

## Lotro Unofficial Champion Strategy Guide

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ISBN # 978-0-557-38441-9

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## **Introduction**

The following guide is intended for players with level 60+ Champs and also assumes that most Virtues are close to Rank 10. If you are not yet 60+, then the skills and equipment are something that you can look forward to or work towards. While information presented can be useful for Champions in Fellowships and Raids or even PvMP (Player vs. Monster Player) it is written from a PVE Solo Point-of-View. It is also written from a Combat perspective only and questing, crafting, exploring are omitted.

The first section, Skills, has the most direct impact on combat because they affect damage more than any other attribute. The more damage you do, the quicker combat is over, and the more Morale you have left, and the less you find yourself at a rez circle.

## **Skills**

The following are skills (including Racial) that set on my Quickslot bar starting with the lowest bar and working my way up. If I haven't listed a skill in this section, I don't consider it valuable enough to extrapolate about it. At the end of this section I will give specifics about my normal combat rotation.

### **Bladewall**

This is the most used skill of the Champ's arsenal with the trait Stalwart Blade. With this trait you will generate a Fervour pip. When dual-wielding or weapons and shield, this Fervour building skill does the most damage of the 3 (Wild Attack and Swift Strike included). This also damage up to 5 attackers at once and has a greater range than the other 2. This is the first skill I use in combat. This is available at Level 1.

### **Wild Attack**

This also is in my rotation to build Fervour. It does just a bit more damage than Swift Strike on weapon and shield but

it is also a dual-attack with 2 weapons. If you have enough in the Berserker Line traited you can receive +25% crit damage and a bonus to crit chance. You can also trait so that Wild Attack generates an extra Fervour pip on critical hits and increase threat generation. The drawback to this skill is that it has a long animation time. I only use it when Bladewall and Swift Strike are on cooldown. This is available at Level 1.

### **Swift Strike**

The third skill that helps you to build Fervour. This is a single attack even if dual-wielding but the animation is very fast and is a must in a rotation of skills. The cost in power is a drawback though. You can also trait to upgrade this to an extra Fervour pip on critical hits. This is available at Level 1.

### **Brutal Strikes**

This is the bread and butter skill for Champs in terms of damage. It is a triple attack whether you are dual-wielding or weapon and shield. It has a fast animation, good recycle time and with at least 3 traited in the Berserker line you can get +40% crit multiplier. And, since it is 3 attacks, you

have 3 chances to crit – it's rare but that could mean 3 crits back to back. Throw in the Deadly Strikes trait and that's +65% crit multiplier. It only requires 3 Fervour dual-wielding and 4 with weapon and shield, so either way, you don't have to build to full Fervour. This is available at Level 6.

### **Feral Strikes**

A triple/double attack that got an upgrade in a patch that makes it useful in certain circumstances. It is difficult to Parry or Block and also has a 25% chance of removing corruptions (buffs to mobs) for each strike. This requires 2 Fervour when dual-wielding and 3 Fervour with weapon and shield. It only has 2 attacks with weapon and shield. It doesn't do as much damage as Brutal Strikes and gets no special bonus from the Berserker Line. The base skill Savage Strikes is available at level 2.

### **Bladestorm**

A powerful dual AOE attack that damages 5 targets and traited properly up to 10 targets. The main hand attack has a big bonus. This require 3 Fervour if Dual-wielding and 4 with weapon and shield. This is the bread-and-butter move for AOE

damage without having to build up to full Fervour for Raging Blade. You can even trait to require 1 less Fervour. This is available at Level 10.

### **Raging Blade**

This is a legendary skill from Shadows of Angmar. It is the the most damaging AOE skill in the Champ arsenal. It requires 5 Fervour. By default it damages up to 8 targets at once and has a longer range than any other AOE skill (8m). It generates a lot of threat so be careful. Traited, you can hit up to 13 targets at once. This is available at Level 41.

### **Fervour**

The preferred stance that can be toggled on or off. I use this stance 95% of the time. It has very high power regeneration, gives a Fervour pip every 5 seconds (can trait for 4 seconds with 4 or more from Berserker line), and gives +20% damage. The drawbacks are many. You cannot Parry, Evade, or Block and you suffer a -30% to incoming healing. Exchange of Blows and Flurry only last their normal duration. This is available at Level 4.



**Fight On**

This is an immediate legendary skill that saps power from all nearby enemies in a 5.2m radius while bestowing a +25% melee damage buff for 30 seconds. If you are still in combat when Fight On expires you will receive a debuff in In-Combat Power Regeneration so be careful. You can only use this skill when your morale is 60% or lower. This is available at Level 41.

**War Horn**

This isn't a skill per se. It is an item this is inventory that when used can stun up to 6 targets for 3 seconds every 15 minutes. The cooldown is long, but I know it has saved me many times. When used with Sound the Attack you have more than one way to stun. Horns of Valour Passive Skill is available at Level 20.

**Champion's Challenge**

This skill usually forces the single selected target to attack you for 10 seconds with a cooldown of 20 seconds. However, if another character has established aggro it may not be enough. By having enough skills in the Martial line you can increase the threat generated by this skill. This is available at Level 22.

**Glory**

This is a valuable stance that you may use sparingly for defense. Although it has less Fervour generation, power regeneration, and damage, it also allows the Champ to Block (if a shield is equipped), Parry, and Evade. It also gives 720 critical defense which means that enemies will have ~3.5% less chance of hitting you for a critical. Upon an enemy defeat you can activate Glorious Exchange that is an upgrade from Exchange of Blows, that reflects 47 damage (at level 65) on any damage received 75% of the time. Use this sparingly as you may do as much as 35% less damage in this stance compared to Fervour. This is available at Level 30.

**Controlled Burn**

A Legendary skill that gives you most of the benefits of the Fervour Stance, but allows you to Block (with a shield equipped), Parry, and Evade. This lasts for 2.5 minutes unless you have it traited and then it lasts for 3.5 minutes. It also activates Glorious Exchange and Ardent Flurry. Controlled Burn does do 5% less damage than Fervour. This is available at Level 45.

**Sudden Defense**

An immediate skill that boosts your Parry and Evade to the ceiling (cap); that is 15% for 30 seconds. A lot of the bonus percentage is wasted because of the cap, but it is still useful adding what amounts to about a 6% Parry and Evade on top of normal. This is available at Level 18.

**Rend**

This is an upgrade to Cleave that when traited also causes an armor rend (causes mobs to take more damage). Rend is a very nice Bleed (damage over time) and with the right legacies you can get bleed damage to get very close to 100 every 2 seconds for up to 22-24 seconds and the armor rend to be about 600. This is also an AOE attack that can hit up to 5 targets at once and only cost 2 Fervour. The base skill Cleave is available at Level 16. Rend is available at Level 54.

**Bracing Attack**

One of the very few healing skills a Champ can turn to. It is an attack and can even be a dual attack with 2 weapons. If your main hand hit is successful you will heal some morale – with legacies and traits more than 800! Currently, I don't have it traited, but I

do have it maxed out on my class item legacy so I heal around 550. The cooldown is only 30 seconds so make it a part of your normal rotation. Even if you don't need it for combat, it can shorten the time out of combat for morale regeneration. This is available at Level 14.

### **Battle-Frenzy**

Un-traited, this gives an instant 3 Fervour. Traited this gives an instant 5 Fervour. It is very useful and part of normal skill rotation. I use it early as it has a 1 minute cooldown. This is available at Level 12.

### **Exchange of Blows**

On paper this skill looks very effective. It allows you to retaliate with a free attack of 47 damage when you get hit with common damage 50% of the time. The tool-tip is misleading stating that you reflect this damage, but you take full damage from any enemy hits. This is not a defensive skill at all. You can trait to increase the chance to retaliate to 75% on all damage like Fire, Frost, Shadow et cetera. However, I find that the 2 Fervour it requires can be better used on other skills or building skills. I once did a test to determine how much damage this actually does in combat. The

results was about 7% of total damage. I think the 2 Fervour can better be used elsewhere and it certainly isn't worth it to waste a trait. This is available at Level 8.

### **Flurry**

The base skill provides an extra 15% attack speed that includes all skills for 20 seconds. The traited version provides +25% attack speed for 30 seconds. This is one of the most valuable skills you can use and should always be a part of your normal rotation. I suggest traiting it for the extra 10 second duration so you don't have to use more Fervour pips during combat. Flurry also increases Fervour pip generation because of the increased speed. This is available at Level 4.

### **Clobber**

Depending on the mob, you may or may not use this skill often. It interrupts any time-delayed skills a monster is trying to use. Normally, you have time to make a decision whether you want to interrupt the mob or not because of visual clues (if you have it displayed under options). For solo play, you may decide to let the mob continue through it's skill (usually a buff on the mob or a debuff on you) because while

it is in its induction phase it won't attack you and therefore you don't suffer any damage possibly killing it before it finishes. The skill itself is immediate and cannot be blocked or parried, but it does little damage compared to other skills available. It only uses 1 Fervour pip though. This is available at Level 32.

### **Fighting Dirty**

This is a very useful skill, but it's tricky to use because, by default, you can only use it when a creature's health is 25% or below. However, you can trait to increase it to 50%, and then it becomes manageable. It builds 1 Fervour pip and gives your next AOE attack a bonus of +25% damage. Bladewall is included in the damage but does not count as the next AOE attack so it can actually be available as a buff (for Bladewall only) for 30 seconds. I use this in my regular rotation. When a mob's health drops below 50% I then essentially replace Wild Attack with this skill or sometimes Swift Strike. This is available at Level 26.

### **Sound the Attack**

This skill is one of the few Crowd Control options available to us (the other is the War

Horn). Utilizing this skill, we can stun up to 5 targets for 3 seconds every 20 seconds. It is an attack so it can miss, or be blocked, parried, or evaded. However, you can trait to convert this to Horn of Gondor that can stun up to 8 targets and does a little more damage, plus it can only be resisted (Song) and will no longer be blocked, parried, or evaded. The stun is only 3 seconds, but it prevents the stunned mobs from attacking for 4 seconds; 3 from stun and +1 for recovery. This is available at Level 34.

### **Remorseless Strike**

An upgrade to Relentless Strike. Like Relentless Strike, it is hard to defend against and does exceptional damage on critical hits. In fact, hits over 3000 damage are possible. I rarely use this choosing the triple attack of Brutal Strikes with all its bonuses. In the long run the DPS is greater even with the occasional large hit. The base skill Relentless Strike is available at Level 20. Remorseless Strike is available at Level 62.

### **Blood Rage**

This quick skill allows you to shake off stuns and roots, but at the cost of some serious morale – over a 1000. Unless I'm

going to be stunned for 10 or more seconds I would rather wait it out as I will probably take less damage over the stun period than I would using this skill. You can upgrade this skill to Continuously Blood Rage if you have earned the legendary. This prevent you from being stunned or rooted and gives a +50% to most resistances, but it cost morale over time and usually isn't worth it. This is available at Level 60.

### **Rising Ire**

This is useful only in groups, not solo. It helps with Crowd Control by taking 15% of the accumulated threat of a party member and adds it to you. Best use of this is to activate the skill every time it is available from the squishy classes like casters or healers along with Champion's Challenge. After a little while, it will be nearly impossible to take threat away from you. A nuke class like the Hunter or Runekeeper can generate incredible aggro so use this skill to take threat away from them. It is a 30% threat turnaround; -15% from the class targeted and +15% added to you each time. This is available at Level 42.



**Ebbing Ire**

This is the opposite of Rising Ire. As a Champ you can generate a lot of threat because of DPS and it is not always beneficial to have aggro, especially when in Fervour (can't Block, Parry, or Evade). Use this skill to transfer 25% of your own threat to a party member – like a Guard for example. This has a long cooldown. A retired legendary item legacy can reduce cooldown by as much as 30 seconds, but newer LI's do not have this option. This is available at Level 44.

**Adamant**

This is a useful defensive skill. For 30 seconds (up to 1 full minute with maximum legacy) you receive +10% protection against melee and ranged damage (the tooltip does not include tactical damage). When Adamant is used in conjunction with Sudden Defense and Controlled Burn and shield equipped, it becomes very difficult for a Champ to take much damage. You can use a legendary trait to make Adamant provide a +30% to melee and ranged, but it required 5 in the Martial set and there isn't enough useful traits in that line to make it worthwhile. This is available at Level 56.

**Strength of Morale**

This is a Racial skill for Man that is acquired by killing enough Hillmen (North Downs - 250) from the Deed Enmity of the Hillmen II. It is the most powerful heal a Champ has in his/her arsenal – although it's not actually a Champ skill. I recommend aspiring Champions to choose the Race of Man because of this racial heal. As morale continues to go up, however, this skill, that has not received an upgrade ever, becomes less valuable compared to the other racial skills. The less known benefit of the race of Man is the Incoming Healing bonus. I would say it's around +2%. This is consistent with some other racial skill bonuses. Strength of Morale heals around 2200-3000 Morale for an average of 2600. This skill is not affected by the -30% Incoming Healing penalty of the Fervour Stance.

**Dire Need**

This heal saps Power and turns it into Morale. When used, half of current (important distinction) Power is transferred into 2x Morale. So if I have 1000 Power, I would lose 500, but receive 1000 healing. An easier way to look at it is that you will be healed for an amount of half your

current power. This skill is not affected by the -30% Incoming Healing penalty of the Fervour Stance. This is available at Level 30.

### **Hedge**

This skill dispels Unarmed (cannot use a weapon debuff for a limited period of time – can only punch) and provides about a 6-7% Wound Resist buff for a short period of time. It is an attack so it does do damage. This is available at Level 38.

### **Blocking Blades**

This skill is an On Defeat skill – only available after the defeat of a mob. It provides an extra ~2.5% Parry for the duration of combat. Only use this if you are in Controlled Burn or Glory Stance, otherwise it is wasted in Fervour. It's ok to use then when Sudden Defense is also being used, because although there is a cap to Parry Sudden Defense doesn't last forever (30-1min) and Blocking Blades will still remain as long as you are in combat. This is available at Level 48.

### **Second Wind**

Another On Defeat skill that instantly restores power (~248) and the cooldown is

30 seconds. I use this at the end of combat, with Red Haze during. This is available at Level 48.

### **Duty-Bound**

A Racial skill that gives you and your fellowship a +2% morale boost for 10 minutes with a cooldown of an hour. This Racial Trait is bestowed by completing Enmity of the Wargs III (Kill 300 Wargs).

### **Sprint**

Often overlooked but used all the time. This skill provides an extra +25% run speed for 15 seconds. An outdated legacy could increase this but newer LI's do not have the legacy present. This skill overrides any slow except for falling. It does not prevent or cure root. This is available at Level 28.

### **Let-Fly**

The only true range damage skill a Champ can call on. If the Champ has a bow equipped (not crossbow as Champs cannot use them), range is increased to 30m and extra damage is done. It does have a cooldown. This is a great skill to pull a mob (as well as Champion's Challenge that does not do damage). This is available at Level 20.

**Red Haze**

This On Defeat skill is perhaps the most used and beneficial. It instantly provides 1 Fervour pip plus, through the remainder of combat, provides an extra Fervour Pip every 15 seconds. I use this constantly every time an enemy is defeated unless I need Power (Second Wind) or in Controlled Burn or Glory (Blocking Blades and Glorious Exchange respectively). This is available at Level 50.

**Heroics**

This is another On Defeat skill that recently got a boost. It provides ~300 power to everyone in radius – 15m – but drains more than 400 power from the Champ. It has a small chance of healing also – a retired legacy could increase this to more than 30%. Lastly, if in Fervour or Controlled Burn this skill will temporarily (for 30 seconds) give a +30% incoming healing. If in Glory it will provide an extra +15% damage for 30 seconds. The cooldown is 15 minutes. This is available at Level 40.

***What I use for single target***

Fervour Stance: Battle Frenzy (non-traited) / Flurry (traited) / Bladewall (traited) / Rend

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(traited for armor reduction) / Swift Strike  
(non-traited) / (if necessary) Wild Attack  
(non-traited but with Berserker line bonus) /  
Brutal Strikes (with Berserker line bonus /  
& Repeat = add Fighting Dirty (traited) if  
mob is below 50% and Bracing Attack once  
toward the end of combat to reduce amount  
of morale to heal out of combat, then On  
Defeat Second Wind to restore power.

### ***What I use for AOE***

Fervour Stance: Battle Frenzy (non-traited)  
/ Flurry (traited) / Bladewall (traited) / Rend  
(traited for armor reduction) / Swift Strike  
(non-traited) / (if necessary) Wild Attack  
(non-traited but with Berserker line bonus) /  
build to 5 Fervour and execute Raging  
Blade (Legendary) / Use Bladestorm if  
Raging Blade on cooldown / can substitute  
Sound the Attack (non-traited) for Raging  
Blade but it doesn't do near as much  
damage though stuns for 3 seconds / add  
Fighting Dirty and Bracing Attack as  
above, then On Defeat Second Wind to  
restore power.

### ***When I use Glory***

Only change would be to use Bladewall,  
Swift Strike and Wild Attack to make up

for less Fervour pip generation in this stance (with legacy I gain a pip every 9 seconds instead of 5 in Fervour stance). If you are fighting more than one mob, activate the new Heroics that gives you a buff of +15% damage On Defeat.

### ***Tough Boss Fights***

Controlled Burn: all of the above, but for added defense throw in Sudden Defense and Adamant (with legacies that increase duration) and On Defeat use Blocking Blades. If you fall below 60% Morale activate Fight On (legendary), and try and get legacy that increases duration (to 1 minute). If necessary, use Feral Strikes to remove corruptions on boss. For heals use Bracing Attack every time it is available (every 30 seconds), and also use Dire Need, but hit a Power potion immediately before hitting the skill to transfer as much Power to Morale as possible. You can also use Strength of Morale for a nice heal if you are the race of Man. If the boss has adds try to activate as many On Defeat skills as you can such as Red Haze (extra pip generation), and Second Wind.

***Miscellaneous***

If you are disarmed add Hedge into the rotation. If you need to interrupt an induction such as what a priestess does (you will notice the glowing circle animation under the mob and will sometimes have other clues like kneeling down) use Clobber that cannot be Blocked or Parried and is difficult to miss on-level opponents. If you are stunned for a long time or rooted you can use Blood Rage to dispel it but it does cost a lot of Morale. If you are slowed and don't want to use Blood Rage you can use Sprint. Don't forget to use your War Horn!

**Virtues****Innocence**

I highly recommend this one. It provides Melee Defense that every Champ needs and throw in some Poison resist and Shadow Defense. By rank 10 you are looking at about +5% melee defense and ~1.2% Shadow. Melee Defense is a technical term really meaning you take 5% less damage.



**Zeal**

This also provides some Melee Defense although not as much as Innocence (around 2.8%). It also has one of the highest Disease Resist ratings – almost +10%. You also receive some Poison Resist at around 2.9%.

**Discipline**

The third Virtue that has Melee Defense (~.8%). More importantly it provides the most Might of any Virtue (+30 at Rank 10). Also added is ~4.9% Disease.

**Fortitude**

This Virtue also provides some Might (+15 at Rank 10), but also provides OCMR (Out-of-Combat Morale Regeneration) and about 2.9% Disease. Since the only true benefit of Fortitude is some Might, and not that much, I don't recommend this Virtue.

**Valour**

This is a very valuable Virtue mainly because it adds 286 Morale at Rank 10. A great deal of OCMR is provided and a little Might - +8 at Rank 10.

**Justice**

For defense, this is one of the best Virtues that a Champ can have. Not only does it add 143 Morale at Rank 10, but also provides 60 ICMR (In-combat Morale Regeneration) that essentially is the equal to 40 Fate without the Power regen. It also gives some OCMR.

**Determination**

This provides some offense as well as defense. It provides an extra +30 Agility that will increase your Melee Critical percentage (as well as increase Parry and Evade). It also has some ICMR and adds a little Morale.

**Tolerance**

This is primarily caster defense for Loremasters, Minstrels etc. It provides the equivalent of Innocence (Melee Defense) for melee classes. It provides about 5% Tactical Defense instead. It also gives +15 Agility and 30 ICMR at Rank 10. I won't say this isn't a viable alternative for a Champ because of the considerable Tactical Defense, Parry and Evade and Crit Chance from Agility, and In-Combat Morale Regen.

**Mercy**

This is another Tactical Defense Virtue (~2.9%) with OCMR and Agility tossed in. It only provides +8 to Agility at Rank 10. This Virtue is not recommended for Champs.

**Compassion**

This is the Hunter's Bread and Butter Virtue. It provides the Ranged Defense (~5%) and also some Tactical Defense (~3.3%), plus some OCPR. I won't say this isn't a viable alternative for a Champ because of the considerable defensive properties.

**Charity**

Another Hunter specialty with about +2.9% Ranged Defense, with a good deal of Wound Resist (~9.6%), and some OCMR. This Virtue is not recommended for Champs.

**Patience**

Also a Hunter (or any ranged class) Virtue, but less so with only about 1.9% Ranged Defence with some serious Wound Resist (~4.8%) and some Out-of-Combat Power Regeneration. This Virtue is not recommended for Champs.

**Wisdom**

This Virtue is great for non-melee classes that use Tactical skills. This provides +30 to Will at Rank 10. Also included is more Wound Resist (~2.8%) and OCPR. This Virtue is not recommended for Champs.

**Confidence**

One of the few Virtues that provides significant Fear Resistance (~9.6%). Confidence also gives +15 Will at Rank 10 and some OCMR. This Virtue is not recommended for Champs.

**Idealism**

This Virtue also gives some Fear Resistance (~4.8%), but its main benefit is +30 Fate at Rank 10 as well as some Will (+8). This Virtue is not recommended for Champs.

**Empathy**

This is a good overall defensive Virtue. It adds directly to Armour Value (~2.2% Common Damage Mitigation and ~.5% Uncommon), as well as +15 Fate at Rank 10 and around 2.8% Fear Resist.

**Honesty**

This adds to your Armour Value (~1.3% Common Damage Mitigation and ~.25% Uncommon), adds to your power total (123 at Rank 10), and gives +8 Fate.

**Loyalty**

The main benefit of Loyalty is the +30 Vitality at Rank 10. It also adds to your Armour Value (~1.2% Common Damage Mitigation) and gives you 62 Power.

**Fidelity**

This is more a situational Virtue that you would consider swapping out for another at a Bard. The main benefit is Shadow Defense (~3.7%) with some Vitality (+15) and 31 Power. This Virtue is not recommended for Champs.

**Honour**

This is the Poison Resist Virtue, and, therefore, more of a situational one. It provides ~9.6%. It also gives ~1.8% Shadow Defense and 8 Vitality.

***What I trait***

- 1) **Valour** - The amazing Morale boost is just too good to pass up, nearly 300 at Rank 10. A little Might never hurts. Out-of-Combat Morale Regeneration is more important than one might think. If you haven't regenerated enough Morale between fights, you will never be fighting at full strength. It could make the next encounter much closer than it needs to be.
  
- 2) **Justice** - This is a kind of mini-Valour. It provides a good chunk of Morale, nearly 150, and also has In-Combat Morale Regen. It also has some more OCMR.
  
- 3) **Discipline** - The main focus of this Virtue is Might, 30. The Might causes more damage, plus it provides Common Damage Mitigation and helps with Block %. In conjunction with the Common Damage Mit is some Melee Defense. The Disease Resist is just o.k. Disease debuffs are generally

in terms of losing Vitality or Power over time.

- 4) **Innocence** - This Virtue is a must. You essentially take 5% less damage in Melee. It also provides some Shadow Defense for Fear Damage that usually comes from the dead – thrown in is some Poison Resistance.
  
- 5) **Determination** – I like this one for both its offense and defense. The 30 Agility is nice because that is ~+.3% Melee Critical Chance and it also helps with Parry and Evade when in Controlled Burn and to a much lesser extent Glory. Determination also has extra Morale and In-Combat Morale Regeneration.

\***Zeal** can be an alternative. This is strictly defensive and lets you take ~2.9% less Melee Damage (Melee Defense), plus it provides Poison Resist and one of the highest Disease Resist.

## Traits

### **Stalwart Blade**

This is one of the best traits a Champ could hope for. It causes Blade-Wall, the Champ's Bread and Butter AOE skill, to generate 1 Fervour Pip every successful attack. It becomes the first attack skill in every combat (unless breaking stuns or roots is an issue) and continues to be an integral part of combat rotation throughout. Strike enemies with Blade-Wall 500 times.

### **Winds of the Storm**

If you expect to face more than 5 opponents at once this might be a trait to consider. With Winds of the Storm traited, Blade-storm affects up to 10 targets instead of 5 and the Legendary skill Raging Blade affects up to 13 targets. This is great in the Ettenmoors (PvMP), however, it is extremely rare to face more than 5 opponents at once. I've used this when helping lower levels through instances like the Great Barrows. Strike enemies with Blade-Storm 350 times.

### **Eye of the Storm**



With this trait, Blade-Storm only requires 3 Fervour to execute instead of 4. With all the ways to build Fervour (Fervour Stance, Red Haze, Stalwart Blade, Wild Attack, Swift Strike, Fighting Dirty, final bonus from Berserker Line) this isn't really necessary. Land Critical Hits with Blade-Storm 50 times.

### **Mighty Blast**

This upgrades Sound the Attack to make it unable to be Blocked, Parried or Evaded, it can only miss or be resisted (changes it into a Tactical skill against Song Resist). It also adds 3 extra targets - for a total of 8 - and does a little more damage. With the Legendary skill Raging Blade available, I would pass over this. Raging Blade requires the same amount of Fervour pips, but does a lot more damage and has a quicker cooldown. If you are in a fellowship with another champ (or more), you can alternate stunning enemies, but if you already have a Crowd Control class, I would leave CC to them. You will just break stuns, mezzes and roots. Strike enemies with Sound the Attack 500 times.

**Dirt Cheap**

This upgrades Dirty Tricks. It allows Dirty Tricks to be used on targets with 50% or less Morale, up from only 25%, essentially doubling the opportunity. If you set your Combat Options to show mob's Morale in percentage rather than a number it is much easier to use Dirty Tricks and its bigger brother; Dirt Cheap. Strike with Fighting Dirty 300 times.

**Fervent Rage**

Causes Battle-Frenzy to generate an instant 5 (full) Fervour instead of 3. There are already too many ways to generate Fervour pips that this is a waste of a trait slot. It is also only good once every 60 seconds. Use trait slots for skills you use all the time. Use Battle-Frenzy 450 times.

**Tight Grip**

Hedge is upgraded to 20 seconds and the cooldown is only 1 minute and 30 seconds. This is a waste of trait space. It is rare to be unarmed. If you unarmed, it usually only lasts a couple of seconds anyway. The Wound Resist

is about 5 – 6%, so it doesn't really make a big difference. Strike with Hedge 250 times.

### **Improved Rend**

Upgrades Rend to include armour reduction. The armour reduction with legacy can be nearly 650. The armour rend affects all targets that hit and essentially causes you and anyone in fellowship to do more damage. Strike with Cleave/Rend 250 times.

## **Berserker Line**

### **Blood-Lust**

This trait causes your Wild Attack skill to generate 1 Fervour on a critical hit. On average most Champs won't have more than ~17% Crit Chance for this skill, probably less. That means that less than 1 in 5 times will you crit period, let alone on the times you use Wild Attack in your skill rotation. There are plenty of other ways to build Fervour more effectively than wasting a trait slot. Land Critical Hits with Wild Attack 50 times.

### **Vicious Strikes**

This trait raises your Critical Chance for Brutal Strikes, Feral and Savage Strikes, Merciful Strikes, Relentless and Remorseful Strikes, and Ferocious Strikes (that you currently shouldn't even be using). At level 65 Vicious Strikes increases Crit by about 4.5%. Complete the class quest A Blade of Renown.

### **Deadly Strikes**

For all of the above mentioned skills listed in Vicious Strikes, Deadly Strikes increases your Critical Damage Multiplier by 25% (on Critical Hits you will do 25% more damage). Strike enemies with Savage Strikes 500 times.

### **Deep Strikes**

On Critical Hits all Strike Skills will apply a bleed (around 40 Common damage every 2 seconds for 20 seconds). The fact that it is Common damage decreases the value of this skill immensely because of the mitigation of mobs. Strike enemies with Brutal Strikes 1000 times.

**Swift to Anger**

This is slightly more beneficial than Blood-Lust because Swift Strike should be used more than Wild Attack because of the quickness of animation. Swift to Anger adds 1 Fervour Pip on Critical Hits. Strike enemies with Swift Strike 1000 times.

**Flurry of Blows**

This is one of the most important traits to slot. It increases Flurry to 30 seconds (+10) and adds +5% to attack speed on top of the already +15%. Use Flurry 750 times.

**Bountiful Mercy**

Increases the target morale to 50% or below for Merciful Strike. This is a waste of a trait slot. Merciful Strike doesn't do much damage and doesn't provide a buff like Dirty Tricks. The +2 Fervour Pips is nice, but Stalwart Blade does a lot more damage and AOE at that and adds 1 Fervour Pip. Strike enemies with Merciful Strike 350 times.

**Athletic**

Normally Sprint has a 5 minute cooldown. With Athletic traited Sprint has a 3 minute cooldown. This would be a waste of a trait slot. Use Sprint 150 times.

**Martial Line****Call of the Wild**

Causes Wild Attack to generate more threat. This would be a waste of a trait slot. You can get plenty of aggro by using Raging Blade and/or Brutal Strikes, Champion Challenge, and Rising Ire. Strike enemies with Wild Attack 1250 times.

**At the Ready**

This increases your Block chance by ~4.5% at level 65. Since you are in the Fervour Stance the majority of time, you cannot block anyway so don't waste a trait slot on this one. Block melee attacks 1000 times.

**Heavy Shield Use**

I highly recommend this. With this trait slotted you can equip Heavy Shields. I will explain more about this one in the

next section. Complete the class quest  
A Champion's Courage.

### **Patience**

Patience upgrades Exchange of Blows. It adds +25% to the chance Exchange of Blows retaliates (reflect according to the tool tip which is misleading). It also causes it to activate on other damage types besides Common. The damage is only 47 at level 65. It cannot be mitigated and works against an unlimited number of targets. It even works while stunned and against ranged opponents. This can be useful. Use Exchange of Blows 500 times.

### **Braced Against Defeat**

This trait causes Bracing Attack to heal ~3 point of Morale more per level. So, at level 65 it will heal an additional ~195 Morale every 30 seconds. This can be useful. Strike enemies with Bracing Attack 400 times.

### **Time of Need**

With this traited Dire Need resets at 25 minutes instead of 30 and instantly fills your Fervour Pip bar. This is a waste of

a trait slot. Traited something that can only be used once every 25 minutes is next to useless. Use Dire Need 150 times.

### **Vigour of Champions**

This causes your On Defeat skill Second Wind to restore more power. It's not much but it could be useful. Use Second Wind 750 times.

### **Controlled Fury**

This upgrades Controlled Burn. With this traited Controlled Burn duration is extended by 1 minute (to 3.5 minutes) and activates Red Haze immediately without having to worry about an On Defeat to start it. Use Controlled Burn 75 times.

## **Racial Traits**

### *What I Use*

#### **Alan of the 4<sup>th</sup> Age**

This gives a +20 Will bonus. Requires finishing Enmity of the Wargs (Part I – 50), and Level 13

#### **Duty-Bound**

This adds a +2% Morale boost to yourself and all in your fellowship for



10 minutes with a cooldown of 1 hour.  
Requires finishing Enmity of the Wargs  
(Part III – 150), and Level 35.

### **Return to Bree**

Lets you map back to Bree town (West Gate) separate and on a different cooldown than your Milestone. It requires finishing Enmity of the Wargs (Part II – 150) and Level 29.

### **Balance of Ailan**

This adds +1% to Evade, Parry and Block, essentially a +3% Melee Defense (3% of the time block an entire attack rather than absorb 3% every attack when in Glory or Controlled Burn or no Stance). Requires finishing Enmity of the Hillmen (Part I – 150).

### **Strength of Morale**

This restores 3000-3500 Morale with a cooldown of 1 hour. However, it is affected by the Fervour's Stance of – 30% healing (+ any incoming healing buffs you might have from Legendary Items and stats). This requires Enmity of the Hillmen (Part II – 250) and Level 35.

**\*Optional****Virtuous Man**

If you don't already have Rank 10 Justice you might consider this Racial Trait earned by Reputation with Men of Bree (Friend status). This gives +1 to 3 different Virtues; Confidence, Justice, Patience. I had this equipped for a long time until I reached Rank 10 for Justice and then I swapped this out for Duty-Bound. The other 2 Virtues aren't melee class friendly so its value decreases greatly after Justice is maxed out.

**Equipment**

With the exception of 1 piece (Helm of the Whirlwind), all of the armour I currently wear is crafted, so it shouldn't be hard to craft yourself, find a crafter to do it for you (always grab the recipe – if possible – and the ingredients before asking), or buy off the Auction House/Hall. The jewelry is mostly crafted as well except Thalionhigil (necklace), the 2 Insidious Cuffs and the Charm of Defense (pocket item). Thalionhigil and Charm of Defense are

rep reward items at low standing easily accessible in Mirkwood. The Insidious Cuffs are from the Moria full fellowship instance Grand Stair (Final Boss). The shield, Wall of the Resolute Guardian, is from the Moria full fellowship instance Forges (first Boss). The bow Golden Host Bow of Defense is also crafted. The last equipped item is the Legendary weapons, but I will go into detail about legacies in the next section.

## Armour

### **Glorious Boots of the Galadhrim**

442 Armour

40 Agility

40 Vitality

20 Might

20 Fate

79 Power

### **Malledhrim Leggings of Haleness**

965 Armour

43 Agility

21 Might

21 Vitality

43.5 ICMR

88 Power

**Malleshrim Gauntlets of the Gloaming**

579 Armour

43 Might

197 Morale

15% chance to heal 74.5 Morale on any damage

**Malleshrim Hauberk of the Gloaming**

1158 Armour

43 Vitality

34 Might

On any Common damage 75% chance to reduce 23 damage

**Helm of the Whirlwind**

342 Armour

42 Vitality

21 Might

21 Agility

95 Morale

10% change on any Common Damage to receive 36.7 Morale

**Torchol (cloak)**

372 Armour

44 Might

22 Vitality

22 Agility

264 Evade

**Glorious Hauldrons of the Galladhrim**

331 Armour

40 Might

40 Fate

20 Vitality

20 Agility

79 Power

**Jewelry**

**Glowing Aureate Hoop of Combat**

(earring x 2)

20 Might

20 Vitality

20 Agility

40.8 ICMR

176 Morale

124 Melee Crit

**Thalionhigil (necklace)**

40 Might

20 Vitality

20 Agility

176 Morale

**Insidious Cuffs (bracelet x 2)**

39 Agility

19 Might

19 Vitality

Equipment

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48.6 ICPR

169 Morale

20% chance on any Common Damage  
of reflecting 21 damage

Weak Durability

**Charm of Defense (pocket item)**

19 Vitality

19 Will

732 Melee Defense

488 Ranged Defense

488 Tactical Defense

**Glowing Aureate Band**

40 Vitality

20 Might

20 Agility

176 Morale

124 Parry

## **Shield**

**Wall of the Resolute Guardian**

2059 Armour

-2% Evade

+10% Ranged Defense

1220 Critical Defense

488 Block

8 Might

8 Vitality

Equipment

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8 Will

34 Morale

75% on any Common damage to negate

21 damage

## **Bow**

### **Golden Host Bow of Defense**

70.3 DPS (Westernesse)

+1% Auto-Attack Critical chance

780 Ranged Defense

-10% all Skill Inductions

Greatly reduces threat during ranged combat

### **Notes on Equipment and Jewelry:**

The majority of enemies you will fight will do Common damage. Of course, there are exceptions. But, for Moria and Mirkwood as well as much of Lothlorien, there are plenty of Orcs – the majority of Orc attacks are Common. Items that can negate (or absorb) Common damage are extremely valuable, hence why I use the Wall of the Resolute Guardian and Malledhrim Hauberk of the Gloaming. Together they absorb (negate) 44 damage of 3 out of 4 attacks (75% of the time). You can

look at it as absorbing 33 Common damage 100% of the time. Two of the other items heal Morale when you are hit some of the time; Helm of the Whirlwind at 10% for 36.7 and Malledhrim Gauntlets of the Gloaming at 15% for 74.5. You can look at that as 3.7 Morale and 7.5 Morale 100% of the time, or ~11 Morale healed every time you get hit. The rest of the equipment focusing on Might that not only increasing Melee damage, but also increase Common damage Mitigation (reduces). Agility is obviously important for Melee Critical and for the rare times when not in Fervour for the Evade and Parry bonus. Vitality boosts Morale directly, plus it provides Uncommon damage Mitigation and boosts Wound, Disease and Poison Resistance. To a lesser degree Fate is important for the ICMR with 40 Fate = ~ 60 Morale Regeneration per minute. The longer combat lasts, the more important Fate becomes.

## **Legacies**

(for Legendary Items)



It is always a good idea to have the maximum number of LI's (6) as they can be used per situation. There is nothing wrong with swapping out LI's in the midst of combat to take full advantage of all legacies available. It is almost possible to have every legacy represented this way. The optimum would be to have one weapon and one class LI with all legacies at tier 6. But, this just isn't possible, so the next best thing is to complement each other. I like to build Fervour pips with a one-hander (mine is a spear for the DoT (Damage Over Time) and shield so that I have some protection while executing lower Fervour building skills and then swap out to a hefty 2-hander for maximum damage on the powerful Strike Skills or high-Fervour AOE skills.

### **Main (1-hander)**

This is the weapon that you have equipped the majority of time and find that it is slotted outside of combat as well. It is the weapon that you begin

combat with and usually end combat with.

- 1) AOE damage (up to +10%) for maximum damage with Bladewall (Stalwart Blade traited).
- 2) Wild Attack bonus damage (up to +15%) as you build Fervour pips.
- 3) Critical Damage Multiplier up to +50% damage as you build Fervour pips.

### **AOE (2-hander)**

- 1) AOE damage as above for Bladestorm and Raging Blade.
- 2) Horn Damage (up to +10%) for Sound the Attack/Horn of Gondor.
- 3) Critical Damage Multiplier as above.

### **Rend (2-hander for the Rend skill only)**

It helps to have a class LI with additional Rend pulses (maximum of 5 for a total of 22 seconds of Bleed Damage) so that you have only to use the Rend skill once or twice during normal combat.

- 1) AOE damage as above.
- 2) Armour Reduction - the amount depends on the level of the LI. The greater the Armour Rend the more damage every single one of your attack skills will do including the Rend Bleed.
- 3) Rend Bleed Damage (up to +25%), which isn't much extra damage but it adds up over time especially if you have the extra pulses.
- 4) Critical Damage Multiplier as above.

### **Single Target (2-hander for Brutal Strikes only)**

- 1) Brutal Strikes bonus damage (up to +15%) for Brutal Strikes
- 2) Critical Damage Multiplier as above.

### **Class Items**

The same goes for Class Items as weapons – swap out as necessary to take advantage of possible legacies.

**Main**

- 1) Bracing Attack (up to +15%) healing for Bracing Attack.
- 2) Blade Line Power Cost (up to -10% reduction in cost).
- 3) Strikes Line Power Cost (up to -10% reduction in cost).
- 4) Rend pulses (maximum of 5 – an extra pulse every 2 second).
- 5) Glory ICPR (maximum of +10%)
- 6) Glory Pip Generation (Glory normally generates a Fervour Pip every 12 seconds). With this legacy you can increase the Pip Generation up to 5 seconds earlier (mine is 3).

**Secondary**

- 1) Stun Duration (up to a maximum +5 seconds) for your Champ Horn.
- 2) Adamant Duration (up to +30 seconds for a maximum of 1 minute).
- 3) Fight On Duration (up to +30 seconds for a maximum of 1 minute).

## Miscellaneous Legacy

Weapon – Sudden Defense (up to a maximum of +30 seconds for a maximum of 1 minute).

## UI (User Interface)

The UI can be rearranged by pressing Ctrl and \. It is important to have certain UI elements near the quickslot bar where the most viewing of the screen takes place. This shortens reaction time and provides the information on the target and one's own statistics quickly.

- Selection's Target should be immediately above the quickslot bar in the center.
- Have Vitals and Opponent Vitals right above the Selection Target.
- Potions should be in an inventory box that is placed just

to the left of the quickslot bar  
and to the right of chat.

- Skill Queue should be just above Opponent's Vitals.
- Make sure Fellowship Maneuver and Attempt are both centered in the middle of the screen both horizontally and vertically.
- Loot Roll Zone is off to right so that doesn't block targeted enemies or Fellowship Maneuver.
- Assist Window should be just to the right of Fellowship Vitals, but low enough on the screen to read and select quickly.
- Dismount should be in the middle above Vitals and Opponent Vitals so that you can dismount quickly in case of combat.
- The Middle Mouse Button (press the scroll wheel) can be used to cycle through targets selecting closest target first.
- Arrow keys are used to move
- Num 0 (Zero) can be used to start auto-attack. It is

- immediately next to the arrow keys so can be used with the same hand.

## Combat Options

You can find Combat Options under System, Options, Combat Options. The following should be selected (checkbox).

- Auto-target enemies.
- Skills can enable default attack.
- Allow skill buttons to target nearest enemy (the nearest enemy is usually, but not always, the nearest target for Champs).
- Enable Skill Target Forwarding (in case you have a fellowship member selected instead of an enemy – will transfer skills to the target of the selected fellowship member).
- Enable skill miss chance penalties while moving (for Champs this is strictly for the Let Fly bow skill – you will

likely miss shooting an on-level mob while moving).

- Show the vitals of your selection's target (good to know if your Healer is close to being incapacitated if he/she has aggro).
- Directional Selection Indicators (causes a dotted line to appear from your character toward the selected mob even if it is offscreen).
- Enable Combat Particle Response Indicators.
- Display combat state break notices in chat window (so you can see who in party broke the mez, stun, root etc.).
- Show Assist Window (so you can see who your tank is targeting).





## Glossary

**Aggro** – Generally speaking, whoever generates the greatest threat/hate will (Aggro)vate a particular mob. This can be done through damage, skills or heals.

**AOE** – Abbreviation for Area of Effect. Several Champion skills are effective against most mobs in a radius about the Champion.

**B/P/E** – Abbreviation for Block, Parry, and Evade. Champions cannot B/P/E while in Fervour Stance, but can, to a degree, in other stances.

**CC** – Abbreviation for Crowd Control. Champions have limited Crowd Control while some other classes excel at it.

**Critical Hit** – Each Champion has a percentage chance of scoring a hit that does considerably more damage than an ordinary hit on either an auto-attack or skill.

**Deeds** – Tasks like slaying a number of a particular kind of enemy or discovering new areas whose rewards generally are new class traits or virtues.

**Debuff** – A negative state that generally lasts for a short period of time and decreases or limits the stats or skills of a Champion or other class.

**Dual-Wielding** – The ability to wield 2 weapons at once. For Champions that would be a combination of axes, clubs, spears, maces, or swords.

**Fellowship** – A group of 2 to 6 players that have joined together through the Lotro interface to finish a non-solo quest, adventure or instance. Groups from 2-5 are called small fellowships and 6 is a full fellowship.

**ICMR** – Abbreviation for In-Combat Morale Regeneration.

**ICPR** – Abbreviation for In-Combat Power Regeneration.

**LI** – Abbreviation for Legendary Item. Legendary Items come in 2 forms; weapon(s) and class item.

**Milestone** – The main location that a player can return to instantly by double-clicking

on the map they have received in inventory. This is generally within a town.

OCMR – Abbreviation for Out-of-Combat Morale Regeneration.

OCPR – Abbreviation for Out-of-Combat Power Regeneration.

On Defeat – Upon the defeat of an enemy, Champions can use certain skills.

Quickslot Bar – The bars filled with various icons of skills and equipment that allow players to execute the skills or change equipment.

Raid – Multiple Fellowships joined together through the Lotro interface to try and complete extremely difficult quests, adventures or instances.

UI – Abbreviation for User Interface; the layout of the various displays on the screen.

Virtue – Special traisted enhancements that improve upon various stats of the character and earned by completing deeds.

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