

Pineleaf's Pictorial Primer to Skirmishing

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

Chapter 20.4: Doom of Caras Gelebren



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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 examine a skirmish set in the Second Age: *Doom of Gelebren*.

This guide is being produced within a two weeks of the Update 34 release, so the information presented here is still incomplete.

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Pineleaf Needles

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Pineleaf and her archer Flax prepare to defend Caras Gelebren

Skirmish Specifications

Name:	Doom of Caras Gelebren	
Scenario:	Determined to possess the Great Rings of Power. Sauron made war upon the Elves and led his vast armies to Eregion to lay waste to Caras Gelebren....	
Type:	Defensive	
Level Range:	20-cap	
Availability:	Purchased as part of the <i>Before the Shadow</i> content; Unlocked upon completing the skirmish tutorial	
Allowed Group Sizes:	Solo, Duo, Small Fellowship, Fellowship, and Raid	
Tiers:	1-3	
Location:	Caras Gelebren	
Time:	Second Age, 1697	
Reputation:	N/A	
Assaults:	5	
Waves per Assault:	4	
Opponents:	Orcs, uruks, trolls, goblins, wargs, and drakelings	
Enemy Group Size:	Solo	5-8 Mob Points
	Duo/Small fellowship	18-24 Mob Points
	Fellowship	32-38 Mob Points
	Raid	96-144 Mob Points
Available Lieutenants:	7 solo; 4 duo+; 9 fellowship+	
Lieutenant Count:	13 (17 opportunities with a variable chance)	
Defenders:	2 named plus 10 Mirdan guards	
Encounters:	8; The Doomed	
Marks Rating:	170 (170 blocks awarded; award rating 1.75)	
Experience Rating:	115	
Solo Run Time:	35 minutes	
Features:	Creeping Dread; large waves	
Consumables:	Standard food; Hope tokens (best you can use)	
Damage Types:	Light (trolls & orcs); Fire (trolls & wargs)	

Summary

Doom of Caras Gelebren is a skirmish added with the *Before the Shadow* expansion (Update 34). This skirmish can be run by anyone level 20 or higher who has purchased the expansion (and who has completed the skirmish tutorial, of course).

This is the most challenging skirmish, as it includes both a large mob density and nasty environmental effects. It's also easy to get lost as you move between defensive positions.

Doom of Caras Gelebren is fought during the Second Age as Celebrimbor tries to prevent the forces of Sauron from finding the Rings of Power. You will start at a watch tower just outside the city and gradually fall back to a series of positions until you reach the House of the Mirdain for the final stand.

The object of this skirmish is to defend various locations against five assaults. Each assault consists of a series of four waves of attacks followed by a break. After each of the first three assaults, you need to move to a new location. During the first two assaults, you defend a single location. During the third assault you need to defend two different locations. Finally, during the final two assaults you defend the House of the Mirdain from enemies approaching from multiple directions. After the final assault, one of three champions of Sauron will arrive as the final battle of the skirmish.

Whenever you fall back, a sense of dread envelops your old position as enemy forces move into the area. If you return to one of these positions, expect to run into additional mobs not listed in this guide.

Rewards

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

The number of blocks for each award point in the skirmish is given in the table below. The table also lists the number of marks awarded in a level-100+ T1 solo run. The encounters and the Champion of the Enemy also award medallions (given after the plus sign), as well as a chest (on the porch of the House of the Mirdain).

Blocks	L100+ Tier 1 Solo Marks	
10	61	First Assault
10	61	Second (North Gate) Assault
15	92	Third (moving) Assault
15	92	Fourth Assault
20	122	Fifth Assault
30+1	183+6	Champion of the Enemy; Gift of the Mirdain chest
20+3	122+19	First Encounter; Spoils of War chest
20+3	122+19	Second Encounter; Spoils of War chest
7	43	Lieutenants
140+7	755+44	Total (excluding lieutenants)

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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 1.75, which awards 6.125 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+. Note that unlike most other skirmishes, there is no Shame of Defeat penalty for being defeated during the skirmish.

	Solo	Duo	Small Fellow	Fellowship	Raid
Tier 1	6.125	6.53	8.17	10.21	13.88
Tier 2	7.96	8.49	10.62	13.27	18.05
Tier 3	10.41	11.11	13.88	17.35	23.60

As with any other skirmish, you can also run it to gain experience to either level or progress the reward track. As this skirmish is more intricate and challenging than most skirmishes, I don't recommend this one if experience is your primary goal. Also note that the skirmish tier has no effect on experience earned, so Tier 1 skirmishes are optimal if you are primarily seeking experience.

Lieutenants can drop bounties that can be sold to a vendor for money. The value of the bounty depends on the reward level range of the skirmish (see the table below).

Level Range	Bounty Name	Bounty Value	Veteran Bounty Value
20-29	Recruit	5.80	21.88
30-49	Footman	11.59	43.75
50-59	Esquire	23.19	87.50
60-65	Guardsmen	34.78	131.25
66-75	Sergeant-at-Arms	40.58	153.13
76-84	Master Guardsman	52.17	196.88
85-94	Master Guardsman	52.17	196.88
95+	Elite Guardsman	81.17	306.15

This skirmish awards three chests. Two of these are Spoils of War chests: one for completing each of the two encounters. The third chest is a Gift of the Mirdain, which appears when you defeat the Champion of Sauron. All of these appear on the porch of the House of the Mirdain. Possible rewards from these chests are:

- 1-2 Coins of Cardolan (common)
- Scaled gear relevant to your class (rare in solo runs)
- Enhancement Rune (Level 50+, Quality based on skirmish size, Spoils of War)
- Tracery (Level 50+, Gift of the Mirdain)
- Housing Items (very rare, e.g., Fine Elven Anvil or Elven Arch)
- Silver

Note that if you are under level 50, it is possible for the chest to have nothing but silver. Also, most of the rewards only appear if you are running the skirmish at an appropriate level.

Assaults

Doom on Caras Gelebren is run as a series of five assaults. Each assault is composed of a series of four waves. The fight becomes more intense as the skirmish progresses, as the later assaults include more groups in each wave, as well as more lieutenants. After the fifth assault, you will face one of Sauron's champions. You will need to interact with NPCs after the third assault and the champion fight.

Assault 1 – The Watch-Tower (10 Mark Blocks)



To start the skirmish, speak with Celebrimbor, who is standing at the top of the steps of the watch-tower. He then starts his speech.

“Hearken to me, warriors! This day we stand in defiance of Sauron himself! We shall cast the Enemy from our city once and for all.”



After the speech, he heads into town with the Mírdan Warriors. Do not follow Celebrimbor, as you are assigned to defend the watch-tower with Faeldor.

The watch-tower stands at the side of a road that runs from north to south. It appears that the northern approach is already in flames.



The south approach doesn't look much better. That means that we are surrounded and that each wave of mobs can approach from either direction.

The first three waves have no lieutenants, while the final wave includes a single lieutenant spawn.

Assault 2 – The North Gate (10 Mark Blocks)



After the first assault, follow Faeldor to the Northern Gate for the second assault. The easiest way to get there when you're unfamiliar with the skirmish is to simply follow Faeldor. If he ran off without you, then take the uphill path to the north (the downhill path is under enemy control).



Now follow the path until you finally reach the northern gate to join Faeldor and a pair of Mirdan Warriors.

Now you need to defend the gate against the second assault. This assault will approach from the direction you just came.



The first wave seems much like the start of the previous assault, though there will occasionally be a lieutenant in the group.

The second and third waves will generally have a lieutenant.

The final wave increases the intensity by including two groups. There could also be a lieutenant leading the horde.

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Assault 3 – Between the Gates (15 Mark Blocks)



The third assault requires you defend both the South Gate and the North Gate. Faeldor will stay near the North Gate.

He asks you to head for the South Gate, though, as that's where the first wave will strike if you are running in solo, duo, or small fellowship mode.



To get to the South Gate, head for the city center, where you will see dome that is reached by three bridges. I generally cut through the dome and take the bridge that heads south (don't take the east bridge, as that leads to the House of Mirdain).

You could instead pass to the west of the dome (the right side on this image). I prefer the dome route as I like having the dome and the bridges as references.



In smaller group settings, the first wave is always at the south gate and the final wave is always at the north gate. The other two wave could be at either gate, so you may have to bounce back and forth between the two locations.

In full fellowship and raid runs, each wave includes two groups: one at each gate. This means that you would need to split the fellowship in these runs.

Note that if either Faeldor or both warriors at the same gate fall, you will lose the skirmish. If you successfully defend the gates, you will need to speak with Faeldor and then with Celebrimbór to advance the skirmish.

Assault 4 – House of the Mirdain, Part 1 (15 Mark Blocks)



After you speak for Faeldor, you will need to head for the House of the Mirdain. Head for the central dome and take the eastern bridge. There you will find Celebrimbor and the six Mirdan Warriors you saw at the start of the skirmish.

This will be the site of the final two assaults. Celebrimbor will have a quest ring, so the fourth assault won't start until you speak with him.

During the fourth assault, you will face four waves with two groups each, with one wave coming from the north and the other coming from the south. The final wave of the assault generally includes two lieutenants, with one arriving from each direction.

Assault 5 – House of the Mirdain, Part 2 (20 Mark Blocks)

The final assault follows directly on the fourth. In this assault, you will face four waves with three groups each, with groups coming from the north, south, and west. In this assault, the last two waves can have multiple lieutenants, with up to three appearing in the final wave.

Champion of the Enemy (30 Mark Blocks)

After the final assault, a Champion of Enemy arrives. Unlike most skirmishes, there are three possible champions: Krovrobosh (a gorthorog), Núlgoth (a rogmul), or Mátshakha (or is that Amarthiel?). During this battle, the boss will call forth some aid (even in the solo version).

After the boss is down, you have one final opportunity to complete any encounters that still remain. Be careful when you go hunting for encounters, as much of the town has fallen and there are several enemy patrols in formerly safe locations. You'll also find pockets of dread, so you might also want to activate a hope token.

After you have finished the encounters, it is time to loot the chests. There are three chests available: The Gift of the Mirdain for defeating the Champion of Sauron, and a Spoils of Battle chest for each encounter you completed.

When you are finished, speak with Celebrimbor to start the finale (where we learn the outcome of our valiant battle, though I guess the title of the skirmish may be a bit of a spoiler).

Defeat

If you are defeated during this skirmish, you have the usual option to either wait for another player to revive you (assuming you're running the skirmish with someone who can do so) or to release. If you release, you will be sent to the House of the Mirdain (the final location of the skirmish). Note that this is different from most skirmishes, as most skirmishes send you to the start point.

You are sent to the end (rather than the start) because as the skirmish progresses, the enemy is taking over the locations you abandoned, so they are filled with dread and enemy garrisons. On top of this, you are more likely to die near the end, so this respawn location should more often be a benefit, rather than a detriment.

Note that this skirmish does not have the usual debuff for being defeated.

Opponents

You face five types of trash mobs during the *Doom of Gelebren*: goblins, orcs, trolls, wargs, and drakelings.

Each wave during the skirmish includes one to three groups that contain the number of points given on the table below. The number of mob points depends on the fellowship size setting for the skirmish run. The mob group sizes in *The Doom of Caras Gelebren* are both high and variable.

Number of Players	Mob Points	Possible Setup	Mob Types
Solo	5-8	3 Weak + 2 Hale	Weak, Hale
Duo / Small Fellow	18-24	1 Strong + 2 Hardy + 2 Hale	Hale, Hardy, Strong
Fellowship	32-38	6 Hardy + 1 Strong	Hale, Hardy, Strong
Raid (12)	96-144	2 Staunch + 2 Mighty	Strong, Staunch, Mighty

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

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

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

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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
A*	B [^] /0.9	B [^] /0.9	This class is used by the Champions of the Enemy
A [^]	B [^] * 1.1	B [^] * 1.1	Mirdan Warriors
A	A [^] * 0.95	A [^] * 1.00	One of the encounters in particularly tough
B [^]	baseline	baseline	Landscape baseline; Some rare skirmish mobs
B	B [^] * 0.95	B [^]	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	Many of the lieutenants in solo settings

At level-40 and below, the morale of each mob is by reduced 5% from what you would encounter on landscape to help keep lower-level players new to skirmishes from being overwhelmed.

The table below lists the morale values for trash mobs at each quality level for a level-140 skirmish (*italicized values are estimates*).

Morale Class	Weak	Hale	Hardy	Strong	Staunch
Multiplier	0.5	1.0	1.75	3.0	6.0
B+1	196,748	393,496	688,618	1,180,488	2,360,976
B	194,800	389,600	681,800	1,168,800	2,337,600
B-1	192,852	385,704	674,982	1,157,112	2,314,224
B-2		381,808			

The table below lists values for a hale mob at three different levels (60, 100, and 140) 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	140	140 Tier 2	140 Tier 3	Duo 140
Multiplier	N/A	N/A	1.00	1.5	2.00	0.66
B+1	8019	26,058	393,496	590,244	786,992	259,707
B	7940	25,800	389,600	584,400	779,200	257,136
B-1	7861	25,542	385,704	578,556	771,408	254,565
B-2	7781	25,284	381,808	572,712	763,616	251,993

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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Abilities

Name	Type	Time	Description
<i>Burning</i>	Wound	30 sec	<i>First damage every 3 seconds</i>
<i>Crippled</i>	Wound	3 min	<i>-25% run speed; Penalty to might; Ends if OOC for 10s</i>
<i>Deep Wound</i>	Wound	30 sec	<i>Common damage every 2 seconds</i>
<i>Fire Vulnerability</i>	Area		<i>Reduces mitigation to fire</i>
<i>Fright</i>	Fear	3 min	<i>Penalty to Will and Fate</i>
<i>Healing</i>	Healing	Instant	<i>Restores morale of target</i>
<i>Injury</i>	Wound	1m 30s	<i>Penalty to might</i>
<i>Knocked Down</i>		variable	<i>Cannot move or act</i>
<i>Light Wound</i>	Wound	15 sec	<i>Common damage every 2 seconds</i>
<i>Minor Diseased Frailty</i>	Disease	3 min	<i>Penalty to Vitality</i>
<i>Poison</i>	Poison	21 sec	<i>Common damage every 3 seconds</i>
<i>Poison Arrow</i>	Poison	36 sec	<i>Common damage every 3 seconds</i>
<i>Poisoned Lethargy</i>	Poison	1m 20s	<i>+20% attack duration</i>
<i>Rooted</i>		10 sec	<i>Cannot move; state can be broken by damage</i>
<i>Searing Heat</i>	Aura		<i>Fire damage every 2 seconds</i>
<i>Serious Wound</i>	Wound	30 sec	<i>Common damage every 3 seconds</i>
<i>Unsettled</i>	Fear	12 sec	<i>Shadow damage every 4 seconds</i>
<i>Weakened Armour</i>	Wound	1 min	<i>Penalty to armor rating</i>

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

Orcs

If Sauron has a surplus of anything, it is orcs. He had an ample supply of them in the Second Age.



Name: Mordor Warrior
 Attack: Melee
 Def: Good; Weak against light
 Morale: B
 Abilities: Light Wound

This is just your basic warrior, with a decent morale and an occasional light wound.

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Name: Mordor Black-arrow
Attack: Ranged
Def: Average; Weak against light
Morale: B-1
Abilities: Poison Arrow, Deep Wound

I like to come up close to the ranged fighters and force them to draw their melee weapons. This pair is politely staying together. Usually, they separate so that one will be at range.



Name: Mordor Blade-master
Attack: Melee
Def: Average; Weak against fire, light, and Beleirand
Morale: B-1
Abilities: Light Wound

I wonder if their blade-masters carry fell-beast marked blades.



Name: Mordor Curse-shouter
Attack: Tactical
Def: Average; Weak against fire, light, and Beleirand
Morale: B-2
Abilities: Healing, Weakened Armour, Poison, Minor Diseased Frailty, Poisoned Lethargy

In contrast to the warriors, the curse-shouter has a low morale and an array of annoying abilities. They are also the Enemy's healers, so you would need to break these curses.

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Goblins



Name: Mordor Spear-Thrower
Attack: Ranged
Def: Average; Weak against light
Morale: B-1
Abilities: Net (Rooted for 10 seconds)

A Mordor Spear-thrower will annoyingly throw spears from a distance when able. They try to increase the annoyance by tossing a net on you so that you can't close the distance.

Wargs



Name: Mordor Warg
Attack: Melee
Def: Average; Weak against fire
Morale: B
Abilities: Cripple, Fright, Serious Wound, Unsettled

What army of Sauron is complete without several wargs? You can expect the usual annoying supply of cripples, bleeds, and howls as you fight a pack of these monsters.

Drakelings



Name: Mordor Fire-dragonet
Attack: Tactical
Def: Weak against Ancient dwarf
Morale: B-1
Abilities: Searing Heat, Fire Vulnerability, Burning

These tend to spit out fire attack at range, which can make them most annoying.

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Trolls

Nothing matches a troll for sheer brute force.



Name: Mordor Stone-crusher
Attack: Melee
Def: Weak against fire, light, and AD
Morale: B+1
Abilities: Knocked Down

But is he a hobbit-crusher?



Name: Mordor Stone-heaver
Attack: Ranged
Def: Weak against fire, light, and AD
Morale: B-1
Abilities: Throws big rocks; Knocked Down

This one certainly heaves stones AT hobbits.
Some of those rocks can knock you down.



Name: Mordor Doom-bringer
Attack: Ranged
Def: Weak against fire, light, and AD
Morale: B+1
Abilities: Knocked Down

Unfortunately, they think that a little doom is
needed in every party.

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Lieutenants

There are 7 lieutenants that appear in the solo setting. 4 more are added in duo and small fellowship settings. And 9 more are added in fellowship and raid settings. This means that there are a total of 20 lieutenants that can appear in this skirmish on the larger group settings. Details on the various lieutenants are given in Appendix A.

The frequency of lieutenants varies over the course of the skirmish, with the final wave including as many as three lieutenants (or up to six in a raid).

Note that defenders in this skirmish will attack any lieutenant not under crowd control, including dangerous lieutenants such as the Zealot of Pain or the Echo of Death.

The table below lists all of the lieutenants, along with the morale class for each one that I have faced while running this skirmish.

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

Several of the lieutenants have a different appearance than you have in other skirmishes. Mordor fashions have apparently changed over the last 5000 years.

Champions of the Enemy

Unlike most skirmishes, the final boss is a Champion of the Enemy, rather than the general (no, you don't get a chance to kill Sauron). You will fight one of three champions: Krovrobosh, Nulgoth, or Amarthiel. Each champion is immune to stands, dazes, fears, and roots. In addition, they will also summon some adds during the battle.

Name: Krovrobosh

Type: Troll
Morale A*
Summons orcs

"Will your blood stain the earth for as long as one of your wretched lives? Pray that it does or all that you were will be forgotten."

I think this boss will soon be forgotten.



Name: Nulgoth

Type: Rogmul
Morale A*
Summons fire limrafn

Brings forth *Sweltering Heat* and inflict you with *Burning*. His limrafn have a *Searing Heat* aura. Note that in higher player counts, the limrafn also have a nasty reflect (100% in a full fellowship).



Name: Mátshakha (Amarthiel)

Type: Corrupted Elf
Morale A*
Summons trolls

Naturally, she calls upon the power of Narchuil, a lesser rung of power, to aid her in the battle.

As anyone who has done Volume One would guess, she gets away.



Defenders

The defenders in this skirmish are generally useful (at least in solo runs). The most important thing to note is that they will attack opposing lieutenants, even if doing so could be potentially dangerous.



Name: Celebrimbor
Type: Elf
Morale: (B-4)*10
Abilities: None

Celebrimbor is the vital defender for the final two assaults. He created a great deal of trouble by forging some rings.



Name: Faeldor
Type: Elf
Morale: B*4
Abilities: None

You fight with Faeldor for the first three assaults. He stays behind to hinder the enemy as you head to aid Celebrimbor. Alas, he falls in battle as we face the final two assaults.



Name: Mirdan Warriors
Type: Elf
Morale: BB*2
Abilities: None

You will fight with several Mirdan Warriors during the skirmish. You will fight with two during the second assault, two at each gate during the third assault, and six near the house during the final two assaults.

Encounters

Each time you run a skirmish, the game selects two encounters that are available. The selected encounters become active when you reach specific points in the skirmish.

There are a total of eight encounters in *Doom of Caras Gelethen*. As this is a defensive skirmish, the encounter bosses are ranked as signature mobs.

Urzruk

Name:	Urzruk
Type:	Bat
Trigger:	After the first wave of the fourth assault.
Text:	A deafening screech pierces the air near the southern walls of Caras Gelebren.
Location:	South of the House, just past a hedge.
Morale:	B+5
Abilities:	Daze, Distracted



Early in the fourth assault, you hear the shrill shriek of a bat to the south. This sound is coming from the same direction as one of the waves.

If you head south, you will see a giant bat just beyond a hedge. Fortunately, it's easier to see in the game, since its wings are flapping.



Here I jumped over the hedge, though you could also attack it from range to induce it to come after you.

I generally face this encounter after the boss fight, as the scene at the house is much calmer at that point.

Ghášmog

Name: Ghášmog
Type: Drake
Trigger: At the start of the third wave of the third assault.
Text: A shadow passes over the stables of Caras Gelebren.
Location: At the stables (53.5S, 29.9E).
Morale: B+5



The shadow was apparently cast by a drake that landed at the stables. The stables are to the west of the central dome.



It's unlikely that you can save the stables, but at least you can kill the menacing drake to prevent further damage.

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Urush-kharga

Name: Urush-kharga
Type: Easterling
Trigger: At the start of the final assault.
Text: Screams echo from the northern gates of Caras Gelebren.
Location: Near the northern gate.
Morale: B+5



Urush-kharga can be found near where Faeldor makes his stand during the third assault.

As this is a long way to go during the most intense assault in the skirmish, I generally wait until after the boss fight before facing this encounter.



One of the challenges to this encounter is that the area is now in darkness (along with at least a +5 dread), making it difficult to find your way to your opponent.

Note that there is at least one group of enemies that hangs out in this area during the final two assaults, so be careful as you approach.

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Irutrakri

Name:	Irutrakri
Type:	Haradrim
Trigger:	At the start of the final assault.
Text:	The sounding of a horn echoes from the southern gates of Caras Gelebren.
Location:	Near the South Gate
Morale:	B+5
Abilities:	Serious Wound



Irutrakri can be found near the South Gate, where you faced the first wave of the third assault.

As with Urush-kharga, you have a long way to go during the most intense assault, so I also save this one until after the boss fight.



This encounter is very similar to the one against Urush-kharga, so expect the same challenges (darkness and dread).

One possibility I've not yet tested is to see if you have better lighting if you send a detachment to grab the encounter boss. My guess is that you're better off staying back and waiting.

Thordrok

Name: Thordrok
Type: Orc
Trigger: At the start of the final assault
Text: Harsh laughter erupts from within the dome in the centre of Caras Gelebren.
Location: Under the dome at the center.
Morale: B+5



With the central dome of the city fallen, Thordrok has arrived to mock the valiant defenders at the House of the Merdain.

The only thing for us to do is to stop his laughter permanently.



This encounter is much easier to find than the previous two, as it is set just over the western bridge.

Once again, I prefer to wait before grabbing the encounter boss, though this time an early pull us more likely to be successful.

Gurrákhhal

Name: Gurrákhhal
Type: Troll
Trigger: At the start of the second wave of the second assault.
Text: A mocking roar echoes from the watch-tower of Caras Gelebren.
Location: At the watch tower where the skirmish started.
Morale: B+5
Defenses: Weak against Fire, light, Ancient Dwarf, and Belariand



As we were forced to abandon the watch-tower, Gurrákhhal decided to mock us from a distance.



As such, I close the distance to stop the mocking.

I often do this during the second assault. In a solo run, I will kill all but one mob from the second wave then drag that last mob to the tower. An alternate plan would be to return to the tower during the break after the third assault.

Khorgol

Name: Khorgol
Type: Warg
Trigger: At the start of the second wave of the fourth assault.
Text: A spine-chilling howl echoes from the northern walls of Caras Gelebren.
Location: Far north of the House of the Mírdain.
Morale: B+5
Abilities: Crippled, Chilled, Deep Wound, Knocked Down



Someone killed Khorgol's rider, so the warg decided that it's time to kill some elves in return.

This encounter is to the north beyond a hedge. I generally reach this encounter by going around the hedge.



I hope no one is around to avenge the Khorgol's death.

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Margzal

Name: Margzal
Type: That big beast the roams in Mordor (Sulok)
Trigger: At the end of the second wave of the first assault.
Text: The earth itself shudders as a great beast approaches Caras Gelebren.
Location: Spawns at the southern to the watch-tower and moves towards the tower.
Morale: A+5
Abilities: Injury, Dislocation



This beast was apparently trained for break through the walls. It appears that no one bothered to train it to stop once it finished its job.



I find it best to face this encounter as soon as it's close enough to pull. In a solo run, this is generally between the third and fourth waves of the first assault.

Variations

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

Level

All skirmishes can be played anywhere from their minimum level to the server level cap. The minimum level for *Doom of Caras Gelethen* is 20. 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. 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.

Why would you want to change the level for the skirmish? This skirmish can be tough, especially if you're new to it, so you may want to try it a couple levels below your own if you're having trouble. Note that at lower levels (20-40), the enemies are weaker than normal.

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 (see the table to the right).

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%

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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 *Doom of Caras Gelebren*.

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

Skirmish Size	Mob Points	Mark %	Lieutenants	Boss	Encounters
Solo (1)	5-8	100%	Signature	Elite	Signature
Duo (2)	18-24	105%	Elite	Elite Master	Elite
Small Fellowship (3)	18-24	120%	Elite	Elite Master	Elite
Fellowship (6)	32-38	150%	Elite Master	Nemesis	Elite Master
Raid (12)	96-144	190%	Nemesis *	Arch Nemesis	Nemesis

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

The skirmish size setting controls the quality of the lieutenants, the encounter bosses, and the main boss, as well as the size of each wave.

In addition, the group size controls when subsequent waves of an assault begin. Generally, each wave after the first starts when the first one is defeated (summoned mobs don't count as part of the wave for this purpose). In small fellowship and larger settings, subsequent waves will start no more than 75 seconds after the previous (even if you're still battling the first).

Duo mode is a variation of small fellowship mode, so the number of mobs is the same in these two settings. The primary difference is that opponents under duo mode receive a 34% penalty to their morale, damage, and other attributes. In addition, there is no time limit for starting a subsequent wave.

Deeds

Most 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 "The Doomed." There is no skirmish mark award for completing this deed, but you do earn 2000 virtue experience. To gain credit for the deed, the encounter boss must at least green to you (no more than eight levels lower than your level). Note that since this skirmish was added since the addition of the Skirmisher of Middle-Earth title, this skirmish is not required to complete the meta encounter deed.

This skirmish also includes four deeds to kill mobs with the skirmish: Servants of the Deceiver (Beginner, Intermediate, Advanced, and Final). The final stage of this series awards the title "Bane of the Deceiver" and 2000 Virtue Experience.

Finally, this skirmish also includes a deed to kill all three final bosses: Doom of Caras Gelebren. This deed awards the title "Witness to the Fall" and 2000 Virtue Experience.

Each lieutenant also has an associated slayer deed. There are two tiers for each of these deeds: kill the lieutenant five times then kill the lieutenant 50 times. There is no title for the deed but you do gain 50 skirmish marks for completing the first tier and 500 skirmish marks for completing the second tier. A lieutenant only counts for the slayer deed if the level of the lieutenant is at least green.

This skirmish is a decent source for non-skirmish deeds. You can complete Swanfleet deeds for uruks and wargs in this skirmish. In addition, **each race can complete at least one racial slayer deed in this skirmish.**

Quests

Each skirmish includes a quest that is granted each time you run the skirmish. Each time you complete *Doom of Caras Gelebren*, you receive the following additional rewards:

- Scaling experience based on level
- Scaling item experience points based on level

In addition, Tarandir in the ruins of Caras Gelebren (53.8S, 22.1W) bestows the quest *The Fall of the Mirdain*, which requires you to complete this skirmish. This quest awards a pair of leggings plus 1000 virtues experience. The leggings are only level 20, but the virtue experience should be useful for characters of any level.