

LORD OF THE RINGS ONLINE WARDEN GAMBITS



DAMAGE

- MAIN HAND DAMAGE
- FRACTION OF MAIN HAND DAMAGE
- COMMON OR LIGHT DAMAGE
- ↶ REFLECT DAMAGE
- ✕ INTERRUPT INDUCTION
- ⊙ CHANCE TO DAZE
- ⚡ INCREASE ATTACK SPEED
- * FEAR

HEAL

- HEAL
- DRAIN (DAMAGE AND HEAL)
- RECOVER POWER

BUFF

- ◇ CHANCE TO EVADE
- ◇ CHANCE TO PARRY
- ◇ CHANCE TO BLOCK
- ^ INCREASED CRIT
- ⇒ INCREASED CHANCE-TO-HIT
- ↑↑ INCREASE SUBSEQUENT DAMAGE
- * DEBUFF

- ⚡⚡⚡ GENERATE THREAT

- ⚡ FORCE ATTACK

MODIFIERS

- + LEVEL-DEPENDENT AMOUNT
- ⚡●●● OVER TIME (ICON IS REPEATED)
- TRANSFER FROM TARGET
- { } APPLIES TO FELLOWSHIP
- []_N APPLIES TO N MOBS

○ UNVERIFIED