



Pineleaf's Pictorial Primer to Skirmishing



By *Pineleaf Needles* for *A Casual Stroll to Mordor*

<http://www.casualstrolltomordor.com>

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Pineleaf's Pictorial Primer to Skirmishing

Introduction

Welcome to *Pineleaf's Pictorial Primer to Skirmishing*. In this series, we will look at the skirmish system in *The Lord of the Rings Online™*. In this appendix, we will examine each of the lieutenants that you will face while skirmishing.

This is the first of three parts of this appendix. This first part will describe the lieutenants that can appear in all skirmish sizes. These are referred to as “solo lieutenants” as they are the only lieutenants that appear in solo settings. The second part will describe lieutenants that only appear in group settings. The third part will describe those lieutenants that appear only in full fellowship and raid settings.

In this series, we will look at each lieutenant, including which skirmishes they can appear in, their abilities, and any tactics you can use to defeat them.

Pineleaf Needles

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Pineleaf facing two lieutenants at once while assaulting the Ringwraiths' Lair

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Basic Information

There are a total of 14 lieutenants that can appear in solo skirmishes. There are four versions of each of these lieutenants: one that appears in solo skirmishes (signature quality), one that appears in duo and small fellowship skirmishes (elite quality), one that appears in full fellowship skirmishes (elite master quality), and one that appears in raid skirmishes (nemesis quality). The higher quality versions tend to have either more special abilities or more powerful special abilities than the lower-quality versions.

Not all lieutenants appear in all skirmishes. The table below lists all the lieutenants that appear in solo runs of each skirmish. The majority of the skirmishes allow all of the lieutenants.

The top two lines of the table show the average and maximum number of lieutenants I have faced in a run of each skirmish. For *Rescue in Nûrz Gâshu*, the numbers assume that you hit each Torech cleanly and not spawn any additional waves (as each wave will include its own lieutenant). The number given for Tuckborough does not include any lieutenants summoned by the final boss during group runs.

Lieutenant	Tuckborough	Gondamon	Amon Sûl	Thievery & Mischief	Prancing Pony	Ford of Bruinen	Barrow Downs	Dannenglor	Thrangûlhad	Necromancer's Gate	Ringraiths' Lair	Battle in the Tower	Nûrz Gâshu
Average # LT per run	11	12	6	7	5	10	?	3.5	7	12	10	10	6
Maximum # LT per run	11	16	12	9	6	12	?	9	15	15	10	12	6
Bearer of Blight	√	√	√	√	√	√	√	√	√	√	√	√	√
Blood Rook		√	√	√	√	√	√	√	√	√	√	√	√
Daywalker Berserker		√	√	√	√	√	√	√	√	√	√	√	√
Death-Monger	√	√	√	√	√	√	√	√	√	√	√	√	√
Defender of the Vile	√	√	√	√	√	√	√	√	√	√	√	√	√
Dourhand Keg-Master	√	√	√	√	√	√	√	√	√				
Dourhand Storm-Keeper	√	√	√	√	√	√	√	√	√				
Echo of Death		√	√	√	√	√	√	√	√	√	√	√	√
Forest-Born Reaver		√	√	√	√	√	√	√	√		√	√	
Pale Trapper		√	√	√	√	√	√	√	√	√	√	√	√
Shepherd of Filth	√	√	√	√	√	√	√	√	√	√	√	√	√
Troll Wound-Taker		√	√	√	√	√	√	√	√	√	√	√	√
Venomous Blood-Arrow	√	√	√	√	√	√	√	√	√	√	√	√	
Zealot of Pain	√	√	√	√	√	√	√	√	√		√	√	

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Generally, you will fight a single lieutenant plus several supporting mobs. There are four cases where you may face more than one lieutenant at a time:

1. *Assault on the Ringwraiths' Lair* has two counterattacks that include two lieutenants and no supporting mobs.
2. Some large areas include multiple groups with each group having its own lieutenant. In these cases, it is generally possible to avoid pulling two lieutenants at a time.
3. In group runs, the boss fight in *Trouble in Tuckborough* includes summoned lieutenants. If you keep attacking the boss while a lieutenant is present, the boss may summon another lieutenant before you defeat the current one.
4. Raids often have two lieutenants spawn together.

Morale levels provided in each entry are for a level 65 lieutenant in a tier 1 solo skirmish. All lieutenants appearing in full fellowship and raid skirmishes have the following ability in addition to those listed under the individual lieutenant:

Protection from Slows: Unaffected by debuffs which slow movement.

Rewards

Whenever you defeat a lieutenant, there is a chance that the lieutenant will drop loot. Bounties are the most common drops, soldiers marks the next most common, and the ordinal marks are rare. This can be a bounty or a special mark. The exact type of bounty or special mark depends on the level of the skirmish run. If you are close to a boundary, you may consider running the skirmish above your level to gain access to the next level band's rewards (e.g., if you are at level 59, you may want to run skirmishes at level 60 to start earning Third Marks).

Level of Skirmish	Bounties	Soldier Marks	Ordinal Marks
20-29	Recruit 5.80 / 21.88	Recruit 5 / NA†	None†
30-44	Footman 11.59 / 43.75	Footman 10 / 20	First 10 / 15
45-59	Esquire 23.19 / 87.50	Esquire 15 / 30	Second 20 / 25
60-70	Guardsmen 33.62 / 126.88	Guardsmen 20 / 40	Third 30 / 25

†In the 20-29 range, extra Recruit marks are dropped instead of a wider variety of marks.

Deeds

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. All players can access the first tier of the lieutenant deeds while the second tier must be purchased (the second tier deeds are included as part of the Mirkwood expansion). 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 if the level of the lieutenant is at least green (meaning you will need to run the skirmish somewhere near your own level).

Bearer of Blight

Name: Bearer of Blight
Type: Uruk
Morale: 6175
Defenses: Weakest against cries
Abilities: Disease: Disease Blade (Area attack; 20 seconds)
+50% incoming melee/ranged/tactical damage; -50% incoming healing modifier
Fear: Fear Blade (Area attack; 20 seconds)
-50% melee/ranged/tactical damage; -50% healing modifier
Poison: Poison Blade (Area attack; 20 seconds)
Common damage every 2 seconds
Wound: Wound Blade (Area attack; 8 Seconds)
Skills requiring weapons cannot be used (shields count as weapons)



The Bearer of Blight has a very nasty set of debuffing area attacks. There are a total of four of these attacks, one for each of the four debuff types. You can get rid of each of these through the use of a curative potion, though I rarely bother.



The most annoying of these debuffs is the Bearer of Blight's Wound Blade. Most disarm effects I have encountered only affect the primary weapon but the Bearer of Blight's affects all weapons (including shields). At least a warden still has cry attacks remaining (and as the picture shows, some ineffectual punches).

Blood-Rook

Name: Blood-Rook
Type: Craban
Morale: 8071
Defenses: Strongest against cries
Abilities: Aid of Allies
Increased melee damage per nearby ally
Decreased incoming damage per nearby ally



Blood-rooks are gregarious: the more company they have, the better they like it. When they are in the company of allies, you will see a red cloud in the vicinity of the Blood-rook. This means that they are dishing out additional damage and taking less damage.



When its companions are either defeated or out of range, the cloud disappears.

There are two ways to handle the blood-rook. One is to kill its companions before you take on the rook. The other is to pull the Blood-rook away from its companions.

Daywalker Berserker

Name: Daywalker Berserker
Type: Gorthorog
Morale: 8152
Defenses: Strongest against light and fire
Abilities: Titan's Rage (20 seconds)
-100% incoming melee/ranged/tactical damage
Fear: Fright (3 minutes)
Penalty to Will and Fate
Fear: Chilled (20 Seconds)
Shadow Damage every 4 seconds
Stun



The Daywalker-berserker is a great deal of trouble in a large package. He hits hard, has two fear attacks, and can stun. What's not to hate?



Oh yes, then there's the 20-second immunity shield. How do you handle it? The only way I know is to wait it out. Therefore I attack its companions first.

Note that while the shield absorbs all damage, at least some side effects will get through. The most important of these is threat.

Death-Monger

Name: Death-Monger
Type: Orc Defiler
Morale: 5992
Defenses: Weakest against light and cries
Abilities: Nose for Death

The Death-monger refuses to let his dead companions leave the battlefield.



The Death-monger is able to summon spirits of his fallen companions. When an enemy dies, the Death-monger crouches and says, "Rise and return to battle!" This takes some time, so you can interrupt it if you have the necessary skills.

Note that almost all servants of the enemy can trigger the Death-monger's ability, even the dead (except for spirits, which cannot be raised).



If the Death-monger manages to complete the ritual, a Vengeful Spirit will appear. The spirit is two quality steps below the Death-Monger (so in a solo run, the Vengeful Spirit will be of swarm quality). The Vengeful Spirit does not count as part of its group, so if only Vengeful Spirits remain, the wave will be treated as being complete.

Defender of the Vile

Name: Defender of the Vile

Type: Orc

Morale: 6175

Defenses: Weakest against light and cries

Abilities: Defender of the Vile

The presence of a Defender of the Vile inspires competence in battle.

Aura: Vile Defense

-50% Incoming Melee, Tactical, and Ranged damage

Wound: Primary weapon: Disarmed (5 seconds)

Skills requiring a primary weapon cannot be used.



The Defender of the Vile provides a defensive bonus to all of his companions. Therefore, the combat will be easier if you kill the Defender of the Vile first.

The competence bonus is a reduction to incoming damage that varies based on the group size setting of the skirmish: -50% for solo, -60% for duo and small fellowships, and -70% for full fellowships.



Isn't this fun? You are being pounded to pieces and your choice is to either kill the toughest opponent first or work through a series of opponents with enhanced defenses.

The occasional disarm (as on the left) is just a little salt to add to the situation, though at least I can keep my shield against the Defender.

Dourhand Keg-Master

Name: Dourhand Keg-Master
Type: Dourhand dwarf
Morale: 6175
Defenses: Poor defenses and great mitigations
Abilities: I Drink (40 seconds, stackable)
+20% melee/ranged/tactical damage
+20% incoming melee/ranged/tactical
+20% miss chance
You Drink (40 seconds, stackable)
Exactly the same as "I Drink" except that it targets someone fighting the lieutenant
Explosive Brew (Duo +)
Wound: Serious Wound (20 seconds)
Common damage every 2 seconds
Healing



The Keg-master is the obligatory drunken fighter. He can either take a swig or spit some brew in your face. This is the only lieutenant that is equally willing to cast the same effect on either you or himself.

As the picture to the left demonstrates, he is also able to heal himself. How's that for annoying?



If you are in a group, the Keg Master truly earns his name by placing kegs on the ground. As you can guess from the fire coming out of the keg, it is getting ready to explode. Anyone near a keg when it explodes is stunned.

Dourhand Storm-Keeper

Name: Dourheand Storm-keeper
Type: Dourhand dwarf
Morale: 6175
Defenses: Poor defenses and great mitigations
Abilities: Sigil of Destruction (Duo+)
Creates an aura of Deadly Inferno
Wound: Sigil: Deadly Inferno (Duo+, Area effect around Sigil of Destruction)
181 Fire damage every 2 seconds (level 57)
Wound: Shocking Grasp (Fellowship+; 30 seconds)
Lightning damage every 2 seconds



The Storm-keeper may be a little shocking but he is otherwise the least annoying of the lieutenants you can face in solo play.

In some backdrops, the lighting attack can even be a little pretty as in the picture to the left.



In group modes, the Storm-keeper becomes a more serious opponent. He can drop a Sigil of Destruction that generates an aura of fire. I highly recommend that you destroy the sigil as quickly as possible.

Too bad my Rune-keeper can't learn that little skill.

Echo of Death

Name: Echo of Death
Type: Shade
Morale: 8152
Defenses: Strongest against physical; weakest against Song and Westernesse
Abilities: Death's Echo (on any damage, 25% chance to reflect effect for 20 seconds)
+100% incoming melee/ranged damage (note: NOT tactical damage)
Fear: Distraught (32 seconds)
Shadow damage every 4 seconds
Fear: Major Fright 4 minutes
Penalty to Will and Fate



This is one of the nastier lieutenants you will face in solo mode. Its ability causes you to take extra damage from melee and ranged effects, which are the most common types you will face during skirmishes. Therefore, tanking the Echo of Death and the trash at the same time is going to get you hurt very quickly.

Note that soldiers will not attack an Echo of death.



The Echo of Death inflicts tactical damage, so you will at least not take any extra damage from the Echo of Death itself. For this reason, it is generally best to clear the trash first and then attack the Echo of Death. Another possibility is to allow your soldiers and the defender to work on the trash while you fight the Echo of Death alone. This way, you might avoid using your attack horn.

Forest-Born Reaver

Name: Forest-born Reaver
Type: Wood Troll
Morale: 8234
Defenses: Strongest against common; Weakest against fire, light, song, and Beleriand
Abilities: Stun
Enragement (10 seconds)
This creature is enraged and hates soldiers
-30% attack duration, +30% run speed.



The Forest-born Reaver is a wood troll. It's only special attack is a ranged stun.

It has excellent mitigations against common damage, so I recommend doing some other damage type if available. Beleriand is your best choice of damage type but fire and light are almost as good.



This troll can become enraged. When enraged, the troll not only becomes faster but it also places priority on attacking soldiers. If my soldier is far off, the troll will ignore her, but if my soldier is nearby there is nothing that will get the troll off her for the next ten seconds.

Pale Trapper

Name: Pale Trapper
Type: Pale Folk
Morale: 6053
Defenses: Weakest against light
Abilities: Poison: Major Crippling Poison (4 minutes)
Penalty to Agility
Poison: Major Poison (30 seconds)
Common damage every 3 seconds
Snare Trap (5 seconds)
-40% run speed
Wound: Deadly Inferno (Area)
Fire damage every 2 seconds
Slowed: -25% Run speed (Duo+, 10 seconds)
Rooting Tentacle Trap (Fellowship+)



The Pale Trapper will occasionally blow a horn and set off a trap. While blowing the horn, you are caught in a Snare Trap that slows you down as the main trap is being set. There are three possible main traps.

In solo runs, the main trap is a fire trap as depicted in the picture. It's deadly but you can easily get out of it. Even better, the trap is often placed nowhere near you.

The second main trap is only used in group runs and it can slow you for ten seconds (this is the weakest of the three possible traps).



In full fellowship and raid runs, The Trapper gains a third trap that brings tentacles from the ground to root you in place.

Shepherd of Filth

Name: Shepherd of Filth
Type: Goblin
Morale: 6053
Defenses: Weakest against light and cries.
Abilities: Rooted (10 seconds)
Cannot move. Damage has a moderate chance to end this state
Filth Crawlers
Calls up three filth crawlers
Filth Crawler Goo (30 seconds, penalties are per tier, five tiers maximum)
-30% attack direction, -10% run speed, +10% all inductions per tier



The Shepherd is one of the masters of annoyance. Those crawlers can create a real mess. If you have neither an area attack nor a stun, you have my condolences when you face this nasty goblin.



The shepherd won't attempt to summon anything until it is damaged. After the first attempt, additional summoning attempts are triggered by time. Therefore, either avoid hitting the shepherd at all or burn it down quickly. More often than not, an NPC will attack the shepherd and force you to take the latter course.

Troll Wound-Taker

Name: Troll Wound-Taker
Type: Troll
Morale: 6726
Defenses: Strongest against common; Weakest against fire, light, and song
Abilities: Wound: Laceration (42 seconds)
-15% melee/ranged damage
Penalty to Parry rating
Wound: Injury (1 minute 30 seconds)
Penalty to Might
Healing by spending own morale



Troll Wound-takers can heal their allies by sacrificing some of their own morale. I therefore kill it before I attack the allies.



When the troll is attempting to heal a companion, he pounds the ground in the direction of the companion.

Venomous Blood-Arrow

Name: Venomous Blood-Arrow
Type: Goblin
Morale: 6053
Defenses: Weakest against light and cries
Abilities: Poison: Major Poison (30 seconds)
Common damage every 3 seconds
Disease: Diseased Arrow (10 second countdown, applied on expires if in combat)
Subtract 35% of maximum power
Fear: Fear Arrow (10 second countdown, applied on expires if in combat)
6-second stun
Poison: Poison Arrow (10 second countdown, applied on expires if in combat)
Subtract 35% of maximum morale
Wound: Wound Arrow (10 second countdown, applied on expires if in combat)
Subtract 20% of maximum morale
Subtract 20% of maximum power



The blood-arrow isn't a major problem when I attack a control point. During a counterattack, though, I desperately run up to him and prepare to kick him with the boot. Sometimes I even succeed. It was worse before I gained my spear masteries, as the Spear-Shield mastery and Boot combination is the only interrupt I can prepare on the run. My condolences if you don't have any interrupt skills at the start of combat.

The countdown effects are truly nasty. Once you get the countdown effect on you, you have three choices: cure it (as a warden that generally means using a curative potion), kill everything before the timer runs out (not likely if you received the effect at the start of combat), or accept the effect. I generally drink a potion for the fear effect and accept the other three.

When you are in a full fellowship or a raid, the Venomous blood-arrow constantly uses the special attacks. Therefore, you need to keep it interrupted and kill it fast (and have curatives ready for when the interrupts fail).

