



# Pineleaf's Pictorial Primer to Skirmishing

## Volume 13: Strike against Dannenglor



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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 thirteenth volume, we will take a look at the first of the Mirkwood skirmishes: *Strike against Dannenglor*.

In this series, we will look at each skirmish in turn, including its scenario, layout, mobs, bosses, and encounters. While I discuss the lieutenants you will be facing, I will leave any detailed descriptions for them in Appendix A of this Primer.

I have run this skirmish on two classes: warden and lore-master. None of my other characters are at a high enough level to unlock this skirmish. Currently, my warden runs with a bannerguard and my lore-master runs with a protector.

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*Pineleaf Needles*

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Pineleaf and Blackberry after clearing the first control point

## Skirmish Specifications

Name:	Strike against Dannenglor	
Scenario:	Here at Dannenglor, the enemy holds and interrogates those they have captured in battle. The prisoners must be rescued swiftly...!	
Type:	Offensive	
Level Range:	60-70 (will be raised to 75 when level cap is increased)	
Availability:	Free; Unlocked during Epic 2.9.4	
Allowed Group Sizes:	Solo, Duo, Small Fellowship, Fellowship, and Raid	
Tiers:	1-3	
Location:	Dannenglor, Dourstocks, Mirkwood	
Reputation:	N/A	
Control Points:	6	
Opponents:	Morroval, bats, and limrafn	
Enemy Group Size:	Solo	2 Hale + 1 Weak
	Duo/Small fellowship	2 Strong + 2 Hale
	Fellowship	3 Staunch
	Raid	3 Mighty + 1 Staunch
Available Lieutenants:	14 solo; 10 duo+; additional at fellowship+	
Lieutenant Count:	3.6 (9 opportunities with a 40% chance)	
Defenders:	4	
Encounters:	9; Struck against Dannenglor	
SM @ Level 65:	155 (71 CP; 64 defenders; 20 encounters)	
Experience Rating:	40	
Solo Run Time:	15 minutes	
Campaign:	Naillan	
Features:	High mob density, Noted for speed runs	
Consumables:	Standard food	
Damage Types:	Beleriand (Morroval) and Westeresse (Limrafn)	

## Summary

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

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

The object of this skirmish is to defeat the enemy forces at each control point and then take the control point. When you capture a control point, the enemy forces will generally launch a counterattack. One or two freed prisoners at the control points will aid you during the counterattacks.

Your opponents will mainly be morroval, bats, and limrafn. In addition, you will face an array of lieutenants.

This skirmish has a high skirmish mark reward and a relatively fast pace. Therefore, many players run it just for the marks. *Dannenglor* is a poor source for other rewards, though, such as deeds, experience, and drops (due to the low lieutenant count).

The defender award for this skirmish is particularly high. Originally, you received more marks for the control points and fewer for the defenders but Turbine rebalanced the awards (and increased the overall total) after it became obvious that many players simply skipped the counterattacks and allowed the prisoners to die. As rescuing the prisoners is the entire point of the skirmish, I always do my best to keep them alive.

## Skirmish Mark Awards (Level 65)

<b>L65 Marks</b>	
10	Lower Courtyard
10	South Entranceway
10	West Bridge
10	East Terrace
10	Upper Courtyard
21	Sorcerer's Chamber (the boss fight)
64	Four defenders
20	Two Encounters
<b>155</b>	<b>Total</b>

## Layout

### Control Points

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

#### Section 1: Lower Courtyard

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

##### *Lower Courtyard (10 SM)*



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

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



When you clear out the mobs, you will find not only the control point but also an imprisoned elf. When you capture the control point, the elf will help you fend off the counterattack.



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

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

### Section 2: Main Courtyard

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



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

### South Entranceway (10 SM)



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

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

Some players just skip this counterattack altogether and leave Idhrenfair to his fate (despite the potential loss of 16 skirmish marks). If you are fast enough, you might be able to finish the skirmish before he gets killed. I prefer to instead run to the ramp to the East Terrace and head off the counterattack at its source to save time. Some players that can survive large groups actually grab the mobs at the West Bridge and then return here to face the counterattack at the same time.

### *West Bridge (10 SM)*



The West Bridge has two, rather than one, prisoner. To balance this, there will be two counterattacks rather than one.

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

### *East Terrace (10 SM)*



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

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

## **Section 3: Upper Courtyard**

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

### *Upper Courtyard (10 SM)*



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

The glowing objects are the cocoons for the Gothling encounter.

### Sorcerer's Chamber (21 SM)



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

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

## Opponents

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

Each group you face consists of a number of mob points given on the table below. The number of mob points depends on the fellowship size setting for the skirmish run. *Dannenglor* has a unique set of group sizes. In solo runs, the size is slightly smaller than *Tuckborough*, in duo / small fellowship runs it is larger than *Tuckborough*, and in full fellowship runs it is the same as *Tuckborough*. The table assumes that in raids the size is the same as in *Tuckborough* though I have not yet confirmed this.

Number of Players	Mob Points	Possible Setup	Mob Types
Solo	5	2 Hale + 1 Weak	Weak, Hale
Duo / Small Fellow	20	2 Strong + 4 Hale	Hale, Hardy, Strong
Fellowship	48	6 Strong	Hardy, Strong, Staunch
Raid (12)	112	3 Staunch + 2 Mighty	Strong, Staunch, Mighty

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

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

The exact composition of the group is selected at random. Lieutenants are not part of this cost. A group is either accompanied by a lieutenant or not. This is not reflected in the mob point total.

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### Abilities

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

Name	Type	Time	Description
Chilled	Fear	20 sec	Shadow damage every 4 seconds
Distraught	Fear	32 sec	Shadow damage every 4 seconds
Healing	Healing	Instant	Restores morale of target
Impale			Common damage every 2 seconds + root
Major Poison	Poison	30 sec	Common damage every 3 seconds
Major Sprain	Wound	1 min	-40% run speed; Penalty to evade
<i>Minor Diseased Frailty</i>	<i>Disease</i>	<i>3 min</i>	<i>Penalty to Vitality</i>
<i>Minor Fright</i>	<i>Fear</i>	<i>2 min</i>	<i>Penalty to Will and Fate</i>
Prime Weapon Disarm	Wound	5 sec	Skills requiring a primary weapon cannot be used
Rooted		varies	Cannot move; state can be broken by damage
Seared	Wound	10 sec	Fire damage every 2 seconds
<i>Searing Heat</i>	<i>Wound</i>	<i>Aura</i>	<i>Fire damage every 2 seconds</i>
Silenced			
Stunned		3 sec	
Suppressed Fear	Fear	20 sec	Rooted and Silenced for 1 sec on expiration
Terrible Retribution	Buff	5 min	On common, Westernesse, Ancient Dwarf or Fire: Reflect 25% damage as shadow damage 5% chance to reflect 10-second root
<i>Unsettled</i>	<i>Fear</i>	<i>12 sec</i>	<i>Shadow damage every 4 seconds</i>

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

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### Morroval

You main opponents in this skirmish are the morroval.

The Impale debuff (found on morroval of signature quality or higher) has an indefinite length. I have not determined the exact circumstances that break it. This debuff is also used by Rimdeloth, the morroval you face in an encounter.



Name: Morroval Bloodblade  
Attack: Melee  
Def: Average; Good vs Common & Tactical;  
Poor vs Beleriand  
Morale: 4035  
Abilities: Minor Fright  
Unsettled or Chilled  
Impale (Hardy+)  
Impaled (Rooted; Hardy+)



Name: Morroval Shrieker  
Attack: Ranged  
Def: Average; Good vs Common & Tactical;  
Poor vs Beleriand  
Morale: 4076  
Abilities: Minor Fright  
Unsettled or Chilled  
Stun (3 sec, Hardy+)  
Impale (Hardy+)  
Impaled (Rooted; Hardy+)  
Drain Life (Hardy+)

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### Bats

Where you find morroval, you will likely find bats.



Name: Fallenfang Bat  
Attack: Melee  
Def: Average; Fair Mit; Good vs Cry  
Morale: 4035  
Abilities: Stun (3 seconds, Hardy+)



Name: Fallenfang Shrieker  
Attack: Melee  
Def: Average; Fair Mit; Good vs Cry  
Morale: 4035  
Abilities: Stun (3 seconds, Hardy+)



Name: Rabid Fallenfang  
Attack: Melee  
Def: Average; Fair Mit; Good vs Cry  
Morale: 4035  
Abilities: Minor Diseased Frailty  
Stun (3 seconds, Hardy+)

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### Limrafn

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

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

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

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



Name: Foul Deceiver  
Attack: Melee  
Def: Average; Good vs Physical;  
Good vs Common,  
Poor vs Westernesse  
Morale: 4076  
Abilities: Blinding Glare (20% miss chance)

These balls of light are plain annoying.



Name: Wandering Flame  
Attack: Melee  
Def: Average; Good vs Physical;  
Good vs Common,  
Poor vs Westernesse,  
Incredible vs Fire and Frost  
Morale: 4035  
Abilities: Searing Heat  
Flame Gout (25%; Hardy Only)  
Seeking Flame (100%; Strong+)

## Lieutenants

There are 14 lieutenants that appear in the solo setting. 10 more are added in duo and small fellowship settings. Additional lieutenants are added in fellowship and raid settings. Details on the various lieutenants are given in Appendix A.

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

The table below lists all of the lieutenants, indicating which ones can appear in this skirmish. Note that it does not include the lieutenants that appear only in full fellowship and raid runs. I do not have the data to compile an accurate table for the larger skirmishes.

Bearer of Blight	√	Brood Queen	<65
Blood- Rook	√	Brothers of Destruction	√
Daywalker Berserker	√	Enraged Stone-crusher	√
Death-monger	√	Flesh Gorgor	
Defender of the Vile	√	Frigid Squall	√
Dourhand Keg-master	√	Hawk-eyed Harrier	√
Dourhand Storm-keeper	√	Hulking Pounder	√
Echo of Death	√	Leech Warden	√
Forest-born Reaver	√	Priest of Vengeance	
Pale Trapper	√	Priestess of Flame	√
Shepherd of Filth	√	Raging Marauder	
Troll Wound-taker	√	Tempest of Flame	√
Venomous Blood-arrow	√	Wretched Falconer	√
Zealot of Pain	√		

## Authdurgul (The General)

Authdurgul (Sorcerer)

Morale: 12,228

Attacks: Melee

Def: Average

Mitigations: Superior

Susceptibility to Fear

Shadow Vulnerability

Summons limrafn (group runs only)



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

## Encounters

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

There are a total of nine encounters in *Strike against Dannenglor*. As with other offensive skirmishes, the encounter bosses in this skirmish are all elite in solo runs.

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

The morale given for each encounter boss is at level 65 in a tier 1 solo setting.

## Helchfaer

Name: Helchfaer  
Type: Sorcerer  
Trigger: Capturing the East Terrace control point  
Text: Chanting echoes form the structure to the north.  
Location: In a small building just to the north of the East Terrace (11.7S, 54.6W).  
Morale: 18,342  
Abilities: Healing  
Distraught



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



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

## Ghostfang

Name: Ghostfang  
Type: Barghast  
Trigger: Climbing the ramp towards the Eastern Terrace.  
Text: Sounds of teeth gnashing and bones being gnawed come from ahead.  
Location: Southern edge of the East Terrace (12.1S, 54.7W).  
Morale: 18,159  
Abilities: Chilled  
Silenced



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



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

## Ruingalad

Name: Ruingalad  
Type: Fire Limrafn  
Trigger: Capture of the South Entranceway control point  
Text: A sharp gust of wind extinguishes the torches at the South Entranceway.  
Location: At the south entranceway (12.4S, 55.1W).  
Morale: 18,342  
Abilities: Searing Heat  
Seared  
Flame Gout or Seeking Flame



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

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

Oh, the torches attracted a cute little fireball.



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

## Swartclaw

Name: Swartclaw  
Type: Craban  
Trigger: Move near the bottom of the ramp at the north end of the main courtyard.  
Text: A flock of craban screech from a roosting tree up the ramp to the north.  
Location: The northern terrace (11.7S, 55.1W).  
Morale: 18,159



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

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

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



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

## Rimdeloth

Name: Rimdeloth  
Type: Morroval  
Trigger: Fending off the counterattack at the Lower Courtyard control point.  
Text: Screaming and scratching echo from the Main Courtyard.  
Location: West of the ramp leading up to Swartclaw (11.9S, 55.2W).  
Morale: 18,342  
Abilities: Impale  
Impaled (Rooted)



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



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

## Gorogmul

Name: Gorogmul  
Type: Morvul  
Trigger: Capturing the West Bridge control point.  
Text: The torch flames flicker out as you take the west bridge.  
Location: West Bridge (11.9S, 55.3W).  
Morale: 18,342



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

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

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



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

## Gothling

Name: Gothling  
Type: Spider  
Trigger: Entering the Upper Courtyard.  
Text: Spider-eggs cocoon the room ahead.  
Location: Upper Courtyard (12.1S, 54.6W).  
Morale: 18,526  
Abilities: Rooted (8 seconds)  
Major Poison



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

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



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

## Fikluk

Name: Fikluk  
Type: Troll  
Trigger: Capturing the West Bridge control point.  
Text: An elf scouting horn sounds from across the river, you should find a horn and respond.  
Location: West Bridge (11.9S, 55.6W).  
Morale: 18,342  
Abilities: Major Sprain  
Stunned (3 seconds)



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



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

## Seregruin

Name: Seregruin  
Type: Wraith  
Trigger: Capturing all three control points in the Main Courtyard.  
Text: As the Courtyard falls to your control, and ancient guardian of it returns.  
Location: Wanders about the Main Courtyard.  
Morale: 18,342  
Abilities: Dread  
Primary Weapon Disarmed  
Suppressed Fear  
Terrible Retribution



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

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



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

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

## Variations

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

### Level

All skirmishes have a level range. The range for *Strike against Dannenglor* is 60 to 70 (with the release of *Rise of Isengard*, the range is being increased to 60 to 75). The default setting for a skirmish run is the level of the character starting the skirmish. You can set the skirmish to any level within the level range if required. Note that while *Strike against Dannenglor* can currently be raised above the cap, this will no longer be the case after the release of *Rise of Isengard*.

Why would you want to change the level for the skirmish? If you are just starting to learn a skirmish, you may want to set the level lower to allow you to understand how the skirmish works. This isn't always possible, though, as you generally first try a skirmish when you reach its minimum level.

Another reason to set the level lower is to compensate for an underpowered soldier. If you start skirmishing at a high level, your soldier is likely to be under par. 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 penalty based on the difference between your level and the skirmish's level.

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

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

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. While there are currently no reward upgrades in this skirmish's level range, there will be one at level 66 with the release of *Rise of Isengard*.

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 when you first enter the skirmish. The exact adjustment varies based on your level. The table for level 65 is given to the right.

Diff	Level 65
-5	60%
-4	75%
-3	85%
-2	90%
-1	94%
Even	100%
+1	104%
+2	107%
+3	110%
+4	114%
+5	119%

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### Tier

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

Tier	L 65 Hale Wandering Flame	Skirmish Mark %
1	4076	100%
2	4982	110%
3	6794	125%

### Player Group Size

The player group size has the greatest change on the play of the skirmish.

Number of Players	Mob Points	Mark %	Lieutenants	Boss	Encounters
Solo (1)	5	100%	Signature	Elite	Elite
Duo (2)	20	105%	Elite	Elite Master + 1 add	Elite Master
Small Fellowship (3)	20	120%	Elite	Elite Master + 1 add	Elite Master
Fellowship (6)	48	150%	Elite Master	Nemesis + 2 adds	Nemesis
Raid (12)	112	190%	Nemesis *	Arch Nemesis + adds*	Arch Nemesis

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

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

In addition, the group size controls when the second counterattack comes when there is more than one at a control point (this would be at the Western Bridge). In solo and duo modes, the second counterattack starts when the first one has been defeated. In the other settings, if the first counterattack is not defeated before a set amount of time, the second counterattack will start right away (note that while I have yet to have actually see the second counterattack auto trigger, so it is possible that the feature does not exist in this skirmish).

Duo mode is a variation of small fellowship mode, so the number of mobs is the same in these two settings. In addition to the difference in the counterattack timing given above, opponents under duo mode receive a penalty to their morale, damage, and other attributes.

## Deeds

All skirmishes include a deed to complete all the encounters in the skirmish. This deed awards a title when all of the encounters have been completed at least once. The title for this skirmish is "Struck at Dannenglor." 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. This skirmish has a low lieutenant count, so it is not the ideal skirmish for working on lieutenant slayer deeds.

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

## Quests

Each skirmish includes a daily quest that is granted if you have not yet completed that skirmish during that day. The first time you complete *Strike against Dannenglor* on a day, you receive the rewards listed below. Note that this skirmish does not award any reputation.

- Skirmish marks scaled according to the level at which the skirmish is run (107 at level 65)
- 4651 experience points
- 4682 item experience points