9; Assaulter of the Ringwraiths' Lair	
Marks Rating:	112.5 (150 blocks awarded; award rating 0.75)	
Experience Rating:	70	
Solo Run Time:	13 minutes	
Features:	Double-lieutenant counterattacks	
Consumables:	Standard food; Fear food and potions	
Damage Types:	Westernessee, Light, and Beleriand. Avoid Fire.	

## Summary

*Assault on the Ringwraiths' Lair* is the second of three skirmishes set in Dol Guldur. This skirmish is noted for its small number of control points and its double-lieutenant counterattacks.

In this skirmish, you fight through the baileys of Dol Guldur in an effort to reach the main tower.

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 will launch three counterattacks. After these counterattacks, the gate will open to the next control point of the skirmish.

As seen on the cover page, you will be facing a few drakes. In addition, you will also face sorcerers, wraiths, and an array of lieutenants. The encounters are scattered throughout the area and are found in front of doors.

The 13-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	
5	13	Outer Bailey
10	26	Outer Bailey Counterattacks
15	40	Inner Bailey
20	53	Inner Bailey Counterattacks
35+1	92 + 3	Ringwraiths' Lair (Boss Fight)
25+1	66 + 3	Two defenders
20+3	53 + 11 medallions	Two Encounters
7	27	Lieutenants (not included in total)
<b>150+8</b>	<b>97 + 28 medallions</b>	<b>Total</b>

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

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

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

Lieutenants and the final boss can drop bounties that can be sold to a vendor for money. The value of the bounty depends on the reward tier of the skirmish (see the table below for the reward tiers). You can also gain various legendary item rewards in addition to bounties (generally relics, but 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>
20-29	Recruit	5.80	21.88	None
30-49	Footman	11.59	43.75	None
50-59	Esquire	23.19	87.50	Tier 1
60-65	Guardsmen	34.78	131.25	Tier 2
66-75	Sergeant-at-Arms	40.58	153.13	Tier 3
76-84	Master Guardsman	52.17	196.88	Tier 3
85-94	Master Guardsman	52.17	196.88	Tier 4
95-99	Elite Guardsman	81.17	306.15	Tier 4
100-105	Elite Guardsman	81.17	306.15	Tier 5



## Layout

### Start of Skirmish

You have fought your way through the wards leading to the Necromancer's Gate and are now standing within the Outer Bailey. You are facing an elf named Ningloril, who gives you use instructions.



"You have given us victory at the Necromancer's Gate! You will face strong opposition in attempting to claim the Ringwraiths' Lair. But fear not! Now, go forth and conquer with vengeance!"

She doesn't give me a good reason not to fear but what did you expect?

Once again, we have a scenario that is absurd as a solo skirmish. In this case, we do have an enemy that not only knows that we are there but that is also taunting us. They have the position of "We are going to win anyway, so let's test their mettle along the way." Like most of the enemy's forces, they underestimate you a bit.

### Control Points

*Assault on the Ringwraiths' Lair* is divided into three sections: the Outer Bailey, the Inner Bailey, and the Ringwraiths' Lair. Each of these sections includes a single control point.

You will generally face multiple groups of mobs at each control point. These trash mobs tend to be scattered about and several have wide patrol areas, while the lieutenants tend to stay in position. The gates to progress to the next section are opened when you fend off all three counterattacks.

### Control Point 1: Outer Bailey (14 SM)



The first thing you will see as you move into the Outer Bailey is the first of three lieutenants you will face there. The lieutenant is front and center and in some runs can be attacked without attracting anyone else's attention.

There is a set of stairs just before you reach the fight area. A mob will occasionally be stationed there though that is a rare event.

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The second lieutenant is stationed in front of a doorway that leads to a stairway down.

You will occasionally find a mob down the stairs. Generally, this mob will wander and occasionally climb the stairs. Therefore, if you are unable to pull the lieutenant away from the stairs, you need to keep an eye out in case a mob wanders up the stairs.



If you go down the stairs and look up, you will notice that something is on the roof. If you go outside and to the side of the building, you will see that our old friend the fell beast is sitting there. The fell beast will make two passes overhead during the counterattacks: once just before the first counterattack starts and once after the third is complete.



There are three counterattacks. The first two counterattacks include one group of trash mobs but no lieutenants. The third counterattack includes two lieutenants but no trash mobs. The double-lieutenant fight can get quite interesting, such as when you get an Echo of Death and a Zealot of Pain.

This area includes a few nice hiding places where a small drake can take a snooze without being readily visible. If you thought you killed everything and you still don't activate the control point, check the areas mentioned above as well as the bushes along the periphery of the Outer Bailey.



### Control Point 2: Inner Bailey (29 SM)



The Inner Bailey is a little smaller than the Outer Bailey. This area includes two groups: one in the lower section and another up a flight of stairs.



This flight of stairs leads to the second group and the control point. You will generally encounter a trash mob at the landing halfway up the stairs. The lieutenant is stationed at the top of the stairs.



Once again, you will face three counterattacks. The counterattacks approach from one of the doors connected to the Inner Bailey. This means that a given counterattack can approach either from the northern end of the upper area or via the stairs.

You get a little help during the counterattacks at both control points. As you are in a part of the story where the defenders cannot be killed, they instead get tired and kneel if they take too much damage. This is treated as a lost defender for the purposes of awarding skirmish marks.

### Control Point 3: The Ringwraiths' Lair (44 SM)



There are two sets of stairs that lead up from the lower part of the Inner Bailey. One of them is blocked until you fend off the counterattacks.

The set of stairs leads up to the Ringwraiths' Lair. You will face one more group of mobs before you finally reach the rampart that leads to the tower entrance.



With all opposition removed, you can now approach the Ringwraith's Lair. Of course, you will still need to face Uluthiad, the Cargûl who was taunting you during the three counterattacks at the Outer Bailey.

In solo runs, you will only face Uluithiad. In larger runs, you will also face that fell beast that has been annoying you for the last two skirmishes.



In the past, my groups tended to prefer to start in the corner away from the boss. More recently, we have tended to start the fight on the stairs where the boss stands.

This fight is a DPS race as the boss grows more powerful as the battle continues (and you want to have him as far down as possible when his friend arrives).

## Opponents

There are three types of basic opponents that you face while assaulting the Ringwraiths' lair: drakes, sorcerers, and wraiths.

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

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

Just what is a mob point? A mob point is the equivalent of one weak (swarm) opponent. You will not face 32 swarm enemies in a raid but will instead face a smaller number of tougher opponents. The number of points for each opponent is given on the table below.

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

Each control point in the skirmish is defended by one or more groups. Each counterattack (except for the lieutenant-only counterattacks) consists of one group.

Lieutenants are not part of this cost. In this skirmish, each group defending a control point includes one lieutenant. Groups that are a part of a counterattack do not include any lieutenants.

## Morale Levels

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

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

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Generally, skirmish mobs have a morale that is 90% of the morale for comparable landscape mobs.

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

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

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

Morale Class	60	100	105	105 Tier 2	105 Tier 3	Duo 105
Multiplier	N/A	1.00	N/A	1.39	2.22	0.66
B+1	4660	17,541	19,997	27,773	44,437	13,198
B	4613	17,367	19,799	27,498	43,997	13,067
B-1	4567	17,194	19,601	27,223	43,557	12,936

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

Mob	Morale Class	Solo	Duo / Small	Fellowship	Raid
Kufit, Mornakh	B+2	4.5	10	20	60
Mazaukgrat, Zánurz	B+1	4.5	10	20	60
Afglu	B-2	4.5	10	20	60
Durnákh	D	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
Uluithiad	B	2	10	20	60
Daernad	B+5	N/A	10	20	60

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### Abilities

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

Name	Type	Time	Description
Blood Gift	Healing	Channel	Heals every 3 seconds
<i>Chilled</i>	<i>Fear</i>	<i>20 sec</i>	<i>Shadow damage every 4 seconds</i>
<i>Chilling Cold</i>	<i>Aura</i>		<i>Frost damage every 2 seconds</i>
Continual Minor Renewal	Buff	Aura	Heals morale every 4 seconds
Degrading Wound	Wound	20 sec	Penalty to Might; Applies effect below on expiration
on expiration	Wound	42 sec	-30% run speed; +10% att dur; Pen to block & evade
Distraught	Fear	32 sec	Shadow damage every 4 seconds
<i>Fright</i>	<i>Fear</i>	<i>3 min</i>	<i>Penalty to Will and Fate</i>
Knocked Down		variable	Cannot move or act
Major Dislocation	Wound		
Major Laceration	Wound		
Major Sprain	Wound	1 min	-40% run speed; Penalty to evade
Poison	Poison	21 sec	Common damage every 3 seconds
Poisoned Lethargy	Poison	1m 20s	+20% attack duration
<i>Prime Weapon Disarm</i>	<i>Wound</i>	<i>5 sec</i>	<i>Skills requiring a primary weapon cannot be used</i>
Renewal	Healing	20 sec	Restore morale every 4 seconds
<i>Rooted</i>		<i>varies</i>	<i>Cannot move; state can be broken by damage</i>
<i>Shadow Grip</i>	<i>Fear</i>	<i>24 sec</i>	<i>Steals morale from target, healing the wraith</i>
Shadow's Touch	Fear	1m 30s	-25% shadow mitigation
<i>Searing Heat</i>	<i>Aura</i>		<i>Fire damage every 2 seconds</i>
<i>Silenced</i>			
<i>Suppressed Fear</i>	<i>Fear</i>	<i>20 sec</i>	<i>Rooted and Silenced for 1 sec on expiration</i>
<i>Terrible Retribution</i>	<i>Buff</i>	<i>5 min</i>	<i>On common, Westernes, Ancient Dwarf or Fire: Reflect 25% damage as shadow damage 5% chance to reflect 10-second root</i>
<i>Unsettled</i>	<i>Fear</i>	<i>12 sec</i>	<i>Shadow damage every 4 seconds</i>
<i>Unsettling Atmosphere</i>	<i>Aura</i>		<i>Shadow damage every 2 seconds</i>

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



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### Drakes

While many mobs vary in size according to their quality, this is most pronounced with the drakes. Weak and hale drakes are dragonet size and generally fly (unless they are sleeping) while hardy, strong, and staunch drakes are adults and generally walk.

The drakes in this skirmish are weakest against Common, Ancient Dwarf, Beleriand, Frost, and Westernesse damage. They have particularly good defenses against ranged attacks.

Weak and Hale drakes inflict common damage while larger drakes inflict the damage type you would expect from the subtype.



Name: Guldur Cold-drake  
Attack: Tactical  
Defense: See above  
Morale: B  
Abilities: Chilling Cold  
Knocked Down (Hardy+)  
Fire Breath

I have no idea how a cold drake as a good fire defense but a feeble frost defense.



Name: Guldur Fire-drake  
Attack: Tactical  
Defense: See above  
Morale: B  
Abilities: Searing Heat  
Knocked Down (Hardy+)  
Fire Breath



Name: Guldur Shadow-drake  
Attack: Tactical  
Defense: See above  
Morale: B  
Abilities: Unsettling Atmosphere  
Knocked Down (Hardy+)  
Fire Breath

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### Wraiths

You are approaching the Ringwraths' Lair. Naturally you will find a few wraiths there (even if they aren't as powerful as the Nine). Wraiths have rather complicated defenses. They have good defenses against Common, Shadow, lightning and frost; fair against fire, Ancient Dwarf, and Beleriand; and average against light and Westernesse. On top of this, you have their Terrible Retribution buff which they invariably activate at the start of combat. *Terrible Retribution* is a buff that causes 25% of common, Ancient Dwarf, Westernesse, and fire damage to be reflected as shadow damage. Therefore, light damage is the optimal type.



Name: Guldur Storm-Guard  
Attack: Melee  
Defense: Average; See above  
Morale: B-1  
Abilities: Dread +1  
Terrible Retribution  
Suppressed Fear

All wraiths appear to have the same abilities. They various are split in the three descriptions to save space.



Name: Guldur Fire-Guard  
Attack: Melee  
Defense: Average; See above  
Morale: B  
Abilities: Fright  
Shadow Grip  
Rooted  
Primary Weapon Disarm



Name: Guldur Shadow-Guard  
Attack: Melee  
Defense: Average; See above  
Morale: B  
Abilities: Chilled  
Unsettled  
Silenced

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### Sorcerers

The one mob type that you find in both of the first two Dol Guldur skirmishes is the sorcerer. Once against, their main weapon is fear (did you expect surprise?).



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



Name: Guldur Hate-Monger  
Attack: Ranged  
Defense: Average; Weak vs Westernesse  
Morale: B  
Abilities: Chilled  
Shadow's Touch  
Tormented Horror (Hardy+)

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



Name: Guldur Blood-Master  
Attack: Ranged  
Defense: Average; Weak vs Westernesse  
Morale: B  
Abilities: Continual Minor Renewal (Hardy+)

## Lieutenants

*Assault on the Ringwraiths' Lair* has a larger lieutenant pool than *Breaching the Necromancer's Gate*. 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.

You will face a total of ten lieutenants in this skirmish (as usual, you may face additional lieutenants in raids). Lieutenants that defend control points are always stationed at the same location. This is most likely to prevent lieutenants in the same control point from having overlapping patrol paths.

The most noticeable feature of this skirmish is that in the third counterattack at each of the wards, you will face two lieutenants and no other mobs. None of the other counterattacks include any lieutenants.

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



## Uluithiad (The General)

### Uluithiad (Cargûl)

Morale B

Dread +3

Uluithiad congratulates on successfully reaching him. He has decided to honor you by killing you personally. It would be a shame to disappoint him, so make sure you put up a good challenge.

Note that Uluithiad gets larger and more powerful as the battle continues, so it is best to kill him quickly.



### Daernad (Fell Beast with Nazgul)

Morale B+5

Deadly Inferno

Daernad had been plaguing you for the last two skirmishes. In this fight, he will fly over and set the only way in or out on fire (despite it being made of stone).

In group fights, the fell beast approaches a second time and lands. You can thus finally have your revenge for all those flybys.



## 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 *Assault on the Ringwraiths' Lair*. As with other offensive skirmishes, the encounter bosses in this skirmish are all elite in solo runs.

Each encounter is triggered through defeating the final counterattack at a control point. All of the bosses are in out-of-the-way locations and can be readily avoided.



## Faelathron

Name:	Faelathron
Type:	Sorcerer
Trigger:	Fending off the counterattacks in the Outer Bailey.
Text:	A hoarse cackling comes from the south.
Location:	Near the entrance to the skirmish (15.4S, 42.0W).
Morale:	B
Abilities:	Distraught Susceptibility to Fear Suppressed Fear



This encounter is way back at the start of the skirmish. As such, I generally ignore this encounter when it is active.



While Faelathron has the usual expected fear skills, he has a distinct lack of healing skills. This makes his location the only really annoying feature of this encounter.

## Mazaukgrat

Name: Mazaukgrat  
Type: Uruk  
Trigger: Fending off the counterattacks in the Outer Bailey.  
Text: A gruff yell echoes from the south.  
Location: Near the entrance to the skirmish (15.4S, 42.1W).  
Morale: B+1  
Abilities: Aura of Command (nearby orcs gain +25% melee damage; -10% attack duration)  
Chilled  
Primary Weapon Disarmed  
Silenced  
Knocked Down



This encounter is also way at the start and I thus rarely bother with it.



Just in case this distance isn't sufficient disincentive, he also can disarm you, silence you, or knock you down.

I presume the aura of command is a joke. Orcs aren't exactly common in this skirmish and are most unlikely to be close enough to receive the buff.

## Kufit

Name: Kufit  
Type: Troll  
Trigger: Fending off the counterattacks in the Outer Bailey.  
Text: A roar erupts from the west.  
Location: Due west of the Outer Bailey Control Point (14.8S, 42.2W).  
Morale: B+2  
Abilities: Stunned  
Knockback  
Knocked Down  
Major Dislocation  
Major Laceration  
Major Sprain  
Degrading Wound



This is an easy encounter to find: just go directly west of the control point in the Outer Bailey.



Kufit has a good supply of major wounds. Look on the bright side: at least he doesn't have a momentum buff (as he did when the skirmish was first released).

Fire and light are the best damage types to use against Kufit. Beleriand and Ancient Dwarf are the next best.



## Durnákh

Name: Durnákh  
Type: Gorthorog  
Trigger: Fending off the counterattacks in the Outer Bailey.  
Text: Thunderous footsteps echo from the east.  
Location: In the eastern building lower level (14.6S, 41.6W).  
Morale: D  
Abilities: Chilled  
Knocked Down



You will find Durnákh in the eastern building of the Outer Bailey. Just go downstairs and he will be right in front of you. Anything that big should be hard to miss.



Durnákh may be huge but he has the lowest morale of any encounter in this skirmish.

## Gúlheryn

Name: Gúlheryn  
Type: Sorceress  
Trigger: Fending off the counterattacks in the Inner Bailey.  
Text: Angry shrieking comes from the south-west.  
Location: West side of the Inner Bailey (14.1S, 42.2N)  
Morale: B  
Abilities: Distraught  
Shadow's Touch



Gúlheryn is the southernmost of the second Bailey encounter mobs. She can be found in front of a door opposite of the stairs that lead to the third control point.

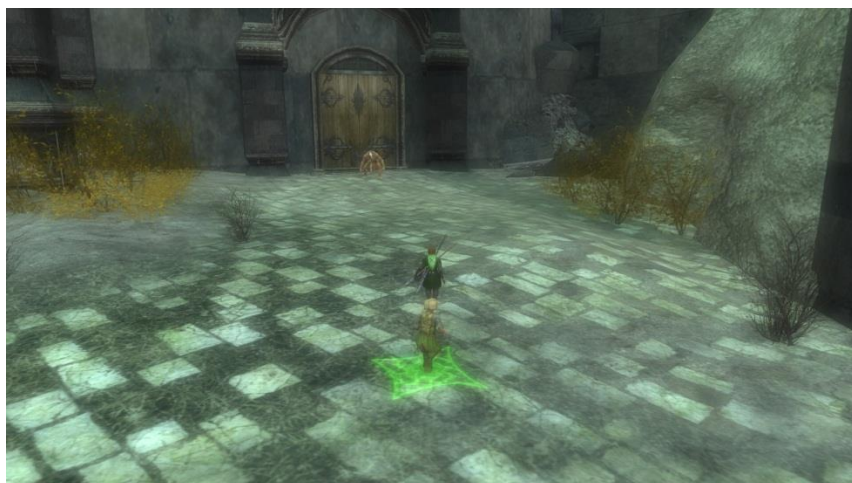


Does she summon spirits? I really don't know. I am so used to the sorceresses summoning spirits that I have gotten into the habit of interrupting them whenever I have the chance.



## Afglu

Name:	Afglu
Type:	Orc Defiler
Trigger:	Fending off the counterattacks in the Inner Bailey.
Text:	Yelling echoes through the Inner Bailey.
Location:	Doorway to the east of the steps leading to the upper area (13.9S, 41.7N).
Morale:	B-2
Abilities:	Poisoned Lethargy Poison Renewal



You will find Afglu at a door to the east of the stairs to the upper area.



Afglu is a defiler, which generally translates to: not particularly dangerous but very annoying. Be ready to interrupt his attempts to heal while you are suffering from a slowing poison.

## Zánurz

Name:	Zánurz
Type:	Uruk
Trigger:	Fending off the counterattacks in the Inner Bailey.
Text:	A roar echoes through the Inner Bailey.
Location:	Door to the west of the stairs leading to the upper area (16.3S, 42.4W).
Morale:	B+1
Abilities:	Primary Weapon Disarm Chilled Knocked out



You will find Zánurz at a door to the west of the stairs to the upper area.



Zánurz has a fairly long knock out. After he knocks an opponent out, he will switch targets.

The best damage types to use against him are Beleriand and Fire.

As you can see in the illustration, he appears to have the same choreographer as Mazaukgrat.

## Norchador

Name: Norchador  
Type: Wraith  
Trigger: Fending off the counterattacks in the Inner Bailey.  
Text: Searing heat emanated from the north.  
Location: A door in the upper area north of the control point (13.6, 41.8W).  
Morale: B  
Abilities: Distraught  
Suppressed Fear  
Dread +1  
Terrible Retribution (see description under wraith trash mobs)  
Rooted  
Silenced  
Shadow Grip



Just in case you thought there weren't enough wraiths in this skirmish, you have the opportunity to fight an even more powerful one.

You can easily see Norchador from the second control point.



He's pretty much the same as the rest of the wraiths. He does have Shadow Grip in solo runs though that is to be expected seeing that he starts out as elite.



## Mornakh

Name: Mornakh  
Type: Orc  
Trigger: Fending off the counterattacks in the Inner Bailey.  
Text: Sharp, harsh barking comes from the north.  
Location: Northeast corner of the upper area and up a small set of stairs (13.5S, 42.1W).  
Morale: B+2  
Abilities: Chilled  
Primary Weapon Disarmed  
Knocked Out  
Silenced (10 seconds)  
Chilled



Mornakh can be found up the stairs you see in the illustration to the left.

If both Norchador and Mornakh are active in the same run, I suggest you face Norchador first.



Mornakh is another encounter boss that likes to knock out his opponent and switch targets.

The other thing I notice is that the Silenced and Chilled debuffs tend to land on my soldier than on me.

## 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 *Assault on the Ringwraiths' Lair* 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.

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 may be above level 60 when first running *Assault*).

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 + Fell Beast	Encounters
Solo (1)	4	100%	Signature	Elite (no fell beast)	Elite
Duo (2)	10	105%	Elite	Elite Master + Elite	Elite Master
Small Fellowship (3)	10	120%	Elite	Elite Master + Elite	Elite Master
Fellowship (6)	18	150%	Elite Master	Nemesis + 1	Nemesis
Raid (12)	32	190%	Nemesis *	2 Arch Nemesis	Arch Nemesis

\* In addition, some of the lieutenant spawns 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.

## 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 "Assaulter of the Ringwraiths' Lair." 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 *Assault on the Ringwraiths' Lair*, you can complete the deed for killing sorcerers and the dead in Mirkwood.

The most likely racial deed that can be completed here are for the drakes. My lore-master never bothered to grind drakes as many of the drakes outside this skirmish system are elite. Yes, my lore-master could have completed the deed sooner by either grinding Moria dragonets or by chasing gray elites but I decided that the deed wasn't worth the grind. Therefore, I actually ran this skirmish daily until I finished the deed (technically, I finished it in *Siege of Gondamon* when I was one drake short after a run of *Assault on the Ringwraiths' Lair*).

## Quests

Each skirmish includes a quest that is granted each time you run the skirmish. Each time you complete *Assault on the Ringwraiths' Lair* on a day, you receive the following additional rewards:

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

East of the lands of Lorien  
Lies Mirkwood and its denizens.  
The Necromancer wills despair  
Amidst the dreaded Ringwraith's lair.

Here, allies of the Malledhrim  
Will sacrifice their life and limb  
To take the baileys from those clad  
With power from Uluthiad.

Will the Cargûl lie defeated,  
Daernad's fiery breath depleted?  
Those with boldness will determine  
If Mirkwood can be unburdened.

- Eluros Abaye