

Pineleaf's Pictorial Primer to Skirmishing

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

Chapter 60.6: Rescue at Nûrz Ghâshu



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 final chapter, we will take a journey into the Rift in *Rescue at Nûrz Ghâshu*. This skirmish is part of the Volume 3 Book 1 epic storyline.

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Pineleaf and her archer Flax prepare to join Corunir in rescuing Golodir in the Rift of Nûrz Ghâshu

Skirmish Specifications

Name:	Rescue at Nûrz Ghâshu								
Scenario:	Taken by some madness, Golodir has ventured into the Rift. The air is thick with menace, and the stench of Thaurlach lingers...								
Type:	Offensive (but has some defensive elements)								
Level Range:	60-cap								
Availability:	Free; Unlocked during Epic 3.1.8								
Allowed Group Sizes:	Solo, Duo, Small Fellowship, Fellowship, and Raid								
Tiers:	1-3								
Location:	Rift of Nûrz Ghâshu, Angmar								
Reputation:	Eldgang								
Control Points:	4								
Opponents:	orcs, wargs, sorcerers, worms, drakes, and grims								
Enemy Group Size:	<table> <tr> <td>Solo</td><td>2 Mob Points</td></tr> <tr> <td>Duo/Small fellowship</td><td>10 Mob Points</td></tr> <tr> <td>Fellowship</td><td>12 mob Points</td></tr> <tr> <td>Raid</td><td>48 Mob Points</td></tr> </table>	Solo	2 Mob Points	Duo/Small fellowship	10 Mob Points	Fellowship	12 mob Points	Raid	48 Mob Points
Solo	2 Mob Points								
Duo/Small fellowship	10 Mob Points								
Fellowship	12 mob Points								
Raid	48 Mob Points								
Available Lieutenants:	9 solo; 9 duo+; 5 at fellowship+								
Lieutenant Count:	6 (100% chance in each wave)								
Defenders:	1 vital (N/A in solo runs)								
Encounters:	8; Rescuer of Nûrz Ghâshu								
Marks Rating:	84 (140 blocks awarded; award rating 0.6)								
Experience Rating:	30								
Solo Run Time:	10 minutes								
Features:	Fumaroles								
Consumables:	Standard food; Wound pots in boss fight.								
Damage Types:	Westernessee, Beleriand, and fire (really!)								

Summary

Rescue at Nûrz Ghâshu is set in The Rift of Nûrz Ghâshu, one of the classic raids located in Angmar. This skirmish is the conclusion of the first book of the third volume of the *Lord of the Rings Online* epic story.

The object of this skirmish is to move through the Rift in search of Golodir. Periodically, a fumarole will block your progress and you must fight off enemy attacks while Corunir finds a weakness in the fumarole. Once you defeat a wave of attackers, Corunir will find a weakness and you need to attack the fumarole. Each fumarole must be successfully hit a specific number of times before you can continue with the phase of the skirmish.

The 10-minute run time I show is for with a level-105 warden with good virtues and a rather nice spear. This time includes the long speech at the end of the skirmish.

Rewards

The awards for this skirmish are given in blocks. Each time you capture a control point (with each fumarole being treated as a control point), you receive a number of award blocks based on how far you have progressed in the skirmish. The number of marks you receive for each block is based on the level you are running the skirmish (as well as any adjustments made for group size, level, and tier). Any rounding is performed after multiplying the number of blocks awarded by the award size.

The number of blocks for each award point in the skirmish is given in the table below. The table also lists the number of marks awarded in a T1 solo run at levels 100 or higher. The number after the plus sign is the number of medallions you receive at that point. In raids, you also receive 6 seals if you complete the skirmish at the level cap.

Blocks	L100+ Tier 1 Solo Marks	
10	21	Torch Lach
20	42	Torch Naur
30	63	Torch Ruin
40+1	84 + 2 medallions	Coliseum (Boss Fight)
20+3	42 + 6 medallions	Two Encounters
7	15	Lieutenants (not included in total)
140+7	294 + 8 medallions	Total

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 0.6, which awards just over two marks per block in a level-100 or higher Tier 1 solo run. This is the lowest marks rating of any skirmish (which goes with it being the fastest skirmish). The table below shows the number of marks awarded per block for each size and tier rating at level 100 and higher.

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	Solo	Duo	Small Fellow	Fellowship	Raid
Tier 1	2.112	2.253	2.816	3.520	4.787
Tier 2	2.746	2.929	3.661	4.576	6.223
Tier 3	3.590	3.830	4.787	5.984	8.138

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

Lieutenants and the final boss can drop bounties that can be sold to a vendor for in-game money. The value of the bounty depends on the reward tier of the skirmish (see the table below for the reward tiers). You can also gain various legendary item rewards in addition to bounties (generally relics, but you will also occasionally get heritage runes or star-lit crystals).

Level Range	Bounty Name	Bounty Value	Veteran Bounty Value	Relics
60-65	Guardzman	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 been trying to gather rangers throughout Middle-earth and Golodir seems to have gone mad. You follow Corunir to the Rift to rescue Golodir from his madness.



“Golodir is not himself, of this I am certain. He is the wisest Ranger I have known. What could have driven him to this place? I cannot understand it. We must rescue him, even if it be from himself!”

Corunir progresses along each phase of the skirmish. He is not a true defender since he cannot directly attack the enemy nor does the enemy ever attack him. Instead, he provides special support.

Control Points

Rescue at Nûrz Ghâshu is divided into two sections: the first includes three fumaroles that block your progress while the second includes the boss fight in the coliseum.

While you move from location to location as in an offensive skirmish, you will face waves of opponents as you do in a defensive skirmish.

Control Point 1: Torech Lach (10 Mark Blocks)



After you talk to Corunir to start the skirmish, you must head down the metal path that bridges the lava pool. This will lead you to a door that will take you to the second section of the skirmish.

What? The way is clear. You mean that all you have to do is run to the door? Well, not quite.

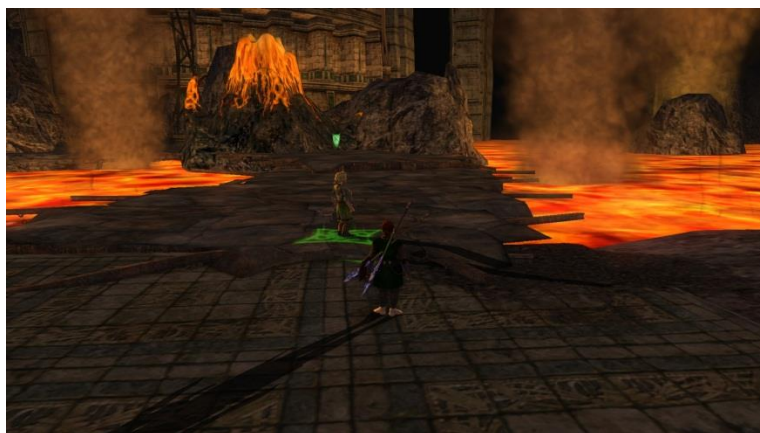
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When you follow the path, a fumarole will explode from the ground and block your progress. Our situation is best expressed in the words of Bob Patterson:

*Man, it's hot down here
Golodir has lost his mind
What's a fumarole?*

My dictionary says something about steam vents and volcanos.



Corunir decided that he will look for a weakness in the fumarole while you fend off a wave of attackers.

On a melee character, you should fight near the fumarole. On a ranged character (and I think of a warden as ranged in situations like this), I prefer to fight near the starting position. This way I have a clear line-of-sight to the enemy spawn point.



After I defeat the wave of enemies, Corunir will find a weak spot. You have 20 seconds to take advantage of the weak spot before it moves and a new wave of attackers spawns.

To destroy the fumarole, you need to hit it while it is vulnerable (solo) or execute a successful fellowship maneuver specified by Corunir (two elements in duo/small fellowship or four elements in fellowship/raid).

Torech Lach is destroyed when you successfully take advantage of the weakness. In group runs, this will be a fellowship maneuver. In Tier 1 runs, this will be a flush of either red or yellow. In T2 or T3 full fellowship or raid runs, you can also be required to complete pairs (such as RYYY). Can you just beat it down through damage while the shield is down? Only if you're seriously overleveled.

If you manage to fend off five waves without taking advantage of the weakness, Corunir will say "Time is wasting! I will destroy this one myself!" and destroy the fumarole so that you can proceed.

Control Point 2: Torech Naur (20 Mark Blocks)



After either you or Corunir destroys the fumarole, the way is clear and you can proceed on your way.

In case you are wondering about the spelling of fumarole, the game uses "fumerole" while my dictionary and spell checker prefer "fumarole." The game spelling is given as a secondary spelling in larger dictionaries.



Until Torech Naur, another fumarole, pops up and blocks your path. Once again, you are asked to hold off the enemy as Corunir looks for a weak spot.

Remember that Corunir needs no real protection. If for some reason you wipe, the enemy won't attack Corunir but just act as if no one was there.



This time, the best place to fight the attackers is the island near the fumarole. This has a clear line-of-sight and is close enough to the fumarole for melee characters.

When you attack the fumarole, I recommend that you avoid a bleeding attack as they could occasionally cause you to trigger two steps in the fight at once. Some like that feature while I avoid it.

This time you must successfully take advantage of two weak points. If you manage to fend off six waves of attackers without taking advantage of at least two weaknesses, then Corunir will get impatient and destroy the fumarole so that you can proceed.

Control Point 3: Torech Ruin (30 Mark Blocks)



Yes, with Torech Naur destroyed, you can proceed ahead. There's the door at the end of that broken bridge. You made it!

Oops, another fumarole pops up right in front of the door. Time to fight off more waves as Corunir looks for weaknesses.



This time, the waves can come from one of two directions. First, they can come from the same direction as you did.

I used to fight at the position illustrated even though moving on and off the bridge can confuse some soldiers (such as protectors). These days I tend to stay on the bridge.



The enemy could also come from the other side of the bridge. Note that the terrain is a bit trickier here and you can easily have issues with line-of-sight.

Here, I generally stay on the bridge and only head towards the mobs if for some reason one becomes stuck.

This time you must successfully take advantage of three weak points. If you manage to fend off seven waves without taking advantage of weaknesses three times, Corunir will destroy the Torech. Once it is destroyed, Corunir will run through the door. It is now the best time to run any encounters that are active in the skirmish.

Control Point 4: The Coliseum (40 Mark Blocks)



Once you have gotten through all three fumaroles and faced any encounters you wish to fight, you can proceed through the door to the coliseum. There you will find Corunir. Once you speak with him, you can run to the far side of the coliseum where you will find Golodir.

You will need to jump over the streams of lava as they inflict very heavy fire damage.



You have found Golodir. For some reason, he thinks that his late daughter is on the other side of that door. He appears to be mad.

Oh, in case you haven't noticed, your soldier did not follow you into the coliseum. You will need to resummons them if you want their help (players in raids generally don't bother summoning offensive soldiers to avoid damaging Golodir).



Corunir tries to calm Golodir down. In group runs, that doesn't work very well and Golodir attacks you. You can calm him by successfully completing a fellowship maneuver specified by Corunir (a flush of either green or blue, though there may be more complicated ones in higher tiers). He may need to be calmed a few more times during the course of the boss fight.

Once Golodir is calmed, you will need to talk to Corunir once again to start the boss fight itself. The most important thing you need to remember is that even though Golodir will occasionally attack you during the course of the fight (except in solo runs), you must avoid killing him.

What's Corunir doing during this battle? He is setting up frost traps. If the boss enters a trapped area, he will take heavy frost damage and be rooted. They can be useful if the boss is giving you any trouble.

Opponents

You will face more opponent types in this skirmish than in any other skirmish: drakes, worms, grims, trolls, Angmarim, wargs, orcs, and uruks.

Each group you face consists of a number of mob points given on the table below. The number of mob points depends on the fellowship size setting for the skirmish run. *Rescue at Nûrz Ghâshur* has the lowest mob density in solo runs but a fairly average density in other group sizes.

Number of Players	Mob Points	Possible Setup	Mob Types
Solo	2	1 Hale or 2 Weak	Weak, Hale
Duo / Small Fellowship	10	2 Hardy + 1 Hale	Hale, Hardy, Strong
Fellowship	12	1 Strong + 1 Hardy	Hale, Hardy, Strong
Raid (12)	48-52	6 Strong	Hardy, Strong, Staunch

Just what is a mob point? A mob point is the equivalent of one weak (swarm) opponent. You will not face 48 swarm enemies in a raid but will instead face a smaller number of tougher opponents. The number of points for each opponent is given on the table below.

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

Each wave at a fumarole in the skirmish includes the number of mob points listed plus a lieutenant. You will face a minimum of six waves during the course of the skirmish, though you can face as many as 18 waves if for some reason you keep failing to take advantage of the weak spots that Corunir finds. Most runs will include six waves unless you are deliberately missing the weak spots.

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
Coronir / Golodir	A	2	2	2	2
Fumaroles	B	60	60	60	60
Snagtalún	A	4.5	10	20	60
Gháshglob, Nurnor	B+1	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
Erebus	B	2.5	10	20	60

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Abilities

While you face few opponents in solo runs than you do in other skirmishes, the weak and hale opponents tend to have the same abilities as the stronger versions of the mob type. So while in most skirmishes hale and weak opponents won't have healing abilities, in this skirmish they do.

Name	Type	Time	Description
<i>Blood Gift</i>	<i>Healing</i>	<i>Channel</i>	<i>Heals every 3 seconds</i>
<i>Breached Armour</i>	<i>Wound</i>	<i>1m 30s</i>	<i>Penalty to armor</i>
<i>Burning</i>	<i>Area</i>		<i>Fire damage every 2 seconds</i>
<i>Burning Oil</i>	<i>Area</i>		<i>Fire damage every 2 seconds</i>
Chill Air	Aura		Shadow damage every 4 seconds
<i>Chilled</i>	<i>Fear</i>	<i>20 sec</i>	<i>Shadow damage every 4 seconds</i>
<i>Crippled</i>	<i>Wound</i>	<i>3 min</i>	<i>-25% run speed; Penalty to might</i>
<i>Dislocation</i>	<i>Wound</i>	<i>42 sec</i>	
Distraught	Fear	32 sec	Shadow damage every 4 seconds
<i>Fire Vulnerability</i>	<i>Area</i>		<i>Penalty to fire mitigation</i>
<i>Flammable</i>		<i>15 sec</i>	<i>Generally associated with the Sticky Tar debuff</i>
<i>Fright</i>	<i>Fear</i>	<i>3 min</i>	<i>Penalty to Will and Fate</i>
<i>Healing</i>	<i>Healing</i>	<i>Instant</i>	<i>Restores morale of target</i>
Immolated	Wound	30 sec	Fire damage every 2 seconds
<i>Impending Flame</i>		<i>12 sec</i>	<i>Fire damage every 2 sec; explosion on expiration</i>
Knocked Down		variable	Cannot move or act
Major Fright	Fear	4 min	Penalty to Will and Fate
<i>Minor Fright</i>	<i>Fear</i>	<i>2 min</i>	<i>Penalty to Will and Fate</i>
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>
<i>Rage</i>	<i>Buff</i>	<i>1 min</i>	<i>+10% melee damage; +10% incoming melee damage</i>
<i>Roaring Inferno</i>	<i>Area</i>		<i>Fire damage / 2 seconds while in area of effect</i>
<i>Serious Wound</i>	<i>Wound</i>	<i>20 sec</i>	<i>Common damage every 2 seconds</i>
<i>Seared</i>	<i>Wound</i>	<i>10 sec</i>	<i>Fire damage every 2 seconds</i>
<i>Searing Heat</i>	<i>Aura</i>		<i>Fire damage every 2 seconds</i>
<i>Sticky Tar</i>		<i>15 sec</i>	<i>+40% attack duration</i>
<i>Stunned</i>		<i>3 sec</i>	
<i>Weakened Armour</i>	<i>Wound</i>	<i>1 min</i>	<i>Penalty to armor rating</i>

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

Béolach Angmarim

We are in Angmar, so there should be little surprise that you will find a variety of Angmarim here.



Name: Béolach Warrior
Type: Angmarim Warrior
Defense: Weak vs Westernesse
Morale: B
Abilities: Chilled

I don't recall this mob having any unusual abilities, so I presume that filth on me came from a Shepherd.



Name: Béolach Seer
Type: Angmarim Sorcerer
Defense: Weak vs Westernesse
Morale: B
Abilities: Breached Armor
Fright
Susceptibility to Fear
Summon Shade

The Seer can summon a shade only after an ally is first defeated.



Name: Béolach Spellsinger
Type: Angmarim Sorceress
Defense: Weak vs Westernesse
Morale: B
Abilities: Chilled
Fright
Tormented Horror (Hardy+)

The Tormented Horrors are nastier than the Seer's shades in that they have a +4 dread.

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Name: Béolach Woundtaker
Type: Angmarim Healer
Defense: Weak vs Westernesse
Morale: B
Abilities: Healing
Blood Gift



Name: Béolach Captain
Type: Angmarim Leader
Defense: Weak vs Westernesse
Morale: B
Abilities: Healing
Fire Vulnerability
Roaring Inferno
Burning
Stunned (10 sec)
Knocked Down

The white area created by the captain is a very bad place to stand.

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Blozdâg Wargs

Since these wargs are weak against fire, I wonder why in the world they decided to venture into the Rift. I suppose they weren't given much choice in the matter.



Name: Blozdâg Hunter
Type: Warg
Defense: Weak vs Fire, Ancient Dwarf, Beleriand, and Westernessee
Morale: B
Abilities: Crippled
Serious Wound
Minor Fright



Name: Blozdâg Stalker
Type: Warg
Defense: Weak vs Fire, Ancient Dwarf, Beleriand, and Westernessee
Morale: B
Abilities: Crippled
Dislocation
Minor Fright



Name: Blozdâg Pack-leader
Type: Warg Leader
Defense: Weak vs Fire, Ancient Dwarf, Beleriand, and Westernessee
Morale: B
Abilities: Crippled
Serious Wound

Blozdâg Uruks

Now we see who brought the wargs into the Rift. These uruks are apparently also under severe orders as they don't appear to get along with fire either.



Name: Blozdâg Warrior
Type: Uruk Warrior
Defense: Weak vs Fire and Beleriand
Morale: 6275
Abilities: Minor Fright
Primary Weapon Disarmed



Name: Blozdâg Captain
Type: Uruk Leader
Defense: Weak vs Fire and Beleriand
Morale: B
Abilities: Breached Armour

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Ghâshfra Orcs



Name: Ghâshfra Warrior
Type: Heavy Orc
Defense: Weak vs Beleriand, Fire, and Light
Morale: B+1
Abilities: Primary Weapon Disarm
Chilled

Yep, more opponents who really don't like fire. Is there anyone in this stifling place that actually likes a warm environment?



Name: Ghâshfra Berserker
Type: Raging Orc
Defense: Weak vs Beleriand, Fire, and Light
Morale: B-1
Abilities: Rage
Seared



Name: Ghâshfra Defiler
Attack: Orc Defiler
Defense: Weak vs Beleriand, Fire, and Light
Morale: B-2
Abilities: Healing
Poisoned Lethargy
Weakened Armour



Name: Ghâshfra Captain
Type: Orc Leader
Defense: Weak vs Beleriand, Fire, and Light
Morale: B+1
Abilities: Healing

Miscellaneous Opponents



Name: Rift-worm
Type: Worm
Defense: Weak vs Ancient Dwarf
Morale: B
Abilities: Burning Oil
Fire Breath
Sticky Tar
Flammable



Name: Rift-drake
Type: Fire Drake
Defense: Weak vs Ancient Dwarf, Frost, and Westernesse, and Beleriand
Morale: B
Abilities: Fire Vulnerability
Burning
Fire Breath
Searing Heat



Name: Ghash-frum
Type: Fire Grim
Defense: Weak vs Beleriand
Morale: B
Abilities: Impending Flame

OK, here is someone who definitely not afraid of fire. Personally, I would think its fire mitigations should be better but I am sure my lore-master would disagree.



Name: Ghash-olag
Type: Troll
Defense: Poor vs Fire, Light, Ancient Dwarf, and Beleriand
Morale: A
Abilities: Stunned

Really, this guy looks like he's made of fire and he's still vulnerable to fire. If you can't take the heat, the stay out of the Rift.

Lieutenants

Rescue at Nûrz Ghâshu includes 9 lieutenants that appear in the solo setting. 9 more are added in duo and small fellowship settings. 5 more are added in fellowship and raid settings. This means that there are a total of 23 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 one lieutenant in each wave (with the usual chance of two lieutenants in a raid). The number of lieutenants you will face will thus depend on the number of waves you face. This can be anywhere from 6 to 18, depending on how readily you take advantage of the fumarole weaknesses. Players have been known to work on lieutenant slayer deeds in this skirmish by ignoring the weaknesses and just letting the waves come.

The most dangerous lieutenants are the ones with a knockback. You don't want to be punted into the lava – it's a little too warm in there.

The table below lists all of the lieutenants, indicating which ones can appear in this skirmish.

Bearer of Blight	G+1/B+1	Brood Queen		Chaos-Field	B-2
Blood- Rook	B-1	Brothers of Destruction	B/D	Courage Breaker	F
Daywalker Berserker	B	Enraged Stone-crusher	B	Crazed Hate-Monger	
Death-monger	G-2/B-2	Flesh Gorger	B	Daunting Spirit-Sapper	
Defender of the Vile	G+1/B+1	Frigid Squall		Dreadwing Marauder	
Dourhand Keg-master		Hawk-eyed Harrier	B	Emissary of War	
Dourhand Storm-keeper		Hulking Pounder	A-1	Enraged Snapper	
Echo of Death	B	Leech Warden	B	Fell-bane Archer	
Forest-born Reaver		Priest of Vengeance	B	Leadfoot Brute	B
Pale Trapper	G-1/B-1	Priestess of Flame	B	Primordial Wrath	
Shepherd of Filth	G-1/B-1	Raging Marauder	B+1	Rage of Morgoth	B
Troll Wound-taker	A	Tempest of Flame		Silent Slayer	
Venomous Blood-arrow		Wretched Falconer		Spawn of Angband	
Zealot of Pain				Thunderstone Smasher	A-1

Erebus (The General)

Erebus (Nameless)

Morale B (2.5)

Frontal arae attack

Immolated

Born of Fire (larger runs only)

Erebus has some very nasty fiery wound attacks so some form of wound removal is recommended during this fight.



Caerog

In a solo skirmish, all four caerog are dormant. In group runs, a number of Caerog are active depending on the size of the run:

- 1 in small groups,
- 2 in full fellowships, and
- 4 in raids.



The trickiest part of this fight is Golodir, who occasionally attacks your group. You need to pacify him without killing him. Burgs have been known to equip minimum-level vendor weapons just to initiate fellowship maneuvers with Golodir. Raid generally ask you to dismiss all offensive pets and soldiers during this fight (banners, limrafn, and herbalists are fine).

Encounters

Each time you run a skirmish, the game selects two encounters that are available. The selected encounters become active when you perform their triggering actions.

There are a total of eight encounters in *Rescue at Nûrz Ghâshu*. Encounters in this skirmish are similar to those in offensive skirmishes in that the encounter bosses are all elite in solo runs.

Each encounter is triggered through defeating one of the fumaroles. Regardless of which fumarole triggers the encounter, it is recommended to wait until after the final fumarole is defeated before fighting any of the encounters.

Narubras

Name:	Narubras
Type:	Fire Grim
Trigger:	Destroying Torech Ruin.
Text:	A mass of fire and blades rises from the lava.
Location:	On the platform east of Torech Ruin.
Morale:	B
Abilities:	Impending Flame Area fire attack



Just in case you didn't have your fill with fire grims from the main part of the run.

Fire grims are a pain but at least they provide some pretty images.



The trickiest problem I have in this fight is that halfway through it, Narubras decides to switch targets (as grims are wont to do). That means the second half of the battle is inevitably next to my archer, who ultimately succumbs to the grim's area attacks at about the same time Narubras is destroyed.

Gormalith

Name: Gormalith
Type: Sorceress
Trigger: Destroying Torech Naur.
Text: A faint heat radiates from this altar.
Location: Near the location of Torech Naur.
Morale: B
Abilities: Distraught
Major Fright



While you are fighting off the attacks against Torech Naur, you will most likely notice an altar in the vicinity. If you touch the altar, you will get the following message: "As flames roar across the altar the altar, Gormalith screams at your intrusion."



I have not actually seen Gormalith summon a shade but you know that it's a favorite trick of sorceresses. When I see an Angmarim using an induction skill, I kick first and ask questions later.

Ghášglob

Name: Ghášglob
Type: Orc
Trigger: Destroying Torech Naur.
Text: The cauldrons ahead are curiously unlit.
Location: Cauldrons on path between Taurech Naur and Torech Ruin.
Morale: B+1
Abilities: Primary Weapon Disarmed
Healing



You will find the cauldrons in question halfway between Torech Naur and Torech Ruin. If you are silly enough to light the cauldrons, you will receive the following message: "Ghášglob, screaming curses, enters from the path ahead."



Well, perhaps he's not the most dangerous encounter in this skirmish. Perhaps he's the one being silly for taking offense at you lighting the cauldrons.

Morfuin

Name: Morfuin
Type: Nameless
Trigger: Destroying Torech Ruin.
Text: A hole in the rubble ahead appears to be oozing.
Location: West of Torech Ruin.
Morale: B
Abilities: Chill Air



The hole in question is not really “ahead” but to the west of the exit. This is a short way back from where you came.

If you examine the hole, you will get the message:
“Morfuin bursts from the ground.”



Of all the monsters you have to face in this game, this is the one that most looks like it has no right to exist. Nameless? Apt seeing how I can't even describe this thing. Please, rid the world of this monster.

Snagtalún

Name: Snagtalún
Type: Troll
Trigger: Destroying Torech Ruin.
Text: Snagtalún's angry roar echoes across the lava field.
Location: East of the starting location.
Morale: A
Abilities: Stunned



To find Snagtalún, you must run all the way back to the starting location of the skirmish and then head east. This is at the same location as the spawning point of the very first wave of the skirmish.



Note the class A morale. Snagtalún has one of the highest morale levels of any encounter you will face.

Lugryn

Name: Lugryn
Type: Worm
Trigger: Destroying Torech Ruin.
Text: Faint snoring comes from the south.
Location: Near the location to Torech Naur.
Morale: B
Abilities: Burning Oil
Sticky Tar



Wouldn't it be best to let sleeping worms lie? If you disagree, then backtrack and find the worm lying near the location where you fought off the waves for Torech Naur.

Really, it's just a worm – it's just bigger than most of the ones you'll be facing.



Note that if you have this encounter in the same run as Gormalith, I suggest facing the worm before activating Gormalith. Or would you prefer to fight both at once?

Actually, Gormalith walks slowly to the battle site, so in smaller runs you may be able to kill the worm before Gormalith arrives.

Nurnor

Name: Nurnor
Type: Drake
Trigger: Destroying Torech Naur.
Text: The cauldrons on the bridge ahead are curiously unlit.
Location: On the broken bridge near the exit from the first section.
Morale: B+1
Abilities: Knockback



You will find the cauldrons on the same bridge where you'll find the exit from the first section of the skirmish. As usual, you activate the encounter by using the cauldrons. I would highly suggest waiting until you have defeated Torech Ruin before touching those cauldrons.



Nurnor will land on the edge of the bridge and remain there unless you are within aggro range. I generally stand as close to the door as possible to remain outside of aggro range so that I can start the fight on my own terms.

Nurnor is one of the tougher encounters.

Cefrog

Name: Cefrog
Type: Caerog
Trigger: Destroying Torech Ruin.
Text: The stone pile in the corner appeared to move slightly.
Location: In a corner east of the door exiting the first section.
Morale: B
Abilities: Distraught



Cefrog appears to be a pile of stone and cannot be attacked until you approach it. Once you do approach, Cefrog immediately activates and aggroes. I do not have an opportunity to prepare an ambush or make similar preparations.



Yes, Cefrog is an abomination but cannot approach Morfuin in sheer alienness.

Cefrog is tough but not quite as tough as Nurnor.

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 *Rescue at Nûrz Ghâshu* is 60. The default setting for a skirmish run is the level of the character starting the skirmish (in a fellowship that would be the fellowship leader). You can set the skirmish to any level within the level range if required. Skirmishes cannot be set to a level higher than the level cap.

Why would you want to change the level for the skirmish? If you are just starting to learn a skirmish, you may want to set the level lower to allow you to understand how the skirmish works. This isn't always possible if you prefer to first run a skirmish when you reach its minimum level (though due to its association with the epic quest line, you will probably be above level 60 when first running *Rescue*).

Another reason to set the level lower is to compensate for an underpowered soldier. If you start skirmishing at a high level, your soldier is likely to be under par. Many players in this situation set the skirmish level one or two levels lower to allow them to complete enough skirmishes to bring their soldiers to a reasonable level. You should avoid dropping the level too low, though, as you receive a skirmish mark penalty based on the difference between your level and the skirmish's level.

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

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

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

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

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

Difficulty

The tier setting increases the difficulty of the skirmish by increasing the morale, damage, and various other attributes of the enemy. The optimal tier depends on your goals and play style. Generally, you have a better chance at higher-tier skirmishes either at very low levels (levels lower than the minimum level for this skirmish) or at cap (where you are unlikely to outlevel your equipment).

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

The tier also affects the fellowship maneuvers you require to progress the skirmish.

Tier 1: Always a flush, regardless of group size.

Tier 2: Flush or pairs (the latter only in full fellowship and raid runs)

Tier 3: As Tier 2 but the fellowship maneuver is given by name rather than by the elements.

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)	2	100%	Elite	Elite	Elite
Duo (2)	10	105%	Elite Master	Elite Master + 1	Elite Master
Small Fellowship (3)	10	133%	Elite Master	Elite Master + 1	Elite Master
Fellowship (6)	12	166%	Nemesis	Nemesis + 2	Nemesis
Raid (12)	48-52	225%	Arch Nemesis *	Arch Nemesis + 4	Arch Nemesis

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

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

Duo mode is a variation of small fellowship mode, so the number of mobs is the same in these two settings. Opponents under duo mode receive a 33% penalty to their morale, damage, and other attributes.

The group size affects the fellowship maneuvers required to defeat a fumarole or pacify Golodir.

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 "Rescuer of Nûrz Ghâshu." 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 several Angmar slayer deeds. In *Rescue at Nûrz Ghâshu*, you can complete the deed for killing Angmarim, orcs, uruks, trolls, worms, and wargs in Angmar.

While it is theoretically possible to complete racial slayer deeds for orcs, trolls, and drakes in this skirmish, you are likely to have them completed before you unlock this skirmish.

Quests

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

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